Usenet Newsgroup Archive: comp.sys.atari.8bit

2005 - 2006

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2005-01-01 through 2006-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 8,126

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-01 22:25:09 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <0m8et0lh2llp906c4on64flmi1snj18769@4ax.com>
Source record: 13456

"The Wanderer" <wandererstill@yahoo.com>:
>Hm, how hard would it be to rewrite your image manager for KMK/JZ?
>Anyone? Jerzy?

I have no idea how the KMK/JZ interface works. If you strip out all the MyIDE specific stuff from my program you aren't really left with much. You would probably be better off doing one from scratch that is built from the ground up to support that interface and the way it treats its partitions.

I wrote my program using a C cross compiler (http://www.cc65.org/).

Shawn Jefferson
(fix reply to for email)

2. Re: Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 00:30:00 UTC
From: secretspam@ihatespam.net
Message-ID: <41d84050.155245734@nntp.charter.net>
Source record: 13457

Hello. Yes, I was making a parody of the spam posting about a hot 22
year old (presumably female, and presumably nude somehow).

On 31 Dec 2004 23:03:18 GMT, Greg.Goodwin@family-news.org wrote:

> Well, I know the 28 year old creator of the C=1 (current Commodore computer)
> is kinda cute.
>
> I'm sure there are other ones out there. Yeh true we tend to be a 30's and
> up club, but some people have kids that have grow up and given it a try. I
> am one of those people more or less. Played games back in the day, but
> thanks to dad, got the more technical help.
>
> And there are others.
>
> And when you said "hot 22 year old" I would assume you are talking female,
> though it does not specify. ;)
>
> Doc Clu 800
>
>
>
>> From: secretspam@ihatespam.net (SgtSilicon)
>
>> Wouldn't you rather see a topic like that instead of spam? :)
>
>--- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

3. Re: Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 02:53:39 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1104634419.367879.191810@z14g2000cwz.googlegroups.com>
Source record: 13458

> I have a text file that I was not able to transfer by simply copying.
Sector copying made it possible to copy it, but alas, still cannot be
read.
:(It was part 20 of a ongoing series from Atari BBS stories back in
the
80's. Hope I can figure out something. <

You were able to sector copy the disk, but still can't read it? If you
would like for me to take a look at it, send me an ATR image. But
perhaps you've fixed it by now.
-Larry

4. Re: Looking for Atari Portfolio RAM cards 32 to 128K

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 04:42:22 UTC
From: "Rick D." <sysop2004@a8maestro.com>
Message-ID: <41D77BAE.E98BDEA@a8maestro.com>
Source record: 13459

Narfman69 wrote:

> Hi, Does anyone have any 32 to 128k RAM cards they want to sell. I'm
> looking for several of these battery backed up RAM cards. Thank you,
> Narfman96@yahoo.com

I have 64K ramcards in stock right now. $12.00 each, or 3 for $30.00.
Plus tax and shipping.
Each order comes with one new battery.

Rick D.
More Than Games

5. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 05:15:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1104642886@rtfm.mit.edu>
Source record: 13460
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

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Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

6. XF551 - 127K doubled to 254K

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 14:35:16 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <EETBd.56472$up.12113@lakeread08>
Source record: 13461

Can I customize the formatted of 254K, 256 bytes X 26 sectors X 40 tracks instead of 127K, 128 x 26 x 40 in Atari XF551 disk drive? Do you think SpartaDOS 3.3 or MYDOS 4.5 can format 254K ? How?

Thanks!
Jack Tseng

7. Re: Looking for Atari Portfolio RAM cards 32 to 128K

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 15:13:37 UTC
From: Narfman69 <Narfman96@yahoo.com>
Message-ID: <1104678817.381091.158030@z14g2000cwz.googlegroups.com>
Source record: 13462

Rick D. wrote:
> Narfman69 wrote:
>
> > Hi, Does anyone have any 32 to 128k RAM cards they want to sell.
I'm
> > looking for several of these battery backed up RAM cards. Thank
you,
> > Narfman96@yahoo.com
>
> I have 64K ramcards in stock right now. $12.00 each, or 3 for
$30.00.
> Plus tax and shipping.
> Each order comes with one new battery.
>
> Rick D.
> More Than Games

Rick, I tried to E-mail you and I'm not sure it worked. I will buy 3 of
these cards. Need details... Please reply... Narfman96 at Yahoo dot
com. Thank you!

8. Re: XF551 - 127K doubled to 254K

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 15:46:15 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <bHUBd.15321$RH4.2644@newsread1.news.pas.earthlink.net>
Source record: 13463

Jack wrote:
> Can I customize the formatted of 254K, 256 bytes X 26 sectors X 40 tracks
> instead of 127K, 128 x 26 x 40 in Atari XF551 disk drive? Do you think
> SpartaDOS 3.3 or MYDOS 4.5 can format 254K ? How?

Really foggy memory warning.

No. It may appear to format right with a modified ROM but the extra sectors ~19-26, will overwrite sectors ~1-8. It may appear to format right with the standard ROM but it would probably just go to 256 byte X 18 sectors or 180k for a single sided, 360k for double sided. The stock XF ROM is hard coded for densities vs. sectors per track. This may create a problem with some DOS in that they write what they think they told the drive to format to the disk.

I am kind of biased. I used to have a XF and even though I did modify it to 3.5"/720k I found the standard 5.25"/360k I got with Sparta DOS to be a huge amount of storage for any task I did short of running a BBS.

9. Re: Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 16:40:16 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <2005010211401616807%siraltus@earthlinknet>
Source record: 13464

On 2004-12-31 04:20:57 -0500, "Gork" <nokraygienspam@hotmail.com> said:

> And *I* who to hate for making me PAY SO MUCH! hehe
>
> "Ed Shepherd" <dinosaur@corner.net> wrote in message
> news:7a61c6b3.0412300901.6b2a4c54@posting.google.com...
>> Hey Gork!
>>
>> NOW I know who to hate for outbidding me on the auctions! (SMILE!)

And I for sending me surprise packages and not telling what's in them! =P

10. Re: Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 17:05:27 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <rRVBd.24029$_62.12066@trnddc01>
Source record: 13465

I have a HOT nude 22-year old Atari 800 in a box here. (Took the cover off
it a few years ago and never put it back on).

"GfA" <lp@mint.org> wrote in message news:BDFCD4E6.BFB4%lp@mint.org...
> in article 41d84050.155245734@nntp.charter.net, SgtSilicon wrote on 1/1/05
> 7:30 PM:
>
>> Hello. Yes, I was making a parody of the spam posting about a hot 22
>> year old (presumably female, and presumably nude somehow).
>
> I would suggest she install air conditioning or move the Atari to cool dry
> place. Heat and moisture is not good on the components. ;-)))))
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

11. Re: 1230XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 17:09:00 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <MUVBd.19643$L7.6696@trnddc05>
Source record: 13466

Before you put liquid cleaners on it, try cleaning the connector with a
pencil eraser!

"Graham" <dsgf@gf.ds> wrote in message news:41D3E3F3.A34216A4@gf.ds...
> Just bought a Defender cartridge on Ebay (serial CXL4025).
>
> Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
>
> Or is it just not compatible?
>
> Are there any sites with compatibility info on cartridges?
>
> Thanks...

12. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 17:15:40 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <cr9a9tskr1@atlantis.news.tpi.pl>
Source record: 13467

> Hm, how hard would it be to rewrite your image manager for KMK/JZ?
> Anyone? Jerzy?

Hi everybody!

I've got such file loader. Please contact me directly jurek at cnd dot pl

Cheers,
Jurek.

13. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 17:50:43 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <20050102125043924 15%siraltus@earthlinknet>
Source record: 13468

On 2004-12-25 03:06:16 -0500, Greg.Goodwin@family-news.org said:

> Ever been on a BBS before? When I logged on for the first time in like
> 2000 it was simply a matter of registering the first time you log in. You
> can do this by dialing up, (972-496-0650) or by registering at the web
> log-in at www.family-bbs.net.
>

Well, it's strange because I can't seem to be able to connect to it. My 1030 dials the number and then as soon as it says "Connected!" it disconnects. Most of the time it doesn't even say "Connected!" at all, just times out. I can't hear the modem through my TV speaker so I assume the line might be busy. I was able to connect to the Sailor system Ed mentioned in his post with no problem. I wonder what I'm doing wrong...

Serge

14. Re: Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 20:07:48 UTC
From: secretspam@ihatespam.net
Message-ID: <41d9544c.1521343@nntp.charter.net>
Source record: 13469

```
Hehe. Yeah, hot is one thing but please tell us that it's not
"smoking!"

On Sun, 02 Jan 2005 17:05:27 GMT, "cbc"
<cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:

>I have a HOT nude 22-year old Atari 800 in a box here. (Took the cover off
>it a few years ago and never put it back on).
>
>"GfA" <lp@mint.org> wrote in message news:BDFCD4E6.BFB4%lp@mint.org...
>> in article 41d84050.155245734@nntp.charter.net, SgtSilicon wrote on 1/1/05
>> 7:30 PM:
>>
>>> Hello. Yes, I was making a parody of the spam posting about a hot 22
>>> year old (presumably female, and presumably nude somehow).
>>
>> I would suggest she install air conditioning or move the Atari to cool dry
>> place. Heat and moisture is not good on the components. ;-)))))
>>
>> --
>> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
>> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
>> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
>> Hades060]
>>
>>
>
```

15. Re: Atari 8-bit asm development tools

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 23:15:53 UTC
From: lmd <usenet@fyyff.com>
Message-ID: <Jg%Bd.842201$8_6.267633@attbi_s04>
Source record: 13470

Rick Cortese wrote:
> Jim Lawless wrote:
>
>> Greetings, all.
>>
>> What were the earliest assembly-language development tools available
>> for the 400/800? Other 6502 computers I've used had some sort of
>> machine-language monitor cartridge or firmware available prior to
>> having a decent label-based / macro assembler available.
>>
>> Did an Atari machine-language monitor cart precede the full assembler?
>
>
> If I have it right, most of the early assemblers for VCS/8 bits were on
> DEC mainframes.

True. Except that they were minis :-) (VAX 11-780s, 750s and 730s).
The Atari Coin-Op assembler was essentially a hacked PDP-11 assembler.

> That is one of the excuses why we don't have good source listings for
> various programs/OS anyway. Rumor is one of the first things the
> Tramiels did after the take over is sell off the mainframes w/o saving
> the programs.

Not true. I was one of the programmers that the Tramiels kept who was
responsible for transferring over a lot of the user accounts and source
code. (Writing video games one week, the next I was sysadminning a
bunch of Vaxen and working on the ST. Hoo ha).

The Tramiels lost quite a bit, but that's mostly because the state of
the software "library" at Atari was fragmented and incomplete.

> The first program I remember that was on the 8 bit was the ASM/ED cart.
> I still have mine and like it for simple assembly programming. It did
> have a debugger but no macro ability.

-landon

16. Re: Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 23:20:35 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <7I%Bd.7393$JC2.5937@newsread2.news.atl.earthlink.net>
Source record: 13471

Sounds like the data may possibly be intact and without a valid directory entry pointing toward it. Never found an automated utility, but patched many with DiskMend editor.
Jess

"Greg Goodwin" <drclu@swbell.net> wrote in message news:BDF6E2AD.11438%drclu@swbell.net...
> On 12/27/04 6:29 PM, in article
> Good good!
>
> I have a text file that I was not able to transfer by simply copying.
> Sector copying made it possible to copy it, but alas, still cannot be read.
> :(It was part 20 of a ongoing series from Atari BBS stories back in the
> 80's. Hope I can figure out something.
>
> Doc Clu

17. Re: Atari 8-bit asm development tools

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-02 23:34:13 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Vx%Bd.5344$Cc.3354@newsread3.news.pas.earthlink.net>
Source record: 13472

lmd wrote:
> Rick Cortese wrote:
>
>> Jim Lawless wrote:
<snip>
>> That is one of the excuses why we don't have good source listings for
>> various programs/OS anyway. Rumor is one of the first things the
>> Tramiels did after the take over is sell off the mainframes w/o saving
>> the programs.
>
>
> Not true. I was one of the programmers that the Tramiels kept who was
> responsible for transferring over a lot of the user accounts and source
> code. (Writing video games one week, the next I was sysadminning a
> bunch of Vaxen and working on the ST. Hoo ha).
>
> The Tramiels lost quite a bit, but that's mostly because the state of
> the software "library" at Atari was fragmented and incomplete.

Thanks for the correction!

18. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 01:31:55 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41d8a07d@news.inet.com.pl>
Source record: 13473

Jerzy Dudek wrote:
>>Hm, how hard would it be to rewrite your image manager for KMK/JZ?
>>Anyone? Jerzy?
>
>
> Hi everybody!
>
> I've got such file loader. Please contact me directly jurek at cnd dot pl
>

Why not putting it up on the web? I can host it for you if that's a problem.

19. Atari 800Win emulator can use internet?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 04:45:14 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <u54Cd.56736$up.51578@lakeread08>
Source record: 13474

I noticed the Enable R: Patch for TCP/IP in Atari 800Win Plus 4.0. I wonder if Atari 800Win Plus 4.0 emulator can use internet? What I need for internet is to use text-terminal and web browser (either GUI or Text but I prefer both). Anyone tell me how to do that?

Jack

20. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 06:50:06 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <239070.230643@fmlynet.org>
Source record: 13476

Hmm... what software are you trying to use and I'll see if I can duplicate
here on this side where it is in the local calling area.. and cheaper. :)

A 1030 I'm guessing.. with the built in software?

Doc Clu 800

> From: Altus <siraltus@earthlink.net>

> On 2004-12-25 03:06:16 -0500, Greg.Goodwin@family-news.org said:

>> Ever been on a BBS before? When I logged on for the first time in like
>> 2000 it was simply a matter of registering the first time you log in.
> You
>> can do this by dialing up, (972-496-0650) or by registering at the web
>> log-in at www.family-bbs.net.
>>

> Well, it's strange because I can't seem to be able to connect to it. My 1030
>dials the number and then as soon as it says "Connected!" it disconnects. Most
> of the time it doesn't even say "Connected!" at all, just times out. I can't
>hear the modem through my TV speaker so I assume the line might be busy. I was
>able to connect to the Sailor system Ed mentioned in his post with no problem.
> I wonder what I'm doing wrong...

> Serge

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

21. Re: Atari 8-bit asm development tools

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 06:55:54 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <b39071.2306fb@fmlynet.org>
Source record: 13475

Wow.. a programmer from Atari. You know as a kid I dreamed of working at
Atari. After hearing all I have about what it was like to work for Atari, I
no longer think that. :)

Doc Clu 800

> From: lmd <usenet@fyyff.com>

> Not true. I was one of the programmers that the Tramiels kept who was
> responsible for transferring over a lot of the user accounts and source code.
>(Writing video games one week, the next I was sysadminning a bunch of Vaxen an
> working on the ST. Hoo ha).

> The Tramiels lost quite a bit, but that's mostly because the state of the
> software "library" at Atari was fragmented and incomplete.

>> The first program I remember that was on the 8 bit was the ASM/ED cart.
>> I still have mine and like it for simple assembly programming. It did
>> have a debugger but no macro ability.

> -landon

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

22. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 13:46:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41d8f74cce1000@comcast.net>
Source record: 13477

>Just bought a Defender cartridge on Ebay (serial CXL4025).
>
>Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
>
>Or is it just not compatible?
>
>Are there any sites with compatibility info on cartridges?
>
>Thanks...

Could it be a bad cart? I have one and it works fine on my 800xl and 130XE.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

23. Re: Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 14:54:23 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10tin5in0h1sebc@corp.supernews.com>
Source record: 13478

Hey... This was a private party! Where's YOUR invitation?!! :) Besides,
surprises are a GOOD thing...

"Altus" <siraltus@earthlink.net> wrote in message
news:20050102114016168O7%siraltus@earthlinknet...
> On 2004-12-31 04:20:57 -0500, "Gork" <nokraygienspam@hotmail.com> said:
>
>> And *I* who to hate for making me PAY SO MUCH! hehe
>>
>> "Ed Shepherd" <dinosaur@corner.net> wrote in message
>> news:7a61c6b3.0412300901.6b2a4c54@posting.google.com...
>>> Hey Gork!
>>>
>>> NOW I know who to hate for outbidding me on the auctions! (SMILE!)
>
>
> And I for sending me surprise packages and not telling what's in them! =P
>

24. NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 15:52:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crbq84mpc1@reader11.wxs.nl>
Source record: 13479

Hi folks,

Today I have finished my website (it is never finished, but ok... it is finished for now).

http://home.planet.nl/~diepe534/ainside/

I'm working on to re-setup my BBS. It is in a Test-setup now, ... it might be connectable, but most of the time i'm working on it, so please be patient for the BBS.

Have fun on the site and I think the BBS part is nice to read.

Bye,
Marius

25. Re: Atari 800Win emulator can use internet?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 19:05:27 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1104779127.259726.4950@c13g2000cwb.googlegroups.com>
Source record: 13480

Jack wrote:
> I noticed the Enable R: Patch for TCP/IP in Atari 800Win Plus 4.0. I
wonder
> if Atari 800Win Plus 4.0 emulator can use internet? What I need for
internet
> is to use text-terminal and web browser (either GUI or Text but I
prefer
> both). Anyone tell me how to do that?
>
> Jack

If you run OmniComm on your emulator,set for VT100,and dial:

1-410-494-1199

and follow the prompts (type 1 for Sailor program,and log in
as "guest")you can connect to the InterNet,using the Lynx (text-
only) browser.You can upload and download,using the Kermit protocol.

You must use an Atari terminal program that is capable of 80 columns,
VT100 emulation and Kermit transfers.

This has worked for me for several years now.
Websites that use frames are a problem.

I read your post,using my Atari,but had to switch to the PC
to answer,because the Lynx browser won't let me log in on
Google Groups to post replies.

BTW....I use:

http://groups.google.co.uk/groups?q=comp.sys.atari.8bit&hl=en&btnG=Goog
le+Search
to read the news group,as it uses the older,easier to read format.

26. WAV2CAS tips wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 21:47:31 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104788851.068038.123430@f14g2000cwb.googlegroups.com>
Source record: 13481

I've got all these old tapes which I made using my Atari 800 but I no longer have the 410 Cassette player. I've found this great program but I'm not having a lot of luck. About 50% of my commercial tapes are working but only 2 of my own tapes have worked so far.

I've been tweaking record levels but so far it hasn't helped much. Seems a tape will work or it won't, mostly won't.

For those that don't know, WAV2CAS takes a WAV file, a recording of your Atari tape, and converts it to a cassette image usable by emulators like Atari800Win or usable on a real Atari by way of a SIO2PC cable. Both tools are PC based.

My question is, are there any tips for improving performance?

I should have used better tapes way back when but it's too late for that. Plus, much of my problem lies in the poor way I created the tapes. I used minimal labeling. I don't know which tapes are bootables and which are source programs. I don't know which are BASIC programs, nor how the programs were saved, CSAVE, SAVE "C:", or LIST "C:". I have multiple programs per tape. Some programs were indexed but I used tape counter marks which are useless to me now. This really makes troubleshooting the restorations difficult. LOL!

Steve Sheppard

27. Video-80 Instructions?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-03 22:11:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104790261.868225.231550@f14g2000cwb.googlegroups.com>
Source record: 13482

I've got the BASIC creator program for Video-80 but I have no idea how to use Video-80 itself. I can run the creation program and produce either a bootable cassette or a disk file which should be saved as Autorun.sys. Both seem to load but neither seem to do anything. By the way I'm using Atari800win Plus 4.0 beta 3 emulator until my SIO2PC cable arrives. Maybe this is my problem.

I seem to recall that I should be able to output to a newly created V: device in 80-column mode or hook the driver into the E: device but I'm just not sure.

Is there something I need to do to initialize the driver after loading it?

I did my best to find instructions but the best I could do is identify the source. The program was published in Compute! magazine, Issue 36, May, 1983. I can't locate the text of the article.
Thanks in advance for any help.

Steve Sheppard

28. Re: Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 00:11:13 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crcnfi$867$1@reader11.wxs.nl>
Source record: 13483

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht
news:20041230074550.07145.00002278@mb-m10.aol.com...
> Is anyone actually using a Flash Memory Device as a HD with their XL/XE?
> I
> have read that the service life is an expected 100,000 writes.
> (Presumably to
> the same cells, and probably varies by mfg.) Read/Write speeds would not
> be
> much of an issue -- just life, especially to the VTOC/FAT/Directory areas.
> Still, at 100,000 writes, I would think that would be several years for a
> typical Atari user.

I'm using it. Build-In with a CF-> IDE adapter with MyIDE. I have spartados
on it. It works perfect.
If 100.000 writes cycles is true, you would be amazed how fast you have
reached this amount in VTOC sectors.

ANY write or erase operation will affect VTOC. So if you have a partition
with a few thousand files the 100.000 is reached soon....

I have to say I haven't had any problems yet. But CF memory is not really
suitable for a live file system.

Thanks,
Marius

29. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 00:14:59 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crcnmj$888$1@reader11.wxs.nl>
Source record: 13484

"The Wanderer" <wandererstill@yahoo.com> schreef in bericht
news:1104531501.899788.122090@c13g2000cwb.googlegroups.com...
> I'm happily puttering away with a 130XE and the KMK/JZ IDE interface,
> trying to load a whole lot of games onto an IDE drive, and I'm curious
> about a lot of the utilities and DOSes out there.
>
> How do menu makers work? Which ones are compatible with large drives
> which have multiple MyDOS subdirectories?
>
> What is Multiboot? How do you use it?
>
> Are there any ways to automatically load a bunch of full-disk images
> (say, as DCMs) into directories on a large partition and rotate them
> out into smaller partitions to play - in other words, any image
> managers?
>
> Why hasn't anyone yet written a DOS to support D9: through D15:?
>
> And my 130XE has one odd phenomenon - it will only ever see disk drives
> on the second try. The first boot always goes to the self test. Then,
> if I hit option-reset, it always goes to the disk drive and boots
> properly. This is without the IDE interface in. What's going on?
> Thanks!
>

I am using SpartaDOS 16MB partitions with thousands of binary files (games
and demos) all loadable with one nice menu. This menu is called
'MicroSpartaDos' and is written by BEWESOFT. You can find the MyIDE version
of all this stuff on my homepage http://home.planet.nl/~diepe534/ainside/ in
'general atari info' and the subject 'Spartados and MyIDE' On the ATR image
you can find there the gamedos is also stored (with docs) I'm sure it works
with your IDE interface too.

Marius

p.s. it is a game loader for binary files. Binary files of almost any game
is available on the internet.

30. atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 00:18:28 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crcnt2$8ai$1@reader11.wxs.nl>
Source record: 13485

Is there someone who can compile a binary for windows for me?

http://atari800.sourceforge.net/

I don't know how to compile it myself. If someone can provide a step-by-step manual (including links to the needed C-compiler) I would be glad too.

Thanks
Marius

31. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 01:01:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104800501.585948.296230@z14g2000cwz.googlegroups.com>
Source record: 13486

Why not just get a copy of Atari800win Plus (Beta 3)?

It has all the features of the other development project plus it's
already compiled for Windows.
http://www.a800win.atari-area.prv.pl/

Steve Sheppard

32. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 01:04:50 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104800690.807882.46720@f14g2000cwb.googlegroups.com>
Source record: 13487

Make that Atari800win Plus 4.0 (beta 3).

33. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 01:36:21 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crcsf4$9rg$1@reader11.wxs.nl>
Source record: 13488

<stephensheppard@hotmail.com> schreef in bericht
news:1104800690.807882.46720@f14g2000cwb.googlegroups.com...
> Make that Atari800win Plus 4.0 (beta 3).

little sigh

Sorry for my *sigh* but did I ask for that?

Another answer could be: why not using the real thing? I H A V E and use the real thing, so I'm not interested in whatever emulator at all. But I want to test them all.

I have that PLUS version ALREADY and I want to know how to compile the atari800 1.3.5 to a working version. It is newer than the PLUS version so I want to try it out.

But because I'm a C-Dummy I don't know how it works, and the readme in the source package is just TOO small to let me understand it.

Sorry I sound a little unkind, and I am sure you wanted to be nice. So thanks for your contribution... I'm trying the compiling issue for years now so that's why I respond a little angry. But..... besides that I'm getting little tired of the off-topic answers some people give at questions in this newsgroup.

Thanks,
Marius

34. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 02:50:08 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <zvnCd.9918$by5.3253@newssvr19.news.prodigy.com>
Source record: 13489

Marius Diepenhorst wrote:
> <stephensheppard@hotmail.com> schreef in bericht
> news:1104800690.807882.46720@f14g2000cwb.googlegroups.com...
>
>>Make that Atari800win Plus 4.0 (beta 3).
>
>
> *little sigh*
>
> Sorry for my *sigh* but did I ask for that?
>
> Another answer could be: why not using the real thing? I H A V E and use
> the real thing, so I'm not interested in whatever emulator at all. But I
> want to test them all.
>
> I have that PLUS version ALREADY and I want to know how to compile the
> atari800 1.3.5 to a working version. It is newer than the PLUS version so I
> want to try it out.
>
> But because I'm a C-Dummy I don't know how it works, and the readme in the
> source package is just TOO small to let me understand it.
>
> Sorry I sound a little unkind, and I am sure you wanted to be nice. So
> thanks for your contribution... I'm trying the compiling issue for years now
> so that's why I respond a little angry. But..... besides that I'm getting
> little tired of the off-topic answers some people give at questions in this
> newsgroup.

I believe you need Microsoft Visual Studio to compile it on Windows. I use an old copy of VS 6 and it works fine. You also need the Windows SDK installed and possibly the DirectX SDK.

After that I think you just open the project file and select 'make'. If its not working drop me an e-mail and I'll see how our configurations match up.

Steve

35. Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 11:48:31 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0501040348.16ce4769@posting.google.com>
Source record: 13490

> If 100.000 writes cycles is true, you would be amazed how fast you have reached this amount in VTOC sectors.

ANY write or erase operation will affect VTOC. So if you have a partition
with a few thousand files the 100.000 is reached soon.... <

Yes, exactly. A possible work-around is that the CF could be used as a number of different partitions, so use could be spread over a number of areas in the CF. But, I'm also still thinking of trying a Micro-Drive, which doesn't have the limited life issue. Probably still 2X or 3X the price of a CF unit, but the smaller drives are definitely coming down in price.

-Larry

36. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 12:53:42 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrnctl4em.1f3.usenet-200501@camel.hias.horus.com>
Source record: 13491

On Tue, 4 Jan 2005 01:18:28 +0100, Marius Diepenhorst wrote:
> Is there someone who can compile a binary for windows for me?
>
> http://atari800.sourceforge.net/
>
> I don't know how to compile it myself. If someone can provide a step-by-step
> manual (including links to the needed C-compiler) I would be glad too.

The recommended way (as mentioned in DOC/INSTALL) is:

1. Install and configure cygwin (which is a good idea anyway, cygwin
contains a lot of nice unix tools like make, vi, various shells,
gcc, gdb, ...). You need at least the base cygwin system plus
the development tools (gcc, make, binutils). Maybe also some other
packages, I haven't set up cygwin for quite some time.

2. Install the SDL library. This should be easier than using DirectX
for which you'll need the big DirectX SDK (some 150MB) from Microsoft.

3. If cygwin and SDL are set up properly, compiling atari800 should
be very simple:
./configure --target=sdl
make
make install

I haven't tested this yet, but some time ago (when I used Windows
more frequently) I compiled several unix programs using cygwin and
had almost no problems.

BTW: atari800 1.3.5 compiled fine under linux using gcc 2.95.

so long,

Hias

37. Re: Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 12:56:36 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20050104125634.4064A@ilba14195.www.blueyonder.co.uk>
Source record: 13492

In article <12e3f8fa.0501040348.16ce4769@posting.google.com>,
LLppwhite@aol.com (Larry) wrote:

> > If 100.000 writes cycles is true, you would be amazed how fast you
> > have reached this amount in VTOC sectors.
>
> ANY write or erase operation will affect VTOC. So if you have a
> partition
> with a few thousand files the 100.000 is reached soon.... <
Indeed. I know someone who used CF for storing a cut down version of
Windows for an embedded device. Needless to say, it worked fine for a
couple of months then pffft.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

38. Latest FAQ update - Atari history section

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 17:24:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <15jlt0trce248214d6idcprmm2l2lecd3t@4ax.com>
Source record: 13493

Did your newsserver receive the latest version of the FAQ, posted about Dec. 26? I never saw it here, but I know it did post because it showed up at

http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Anyway, I was going to point it out because of the massive upgrade of the "Atari history" section at the end. I really put a lot of time and research into it, because I realized nothing of the sort had really ever been done before, and I decided my FAQ was the right vehicle for this collected information.

See Section 11.2.

(Don't bother going to faqs.org, that site still hasn't updated since last spring.)

Thanks for any feedback,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

39. Re: Unreadable MyDos Directory

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 18:17:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41DADD9D.6FA2C89F@students.uni-mainz.de>
Source record: 13494

Well,
for a destroyed directory and/or VTOC TurboDOS has a file namend
"Diskfix" which does not only "scan" (delete/undelete/close/...) files,
it can also scan the whole disk. The option "recover directory" does
this and is able to find hidden files and repair destroyed or cleared
VTOCs and directories. Alas, I have not seen any similar program for
MyDOS yet.

The diskfix or Vtocfix program for MyDOS by Bob Puff cannot repair
destroyed or cleared VTOCs and Directories (like the turbodos Diskfix
program). it merely corrects available files and entries in the VTOC and
Directory. If there are no files or entries in the VTOC and/or Directory
you are almost lost with this program...

Maybe a good suggestion for a professional programmer to write such a
tool, that can a) correct/repair available files in the VTOC and/or
Directory, b) scan/repair/recover a whole disk/harddisk with a
(partially or completely) destroyed VTOC and/or Directory and in
correspondence to MyDOS work with every MyDOS density (90k up to 16MB)
and with Subdirs too...

But a programmer would not only need a good knowledge of general disk,
directory and VTOC organisation, but also a good knowledge of MyDOS
directory(ies), subdirectory(ies), format(s)/density(ies) and VTOC(s).
Not an easy task...

Anyway, with the help of the TurboDOS "diskfix" program and its option
"recover directory" I could repair lots of damaged diretories and VTOCs
and furthermore find a lot of hidden programs (ML-files that were
hidden, so the disk seemed to be a bootdisk), even on commercial
disks... -Andreas.

P.S.: Thats one of the reasons why I do not use MyDOS quite often: there
is no program to "undelete" files (deleted by mistake) and no program to
repair or recover lost directories or VTOCs, etc. Meaning, if something
goes wrong on a MyDOS disk (or harddisk) your chances of repairing it
are almost nil/zero...

40. Re: Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 18:37:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41DAE25D.3098164D@students.uni-mainz.de>
Source record: 13495

Well,
the MyIDE supports CF cards quite well. Alas, they will not last many years - as you may think. Whenever you "call" a CF/SD/MD/... card or USB-stick or something similar, it does 4 read/write attempts. So you have to divide 100,000 by four !!! ABBUC PD librarian Walter Lojek spend almost a year at military service in Afghanistan - and he had a digital camera with some flash card there. He used his camera almost every day and in less than 3 months the flash card was no longer able to save something permanently...

So, for an atarian that almost never uses his computer system and data, the flash cards (and other similar media) might be a fast and good solution to save program data on. But for all those who use their Atari quite often, it would be an awful solution - or would you like to lose your Atari programs in less than a year ?!? Or to backup (many megabytes) every 3-6 months ?!? -Andreas.

41. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 19:22:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41DAED06.1B4689EE@students.uni-mainz.de>
Source record: 13496

Well,
first to the last question. Every harddisk takes some time to reach its operating speed. Believe it or not, the Atari is faster than that (time of the HD to reach Op. speed). And thats why it displays the Selftest first and boots fine at the second try. Alternatively you can power up your Atari and hold down the Reset key for 5-10 seconds, when you release it, the HD should boot fine and no selftest appears...

Speaking of menus... at first Atari created a thing called DOS to talk to the disk drives. Alas, DOS uses up quite some memory and has many functions and options not required by gamers. So clever programmers wrote a shorter "disk boot thing" that merely loaded files (mostly ML files) and therefore required less memory. These programs are known under several names, e.g. Micro-DOS, Short-DOS, Game-DOS, etc. Most of these gamedos versions present a menu, where one can choose which file to load (to create such a menu, one has to load the gamedos init program from a DOS or an already initialized gamedos disk), thus allowing many files/programs per disk...

Next there are bootloaders, for many people they are the same as the already mentioned gamedos programs. But afaik, bootloaders were originally written to just boot the disk and/or load *one* program (mostly the first or the only program on the disk). So there was no need to press any key in a menu, no big waste of disk space, etc. and still the possibility to boot a disk program...

Multiboot (Alphaload, Howfendos, Rob C. Menu, etc.) are examples of british multi-boot menus. They act like a gamedos, presenting a menu with files. Alas, most of these menus are not DOS 2 compatible and use their very own file structure. As you may know, the brits loved tapes (for whatever reason) and since there were hundreds of Atari programs available on tape in UK/GB, these british menus allow one to copy/convert a tape to disk easily. Early menus allowed only single-stage tapes, later menus could also copy and then load multi-stage tapes off of the disk...

Image managers are (afaik) programs to "act" or manage disk / harddisk images. Originally the Ataris had only diskettes (and cassettes/tapes). Later harddrives and thus harddisk partitions became available. Even later there were some things called emulators, which could emulate an Atari floppy disk (or harddisk) or a complete Atari system (computer+floppy+...). The software for these emulators was no longer stored on real 5,25" diskettes (like on the A8), instead one uses so-called images of real atari disks. Thus image managers are programs which are able to load and/or save and/or sort and/or manage a big

amount of various images in some way...

Now, originally atari harddisks did only allow disk-files (or program-files), but no boot-diskettes. So having a harddisk and many commercial disks could have been frustrating. one could copy all the program files to harddisk, but not the bootdisks... Well, for the emulators and their atari images, it does not matter, if the virtual disk (the image) contains any files or a boot-disk. The MyIDE by Mr. Atari (Sijmen Schouten) also allows to store both program files (that can be loaded via DOS, Gamedos, Bootloader, etc.) and bootdisks (as images) on a connected harddrive. And since the MyIDE has no limitation concerning the number of images on a harddrive (the only limit is the harddisk size!) but alas a limitation concerning the names of these images (four or more numbers!), the MyIDE image manager was born... It can load or save any image from/to the MyIDE harddisk and furthermore it allows one to use proper (8.3 I guess) filenames instead of numbers...

Enough said. Simply e-mail me, if you need some sample disks (with DOS, Gamedos, Bootloader, Multiboot, etc.) and I will send you some zipped ATR images... -Andreas.

42. Re: XF551 - 127K doubled to 254K

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 19:36:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41DAF05B.283DD502@students.uni-mainz.de>
Source record: 13397

Well,
allthough I do not know what this should be good for - it can be done easily under sparta or MyDOs. Just format the disk with the following options:

a) Sparta: 40 tracks, double sided, 1050 (enhanced) density; use Xinit.COM or a similar program;

b) MyDOS: first use option "P" and set your drive to single density (for drive one you have to respond with P then 1,S). Next choose option "O", give in the drive number (1-8), remove drive? N; is drive config.? Y; high density drive ? N;
double sided? Y; tracks? 40; step rate? 0 (zero) or 3 (depending on the drive). Finally use option "I" to format the disk. Input the drive number (1-8) and when the option "Y"es to format disk, "A" to format atari enhanced appears press A. You now have a double-sided ED disk...

Allthough MyDOS and Sparta can produce and even read/write/boot such a double-sided ED disk, it is a non-standard density. No sector copier (available today) will copy this disk... Last not least one could also produce ED with 80 tracks (single and double sided), but as mentioned earlier - what for ?!? -andreas.

43. Re: Hot 22 year old uses an Atari 8-bit computer!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 19:38:36 UTC
From: gefi <gefican@rogers.com>
Message-ID: <drCdnYMx7MVdN0jcRVn-vw@rogers.com>
Source record: 13308

There are so meny idiots..out there...
King Solomon.

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2004.12.31.17.21.04.909725@darkforce.ky.org...
> On Fri, 31 Dec 2004 05:48:09 +0000, SgtSilicon wrote:
>
>> Wouldn't you rather see a topic like that instead of spam? :)
>
> <roflol!>
>

44. Re: XF551 - 127K doubled to 254K

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 20:49:35 UTC
From: krap@zwieracz.krap.pl
Message-ID: <crevgvrbe1@zwieracz.krap.pl>
Source record: 13398

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> (available today) will copy this disk... Last not least one could also
> produce ED with 80 tracks (single and double sided), but as mentioned
> earlier - what for ?!? -andreas.

polish disk drive - TOMS 720 - could format odd tracks separately from
even tracks creating two 'virtual' sides of any density per disk side.

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

45. Re: Compact Flash Hard Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 20:53:52 UTC
From: krap@zwieracz.krap.pl
Message-ID: <crevp0rbe2@zwieracz.krap.pl>
Source record: 13399

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> So, for an atarian that almost never uses his computer system and data,
> the flash cards (and other similar media) might be a fast and good
> solution to save program data on. But for all those who use their Atari
> quite often, it would be an awful solution - or would you like to lose
> your Atari programs in less than a year ?!? Or to backup (many
> megabytes) every 3-6 months ?!? -Andreas.

no matter what you should backup your data at least every 6 months, or
you should not consider that data important. the chances of failure of
15 years old hdd are not that low also.

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

46. Need help with XEGS upgrade!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 21:04:45 UTC
From: dunxuk@aol.commercial
Message-ID: <20050104160445.12288.00002953@mb-m28.aol.com>
Source record: 13400

I have just installed a Granlin stereoplus upgrade into a PAL XEGS after its original Pokey started showing problems decoding paddle positions. Good news is the paddles are working now and normal sound works, bad news is the extra channel remains silent.

The manual suggested some peeks including $D209 and $D219 and the second Pokey appears to be there but stays mute. The board outputs audio to phono jacks and also straight onto the mainboard near the modulator but there is no sound apart from normal mono from the phonos, the audio-out and the modulated out.

Are there any reasons why this upgrade won't work with an XEGS? The manual only shows installation on an 800XL and a 130XE; is the XEGS sufficiently different to cause problems? Anything else I can check to see if it is operating?

Thanks in advance,

Dunx

47. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-04 21:34:59 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D4A8B0FB2C4emuslor@130.133.1.4>
Source record: 13401

Despite all prevention efforts, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote in news:crcnt2$8ai$1@reader11.wxs.nl:

> Is there someone who can compile a binary for windows for me?
>
> http://atari800.sourceforge.net/
>
> I don't know how to compile it myself. If someone can provide a
> step-by-step manual (including links to the needed C-compiler) I would
> be glad too.

Marius - I'm actually working on building the Win32 binaries right now for
Petr. The DirectX version just built - if you want me to send you an
unofficial binary for testing, drop me a line.

--
Slor

48. Re: Atari 800Win emulator can use internet?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 04:03:34 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <qGJCd.74296$up.55708@lakeread08>
Source record: 13402

Hey! I dont want a dial-up as modem.... I prefer using ethernet device in Atari 800Win as virtual networking. Can we do that?

Jack Tseng

"Ed Shepherd" <dinosaur@corner.net> wrote in message news:1104779127.259726.4950@c13g2000cwb.googlegroups.com...
> Jack wrote:
> > I noticed the Enable R: Patch for TCP/IP in Atari 800Win Plus 4.0. I wonder
> > if Atari 800Win Plus 4.0 emulator can use internet? What I need for internet
> > is to use text-terminal and web browser (either GUI or Text but I prefer
> > both). Anyone tell me how to do that?
> >
> > Jack
>
> If you run OmniComm on your emulator,set for VT100,and dial:
>
> 1-410-494-1199
>
> and follow the prompts (type 1 for Sailor program,and log in
> as "guest")you can connect to the InterNet,using the Lynx (text-
> only) browser.You can upload and download,using the Kermit protocol.
>
> You must use an Atari terminal program that is capable of 80 columns,
> VT100 emulation and Kermit transfers.
>
> This has worked for me for several years now.
> Websites that use frames are a problem.
>
> I read your post,using my Atari,but had to switch to the PC
> to answer,because the Lynx browser won't let me log in on
> Google Groups to post replies.
>
> BTW....I use:
>
> http://groups.google.co.uk/groups?q=comp.sys.atari.8bit&hl=en&btnG=Goog
> le+Search
> to read the news group,as it uses the older,easier to read format.
>

49. Re: Menus, multiboot, image managers ... ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 04:10:24 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <jvpmt05siv14tct2tot9ugckbnhs059tme@4ax.com>
Source record: 13403

Andreas Magenheimer <magea000@students.uni-mainz.de>:

>The MyIDE by Mr.
>Atari (Sijmen Schouten) also allows to store both program files (that
>can be loaded via DOS, Gamedos, Bootloader, etc.) and bootdisks (as
>images) on a connected harddrive. And since the MyIDE has no limitation
>concerning the number of images on a harddrive (the only limit is the
>harddisk size!) but alas a limitation concerning the names of these
>images (four or more numbers!), the MyIDE image manager was born... It
>can load or save any image from/to the MyIDE harddisk and furthermore it
>allows one to use proper (8.3 I guess) filenames instead of numbers...

Actually, it allows you to name your images with a 30 character
description. Version 2.0, which I am going to release soon (as soon as I
add some documentation) also allows you to assign a category to your images
as well, so you can view only games, or only utils, or demos, or whatever
you want.

Version 2.0 also fixes a nasty bug that probably caused most disks you
tried to boot via the MyIDE Image Manager not to work. I'll post a message
here when I release it.

Shawn Jefferson
(fix reply to for email)

50. Re: Latest FAQ update - Atari history section

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 12:18:21 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crglt1ahm1@reader13.wxs.nl>
Source record: 13404

"Michael Current" <hunmanik@earthlink.net> schreef in bericht
news:15jlt0trce248214d6idcprmm2l2lecd3t@4ax.com...
> Did your newsserver receive the latest version of the FAQ, posted about
> Dec.
> 26? I never saw it here, but I know it did post because it showed up at

I didn't see it, but man it is a fantastic section!
I didn't know it was such a great story at all. We almost could decide to
make some musical or movie about it. Imagine: "Atari... the musical" :)

Marius

51. Re: Latest FAQ update - Atari history section

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 16:16:28 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <pd4ot01c4apo3e6113krsa66pb4lf97rs0@4ax.com>
Source record: 13405

On Wed, 5 Jan 2005 13:18:21 +0100, "Marius Diepenhorst" <grover25@zonnet.nl>
wrote:

>"Michael Current" <hunmanik@earthlink.net> schreef in bericht
>news:15jlt0trce248214d6idcprmm2l2lecd3t@4ax.com...
>> Did your newsserver receive the latest version of the FAQ, posted about
>> Dec.
>> 26? I never saw it here, but I know it did post because it showed up at
>
>I didn't see it, but man it is a fantastic section!
>I didn't know it was such a great story at all. We almost could decide to
>make some musical or movie about it. Imagine: "Atari... the musical" :)
>
>Marius
>

Thanks Marius, I appreciate that! (As well as your comment on the "early ads
gallery".

Again for reference, stuff I've done lately:

Latest FAQ, including greatly-expanded history section 11.2:
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

New "FAQ Supplement" on the Atari divisions not sold to Tramiel in 1984:
http://home.earthlink.net/~hunmanik/atariholdings.html

Early 400/800 ads gallery:
http://home.earthlink.net/~hunmanik/atariads/gallery.htm

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

52. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 20:22:34 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D59C6A754D2emuslor@130.133.1.4>
Source record: 13406

Despite all prevention efforts, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote in news:crcnt2$8ai$1@reader11.wxs.nl:

> Is there someone who can compile a binary for windows for me?
>
> http://atari800.sourceforge.net/
>
> I don't know how to compile it myself. If someone can provide a
> step-by-step manual (including links to the needed C-compiler) I would
> be glad too.
>

FYI - The DirectX binary release has been uploaded:

http://sourceforge.net/project/showfiles.php?group_id=40606

More platforms to come...

--
Slor

53. USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 21:08:32 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <nFYCd.2899$IW4.65863@news2.e.nsc.no>
Source record: 13407

Hi!

Just want to know if anybody has pointers to where to look for info on USB Pendrives. It would rock to get that to work with the Atari, even if it only is 16Mb that can be used. I would sure like to be able to access that and use it as a storage for all my files on the 8-bit!

Take Atarian care

54. Do I have a genuine Atari 400/800 OS rev A ROM set?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 21:13:51 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104959631.328890.269640@z14g2000cwz.googlegroups.com>
Source record: 13408

Can anyone confirm whether or not I have a complete Rev A ROM set?

I was looking for the original covers for my Atari 800's memory boards and OS ROM board. Packed with these parts I found a ROM labeled C012499A, R3280-11, 8040.

I looked at my OS ROM board and the part installed in socket A403 is marked C012499B (which I assume replaced the C012499A). The other two ROMS are labeled C014599B-01 (socket A401) and C12399B (socket A402). The PCB has the part number C012989 REV D, dated 1979.

I don't recall upgrading my OS but I can't imagine why I would have the older chip for any other reason. I'm the original owner of the 800 so no one else could have upgraded it. It's an NTSC version (USA) purchased around 1981.

Steve Sheppard

55. Re: Latest FAQ update - Atari history section

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 21:55:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <JnZCd.214$m31.2237@typhoon.sonic.net>
Source record: 13409

Michael Current <hunmanik@earthlink.net> wrote:
> Anyway, I was going to point it out because of the massive upgrade of the
> "Atari history" section at the end.

Wow... neat. Skimming it now. Excellent job!

-bill!
bill@newbreedsoftware.com Have I been helpful?
http://newbreedsoftware.com/ http://svcs.affero.net/rm.php?r=billkendrick

56. Re: Do I have a genuine Atari 400/800 OS rev A ROM set?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-05 22:02:21 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104959998.404521.322530@f14g2000cwb.googlegroups.com>
Source record: 13410

I opened the packing material and found I have another ROM, part number C014599A with the numbers R2379-11 and 8027.

Steve Sheppard

57. Re: WAV2CAS tips wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 00:44:59 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <uf2pt0dqqsmne4jm2f0at81kve1k9iunm2@4ax.com>
Source record: 13411

On 3 Jan 2005 13:47:31 -0800, stephensheppard@hotmail.com wrote:

>I've got all these old tapes which I made using my Atari 800 but I no
>longer have the 410 Cassette player. I've found this great program but
>I'm not having a lot of luck. About 50% of my commercial tapes are
>working but only 2 of my own tapes have worked so far.
>
>I've been tweaking record levels but so far it hasn't helped much.
>Seems a tape will work or it won't, mostly won't.
>
>For those that don't know, WAV2CAS takes a WAV file, a recording of
>your Atari tape, and converts it to a cassette image usable by
>emulators like Atari800Win or usable on a real Atari by way of a SIO2PC
>cable. Both tools are PC based.
>
>My question is, are there any tips for improving performance?
>
>I should have used better tapes way back when but it's too late for
>that. Plus, much of my problem lies in the poor way I created the
>tapes. I used minimal labeling. I don't know which tapes are
>bootables and which are source programs. I don't know which are BASIC
>programs, nor how the programs were saved, CSAVE, SAVE "C:", or LIST
>"C:". I have multiple programs per tape. Some programs were indexed
>but I used tape counter marks which are useless to me now. This really
>makes troubleshooting the restorations difficult. LOL!
>
>Steve Sheppard
Hi Steve. It has been a while since I tweaked the wav2cas program.
I suppose there is still room to improve the recognition of bytes. If
you look at the .hex file you can see if the records can be recognized
at all. If all records show "OK" you know the conversion process
worked, and then it is a matter of knowing what the type of file is.
If you see a lot of "BAD" records, you may want to play a bit with
the recording level. If that does not help, you could tweak the
source code a bit, if you know 'C' and have a compiler.
I wish I had some time to improve the algorithms a bit.
I have been tweaking a bit to get high baud rate tapes to convert.
But that version is not ready for release, and currently I have no
time to work on it either. I can mail you the current betha version
of this to see if this improves recogniztion.
Tape quality does not really matter, as long as there are not to many
drop outs on the tape. The type of tape file can sometimes be
determined if you look at the .hex file. After the tape header bytes,
the first data bytes in a basic save file are 00 00 00 01.

The difference between CSAVE and SAVE "C:" is only in the
length of the gaps between records, not the contents, so that
should not make a difference. If you did a LIST "C:", then the
basic statement should be sort of readable as atascii letters,
although the PC will not always recognize them as text.
All other stuff is probably a bootable cassette.
Multiple files on one tape should not be a problem.
Since you are obviously using an audio cassette deck,
simply listen to the noise, and the pieces of silence in between.
It should not be that hard to figure out where the next file
starts. The wav2cas program will find the start of the file
better than the Atari, which is picky about timing when starting
to read a tape file.
Feel free to mail me your questions.
Others that have had experiences good or bad are welcome
to post their experiences here of course.
I also have a cas to atr/bin/bas etc conversion program
called cas2atr which I wrote. It is not that hard, but I have
not finished it up. I have no time to write the documentation.
Therefore I have not released it yet on my web page.
Anyone that wants it is free to mail me for it.
If the files are converted to .bas for instance, then they can
be put into an atr image which is easier to manage in the
emulators. Use tools like dir2atr for this then.
Hope this helps a bit.
Keep those XL's/XE's buzzing.
Ernest.

58. NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 02:25:00 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <539026.25a320@fmlynet.org>
Source record: 13412

I checked this out today, and aside from the great flash animation and cool
site, it leads and has a connection to the Atari Insider telnet BBS..
which was the first BBS I connected my UDS-10 serial to ethernet adaptor to
tonight. :)

Rock on. Anyway, thanks once again to Itay for Ice-T, the BBS world would
be insufferable without it.

:)

Anyway... Atari Inside BBS... check out the site.. check out the BBS!

Doc Clu 800

> From: "Marius Diepenhorst" <grover25@zonnet.nl>

> Hi folks,

> Today I have finished my website (it is never finished, but ok... it is
> finished for now).

> http://home.planet.nl/~diepe534/ainside/

> I'm working on to re-setup my BBS. It is in a Test-setup now, ... it might be
> connectable, but most of the time i'm working on it, so please be patient for
> the BBS.

> Have fun on the site and I think the BBS part is nice to read.

> Bye,
> Marius

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

59. Re: WAV2CAS tips wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 03:27:35 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104982055.141951.23760@c13g2000cwb.googlegroups.com>
Source record: 13413

Ernest R. Schreurs wrote:
> On 3 Jan 2005 13:47:31 -0800, stephensheppard@hotmail.com wrote:
>
> >I've got all these old tapes which I made using my Atari 800 but I
no
> >longer have the 410 Cassette player. I've found this great program
but
> >I'm not having a lot of luck. About 50% of my commercial tapes are
> >working but only 2 of my own tapes have worked so far.
> >
> >I've been tweaking record levels but so far it hasn't helped much.
> >Seems a tape will work or it won't, mostly won't.
> >
> >For those that don't know, WAV2CAS takes a WAV file, a recording of
> >your Atari tape, and converts it to a cassette image usable by
> >emulators like Atari800Win or usable on a real Atari by way of a
SIO2PC
> >cable. Both tools are PC based.
> >
> >My question is, are there any tips for improving performance?
> >
> >I should have used better tapes way back when but it's too late for
> >that. Plus, much of my problem lies in the poor way I created the
> >tapes. I used minimal labeling. I don't know which tapes are
> >bootables and which are source programs. I don't know which are
BASIC
> >programs, nor how the programs were saved, CSAVE, SAVE "C:", or LIST
> >"C:". I have multiple programs per tape. Some programs were
indexed
> >but I used tape counter marks which are useless to me now. This
really
> >makes troubleshooting the restorations difficult. LOL!
> >
> >Steve Sheppard
> Hi Steve. It has been a while since I tweaked the wav2cas program.
> I suppose there is still room to improve the recognition of bytes.
If
> you look at the .hex file you can see if the records can be
recognized
> at all. If all records show "OK" you know the conversion process
> worked, and then it is a matter of knowing what the type of file is.
> If you see a lot of "BAD" records, you may want to play a bit with
> the recording level. If that does not help, you could tweak the
> source code a bit, if you know 'C' and have a compiler.

> I wish I had some time to improve the algorithms a bit.
> I have been tweaking a bit to get high baud rate tapes to convert.
> But that version is not ready for release, and currently I have no
> time to work on it either. I can mail you the current betha version
> of this to see if this improves recogniztion.
> Tape quality does not really matter, as long as there are not to many
> drop outs on the tape. The type of tape file can sometimes be
> determined if you look at the .hex file. After the tape header
bytes,
> the first data bytes in a basic save file are 00 00 00 01.
> The difference between CSAVE and SAVE "C:" is only in the
> length of the gaps between records, not the contents, so that
> should not make a difference. If you did a LIST "C:", then the
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> although the PC will not always recognize them as text.
> All other stuff is probably a bootable cassette.
> Multiple files on one tape should not be a problem.
> Since you are obviously using an audio cassette deck,
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> It should not be that hard to figure out where the next file
> starts. The wav2cas program will find the start of the file
> better than the Atari, which is picky about timing when starting
> to read a tape file.
> Feel free to mail me your questions.
> Others that have had experiences good or bad are welcome
> to post their experiences here of course.
> I also have a cas to atr/bin/bas etc conversion program
> called cas2atr which I wrote. It is not that hard, but I have
> not finished it up. I have no time to write the documentation.
> Therefore I have not released it yet on my web page.
> Anyone that wants it is free to mail me for it.
> If the files are converted to .bas for instance, then they can
> be put into an atr image which is easier to manage in the
> emulators. Use tools like dir2atr for this then.
> Hope this helps a bit.
> Keep those XL's/XE's buzzing.
> Ernest.

Hi Ernest,

Thanks for replying and thanks for the beta version. I'll be checking
it out shortly.

Good tips. Pre-examining the hex files for file type sure beats trial
and error. LOL!
I'll give your other utilities a try as well.

Steve Sheppard

60. Re: WAV2CAS tips wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 03:29:13 UTC
From: stephensheppard@hotmail.com
Message-ID: <1104982153.177453.30390@c13g2000cwb.googlegroups.com>
Source record: 13414

Ernest R. Schreurs wrote:
> On 3 Jan 2005 13:47:31 -0800, stephensheppard@hotmail.com wrote:
>
> >I've got all these old tapes which I made using my Atari 800 but I
no
> >longer have the 410 Cassette player. I've found this great program
but
> >I'm not having a lot of luck. About 50% of my commercial tapes are
> >working but only 2 of my own tapes have worked so far.
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> >programs, nor how the programs were saved, CSAVE, SAVE "C:", or LIST
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> the first data bytes in a basic save file are 00 00 00 01.
> The difference between CSAVE and SAVE "C:" is only in the
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> to read a tape file.
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> Ernest.

61. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 04:38:07 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Ug3Dd.10392$4h.5506@okepread03>
Source record: 13415

Hey I have a UDS 10 and I have the latest version of Pro! I wasn't able to get it to answer over TCP/IP using his custom waitcall.cmd file and Steve Carden was helping me then we kind of lost touch. I'd like to finish that project.

Thomas
<Greg.Goodwin@family-news.org> wrote in message
news:539026.25a320@fmlynet.org...
> I checked this out today, and aside from the great flash animation and
> cool
> site, it leads and has a connection to the Atari Insider telnet BBS..
> which was the first BBS I connected my UDS-10 serial to ethernet
> adaptor to
> tonight. :)
>
> Rock on. Anyway, thanks once again to Itay for Ice-T, the BBS world
> would
> be insufferable without it.
>
> :)
>
> Anyway... Atari Inside BBS... check out the site.. check out the BBS!
>
> Doc Clu 800
>
>
>
>
>> From: "Marius Diepenhorst" <grover25@zonnet.nl>
>
>> Hi folks,
>
>> Today I have finished my website (it is never finished, but ok... it is
>> finished for now).
>
>> http://home.planet.nl/~diepe534/ainside/
>
>> I'm working on to re-setup my BBS. It is in a Test-setup now, ... it
>> might be
>> connectable, but most of the time i'm working on it, so please be patient
>> for
>> the BBS.
>
>> Have fun on the site and I think the BBS part is nice to read.

>
>> Bye,
>> Marius
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

62. UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 07:02:54 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <crinqujgr1@news.xmission.com>
Source record: 13416

Instead of a Lantronix UDS10 (serial to Ethernet adapter), I got a
Lantronix MSS1-T.

Anybody know what the real differences are (except that the MSS1 is
discontinued)?

In addition, what's the trick to get the device to drop carrier when using
it for inbound access to my BBS? Currently, when I logoff from the BBS via
an inbound telnet, it will show the AT commands in my telnet session,
rather than dropping the session.

Any responses appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

63. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 08:43:39 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <criu8a$9r9$1@reader11.wxs.nl>
Source record: 13417

What do you mean with 'inbound connection'?

The first VERY important thing is you have the RIGHT cable for the MSS serie. It has been a VERY long time since I have used the MSS for the BBS. But, and i'm sorry for the guys who bought and UDS-10, I have the feeling I was more happy with the MSS serie... so keep the faith and first try to get a real cable.

You can find the right info on building on on http://fox-1.nl

Greetz,
Marius

"James King" <jamesk@ATxmissionDOT.com> schreef in bericht
news:crinqujgr1@news.xmission.com...
> Instead of a Lantronix UDS10 (serial to Ethernet adapter), I got a
> Lantronix MSS1-T.
>
> Anybody know what the real differences are (except that the MSS1 is
> discontinued)?
>
> In addition, what's the trick to get the device to drop carrier when using
> it for inbound access to my BBS? Currently, when I logoff from the BBS via
> an inbound telnet, it will show the AT commands in my telnet session,
> rather than dropping the session.
>
> Any responses appreciated.
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

64. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 08:54:49 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <criut8$a9d$1@reader11.wxs.nl>
Source record: 13418

<Greg.Goodwin@family-news.org> schreef in bericht
news:539026.25a320@fmlynet.org...
> Anyway... Atari Inside BBS... check out the site.. check out the BBS!
>
> Doc Clu 800

Thanks for all your kind words.

First important thing for people: PLEASE beware the BBS is not up officially yet. It is up, but for testing only at this moment. Sometimes it is down when i'm doing other things on the atari (like testing the UDS-10 for Doc Clu wehehehe) ... when it is 100% up you all will know.

Thanks
Marius

http://home.planet.nl/~diepe534/ainside/

65. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 11:40:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501060338130.32473-100000@onyx.spiritone.com>
Source record: 13419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

66. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 11:43:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501060341000.32473-100000@onyx.spiritone.com>
Source record: 13420
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

67. Re: USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 12:25:14 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.06.12.25.13.21163@strotmann.de>
Source record: 13421

On Wed, 05 Jan 2005 22:08:32 +0100, Vidar Olavesen wrote:

> Hi!
>
> Just want to know if anybody has pointers to where to look for info on USB
> Pendrives. It would rock to get that to work with the Atari, even if it only
> is 16Mb that can be used. I would sure like to be able to access that and
> use it as a storage for all my files on the 8-bit!
>
> Take Atarian care

Hi,

the microusb team (at this time 5 persons, homepage at
http://www.microusb.org/) is working on this. We need as much help as
possible, so if you like to join your are very welcome. USB Flash drives
are full speed devices (USB 1.1) using BULK ONLY Transfer, which is a kind
of SCSI over USB. The description is in the USB 1.1 Specs at
http://www.usb.org

We also have collected a lot of other information from various sources
that we can send you. Also the Linux driver for the SL811HS Controller we
are using in the USB Cart are a good source of information.

We will have a usb coders weekend next on 15th-16th january where we want
to finish the full speed code for the USB Cart (we currently only can
speak low speed with the Cart).

All sources so far are published on Sourceforge, http://microusb.sf.net.

Best reards

Carsten Strotmann
MicroUSB Project

68. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 15:45:41 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.06.15.45.40.788014@darkforce.ky.org>
Source record: 13422

On Thu, 06 Jan 2005 09:43:39 +0100, Marius Diepenhorst wrote:

> What do you mean with 'inbound connection'?
>
> The first VERY important thing is you have the RIGHT cable for the MSS
> serie. It has been a VERY long time since I have used the MSS for the BBS.
> But, and i'm sorry for the guys who bought and UDS-10, I have the feeling I
> was more happy with the MSS serie... so keep the faith and first try to get
> a real cable.
>
> You can find the right info on building on on http://fox-1.nl
>
> Greetz,
> Marius

Marius - I'm confused. When I asked about this before, (I believe it
was comp.sys.atari.st) you recommended that I get the UDS-10. So I did.

Did I miss something?

Thanks.

69. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 16:16:40 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crjou2ron1@reader08.wxs.nl>
Source record: 13423

"Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
news:pan.2005.01.06.15.45.40.788014@darkforce.ky.org...
> Marius - I'm confused. When I asked about this before, (I believe it
> was comp.sys.atari.st) you recommended that I get the UDS-10. So I did.

I feel your point. Actually it is simple.

Both devices are good.

Both devices do have good and bad parts.

A good part of the UDS is that it is almost plug and play. You don't need special cables and it behaves very simple in a terminal.

A bad part of the UDS it doesn't have DNS support. That means you can not type in ATDT<host-name> but you have to type ATDT<IPNUMBER>.
With the MSS you are able to type in ATDT<HOSTNAME>

The good part of the MSS is that it has a better 'busy' handling (this is only interesting when you want to run your own bbs), and what i like at the mss is: it has two telnet ports open: one REAL telnet protocol (8888) and a RAW telnet port (8889).

So it is hard to say. I could remember it is very hard to get this mss working, especially with that special cable i had to make, so my advice was: UDS-10.

And there is another part of the story, i didn't knew at the time i wrote that message:

DrClu received his UDS10 yesterday. We have had lots of trouble setting it up at his place. and we found it is not very handy the UDS-10 doesn't support any DNS handling. Bootfactory BBS's ip number changes every 10 minutes. So how to find out the IP of it... there you go: you need another computer to find out the current IP number.

Sorry for the inconvenience.
Marius

p.s. I am NOT related in any way to lantronix.

> Did I miss something?
>
> Thanks.
>
>

70. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 16:18:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D6730741B9Femuslor@130.133.1.4>
Source record: 13424

Despite all prevention efforts, Greg.Goodwin@family-news.org wrote in
news:539026.25a320@fmlynet.org:

> I checked this out today, and aside from the great flash animation
> and cool site, it leads and has a connection to the Atari Insider
> telnet BBS.. which was the first BBS I connected my UDS-10 serial
> to ethernet adaptor to tonight. :)

This is the first I've seen about the UDS-10 interface, and it looks pretty
cool. What do you have to run on the Atari, software-wise, in order to use
the unit?

I'm assuming I would hook it up via an 850 and configure it remotely from a
PC...

Also, where's the best place to get ahold of one of these?

--
Slor

71. Re: USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 19:25:15 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <LcgDd.3078$IW4.68434@news2.e.nsc.no>
Source record: 13425

> Hi,
>
> the microusb team (at this time 5 persons, homepage at
> http://www.microusb.org/) is working on this. We need as much help as
> possible, so if you like to join your are very welcome. USB Flash drives
> are full speed devices (USB 1.1) using BULK ONLY Transfer, which is a kind
> of SCSI over USB. The description is in the USB 1.1 Specs at
> http://www.usb.org
>
> We also have collected a lot of other information from various sources
> that we can send you. Also the Linux driver for the SL811HS Controller we
> are using in the USB Cart are a good source of information.
>
> We will have a usb coders weekend next on 15th-16th january where we want
> to finish the full speed code for the USB Cart (we currently only can
> speak low speed with the Cart).
>
> All sources so far are published on Sourceforge, http://microusb.sf.net.
>
> Best reards
>
> Carsten Strotmann
> MicroUSB Project

Thank you! I would love to try to help out. If possible, please do send me the sources, that would be very helpful. You are coding assembler, right? I'll check out the pages too and download all I can from there! Good luck with the project, hope to be able to supply something myself later.

Take Atarian care

72. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 19:50:29 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <crk4q5$j91$1@news.xmission.com>
Source record: 13427

Marius Diepenhorst <grover25@zonnet.nl> spit out...:

> A good part of the UDS is that it is almost plug and play. You don't need
> special cables and it behaves very simple in a terminal.

Why would I need a special cable? Right now, I'm telneting out of my 8bit
via the MMS1-t using my existing Ribbon cable to BlackBox w/DB25 on one
end, and a null modem adapter (from radio shack) on the other, connected
to the MSS1-T? Its working just fine. I also had a couple good instances
of inbound telnet to my BBS and got both ATASCII and ANSI screens.

> A bad part of the UDS it doesn't have DNS support. That means you can not
> type in ATDT<host-name> but you have to type ATDT<IPNUMBER>.
> With the MSS you are able to type in ATDT<HOSTNAME>

With the MSS1-t, you just type TELNET domainname.com, there's no ATDT
required unless I do a CHANGE MODEM EMULATION ENABLE.

> The good part of the MSS is that it has a better 'busy' handling (this is
> only interesting when you want to run your own bbs), and what i like at the

That's what I'm still trying to figure out. The MSS doesnt ever come back
with a busy, and seems to ignore the DTR state of my BBS's waitcall.cmd.
I'd like it to 'hang-up' after a disconnect from the BBS, but currently it
just shows the AT commands in the remote telnet window.

Also, the MSS uses standard telnet (TCP port 23) for management and ports
2001, 3001 (for emulation) and 9001 for SPX (Netware) support.

>> Did I miss something?
>>
>> Thanks.
>>
>>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

73. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 19:52:03 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <crk4t3$j91$2@news.xmission.com>
Source record: 13426

Slor <slor@comcast.net> spit out...:

> This is the first I've seen about the UDS-10 interface, and it looks pretty
> cool. What do you have to run on the Atari, software-wise, in order to use
> the unit?

You need nothing but a cable. I configured mine directly from my 8bit
Atari via the Serial interface. You can do it from a PC if you like, but
you have to precofigure and IP address first.

> Also, where's the best place to get ahold of one of these?

I got my MSS1-T on eBay for $40 US.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

74. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 20:18:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D69BB6663A7emuslor@130.133.1.4>
Source record: 13428

Despite all prevention efforts, jamesk@ATxmissionDOT.com (James King)
wrote in news:crk4t3$j91$2@news.xmission.com:

> Slor <slor@comcast.net> spit out...:
>
>> This is the first I've seen about the UDS-10 interface, and it looks
>> pretty cool. What do you have to run on the Atari, software-wise, in
>> order to use the unit?
>
> You need nothing but a cable. I configured mine directly from my 8bit
> Atari via the Serial interface. You can do it from a PC if you like,
> but you have to precofigure and IP address first.
>
>> Also, where's the best place to get ahold of one of these?
>
> I got my MSS1-T on eBay for $40 US.
>

Thanks. I'm still unsure what software you're using on the Atari to allow
the TELNET command you mentioned in your other post.

--
Slor

75. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 20:22:36 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D69C6B9D2C4emuslor@130.133.1.4>
Source record: 13429

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95D69BB6663A7emuslor@130.133.1.4:

>>> Also, where's the best place to get ahold of one of these?
>>
>> I got my MSS1-T on eBay for $40 US.
>>
>
> Thanks. I'm still unsure what software you're using on the Atari to
> allow the TELNET command you mentioned in your other post.
>

Nevermind - It's been a while since I used serial communications, so I had
to think. The hardware interprets the commands - no the software. :)

--
Slor

76. Re: USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 20:30:14 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.06.20.30.08.547665@strotmann.de>
Source record: 13430

On Thu, 06 Jan 2005 20:25:15 +0100, Vidar Olavesen wrote:
> Thank you! I would love to try to help out. If possible, please do send me
> the sources, that would be very helpful. You are coding assembler, right?
> I'll check out the pages too and download all I can from there! Good luck
> with the project, hope to be able to supply something myself later.
>

Hi,

all sources are on the microusb website and also on SourceForge. There are also two tutorials on how to write an USB HID Driver and how to patch a game to use with an USB Controller.

I code first in Forth (X-FORTH) and then port the driver to Assembler. Almost all sources on the websites are in assembler. If you don't like Forth or Assembler you can also use ACTION!, CC65 or Quick or even Kyan Pascal. Only Basic might be too slow.

It would be nice to have you on board with the team.

Best regards

Carsten

77. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 20:47:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crk83i$8k$1@reader13.wxs.nl>
Source record: 13431

That's exactly the point. A standard null modem cable WON'T do the job.

See the manual! (you can download manual on www.lantronix.com)

You have to connect 2 pins of the nullmodem cable together.

Thanks,
Marius

"James King" <jamesk@ATxmissionDOT.com> schreef in bericht
news:crk4q5$j91$1@news.xmission.com...
> Marius Diepenhorst <grover25@zonnet.nl> spit out...:
>
>> A good part of the UDS is that it is almost plug and play. You don't need
>> special cables and it behaves very simple in a terminal.
>
> Why would I need a special cable? Right now, I'm telneting out of my 8bit
> via the MMS1-t using my existing Ribbon cable to BlackBox w/DB25 on one
> end, and a null modem adapter (from radio shack) on the other, connected
> to the MSS1-T? Its working just fine. I also had a couple good instances
> of inbound telnet to my BBS and got both ATASCII and ANSI screens.
>
>> A bad part of the UDS it doesn't have DNS support. That means you can not
>> type in ATDT<host-name> but you have to type ATDT<IPNUMBER>.
>> With the MSS you are able to type in ATDT<HOSTNAME>
>
> With the MSS1-t, you just type TELNET domainname.com, there's no ATDT
> required unless I do a CHANGE MODEM EMULATION ENABLE.
>
>> The good part of the MSS is that it has a better 'busy' handling (this is
>> only interesting when you want to run your own bbs), and what i like at
>> the
>
> That's what I'm still trying to figure out. The MSS doesnt ever come back
> with a busy, and seems to ignore the DTR state of my BBS's waitcall.cmd.
> I'd like it to 'hang-up' after a disconnect from the BBS, but currently it
> just shows the AT commands in the remote telnet window.
>
> Also, the MSS uses standard telnet (TCP port 23) for management and ports
> 2001, 3001 (for emulation) and 9001 for SPX (Netware) support.
>
>
>
>
>

>>> Did I miss something?
>>>
>>> Thanks.
>>>
>>>
>
>
>
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> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

78. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 20:57:24 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D6A2527487Eemuslor@130.133.1.4>
Source record: 13433

Despite all prevention efforts, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote in
news:pan.2005.01.06.21.03.39.205044@darkforce.ky.org:

>
> Looks like I'll be talking to the 2 of you a *lot* once I actually
> start getting it setup. :-)
>

You and me both. :)

--
Slor

79. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 21:03:39 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.06.21.03.39.205044@darkforce.ky.org>
Source record: 13432

On Thu, 06 Jan 2005 17:16:40 +0100, Marius Diepenhorst wrote:

> The good part of the MSS is that it has a better 'busy' handling (this is
> only interesting when you want to run your own bbs), and what i like at the
> mss is: it has two telnet ports open: one REAL telnet protocol (8888) and a
> RAW telnet port (8889).

A BBS is exactly what I wanted it for... am I in for a lot of heartbreak?

> So it is hard to say. I could remember it is very hard to get this mss
> working, especially with that special cable i had to make, so my advice was:
> UDS-10.
>
> And there is another part of the story, i didn't knew at the time i wrote
> that message:
>
> DrClu received his UDS10 yesterday. We have had lots of trouble setting it
> up at his place. and we found it is not very handy the UDS-10 doesn't
> support any DNS handling. Bootfactory BBS's ip number changes every 10
> minutes. So how to find out the IP of it... there you go: you need another
> computer to find out the current IP number.
>
> Sorry for the inconvenience.
> Marius

Looks like I'll be talking to the 2 of you a *lot* once I actually start
getting it setup. :-)

> p.s. I am NOT related in any way to lantronix.

I like that disclaimer. :-)

80. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 21:08:46 UTC
From: Phozz Bare <itayc@h0tmail.com>
Message-ID: <newscache$mqyw9i$o1b$1@news.actcom.co.il>
Source record: 13434

Greg.Goodwin@family-news.org wrote:
>>From: "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>
>
> I use Ice-T and Bobterm, but I am on the Atari 800. Ice-T 128K I
> understand is woderful if you have a 130 XE.

It's so great to hear things like these almost eight years since the last release. Thank you :)

I've considered fixing up the sources so they'd compile on a modern machine, comment them, and *maybe* :) release them. I haven't had very much success so far, but would a project like this actually interest anyone? Not that I'm promising anything, this would be a huge effort.

The most annoying thing is that I can't get the damn thing to run on an emulator so I can show it off to friends at work. Grr.

(I've done such a restoration to my Tetris clone "The Wall" successfully.. Took me several days to understand what the hell I did and comment the damn thing, and it's a 4k game! the nice thing is that it assembles with ATasm, on Windows XP, to an identical executable to the original release. kewl.)

-itay

81. Re: Infiltrator helicopter sequence: how to skip?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 22:38:54 UTC
From: Phozz Bare <itayc@h0tmail.com>
Message-ID: <newscache$tw2x9i$b0c$1@news.actcom.co.il>
Source record: 13435

fsh wrote:
>>I had no problems doing it in the first try. I read the manual. Did you?
>
>
> I did! (-;
>
> I even tried the Spectrum and Amstrad version. No luck.
>
> So, if you're such an expert, could you provide me with a Atari800Win
> snapshot? That'd be cool.

I actually have an original copy of them game (no I did not buy it,
someone gave it to me, I can't even remember who). I played it on the
real machine. The game is copy protected, IIRC Steve Tucker converted it
to a .PRO image (that's a disk image that retains the copy protection,
used with APE and an Sio2PC cable) for me (I sent him the disk) but this
format is not compatible with any emulator that I know of.

If you want the .PRO image, which contains my saved game which is past
the helicopter sequence, I can send it to you but you will need a real
machine and APE to use it.

email me if you want it. (change 0 to o)

-itay

82. Latest FAQ update - Atari history section

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-06 23:07:11 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0501061757560.27924@shell1>
Source record: 13436

```
On Tue, 04 Jan 2005 at 17:24:02 GMT, Michael Current scribbled:
->Did your newsserver receive the latest version of the FAQ, posted
->about Dec. 26?

Yup, all 7224 lines of it! Said it was the Nov. 15 edition, in-
cluding the "massive upgrade."

->I really put a lot of time and research into it,

On behalf of the 8-bit community, thanks for all your efforts!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)
```

83. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 04:20:02 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <S5oDd.26757$_62.15003@trnddc01>
Source record: 13437

Ouch! No the BF2k+ IP may change once a day or it maychange 8 times a
day... but certainly not every 10 minutes.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:crjou2ron1@reader08.wxs.nl...
>
> "Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
> news:pan.2005.01.06.15.45.40.788014@darkforce.ky.org...
>> Marius - I'm confused. When I asked about this before, (I believe it
>> was comp.sys.atari.st) you recommended that I get the UDS-10. So I did.
>
> I feel your point. Actually it is simple.
>
> Both devices are good.
>
> Both devices do have good and bad parts.
>
> A good part of the UDS is that it is almost plug and play. You don't need
> special cables and it behaves very simple in a terminal.
>
> A bad part of the UDS it doesn't have DNS support. That means you can not
> type in ATDT<host-name> but you have to type ATDT<IPNUMBER>.
> With the MSS you are able to type in ATDT<HOSTNAME>
>
> The good part of the MSS is that it has a better 'busy' handling (this is
> only interesting when you want to run your own bbs), and what i like at
> the mss is: it has two telnet ports open: one REAL telnet protocol (8888)
> and a RAW telnet port (8889).
>
> So it is hard to say. I could remember it is very hard to get this mss
> working, especially with that special cable i had to make, so my advice
> was: UDS-10.
>
> And there is another part of the story, i didn't knew at the time i wrote
> that message:
>
> DrClu received his UDS10 yesterday. We have had lots of trouble setting it
> up at his place. and we found it is not very handy the UDS-10 doesn't
> support any DNS handling. Bootfactory BBS's ip number changes every 10
> minutes. So how to find out the IP of it... there you go: you need another
> computer to find out the current IP number.
>
> Sorry for the inconvenience.
> Marius

>
> p.s. I am NOT related in any way to lantronix.
>
>
>
>
>
>> Did I miss something?
>>
>> Thanks.
>>
>>
>
>

84. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 04:23:20 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Y8oDd.26758$_62.4253@trnddc01>
Source record: 13438

"James King" <jamesk@ATxmissionDOT.com> wrote in message
news:crk4q5$j91$1@news.xmission.com...
>
> That's what I'm still trying to figure out. The MSS doesnt ever come back
> with a busy, and seems to ignore the DTR state of my BBS's waitcall.cmd.
> I'd like it to 'hang-up' after a disconnect from the BBS, but currently it
> just shows the AT commands in the remote telnet window.
>

I wonder what would happen if you sent: AT&D2&C1
IIRC, That's how you would get the Hayes compatible modems to hangup using
the DTR line.

85. Re: Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 04:29:33 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <NeoDd.3$%c7.1@newsfe5-gui.ntli.net>
Source record: 13439

<gozarcollins@SPAMTRAPhotmail.com> wrote in message
news:cr2b6j0gb0@news3.newsguy.com...
> And this is what they did wrong with the flashback. They should've
> recreated a 7800, put the 15 games on it internally, but also leave
> a cartridge slot on it. Add the capability to use paddles and you have
> a winner!
>
> I got my C64 DTV, and it is pretty cool. I would love a XL version, but
> make it accept cartridges and additional joysticks/paddles. Portable
> Castle Crisis would rock (although I did get the 2 player Atari paddle
> all-in-one game for Christmas, and it includes the arcade version of
> Warlords).

Hmm, I don't think cartridges are a great idea because they are relatively
huge.

Also, I don't want to use up loads of FPGA pins to access it.

Limited pins are probably the reason my laptop has SD/MMC slots but not CF
slot.

I recently added a USB slave port so my project can be loaded from my PC
instead.

This also means it is not confined to any manufacturer-specific cartridge
slots either! :-)

Joysticks and paddles I can certainly do.

How would you like the Atari keys mapped onto the PS/2 keys?
F1 to F4 are easy, but what about the rest?

86. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 06:33:51 UTC
From: Graham <fdg@gf.fdg>
Message-ID: <41DE2D4F.F12E33E5@gf.fdg>
Source record: 13440

"Edward S. Baiz Jr." wrote:
>
> >Just bought a Defender cartridge on Ebay (serial CXL4025).
> >
> >Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
> >
> >Or is it just not compatible?
> >
> >Are there any sites with compatibility info on cartridges?
> >
> >Thanks...
>
> Could it be a bad cart? I have one and it works fine on my 800xl and 130XE.

I'm thinking it might be a bad computer. Never used a cartridge with
this 130XE and it's been 15+ years. Otherwise the computer is fine.
The Ebay seller has no negative feedback so I've little reason to
think I was ripped off deliberately. Unfortunately I just can't test
it on another Atari right now...

87. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 07:26:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <kQqDd.13615$4h.4241@okepread03>
Source record: 13441

Ronald are you using Express Pro! ? I am trying to do this very thing with
the UDS 10

Thomas

"Ronald J. Hall" <darklord@darkforce.ky.org> wrote in message
news:pan.2005.01.06.21.03.39.205044@darkforce.ky.org...
> On Thu, 06 Jan 2005 17:16:40 +0100, Marius Diepenhorst wrote:
>
>> The good part of the MSS is that it has a better 'busy' handling (this is
>> only interesting when you want to run your own bbs), and what i like at
>> the
>> mss is: it has two telnet ports open: one REAL telnet protocol (8888) and
>> a
>> RAW telnet port (8889).
>
> A BBS is exactly what I wanted it for... am I in for a lot of heartbreak?
>
>> So it is hard to say. I could remember it is very hard to get this mss
>> working, especially with that special cable i had to make, so my advice
>> was:
>> UDS-10.
>>
>> And there is another part of the story, i didn't knew at the time i wrote
>> that message:
>>
>> DrClu received his UDS10 yesterday. We have had lots of trouble setting
>> it
>> up at his place. and we found it is not very handy the UDS-10 doesn't
>> support any DNS handling. Bootfactory BBS's ip number changes every 10
>> minutes. So how to find out the IP of it... there you go: you need
>> another
>> computer to find out the current IP number.
>>
>> Sorry for the inconvenience.
>> Marius
>
> Looks like I'll be talking to the 2 of you a *lot* once I actually start
> getting it setup. :-)
>
>> p.s. I am NOT related in any way to lantronix.
>
> I like that disclaimer. :-)
>

88. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 09:32:05 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crll74$kd0$1@reader10.wxs.nl>
Source record: 13442

"Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
news:pan.2005.01.06.21.03.39.205044@darkforce.ky.org...
> On Thu, 06 Jan 2005 17:16:40 +0100, Marius Diepenhorst wrote:
>
>> The good part of the MSS is that it has a better 'busy' handling (this is
>> only interesting when you want to run your own bbs), and what i like at
>> the
>> mss is: it has two telnet ports open: one REAL telnet protocol (8888) and
>> a
>> RAW telnet port (8889).
>
> A BBS is exactly what I wanted it for... am I in for a lot of heartbreak?

No you are not.

I have the UDS-10 perfectly operating the BBS software.

The UDS-10 is really cool, and will do the job fantastic. You only need some
patience.... but it will work.

>> p.s. I am NOT related in any way to lantronix.
>
> I like that disclaimer. :-)

:-)
Haha

89. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 12:24:25 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.07.12.24.24.494915@darkforce.ky.org>
Source record: 13443

On Fri, 07 Jan 2005 01:26:03 -0600, Docrotcod wrote:

> Ronald are you using Express Pro! ? I am trying to do this very thing with
> the UDS 10
>
> Thomas

Hey Thomas! Well, its BBS Express! ST. Using a Mega ST. Yeah, I know, I'm in the 8bit group, but I had originally posted this question (which Marius was kind enough to reply to) in comp.sys.atari.st.

Anyways, I guess the concept for getting it going should be the same. It would probably help if everyone shared experiences with this. I know it would help me. Heck, my BBS has been down since about '99 or so. :-)

90. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-07 13:45:40 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95D7591F895D8emuslor@130.133.1.4>
Source record: 13444

Despite all prevention efforts, "Ronald J. Hall"
<darklord@darkforce.ky.org> wrote in
news:pan.2005.01.07.12.24.24.494915@darkforce.ky.org:

> Anyways, I guess the concept for getting it going should be the same.
> It would probably help if everyone shared experiences with this. I
> know it would help me. Heck, my BBS has been down since about '99 or
> so. :-)
>

My MSS100 is on its way, so I'll let you guys know how things go on my end.
I'm pretty psyched to get hooked up to the network with my 8-bitters!

--
Slor

91. Re: Modem connections > 2400 bps

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 00:33:16 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <jgaut05jbd1apv12uc5cmbjmasl4r2dpq4@4ax.com>
Source record: 13445

On Thu, 06 Jan 2005 23:08:46 +0200, Phozz Bare <itayc@h0tmail.com>
wrote:

>Greg.Goodwin@family-news.org wrote:
>>>From: "Russ Gilbert" <russgilb@MUNGEsbcglobal.net>
>>
>> I use Ice-T and Bobterm, but I am on the Atari 800. Ice-T 128K I
>> understand is woderful if you have a 130 XE.
>
>It's so great to hear things like these almost eight years since the
>last release. Thank you :)
>
>I've considered fixing up the sources so they'd compile on a modern
>machine, comment them, and *maybe* :) release them. I haven't had very
>much success so far, but would a project like this actually interest
>anyone? Not that I'm promising anything, this would be a huge effort.
>
>The most annoying thing is that I can't get the damn thing to run on an
>emulator so I can show it off to friends at work. Grr.
>
>(I've done such a restoration to my Tetris clone "The Wall"
>successfully.. Took me several days to understand what the hell I did
>and comment the damn thing, and it's a 4k game! the nice thing is that
>it assembles with ATasm, on Windows XP, to an identical executable to
>the original release. kewl.)
>
>-itay

I'd certainly be interested in seeing the source if you ever release
it. No probs if you can't though - it's tough to go back through old
code and figure out what you were doing.

Stephen

92. Re: Video-80 Instructions?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 01:35:36 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <INGDd.786$KJ2.515@newsread3.news.atl.earthlink.net>
Source record: 13446

You might need to recheck your resources, Steve... I have Compute! May 1983 Issue 36 Vol 5, No 5 in my hand and cannot locate any reference to video in the Contents listing nor in any of the Atari specific articles. That issue has some great stuff; just not about A8 video

Jess
<stephensheppard@hotmail.com> wrote in message
news:1104790261.868225.231550@f14g2000cwb.googlegroups.com...
> I've got the BASIC creator program for Video-80 but I have no idea how
> to use Video-80 itself. I can run the creation program and produce
> either a bootable cassette or a disk file which should be saved as
> Autorun.sys.
> (snip)
> I did my best to find instructions but the best I could do is identify
> the source. The program was published in Compute! magazine, Issue 36,
> May, 1983. I can't locate the text of the article.
> Thanks in advance for any help.
>
> Steve Sheppard

93. Latest FAQ update - Atari history section

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 02:11:00 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <73904a.27a160@fmlynet.org>
Source record: 13298

Huzzah! So you decided that the recent forlays of Atari into gaming needed mentioning too eh?

_
LOL Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

94. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 02:19:54 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <63904b.27a27b@fmlynet.org>
Source record: 13299

So Docrotcod... (always amuses me how similar that and Doctor Clu) thinking of setting up a BBS? If so, let me know since that is what I'm all about. ;) _
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

95. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 02:34:37 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <20050107213437168O7%siraltus@earthlinknet>
Source record: 13297

On 2005-01-03 01:50:06 -0500, Greg.Goodwin@family-news.org said:

> Hmm... what software are you trying to use and I'll see if I can duplicate
> here on this side where it is in the local calling area.. and cheaper. :)
>
> A 1030 I'm guessing.. with the built in software?
>
> Doc Clu 800

I'm using a 1030 with 1030 Express! software v2.1 and an 800XL computer.

96. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 03:05:44 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <53904d.27a8b6@fmlynet.org>
Source record: 13301

Wow, are there ever some impressive message traffic going on... people getting UDS-10's for setting up BBS's, and others wanting to get MSS-1s for getting on those BBS's. At this time there are three KNOWN Atari BBS's out there, and more on the horizon. In truth, I have not felt this kind of fun since the days I had my 1030 modem running.

Slor,

You are excited, I am excited to have another person connecting up his Atari computer to the network! Be good to see you on the BBS's.

Ron,

I look forward to seeing Dark Forces up again. You were a good sysop, and in truth, the idea of door prizes and awards for BBS activity were the inspiration for wht I am going to try this year. Man when you came back you jumped in with both feet. :)

In general...

These devices, like the UDS-10, is a wonderful addition to the Atari. Here in Dallas we have dialup BBS's, and most of those have telnet connections. Since I don't want to tie up the dialup line, I have telnetted in.. so there you go! With this device, HUNDREDS of BBS's are within range of the Atari so long as you have a internet network that the UDS-10 can connect to at home.

Even more fun, three Atari BBS's are now in range, where you can see ATASCII graphics yet again.

Cool thing about the UDS... to set it up you bring up Bobterm or some terminal program, set it for 9600, and as you are powering it up hold down X. I will probably write a more detailed account of this for the A-One text newsletter soon.

To "dial", since the UDS emulates a modem, all you have to do is type...

ATDTxxx.xxx.xxx.xxx

ATDT and the IP address, and you go right there, like I did to this BBS that I am writing this on. And there is another cool thing... check the Atari newsgroup messages on a BBS with your Atari. Check E-mail from a telnet shell account (like the Family-Net or Grex.org), or send files to a E-mail account on a BBS and download them, or send them to someone else. If you wanted to, you might go for hours getting things done on the Atari 8-bit without needing to power up the current machine. In my case, if it were not for instant messaging, I'd probably never power up my Mac. :)

Browsing... well, telnet to Grex.org and other BBS's with a Lynx browser,
and there you can browse out to internet sites (all text, but hey it's
something).

But the most fun, jumping on the Atari and letting it take you places yet
again. ;) Now that is awesome.

Any questions on current BBS's, and getting around on a Atari, feel free to
ask.

Doc Clu 800

> From: Slor <slor@comcast.net>

> Despite all prevention efforts, "Ronald J. Hall"
> <darklord@darkforce.ky.org> wrote in
> news:pan.2005.01.07.12.24.24.494915@darkforce.ky.org:

>> Anyways, I guess the concept for getting it going should be the same.
>> It would probably help if everyone shared experiences with this. I
>> know it would help me. Heck, my BBS has been down since about '99 or
>> so. :-)
>>

>My MSS100 is on its way, so I'll let you guys know how things go on my end. I'
> pretty psyched to get hooked up to the network with my 8-bitters!

> --
> Slor

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

97. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 03:09:14 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <13904e.27a927@fmlynet.org>
Source record: 13302

> From: Altus <siraltus@earthlink.net>

> On 2005-01-03 01:50:06 -0500, Greg.Goodwin@family-news.org said:

>> Hmm... what software are you trying to use and I'll see if I can duplicate
>> here on this side where it is in the local calling area.. and cheaper. :)
>>
>> A 1030 I'm guessing.. with the built in software?
>>
>> Doc Clu 800

> I'm using a 1030 with 1030 Express! software v2.1 and an 800XL computer.

Suite!!! I tell you, get a 850 interface and a 19.2K modem for $1, and
you'll be surprised how that Atari 8 can fly. :)

Where are you telnetting from?

Any rate, try these Atari BBS's....

cth.dtdns.net
bfbbs.no-ip.com

And a few others are in the works. Start with those for now. ;)

Get on, hit the message bases... post something! :D

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

98. Re: NEW ATARI 8bit WEBSITE ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 03:27:15 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <vqIDd.14485$4h.6930@okepread03>
Source record: 13300

Years ago I ran a Pro! board on my a8. This past year I was in touch with
Steve Carden who helped me update everything. I will let you know when I
get everything set back up and maybe we can chat.

Thomas

<Greg.Goodwin@family-news.org> wrote in message
news:63904b.27a27b@fmlynet.org...
> So Docrotcod... (always amuses me how similar that and Doctor Clu)
> thinking of
> setting up a BBS? If so, let me know since that is what I'm all about.
> ;) _
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

99. Re: Video-80 Instructions?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 04:29:04 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105158544.782238.177250@c13g2000cwb.googlegroups.com>
Source record: 13303

RetroJess wrote:
> You might need to recheck your resources, Steve... I have Compute!
May 1983
> Issue 36 Vol 5, No 5 in my hand and cannot locate any reference to
video in
> the Contents listing nor in any of the Atari specific articles. That
issue
> has some great stuff; just not about A8 video
>
> Jess
> <stephensheppard@hotmail.com> wrote in message
> news:1104790261.868225.231550@f14g2000cwb.googlegroups.com...
> > I've got the BASIC creator program for Video-80 but I have no idea
how
> > to use Video-80 itself. I can run the creation program and produce
> > either a bootable cassette or a disk file which should be saved as
> > Autorun.sys.
> > (snip)
> > I did my best to find instructions but the best I could do is
identify
> > the source. The program was published in Compute! magazine, Issue
36,
> > May, 1983. I can't locate the text of the article.
> > Thanks in advance for any help.
> >
> > Steve Sheppard

Sorry about that, Jess. Turns out it was Compute!, April 1983.

Someone sent me a copy of the article. I was missing the initiating code for Video-80. Unfortunately, even with this I am still not able to get it working under Atari800Win Plus.

Guess I'll have to wait until I get the SIO2PC cable or retype the program (which I don't want to do) so that I can run it on the real 800.

Steve Sheppard

100. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 06:07:13 UTC
From: Kevin <"remover #'s">
Message-ID: <d3uut0df6mv9ui657u9tlakqggl61au571@4ax.com>
Source record: 13304

On Fri, 7 Jan 2005 21:34:37 -0500, Altus <siraltus@earthlink.net>
wrote:

>I'm using a 1030 with 1030 Express! software v2.1 and an 800XL computer.

just wondering, what can you use that setup with? what do you connect
to at 300 baud???

101. Help!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 09:50:20 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <F1ODd.14505$4h.6071@okepread03>
Source record: 13305

Well i've been reading all these posts about UDS 10 and everything and I want some advice. I used to run Pro! on a 130XE with 576k RAM upgrade and MIO 256k with 20MB hard drive. I still have all that equipment. In addition, I now have a UDS 10, a 800xl with Wizztronics 256k ram upgrade AND Steve Tucker's 32 in 1 (or however many it has) OS upgrade chip which INCLUDES MyIDE OS. I also have a MyIDE interface cartridge WITH the OS chip (I traded Mr. Atari so he built me one), an additional 20 MB hard drive, and a plethora of extra hardware (800xl's, 130xe's, xf551's, 1050's), 850 Interface, a spare laptop, a APE cable, a SIO2PC cable. Surely I can have a pretty neat setup with all this stuff, I just don't know what to put all together. I did some beta testing for Steve Carden so he upgraded my node to the latest Pro! so that is all current. I would love to get this thing online and am confident I have what it needs. TIA for any help!

Thomas

BTW my BBS was called The Electric Cafe' Node 363

102. Logitech Forula GP Wheel USB Driver released

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 11:26:09 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.08.11.26.09.752780@strotmann.de>
Source record: 13306

Hi,

the MicroUSB Team is announcing the new Logitech Formula GP Wheel Driver.

see
https://sourceforge.net/project/showfiles.php?group_id=111428&package_id=134212
and
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartAtariLogWheel

A Disk Image with VBI Drivers and the compatibility test Program
HARDTEST.COM is available.

A patched Game (possibly Ralley Speedway) will be released soon.

This driver is based on the new Modular HID USB Driver.

Best regards

Carsten Strotmann

103. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 14:06:48 UTC
From: "Ronald J. Hall" <darklord@darkforce.ky.org>
Message-ID: <pan.2005.01.08.14.06.45.147902@darkforce.ky.org>
Source record: 13307

On Sat, 08 Jan 2005 03:05:44 +0000, Greg.Goodwin wrote:

> Wow, are there ever some impressive message traffic going on... people
> getting UDS-10's for setting up BBS's, and others wanting to get MSS-1s for
> getting on those BBS's. At this time there are three KNOWN Atari BBS's out
> there, and more on the horizon. In truth, I have not felt this kind of fun
> since the days I had my 1030 modem running.

Seems like its always an exciting time, if its anything to do with Atari.

:-)

> Ron,
>
> I look forward to seeing Dark Forces up again. You were a good sysop, and
> in truth, the idea of door prizes and awards for BBS activity were the
> inspiration for wht I am going to try this year. Man when you came back
> you jumped in with both feet. :)

I think its because in my heart, I was never really gone. :-)

104. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-08 20:11:24 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <41e03e3f$0$1846$ba620dc5@nova.planet.nl>
Source record: 13309

"Ronald J. Hall" <darklord@darkforce.ky.org> schreef in bericht
news:pan.2005.01.07.12.24.24.494915@darkforce.ky.org...
> On Fri, 07 Jan 2005 01:26:03 -0600, Docrotcod wrote:
>
>> Ronald are you using Express Pro! ? I am trying to do this very thing
>> with
>> the UDS 10
>>
>> Thomas
>
> Hey Thomas! Well, its BBS Express! ST. Using a Mega ST. Yeah, I know, I'm
> in the 8bit group, but I had originally posted this question (which Marius
> was kind enough to reply to) in comp.sys.atari.st.
>

Aaaaah you are running the ST version! Cool!!

Now I remember where i had replied to your original posting!

Good luck with it
I'm an ST user too.
Marius

105. atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 01:50:28 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crq39ullj1@reader08.wxs.nl>
Source record: 13310

Hi folks,

You are all invited to test bbs Atari Inside.

There is not much to do yet.

It is a test setup.

I would like if you test it.

Only one person can be on it at one time, so if you can't get a connection
it is probably 'busy'

This is running on real atari 8bit equipment.

All people who had alread an account (sorry AtariFrog)... you have to
register again, all accounts are lost in space.

telnet://213.10.217.144:8888

If it keeps failing (to connect) please report this to grover25 AT zonnet
DOT nl

Thanks
Sysop*Marius

106. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 05:31:55 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1105247745@rtfm.mit.edu>
Source record: 13311
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

107. Help!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 09:52:56 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <339058.291e9c@fmlynet.org>
Source record: 13313

Docrotcod,
|
That is sounding like a awesome setup so far. To matter the fact you have all the elements to go BBS'ing, and to set up a BBS. All that stuff you have.. the 130XE with the ram upgrade, the UDS-10, the APE interface and laptop.. etc etc down to the 850 interface is what comprises the Atari Inside BBS. My advice, check out the Atari Inside BBS at..
|
213.10.217.144:8888
|
And naturally log on with your Atari computer and UDS-10. :) |
If you don't have that working, the ATS program on the PC is just fine to get the gist of it, and then work up to the real equipment. Good luck, and maybe talk more in the chat I'm going to mention in my next message.
|
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

108. Atari Chat 10 am CST Sun

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 09:57:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <239059.291f24@fmlynet.org>
Source record: 13314

```
Hey folks!
|
Well, you are all invited to stop by the chat room that is very Atari friendly,
the chat room at www.atarinews.org (or for those of you with the DNS challenged
UDS-10's, usually at 216.200.173.22) |
To get to the chat room, at the first two prompts, enter "bbs", then when it
asks for the login name the second time enter your login name and password. If
you don't have one, registration is only like a two minute process.
|
Once in, at the first selection hit T for Talk, and then C for Chat. |
After that, enter some spiffy chat name, and you're in! |
Pretty cool really. Hope to see some of you there, and if possible, on
Atari's. :D
|
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

109. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 10:33:44 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crr1k0jib1@reader10.wxs.nl>
Source record: 13312

"Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
news:crq39ullj1@reader08.wxs.nl...

hmmm there was a problem in my router.

perhaps you can try again.

telnet://213.10.217.144:8888

lantronix UDS-10 users
in bobterm you have to type:
atdt213.10.217.144/8888

Thanks,
Marius

110. Re: Atari Chat 10 am CST Sun

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 15:52:02 UTC
From: Kevin <"remover #'s">
Message-ID: <8ok2u01q4ktpvv56t93rpo90ihvevs1i0l@4ax.com>
Source record: 13315

On 9 Jan 2005 09:57:08 GMT, Greg.Goodwin@family-news.org wrote:

>To get to the chat room, at the first two prompts, enter "bbs", then when it
>asks for the login name the second time enter your login name and password. If
>you don't have one, registration is only like a two minute process.
>|
>Once in, at the first selection hit T for Talk, and then C for Chat. |
>After that, enter some spiffy chat name, and you're in!

that's it? wow at least you make it easy LOL

111. Re: Atari Chat 10 am CST Sun

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 16:38:51 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <v6dEd.3861$hc7.2700@trnddc08>
Source record: 13316

Easy? I couldn't get in. I registered in two different places but saw no
"Prompts" or any menation of Chat Rooms. Tried for 1/2 hour.

"Kevin" <remover #'s : #kev242@gmail.#com> wrote in message
news:8ok2u01q4ktpvv56t93rpo90ihvevs1i0l@4ax.com...
> On 9 Jan 2005 09:57:08 GMT, Greg.Goodwin@family-news.org wrote:
>
>>To get to the chat room, at the first two prompts, enter "bbs", then when
>>it
>>asks for the login name the second time enter your login name and
>>password. If
>>you don't have one, registration is only like a two minute process.
>>|
>>Once in, at the first selection hit T for Talk, and then C for Chat. |
>>After that, enter some spiffy chat name, and you're in!
>
>
> that's it? wow at least you make it easy LOL

112. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 16:52:56 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <IjdEd.3862$hc7.1343@trnddc08>
Source record: 13317

Still a problem for me. After the first "Hit Enter" prompt when I get to
the select terminla emulation (1 - ATASCII or 2 - COlor), the bbs
automatically enters a 2 before I can type 1 so I cannot get in.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:crr1k0jib1@reader10.wxs.nl...
> "Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
> news:crq39ullj1@reader08.wxs.nl...
>
> hmmm there was a problem in my router.
>
> perhaps you can try again.
>
> telnet://213.10.217.144:8888
>
> lantronix UDS-10 users
> in bobterm you have to type:
> atdt213.10.217.144/8888
>
> Thanks,
> Marius
>
>

113. Re: Atari Flashback vs C64 DTV

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 16:54:03 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <crrnjb01o2p@news2.newsguy.com>
Source record: 13318

Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
>
> <gozarcollins@SPAMTRAPhotmail.com> wrote in message
> news:cr2b6j0gb0@news3.newsguy.com...
> > I got my C64 DTV, and it is pretty cool. I would love a XL version, but
> > make it accept cartridges and additional joysticks/paddles. Portable
> > Castle Crisis would rock (although I did get the 2 player Atari paddle
> > all-in-one game for Christmas, and it includes the arcade version of
> > Warlords).
>
> I recently added a USB slave port so my project can be loaded from my PC
> instead.

That would be cool too!

> This also means it is not confined to any manufacturer-specific cartridge
> slots either! :-)
>
> Joysticks and paddles I can certainly do.
>
> How would you like the Atari keys mapped onto the PS/2 keys?
> F1 to F4 are easy, but what about the rest?

I would say probably the same way they are mapped on the emulators. Although,
when I do use an emulator I still find myself pressing shift-2 for the
double quotes...

--
Ryan 'Gozar' Collins

114. *ANC* mutli platform retro news

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 17:13:48 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1105290828.674577.186370@c13g2000cwb.googlegroups.com>
Source record: 13319

http://news.rtdos.com

basic and kinda ruff around the edges; in fact it is very plain and has no eye candy (thats not what I was aiming for); trying to cover all retro systems but still need more rss feeds though; this goes with my websites http://rtdos.com/forum and http://rtdos.com/wintel - comments and suggestions welcome.

115. Robotron 2048 for Logitech Rumblepad USB

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 17:47:38 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.09.17.47.38.489458@strotmann.de>
Source record: 13320

Hi,

the game Robotron 2048 can be played with two Joysticks (Joystick 0 - move, Joystick 1 - Fire Direction).

There is now a patched version that works with an Logitech Rumblepad USB and the USB Cart. With this Controller playing Robotron is even more fun. Check out the Disk Image at http://www.atariage.com/forums/viewtopic.php?p=774410#774410

Best regards

Carsten

116. Re: Atari Chat 10 am CST Sun

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 18:45:48 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <839060.2965b8@fmlynet.org>
Source record: 13322

.
Oh no! Thanks for trying Abdul... and Kev.. would have been great to have you both there. Just get with me, and I will get you set up and walk you through once. After that, it is a piece of cake. ;) .
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

117. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 18:49:46 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <039061.296637@fmlynet.org>
Source record: 13321

Abdul,
.
The problem of Atari Inside giving the 2 at the beginning happens to me too. But remember, the BBS is a experimental BBS afteral and Marius is fevorously working to get the bugs out (which you might be able to help with running the BBS that you do.) I've noticed so far three different varients to the pro BBS it seems.
.
Me, I get on, and carefully try to hit enter and 1, and sometimes that works, and sometimes not. When it hits 2 for me, I drop back to ascii, and then when at the main menu, select terminal type and then Atascii. .
I routing for you.. we're all in this together. .
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

118. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 20:11:16 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crs33m$275$1@reader13.wxs.nl>
Source record: 13323

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> schreef in bericht
news:IjdEd.3862$hc7.1343@trnddc08...
> Still a problem for me. After the first "Hit Enter" prompt when I get to
> the select terminla emulation (1 - ATASCII or 2 - COlor), the bbs
> automatically enters a 2 before I can type 1 so I cannot get in.
>

Stephen Carden helped me to fix this problem.
I hope it is fixed now.

So please try again. I'm not sure if it is really fixed, but we (Stephen
Carden and I) are trying to fix it!)

Thanks for your testing!
Marius

119. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-09 23:46:33 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <2005010918463375249%siraltus@earthlinknet>
Source record: 13324

On 2005-01-07 22:09:14 -0500, Greg.Goodwin@family-news.org said:
>
>> I'm using a 1030 with 1030 Express! software v2.1 and an 800XL computer.
>
> Suite!!! I tell you, get a 850 interface and a 19.2K modem for $1, and
> you'll be surprised how that Atari 8 can fly. :)
>
> Where are you telnetting from?
>
> Any rate, try these Atari BBS's....
>
>
> cth.dtdns.net
> bfbbs.no-ip.com
>
> And a few others are in the works. Start with those for now. ;)
>
> Get on, hit the message bases... post something! :D
>
> Doc Clu 800

How do I telnet from an Atari? Do I use the R: emulation on APE? If so,
what client program do I use to move around once I telnet into a BBS?
BTW the reason I'm using the 1030 is because I want the whole "dial-in"
experience. :) I was able to connect to the Maryland Sailor system
using the above setup and it worked fine.I might get the 850 at a later
date, need to ask my friend if he has one.

120. try http://www.FreeTShirts.info

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 01:12:47 UTC
From: Spam2@Sharewareisland.com
Message-ID: <1105319567.792137.190250@c13g2000cwb.googlegroups.com>
Source record: 13325

```
try http://www.FreeTShirts.info
```

121. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 02:08:10 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <739065.29a105@fmlynet.org>
Source record: 13326

How to telnet...
.
You mentioned dialing into the Maryland Sailor system. Ask on that system if they have a telnet feature. Small chance they do, but if they do, awesome. While on the Maryland Sailor you can telnet out (letting them take care of the telnetting for you in other words) and telnetting through them hit the other telnet sites out there, amoung which our few Atari BBS's.
.
Of course with a laptop with win 95 or higher, a SIO2PC cable, and it connected to your internet network you can hit the internet with your Atari without a 850 interface.
.
Or with the 850 interface and the lantronix UDS-10 you can dial out over telnet without another computer's aid. Granted you have some nifty gadgets and devices doing things for the Atari, but since when did the Atari not have nifty gadgets. ;) .
Ok, you will probably have more questions, but see if that BBS you dial into has telnet.
.
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

122. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 05:55:42 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DA97406375emuslor@130.133.1.4>
Source record: 13327

Despite all prevention efforts, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote in news:crq39ullj1@reader08.wxs.nl:

> Hi folks,
>
> You are all invited to test bbs Atari Inside.
>

I tested quickly using my Windows box - worked fine. Soon as I get my 8-
bit hooked up with the MSS100, I'll register! I haven't seen one of those
ANSI menus in a while... :)

--
Slor

123. upgrading RAM for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 06:05:28 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <HWoEd.20733$Wo.14851@lakeread08>
Source record: 13328

Hi, I am wondering if XEGS can upgrade more ram? I know that both 800XL and 130XE can upgrade more ram.

130XE can use MYIDE thur Enhanced Cartridge Interface (ECI) Port. Can 800XL use MYIDE via parallel bus???? Can XEGS use MYIDE via SIO ???

Thanks!
Jack Tseng

124. Looking for 1030Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 06:28:42 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0501092228.64fefdf9@posting.google.com>
Source record: 13329

Bad news guys!

No telnet from the Sailor Program.

But that doesn't matter to Altus (if I am correct),he is trying
to connect with Atari 8bit equipment only. (Seems like)

125. A VoIP usergroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 09:44:45 UTC
From: erika_angella@yahoo.com
Message-ID: <1105350285.860987.254030@c13g2000cwb.googlegroups.com>
Source record: 13330

Hi Friends,

I found a new VOIP forum, where there is a good syndication of VOIP technical white papers. It is really worth checking out - http://www.techieindex.com/ug/voip/index.jsp

126. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 16:11:20 UTC
From: Graham Prout <graham.prout@ntlworld.com>
Message-ID: <xOxEd.9967$sc7.4611@fe44.usenetserver.com>
Source record: 13331

I am looking for a 130XE, i have one but all i get from it is a red screen, anyone got one they will part with in the UK, i am in Ellesmere Port nr Chester.

Regards

Graham

127. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 17:21:43 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DA7DC0EDB33emuslor@130.133.1.4>
Source record: 13332

Despite all prevention efforts, "Graham Prout"
<graham.prout@ntlworld.com> wrote in
news:xOxEd.9967$sc7.4611@fe44.usenetserver.com:

> I am looking for a 130XE, i have one but all i get from it is a red
> screen, anyone got one they will part with in the UK, i am in
> Ellesmere Port nr Chester.
>

I'll ask a dumb question - have you attempted to adjust the color pot from
the bottom? I got one that had a red screen a while back, and it just
needed a little tuning.

--
Slor

128. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 18:08:47 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <PwzEd.3395$li4.1986@newsread3.news.pas.earthlink.net>
Source record: 13333

Graham Prout wrote:
> I am looking for a 130XE, i have one but all i get from it is a red screen,
> anyone got one they will part with in the UK, i am in Ellesmere Port nr
> Chester.
>

Make sure you check the power supply under load. The 130XE power
supplies seem to go south frequently and just put out low voltage.

129. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 18:14:04 UTC
From: Kevin <"remover #'s">
Message-ID: <feh5u0p3sfi8l0sk9ohc3sq2fgj2fqfajp@4ax.com>
Source record: 13334

On Mon, 10 Jan 2005 16:11:20 -0000, "Graham Prout"
<graham.prout@ntlworld.com> wrote:

>I am looking for a 130XE, i have one but all i get from it is a red screen,
>anyone got one they will part with in the UK, i am in Ellesmere Port nr
>Chester.

try replacing memory chips.

130. Re: Atari 800XL packages for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 19:03:41 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10u5kc5sm845f3b@corp.supernews.com>
Source record: 13335

Just a quick update... $60 800XL package has sold - the buyer contacted me via this newsgroup thread and the system is now en route to him. The $40 package at http://home.gci.net/~gork/atari1 is still up for grabs. Drop me an email if you're interested or have any questions...

Sean
kraygien at hotmail dot com

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10t5skshtl0tf3f@corp.supernews.com...
> I've recently gone on a spending spree for Atari items from eBay and have
> ended up with some extras I'd like to impart to someone who can use them.
> If nobody in the group is interested I'll eventually end up posting them
> for sale on eBay...
>
> I'm looking for about $60 for the following package (buyer pays actual
> shipping):
> http://home.gci.net/~gork/atari2
>
> And maybe $40 for this one (buyer pays actual shipping):
> http://home.gci.net/~gork/atari1
>
> Let me know if you're interested!
>
> Sean
> kraygien at hot mail dot com
>

131. WTB: Items I'm still looking for...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 19:12:20 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DA908197BB2emuslor@130.133.1.4>
Source record: 13336

I'm still looking for the following for my 8-bit setup. Drop me a line if
you have any to sell/trade:

- 600XL computer (NTSC)
- XF551 disk drive
- Gyruss cart

Thanks!

--
Slor

132. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 23:01:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crv1ot$r7p$1@reader10.wxs.nl>
Source record: 13337

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> schreef in bericht
news:IjdEd.3862$hc7.1343@trnddc08...
> Still a problem for me. After the first "Hit Enter" prompt when I get to
> the select terminla emulation (1 - ATASCII or 2 - COlor), the bbs
> automatically enters a 2 before I can type 1 so I cannot get in.

Stephen J. Carden found the bug. It must be fixed now.

Marius

133. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 23:38:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DABDB4E518Demuslor@130.133.1.4>
Source record: 13338

```
Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95DA97406375emuslor@130.133.1.4:

>>
>> You are all invited to test bbs Atari Inside.
>>
>
> I tested quickly using my Windows box - worked fine. Soon as I get my
> 8- bit hooked up with the MSS100, I'll register! I haven't seen one
> of those ANSI menus in a while... :)
>

And it's even a toll-free call now!

--
Slor
```

134. Re: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-10 23:41:23 UTC
From: no@way.com
Message-ID: <f-ydncEx5JoEj37cRVn-1Q@comcast.com>
Source record: 13339
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The real questions are:

1. Why buy Atari at all?
2. Why support a spammer?

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0501060341000.32473-100000@onyx.spiritone.com...
> 1) Friendly, honest, helpful and fast with service (24 hours turnaround
> after payment)! 2) Very knowlegeable of Atari products and skilled at
> helping customers choose the items that best meet their needs. 3) The
> inventory changes regularly and often there are many hard to find items
> that are unavailable anywhere else. 4) Prices are usually less than on
> auction sites. 5) Very huge and sorted (alphabetized) list of Atari items
> (old and new). 6) Ordering is very easy, no dozens of clicks on several
> HTML pages, just read and then copy+paste the ASCII text into your e-mail
> to order something. 7) I avoid making promises I cant keep!
>
> Questions? You can E-Mail me or ask other Atari Users. You probably know
> 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.
>
> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

135. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 00:50:08 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crv84m$1do$1@reader10.wxs.nl>
Source record: 13340

```
"Slor" <slor@comcast.net> schreef in bericht
news:Xns95DABDB4E518Demuslor@130.133.1.4...
> Despite all prevention efforts, Slor <slor@comcast.net> wrote in
> news:Xns95DA97406375emuslor@130.133.1.4:
>
>>>
>>> You are all invited to test bbs Atari Inside.
>>>
>>
>> I tested quickly using my Windows box - worked fine. Soon as I get my
>> 8- bit hooked up with the MSS100, I'll register! I haven't seen one
>> of those ANSI menus in a while... :)
>>
>
> And it's even a toll-free call now!

Nice to hear you are happy.

When the Test Period is over, I will add more messagebases, online files for
download and more nice online games. I will update the info files and made
the menu-structure a little better. Lots of work to do, but now I want to do
it the right way, so first a good test period.

Thanks!
Marius
```

136. There's an Atari 1090 XL Expansion System up for auction on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 01:17:49 UTC
From: Nick <nick@computer-history.org>
Message-ID: <qPFEd.2249$Mf2.2057@fe07.lga>
Source record: 13341

I just wanted to let the group know that there is an Atari 1090 XL Expansion System currently up for auction on eBay, it's item# 8160862986 . It's not mine, I like following auctions for unusual Atari items and thought others in the group would as well.

Nick
www.computer-history.org

137. atari BBS newbie manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 01:31:30 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crvai0$24d$1@reader10.wxs.nl>
Source record: 13342

Hi Folks.

For those people who want to connect to the atari BBS but really don't know how things work. I'm working on some kind of online manual. It is a first try, and I have to make that thing really much better, but for those who can't wait... give the manual a try:

http://home.planet.nl/~diepe534/ainside/bbsmanual.htm

this manual is part of my site:
http://home.planet.nl/~diepe534/ainside/

and belongs to my bbs (still in TEST setup)

telnet://213.10.217.144/8888

Sorry for the many postings about this subject at this moment. I hope to be permanent (no TEST setting) online soon, and then I won't post as much about this subject here anymore.

I try to make this 'service' cool and nice. That is necessary. Last year I was online and the project failed terrible. I had too old equipment, and i realised I had a non-stable setting to work with. Due to no users and big troubles on the system I had to take the board down.

So please take a look and let me know all the things you like to see on this board (like more games, messagebases etc) so I can see what I can make of it.

Thanks for your attention.
Marius

138. *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 01:35:37 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crvapo$25n$1@reader10.wxs.nl>
Source record: 13343

Is this fellow still active in the Atari Scene?

Thanks
Marius

139. Re: atari BBS newbie manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 01:53:41 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <crvbrl$2dj$1@reader10.wxs.nl>
Source record: 13344

"Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
news:crvai0$24d$1@reader10.wxs.nl...

I'm not sure if it works... (can't test this local) but what about this:

telnet://atari-inside.kicks-ass.net:8888

that kicks ass doesn't it! (if it works)

Thanks
Marius

140. 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 02:16:42 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0501101816.610a79f9@posting.google.com>
Source record: 13345

I have never opened a 130 XE and I have one that one key
does not work.Is this repairable without replacing the
keyboard membrane?

141. Re: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 02:18:07 UTC
From: secretspam@ihatespam.net
Message-ID: <41e335ef.714663453@nntp.charter.net>
Source record: 13346
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

If *YOU* do not like his posts, then *YOU* should ignore them. Quit
trying to make everybody see it your way. At least Ben's posts offer
a service. Yours are just whining.

On Mon, 10 Jan 2005 15:41:23 -0800, <no@way.com> wrote:

>The real questions are:
>
>1. Why buy Atari at all?
>2. Why support a spammer?
>
>"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
>news:Pine.LNX.4.44.0501060341000.32473-100000@onyx.spiritone.com...
>> 1) Friendly, honest, helpful and fast with service (24 hours turnaround
>> after payment)! 2) Very knowlegeable of Atari products and skilled at
>> helping customers choose the items that best meet their needs. 3) The
>> inventory changes regularly and often there are many hard to find items
>> that are unavailable anywhere else. 4) Prices are usually less than on
>> auction sites. 5) Very huge and sorted (alphabetized) list of Atari items
>> (old and new). 6) Ordering is very easy, no dozens of clicks on several
>> HTML pages, just read and then copy+paste the ASCII text into your e-mail
>> to order something. 7) I avoid making promises I cant keep!
>>
>> Questions? You can E-Mail me or ask other Atari Users. You probably know
>> 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.
>>
>> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
>> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
>> http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
>> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>> order goes out the same day. Customers love the speedy service! I have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
>at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &

>Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!
>>
>

142. *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 02:50:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <63907c.2aa644@fmlynet.org>
Source record: 13250

```
You know I would like to know.
.
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

143. Re: atari BBS newbie manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 02:54:40 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a3907d.2aa6d4@fmlynet.org>
Source record: 13249

Well, tried out the kicks ass link... no luck. .
Also tried your BBS today.. no luck. But then I have no problem trying. .
:)
.
(Figure I'll get on eventually.)
.
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

144. Re: *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 03:01:25 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <9kHEd.5537$C.3217@trnddc05>
Source record: 13247

He is away for a while. He will be back!

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:crvapo$25n$1@reader10.wxs.nl...
> Is this fellow still active in the Atari Scene?
>
> Thanks
> Marius
>
>

145. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 03:04:49 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <lnHEd.5550$C.4818@trnddc05>
Source record: 13248

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:crv84m$1do$1@reader10.wxs.nl...
>
> When the Test Period is over, I will add more messagebases, online files
> for download and more nice online games. I will update the info files and
> made the menu-structure a little better. Lots of work to do, but now I
> want to do it the right way, so first a good test period.
>

heheheh... my bbs has been in test mode since 1984!!

146. ramdisk/harddisk drivers

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 03:34:05 UTC
From: damage_x@hotmail.com
Message-ID: <1105414445.453797.92180@f14g2000cwb.googlegroups.com>
Source record: 13251

I only have 64K of RAM so haven't experienced a RAM disk on Atari but I think that most of the drivers intercepted calls from DOS which allowed for fast data rates. Other drivers (like the M: memory file device which came with DOS-XL and MAC65) seem to have a 7KB/sec bottleneck because of CIO or something.

I built the MyIDE interface and have been playing around with the provided OS patch. Accessing the harddisk that way is on the slow side at around 6KB/sec. Writing straight to the drive with an assembly language program gets a much improved 17KB/sec (don't know what the limitting factor is there, I would expect more than that given the tight loop that copies between the IDE port and RAM)

I used to have the source for a ramdisk driver which ran under spartados (can't find it now though). I want to rewrite one to access the harddisk instead of extended RAM so I can have fast harddisk access with spartados 3.3 (or maybe some other DOS with command line that supports large partitions?). But I'm not sure how the whole user->CIO->DOS->? calling works.

I see the video player at mr-atari.com reads directly from the disk rather than going through (D)OS. It would be nice to have that kind of speed all the time...

147. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 03:41:17 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DAE6CF03F18emuslor@130.133.1.4>
Source record: 13252

Despite all prevention efforts, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote in news:crv84m$1do$1@reader10.wxs.nl:

> When the Test Period is over, I will add more messagebases, online
> files for download and more nice online games. I will update the info
> files and made the menu-structure a little better. Lots of work to do,
> but now I want to do it the right way, so first a good test period.
>

Once you get it perfected, I should be set up and ready to steal your disk
images to set up here... :)

--
Slor

148. Re: upgrading RAM for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 04:20:05 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <5jk6u0tet55ricq0uo349pptk9md4hsdm5@4ax.com>
Source record: 13253

"Jack" <tseng4@hotmail.com>:
>130XE can use MYIDE thur Enhanced Cartridge Interface (ECI) Port. Can 800XL
>use MYIDE via parallel bus???? Can XEGS use MYIDE via SIO ???

There's a ECI version of MyIDE? Perhaps you are just confused since the ECI and the cartridge slot are used together to form the parallel bus on the 65/130XE...

The MyIDE device (at least the one release at http://www.mr-atari.com/ is a cartridge slot device, which means it doesn't work via the PBI or the SIO port.

There is a IDE hard drive interface called SIO2IDE that works via the SIO port, and one that works via the PBI port (can't remember the name, but it has been talked about and offered for sale here in csa8 recently.

>Thanks!
>Jack Tseng
>
>
>

Shawn Jefferson
(fix reply to for email)

149. Re: ramdisk/harddisk drivers

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 04:38:54 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <ggl6u0h3g0kot22k9snllf8nd0mhiikssd@4ax.com>
Source record: 13254

damage_x@hotmail.com:
>I only have 64K of RAM so haven't experienced a RAM disk on Atari but I
>think that most of the drivers intercepted calls from DOS which allowed
>for fast data rates. Other drivers (like the M: memory file device
>which came with DOS-XL and MAC65) seem to have a 7KB/sec bottleneck
>because of CIO or something.

I don't know exactly how a ramdisk driver works, but I'm assuming it does the same thing as other SIO patches, like the MyIDE drivers or a high speed SIO patch. They usually hook the SIO vector, running their own routine when any sector IO is called for on the disk. In the case of the MyIDE drivers they check whether the device is a partition on the hard drive or a physical disk passing control onto the corresponding routine.

>I built the MyIDE interface and have been playing around with the
>provided OS patch. Accessing the harddisk that way is on the slow side
>at around 6KB/sec. Writing straight to the drive with an assembly
>language program gets a much improved 17KB/sec (don't know what the
>limitting factor is there, I would expect more than that given the
>tight loop that copies between the IDE port and RAM)
>
>I see the video player at mr-atari.com reads directly from the disk
>rather than going through (D)OS. It would be nice to have that kind of
>speed all the time...

I think that any speed issues have more to do with the normal SIO overhead, error checking and the fact that there must be calculations done to convert the floppy sector into cylinder, head, sector of the hard drive. Since not all hard drives are the same, these values can be pretty much anything-we can't make any assumptions.

The video player is optimized for the specific task of streaming data off the hard drive... much easier to make fast.

In my Image Manager program for MyIDE, I have to do something like the following to figure out how to map the sector to the C/H/S:

```
c = cyl + ((sector / myide_config.sectors) / myide_config.heads);
s = (sector % (myide_config.sectors));
if (s == 0) {
s = myide_config.sectors;
--c;
}
h = t % myide_config.heads;
```

There may be a better way to do this (let me know!), but you get the idea...

Shawn Jefferson
(fix reply to for email)

150. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 04:49:17 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DAF25648E12emuslor@130.133.1.4>
Source record: 13255

Despite all prevention efforts, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote in news:crq39ullj1@reader08.wxs.nl:

> Hi folks,
>
> You are all invited to test bbs Atari Inside.
>
> There is not much to do yet.
>
> It is a test setup.
>
> I would like if you test it.
>

What is the preferred terminal program these days. I've done some testing
with BobTerm, and I wondered if that's what most people use or if there are
others of high quality I should take a look at.

thanks

--
Slor

151. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 04:57:26 UTC
From: Graham Prout <graham.prout@ntlworld.com>
Message-ID: <R0JEd.104$0t2.11@fe55.usenetserver.com>
Source record: 13256

I never got a psu with it so i had to make one and i found the pinouts for the psu on the net so its not the psu as i am using an PC AT one, no i have not tried the pot i will try and have a go latter on this evening.

Regards

Graham

152. Re: There's an Atari 1090 XL Expansion System up for auction on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 06:29:47 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <vnKEd.4592$F97.1688@trnddc06>
Source record: 13257

I'm sorry but starting bid $999.95? Get real. The thing isn't complete to justify such a starting bid. If it had the cover, power supply, manual, and a full collection of cards then I would say it justifies the high starting bid.

I think the highest that a 1090XL, in that exact same condition ever sold on Ebay in recent years was $500. I'll be surprised if anyone makes a bid.

"Nick" <nick@computer-history.org> wrote in message news:qPFEd.2249$Mf2.2057@fe07.lga...
> I just wanted to let the group know that there is an Atari 1090 XL Expansion
> System currently up for auction on eBay, it's item# 8160862986 . It's not
> mine, I like following auctions for unusual Atari items and thought others
> in the group would as well.
>
> Nick
> www.computer-history.org
>
>
>

153. Re: atari BBS newbie manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 10:44:45 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs0alekvi1@reader13.wxs.nl>
Source record: 13258

<Greg.Goodwin@family-news.org> schreef in bericht
news:a3907d.2aa6d4@fmlynet.org...
> Well, tried out the kicks ass link... no luck. .
> Also tried your BBS today.. no luck. But then I have no problem trying. .
> :)
> .
> (Figure I'll get on eventually.)

Strange... I had to reset my UDS10 this morning.
I hope it works again now.

Btw. in bobterm you really need to type: ATDT213.10.217.144/8888

That is the only way with an atari 8bit terminal in combination with a UDS10
to connect.

Greetz,
Marius

154. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 10:46:08 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs0ao1$l1f$1@reader13.wxs.nl>
Source record: 13259

"Slor" <slor@comcast.net> schreef in bericht
news:Xns95DAE6CF03F18emuslor@130.133.1.4...
> Despite all prevention efforts, "Marius Diepenhorst"

> Once you get it perfected, I should be set up and ready to steal your disk
> images to set up here... :)

The BBS is node encrypted... so anyone will see you have stolen it from me
:)

Greetz,
Marius

155. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 10:47:56 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs0ard$l4m$1@reader13.wxs.nl>
Source record: 13260

"Slor" <slor@comcast.net> schreef in bericht
news:Xns95DAF25648E12emuslor@130.133.1.4...
> What is the preferred terminal program these days. I've done some testing
> with BobTerm, and I wondered if that's what most people use or if there
> are
> others of high quality I should take a look at.

In my opinion Bobterm (1.23) is in 40 column width absolutely the most
perfect program.

If you have 128KB (or more) and you want to login with 80 column width
(without any hardware adds like xep80) and use a real VT-102/ANSI terminal
ICE-T is your choice. That is really fantastic, it even support z-modem
downloaden.

Greetz,
Marius

156. Re: *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 11:46:58 UTC
From: Alan Sharkis <cartilaginous_fish@optonline.net>
Message-ID: <ate7u01p0gbl2sdsoot826tcn85c0v6iuu@4ax.com>
Source record: 13261

I'm lurking, Marius.

As you might remember, I don't have Atari hardware anymore and I've
been using emulation. I just set up a new PC and I'm slowly getting
it into shape. Atari is kind of low on my list of priorities at this
time, but I will be back on the BBS scene eventually. Right now,
there are some minor family emergencies that have me a little
preoccupied and some projects for organizations that are also taking
up time.

Maybe in a few weeks, you'll hear from me via the BBS.

Take care, and thanks for asking.

Alan

On Tue, 11 Jan 2005 02:35:37 +0100, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>Is this fellow still active in the Atari Scene?
>
>Thanks
>Marius
>

--

If you really want to bug me via email, remove the "_fish" from the address above.

--

You can read the FAQ for alt.binaries.karaoke at:
http://members.chello.nl/~j.a.komrij/faq.html

157. Re: *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 12:46:45 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs0ic6$qh0$1@reader11.wxs.nl>
Source record: 13262

"Alan Sharkis" <cartilaginous_fish@optonline.net> schreef in bericht
news:ate7u01p0gbl2sdsoot826tcn85c0v6iuu@4ax.com...

Hey man!!!

Good to see you alive!

Take all the time you need. We'll meet again later!
Marius

158. Competition Pro USB - Driver Disk available

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 18:19:57 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.11.18.19.47.455983@strotmann.de>
Source record: 13263

Hi,

german company Speed-Link has recreated the famous Competition Pro as an
USB Joystick. The Quality and Gamefeeling is very original, the Stick has
Microswitches, metal case and good old design with big buttons. And an
Autofire switch ;)

Have a look
http://www.speed-link.com/prod.php?lang=de&sys_id=1&pb_id=1&prod_num=SL-6602

And here are the USB Drivers for use this Joystick with an original
Atari... Files / Driver Disk
https://sourceforge.net/project/showfiles.php?group_id=111428&package_id=129989&release_id
=296216

Documentation / Sourcecode
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartAtariCompProUsbJoystick

Have fun

Carsten

159. Re: ramdisk/harddisk drivers

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 19:53:48 UTC
From: damage_x@hotmail.com
Message-ID: <1105473228.047672.34100@f14g2000cwb.googlegroups.com>
Source record: 13264

Shawn Jefferson wrote:
>
> I don't know exactly how a ramdisk driver works, but I'm assuming it
does
> the same thing as other SIO patches, like the MyIDE drivers or a high
speed
> SIO patch. They usually hook the SIO vector, running their own
routine
> when any sector IO is called for on the disk. In the case of the
MyIDE
> drivers they check whether the device is a partition on the hard
drive or a
> physical disk passing control onto the corresponding routine.

That sounds right, but if the MyIDE drivers work the same way then I
guess the slowdown isn't here afterall. Do you know offhand where that
SIO vector is?

>
> I think that any speed issues have more to do with the normal SIO
overhead,
> error checking and the fact that there must be calculations done to
convert
> the floppy sector into cylinder, head, sector of the hard drive.
Since not
> all hard drives are the same, these values can be pretty much
anything-we
> can't make any assumptions.

OK, thanks for clearing that up.

>
> The video player is optimized for the specific task of streaming data
off
> the hard drive... much easier to make fast.
>
> In my Image Manager program for MyIDE, I have to do something like
the
> following to figure out how to map the sector to the C/H/S:
>
> c = cyl + ((sector / myide_config.sectors) / myide_config.heads);
> s = (sector % (myide_config.sectors));
> if (s == 0) {
> s = myide_config.sectors;
> --c;

> }
> h = t % myide_config.heads;
>
> There may be a better way to do this (let me know!), but you get the
> idea...

In your example I can only suggest storing the result of
myide_config.sectors * myide_config.heads so that you can avoid one
division in the calculation for c.

I will experiment with this a bit more but maybe I will just buy a
MyIDE OS ROM.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

160. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-11 21:43:24 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DBAA1EFCDA8emuslor@130.133.1.4>
Source record: 13265

Despite all prevention efforts, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote in news:cs0ard$l4m$1@reader13.wxs.nl:

>
> In my opinion Bobterm (1.23) is in 40 column width absolutely the most
> perfect program.
>
> If you have 128KB (or more) and you want to login with 80 column width
> (without any hardware adds like xep80) and use a real VT-102/ANSI
> terminal ICE-T is your choice. That is really fantastic, it even
> support z-modem downloaden.
>

Cool - I didn't want to do the dual monitor thing with my XEP80 and
BobTerm, so perhaps I'll give ICE-T a run to see how it performs.

I was happy to find yesterday that BobTerm supports the P:R: connection out
of the box. The fewer things I need power outlets for the better!

--
Slor

161. Re: ramdisk/harddisk drivers

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 04:12:37 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <un89u0l1h5bgaqugt1ugie1rhddrjciaab@4ax.com>
Source record: 13266

damage_x@hotmail.com:

>That sounds right, but if the MyIDE drivers work the same way then I
>guess the slowdown isn't here afterall. Do you know offhand where that
>SIO vector is?

$E459.

```
>> c = cyl + ((sector / myide_config.sectors) / myide_config.heads);
>> s = (sector % (myide_config.sectors));
>> if (s == 0) {
>> s = myide_config.sectors;
>> --c;
>> }
>> h = t % myide_config.heads;
>>
>> There may be a better way to do this (let me know!), but you get the
>> idea...
>
>In your example I can only suggest storing the result of
>myide_config.sectors * myide_config.heads so that you can avoid one
>division in the calculation for c.
```

Yes, I did think of that. I just may do that to speed things up a little.

>I will experiment with this a bit more but maybe I will just buy a
>MyIDE OS ROM.

Not that I don't think you should support Mr. Atari, but if you are looking
for the best OS upgrade check this out:

http://www.atarimax.com/warpos/

It includes the MyIDE OS Roms as well as a bunch of others.

Shawn Jefferson
(fix reply to for email)

162. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 08:27:20 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a3908f.2c136a@fmlynet.org>
Source record: 13267

What terminal program is being used these days? .
I tend to use Bobterm with the XEP-80 at 4800 a lot. .
Ice-T when I want ANSI.
.
But then I use an Atari 800. ;)
.
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

163. Re: atari inside BBS test setup online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 13:50:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DC5A043949Demuslor@130.133.1.4>
Source record: 13268

Despite all prevention efforts, Greg.Goodwin@family-news.org wrote in
news:a3908f.2c136a@fmlynet.org:

> What terminal program is being used these days? .
> I tend to use Bobterm with the XEP-80 at 4800 a lot. .
> Ice-T when I want ANSI.
> .
> But then I use an Atari 800. ;)
> .

I played around more with both on my 800xl last night - the latest versions
of both look quite good, and my MSS100 is scheduled to arrive today.
Bwuhahahah...

--
Slor

164. Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 15:41:29 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uah9fl2uhqn08@corp.supernews.com>
Source record: 13269

Can anyone tell me how to rescan the SIO chain for a drive change in SpartaDOS?

Since I probably don't know what I'm really asking, let me clarify... I would like to boot to SpartaDOS (32g) using an ATR image and an APE cable/software. After booting the computer I'd like to deactivate the virtual APE drive #1, turn on my XF551, set as drive #1, and use the XF551 as drive #1 thereafter. MyDOS allows me to do this, but I can't figure out how to do it in SpartaDOS. Is there a way? (I want to make sure I can switch from SS/SD on the virtual drive to DS/DD on the XF551 during this process as well.)

When I try to just do this without some kind of an initialization routine the computer doesn't recognize the XF551 as valid. I've gone through many SpartaDOS utility disks and haven't been able to come up with anything so far. Perhaps I'm missing something really basic, but I'm new to SpartaDOS... I recently ordered a SpartaDOS X cartridge with documentation, so that may help when it gets here.

Sean

165. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 19:54:17 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <JffFd.13880$_X7.2329@newssvr33.news.prodigy.com>
Source record: 13270

What happens if you unload the image from APE, unplug the APE cable from the computer and plug it into the xf551, and plug a SIO cable from computer to xf551? I would think this would work.
There's nothing in the computer that 'stores' your drive configuration. The only problem I see with this is you are hot plugging the SIO, which I guess isn't a good idea.
You say it works with MyDOS, what steps do you take to do that? Have the xf551 turned off when you plug/unplug, that may help.
It is generally a good idea for both the computer and disk drive to be off when plugging/unplugging the SIO. How about just copying the .ATR to a real disk and booting from it with the xf551?
There is a location that stores the number of drives in the computer, that works with DOS 2/2.5, ie. if it stores 2 drives, you can't access a 3rd or higher drive with that DOS. SpartaDOS doesn't do this.
Gork <nokraygienspam@hotmail.com> wrote in message news:10uah9fl2uhqn08@corp.supernews.com...
> Can anyone tell me how to rescan the SIO chain for a drive change in
> SpartaDOS?
>
> Since I probably don't know what I'm really asking, let me clarify... I
> would like to boot to SpartaDOS (32g) using an ATR image and an APE
> cable/software. After booting the computer I'd like to deactivate the
> virtual APE drive #1, turn on my XF551, set as drive #1, and use the XF551
> as drive #1 thereafter. MyDOS allows me to do this, but I can't figure
out
> how to do it in SpartaDOS. Is there a way? (I want to make sure I can
> switch from SS/SD on the virtual drive to DS/DD on the XF551 during this
> process as well.)
>
> When I try to just do this without some kind of an initialization routine
> the computer doesn't recognize the XF551 as valid. I've gone through many
> SpartaDOS utility disks and haven't been able to come up with anything so
> far. Perhaps I'm missing something really basic, but I'm new to
> SpartaDOS... I recently ordered a SpartaDOS X cartridge with
documentation,
> so that may help when it gets here.
>
> Sean
>
>

166. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 21:23:47 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncub5b3.2o7.usenet-200501@camel.hias.horus.com>
Source record: 13271

On Wed, 12 Jan 2005 19:54:17 GMT, russg wrote:
> What happens if you unload the image from APE, unplug the APE cable from the
> computer and plug it into the xf551, and plug a SIO cable from computer to
> xf551? I would think this would work.
> There's nothing in the computer that 'stores' your drive configuration.

I'm not a SpartaDos expert (actually, I've used SpartaDos only a very
few times to do some tests), but IMO the problem could be the highspeed
SIO routine:

The first time a drive is used, the routine 'asks' the drive about its
SIO speed (SIO command $3F). If it is highspeed capable, this speed is
stored and used for subsequent transfers.

If you now unplug the drive and plug in a different drive that doesn't
support this speed, the transfers fail.

The same happens eg. with TurboDos (or even with MyPicoDos) when
you boot from APE/SIO2PC/AtariSIO/... and then plug in a real
floppy drive. Even ultraspeed-capable drives (like Happy, Speedy,
AtariSIO/APE/...) use slightly different speeds and are therefore
incompatible.

So, I guees, you'll need to reset the highspeed SIO routine. But
I don't know how to do this with SpartaDos...

so long,

Hias

167. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 21:49:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs4600$m96$1@reader13.wxs.nl>
Source record: 13272

"Matthias Reichl" <usenet-200501@hias.horus.com> schreef in bericht
news:slrncub5b3.2o7.usenet-200501@camel.hias.horus.com...
> On Wed, 12 Jan 2005 19:54:17 GMT, russg wrote:
> I'm not a SpartaDos expert (actually, I've used SpartaDos only a very
> few times to do some tests), but IMO the problem could be the highspeed
> SIO routine:

If THAT is the problem he could test with spartados 3.3a ... that has no
highspeed routine.

And besides that... it might be a density problem. The XF551 is really a bad
density switcher. I don't know if that is also a problem when the D1: was
first APE and then XF551.

And last thing: I really recommend: do NOT attach/detach any thing to your
SIO port if anything (whatever that is: atari, drive... pc...) is turned on.
I have 'blown up' a few 1050's by doing that.

Marius

168. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 22:45:56 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uba55pkq7vv0a@corp.supernews.com>
Source record: 13273

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:JffFd.13880$_X7.2329@newssvr33.news.prodigy.com...

> What happens if you unload the image from APE, unplug the APE cable from
> the
> computer and plug it into the xf551, and plug a SIO cable from computer to
> xf551? I would think this would work.

It doesn't work - I get a device timeout error. :(This is the same whether I physically uplug the APE interface cable from the SIO chain or simply disable the drive in the APE software. After trying this and receiving the error, if I turn the XF551 back off and re-enable the virtual drive through the APE software the virutal drive still works properly.

> You say it works with MyDOS, what steps do you take to do that? Have the
> xf551 turned off when you plug/unplug, that may help.

Hmm... I swear I did this several times last night, but I can't repeat the process now in MyDOS. Kind of sad it doesn't seem to be working like I thought it was, but at the same time, at least it makes more SENSE now... And, btw, I did have the XF551 turned off during the switch when I was doing this last night, but not the computer, obviously. I must have been tired, 'cuz I don't know what I would have been doing differently than I am now.

> It is generally a good idea for both the computer and disk drive to be off
> when plugging/unplugging the SIO. How about just copying the .ATR to a
> real
> disk and booting from it with the xf551?

There are a few reasons I would like to be able to boot from APE drive #1 then switch over to physical drive XF551, but this may be my only option. I'm currently having problems copying images over, though, which is something I may soon post about as well... If I copy image to image with the emulator using DUPDSK everything works great. If I copy image to XF551 with DUPDSK I get a NO DOS error when I try to boot the disk. (I format the disk with XINIT before I use DUPDSK.) Just before I went to bed I discovered that if I format the disk with XINIT and WRITE DOS to the disk *then* use DUPDSK it seems to work fine. However, I have to try this again and experiment a little to find out what's going on. It doesn't make sense that I could duplicate image to image without first writing DOS to the destination disk but would have to do so to the physical disk. I did receive an error similar to "unable to write boot sectors" at some points when trying to DUPDSK to the XF551, but I'm going to have to try to duplicate these efforts and see if I can figure out what's going on. This is all new and strange to me...

Anyway, I guess I'm still looking for ideas on how it might be possible to switch from using APE drive #1 to XF551 drive #1 without turning the computer off... It sounds like this just might not be possible.

Thanks!

> Gork <nokraygienspam@hotmail.com> wrote in message
> news:10uah9fl2uhqn08@corp.supernews.com...
>> Can anyone tell me how to rescan the SIO chain for a drive change in
>> SpartaDOS?
>>
>> Since I probably don't know what I'm really asking, let me clarify... I
>> would like to boot to SpartaDOS (32g) using an ATR image and an APE
>> cable/software. After booting the computer I'd like to deactivate the
>> virtual APE drive #1, turn on my XF551, set as drive #1, and use the
>> XF551
>> as drive #1 thereafter. MyDOS allows me to do this, but I can't figure
> out
>> how to do it in SpartaDOS. Is there a way? (I want to make sure I can
>> switch from SS/SD on the virtual drive to DS/DD on the XF551 during this
>> process as well.)
>>
>> When I try to just do this without some kind of an initialization routine
>> the computer doesn't recognize the XF551 as valid. I've gone through
>> many
>> SpartaDOS utility disks and haven't been able to come up with anything so
>> far. Perhaps I'm missing something really basic, but I'm new to
>> SpartaDOS... I recently ordered a SpartaDOS X cartridge with
> documentation,
>> so that may help when it gets here.
>>
>> Sean
>>
>>
>
>

169. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 22:54:05 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ubakegnriese2@corp.supernews.com>
Source record: 13274

"Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message news:slrncub5b3.2o7.usenet-200501@camel.hias.horus.com...

> So, I guees, you'll need to reset the highspeed SIO routine. But
> I don't know how to do this with SpartaDos...

An interesting idea... Maybe someone will know how to do this in SpartaDOS. Do you know how I'd do this in MyDOS by chance? Perhaps I'm showing my green here because I did notice you gave the SIO command of $3F, but I'm not sure how to use that...

You may have noticed from my other post i nthis thread that I was unable to duplicate my effort to switch from virtual APE drive #1 to physical XF551 using MyDOS without turning the computer off. So I was either confused last night or there was something else thrown into the mix that I don't recall. Anyway, I'm unable to do this using MyDOS *or* SpartaDOS at this point.

Thanks!

Sean

170. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-12 23:42:00 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncubde8.30t.usenet-200501@camel.hias.horus.com>
Source record: 13275

On Wed, 12 Jan 2005 13:54:05 -0900, Gork wrote:
> "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
> news:slrncub5b3.2o7.usenet-200501@camel.hias.horus.com...
>
>> So, I guees, you'll need to reset the highspeed SIO routine. But
>> I don't know how to do this with SpartaDos...
>
> An interesting idea... Maybe someone will know how to do this in SpartaDOS.
> Do you know how I'd do this in MyDOS by chance?

MyDOS doesn't have a builtin highspeed SIO routine (unless you are using
a patched version), so this problem doesn't occur.

If you are using a non-standard OS with highspeed SIO support, then
maybe there's a possibility to reset the speed settings. You can do
this, for example, with the Romdisk OS by pressing shift-control-u IIRC.

The highspeed SIO routine which is loadable from Speedy drives can
be reset by calling it with DUNIT set to 0. But I guess that doesn't
help you here (even if the SpartaDos highspeed SIO routine acts
identically, you'd need to know the address of this routine).

> You may have noticed from my other post i nthis thread that I was unable to
> duplicate my effort to switch from virtual APE drive #1 to physical XF551
> using MyDOS without turning the computer off.

Well, it could also be some kind of hardware problem (like static
charges etc).

Anyways, I really have to second what Marius wrote: don't (un)plug
devices while the power is turned on, you could damage your hardware!

But it is quite safe to do the following test:

Daisy-chain your XF551 between your Atari and your SIO2PC cable. Turn
off your XF551 and boot the Atari from APE. Now exit APE and turn on
the XF551. This is very similar to your tests, but doesn't require
pulling plugs.

Does it work now (at least with APE)?

Yet another test: what happens if you set APE to slow mode (disable
highspeed support)?

so long,

Hias

171. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 03:58:01 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <dlmFd.14597$by5.10326@newssvr19.news.prodigy.com>
Source record: 13276

I definitely agree don't plug/unplug SIO cables with power on to anything,
computer or drive.
You did mention you used XINIT to format the disk before using DUPDSK. I'm
not famliar with DUPDSK, it sounds like a MyDOS menu command. You have to
format with MyDOS to use DUPDSK.
The 'no DOS' is the SpartaDOS boot sector notice.
You should use Disk Communicator or SCOPY (I hate SCOPY, it fails all the
time.) Disk Communicator 3.2 I think it is, Bob Puff.
I think MyDOS, DOS 2.5 use DUPDSK to copy all the files off one disk to
another. You want COPY disk I think, my DOS 2 is rusty.
What you want is a sector copy, not a file copy. You could set your xf551
to be drive D2: and boot from your APE, MyDOS, then do
a COPY disk from D3: to D2: or even swap ATRs and D1: to D2:
Then you have your boot copy on a real floppy and can make your xf551 D1:
(turn everything off, I remember someone says you should also unplug the
power from the drive, especially a 1050, before plug/unplug a SIO).
Long ago I wrote a program to set the density of a disk drive. It may be at
ftp.spudster.org I forget the name. Another way to change the density is
to turn the drive off, then back on after you've inserted the different
density disk.
Gork <nokraygienspam@hotmail.com> wrote in message
news:10uba55pkq7vv0a@corp.supernews.com...
> It doesn't work - I get a device timeout error. :(This is the same
whether
> I physically uplug the APE interface cable from the SIO chain or simply
> disable the drive in the APE software. After trying this and receiving
the
> error, if I turn the XF551 back off and re-enable the virtual drive
through
> the APE software the virutal drive still works properly.
>
> > You say it works with MyDOS, what steps do you take to do that? Have
the
> > xf551 turned off when you plug/unplug, that may help.
>
> Hmm... I swear I did this several times last night, but I can't repeat
the
> process now in MyDOS. Kind of sad it doesn't seem to be working like I
> thought it was, but at the same time, at least it makes more SENSE now...
> And, btw, I did have the XF551 turned off during the switch when I was
doing
> this last night, but not the computer, obviously. I must have been tired,
> 'cuz I don't know what I would have been doing differently than I am now.
>

> > It is generally a good idea for both the computer and disk drive to be
off
> > when plugging/unplugging the SIO. How about just copying the .ATR to a
> > real
> > disk and booting from it with the xf551?
>
> There are a few reasons I would like to be able to boot from APE drive #1
> then switch over to physical drive XF551, but this may be my only option.
> I'm currently having problems copying images over, though, which is
> something I may soon post about as well... If I copy image to image with
> the emulator using DUPDSK everything works great. If I copy image to
XF551
> with DUPDSK I get a NO DOS error when I try to boot the disk. (I format
the
> disk with XINIT before I use DUPDSK.) Just before I went to bed I
> discovered that if I format the disk with XINIT and WRITE DOS to the disk
> *then* use DUPDSK it seems to work fine. However, I have to try this
again
> and experiment a little to find out what's going on. It doesn't make
sense
> that I could duplicate image to image without first writing DOS to the
> destination disk but would have to do so to the physical disk. I did
> receive an error similar to "unable to write boot sectors" at some points
> when trying to DUPDSK to the XF551, but I'm going to have to try to
> duplicate these efforts and see if I can figure out what's going on. This
> is all new and strange to me...
>
> Anyway, I guess I'm still looking for ideas on how it might be possible to
> switch from using APE drive #1 to XF551 drive #1 without turning the
> computer off... It sounds like this just might not be possible.
>
> Thanks!
>
> > Gork <nokraygienspam@hotmail.com> wrote in message
> > news:10uah9fl2uhqn08@corp.supernews.com...
> >> Can anyone tell me how to rescan the SIO chain for a drive change in
> >> SpartaDOS?
> >>
> >> Since I probably don't know what I'm really asking, let me clarify...
I
> >> would like to boot to SpartaDOS (32g) using an ATR image and an APE
> >> cable/software. After booting the computer I'd like to deactivate the
> >> virtual APE drive #1, turn on my XF551, set as drive #1, and use the
> >> XF551
> >> as drive #1 thereafter. MyDOS allows me to do this, but I can't figure
> > out
> >> how to do it in SpartaDOS. Is there a way? (I want to make sure I can
> >> switch from SS/SD on the virtual drive to DS/DD on the XF551 during
this
> >> process as well.)

> >>
> >> When I try to just do this without some kind of an initialization
routine
> >> the computer doesn't recognize the XF551 as valid. I've gone through
> >> many
> >> SpartaDOS utility disks and haven't been able to come up with anything
so
> >> far. Perhaps I'm missing something really basic, but I'm new to
> >> SpartaDOS... I recently ordered a SpartaDOS X cartridge with
> > documentation,
> >> so that may help when it gets here.
> >>
> >> Sean
> >>
> >>
> >
> >
>
>

172. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 06:25:23 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DDE7DA2C58emuslor@130.133.1.4>
Source record: 13277

Despite all prevention efforts, jamesk@ATxmissionDOT.com (James King)
wrote in news:crinqujgr1@news.xmission.com:

> Instead of a Lantronix UDS10 (serial to Ethernet adapter), I got a
> Lantronix MSS1-T.
>
> Anybody know what the real differences are (except that the MSS1 is
> discontinued)?
>

I just got ahold of an MSS100, and it's a sweet little device (I believe
the only difference from the MSS1-T is that this one can do 100Mbps on the
backend). It is certainly cool to be sending bits out into the either from
my Atari! Now, to find (or write) a usenet reader for it...

--
Slor

173. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 11:32:34 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ucn30eraisj96@corp.supernews.com>
Source record: 13278

>I definitely agree don't plug/unplug SIO cables with power on to anything,
> computer or drive.

I will never be bad again, I promise. :)

> You did mention you used XINIT to format the disk before using DUPDSK.
> I'm
> not famliar with DUPDSK, it sounds like a MyDOS menu command. You have to

DUPDSK.COM is on the SpartaDOS 3.2g disk I have and I believe it is a sector copier. It *must* be, actually, because when I use it to copy from a DSDD ATR image to a formatted DSDD ATR image the resulting image works perfectly. When I follow the same instructions to copy the same DSDD ATR image to my DSDD disk in the XF551 I get the 'no DOS' error. All the files seem to be on the new disk when DUPDSK is done, but the disk won't boot - even if I issue a BOOT command to the appropriate DOS file. (I tried SCOPY, btw, but the Atari, including the emulator, crashes.)

I'm starting to wonder if this is related to what Marius said about the XF551 being a bad density switcher. I know that the boot sectors (1-3) of (at least) a SpartaDOS DD disk are supposed to be single density sectors. I wonder if somehow the drive is formatting these three sectors as DD instead of SD during the XINIT command because the XF551 isn't properly switching density for these three sectors? And since the APE software probably doesn't exhibit this density switching problem, the images copied the same way work just fine. Does this sound plausible? If this is the case, though, I don't understand how using XINIT to format *and write DOS* to the XF551 before using DUPDSK solves the problem. Any thoughts there?

Well, actually, as I've been playing with this even more tonight I'm not getting anywhere... I can no longer duplicate being able to XINIT with DOS (32g still) before using DUPDSK and get it the physical disk from the ATR to work. If I run XINIT and write DOS files to the XF551 and boot that disk it doesn't even work. But, twice now, I've been able to switch from the Warp+ OS ROM chip to the rev C XL/XE OS ROM in my 130XE and get the floppy to boot after formatting and writing DOS with XINIT. And at that point, I can re-enable my Warp+ OS chip and the floppy continues to boot fine. It is the STRANGEST thing. If I start the whole process with the rev C XL/XE ROM in the 130XE the same exact thing happens. The disk in the XF551 won't boot until I switch to Warp+, or any other ROM chip, then a freshly XINIT'd disk with 32g written works fine. I can't seem to get a physical floppy of my DSDD ATR image to work at all anymore, though.

The tide is coming in and will soon be up under my house. My deck hangs out over the water... I wonder what kind of splash an XF551 would make?

> time.) Disk Communicator 3.2 I think it is, Bob Puff.

It appears Disk Communicator is actually used to turn a file into a bootable disk or a bootable disk into a file as opposed to being a sector copier. (Unless I'm missing something.) But thanks for the reference... Bob Puff sure shows up a lot, doesn't he? QUITE popular in these cirucles...

174. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 11:43:16 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ucnn3hmkr97b@corp.supernews.com>
Source record: 13279

> If THAT is the problem he could test with spartados 3.3a ... that has no
> highspeed routine.

Well, with lots of help around these parts I was able to determine that the inability to switch D1: from APE to XF551 and back actually *is* related to the SIO routine. If I use SpartaDOS 3.3a I can switch back and forth with no problems, same if I use MyDOS without my Warp+ OS ROM chip in the 130XE. So, there you have it - at least I know what's causing the problem. I have a sneaking suspicion that there is going to be no way to be able to fix it, though - short of just using the slower SIO routines. I'm certainly all ears if there any suggestions in being able to start and stop the fast SIO routines at will. As was mentioned by Matthias, though, I'd probably need to know mroe about my hardware and software.

> And last thing: I really recommend: do NOT attach/detach any thing to your
> SIO port if anything (whatever that is: atari, drive... pc...) is turned
> on.

I will learn from your example. I actually wasn't doing this, but did try once at a previous suggestion. I didn't know it could ruin the hardware, though.

175. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 11:51:36 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uco6mtm6qf32@corp.supernews.com>
Source record: 13280

> MyDOS doesn't have a builtin highspeed SIO routine (unless you are using
> a patched version), so this problem doesn't occur.

The problem *was* occurring for me, but the reason apparently had something to do with the high speed SIO routine used by the Warp OS chip in my 130XE. When I went back to XL/XE revision C I was able to swap these drives with no problem.

> If you are using a non-standard OS with highspeed SIO support, then
> maybe there's a possibility to reset the speed settings. You can do

This is what made me realize that my Warp OS ROM chip might be part of the culprit - thanks... And thanks also for the rest of the information you provided.

You've probably noticed I have a branch of this thread (which I really need to rename the subject on) going on dealing with another aspect of the overall issue I'm dealing with here. If you (or anyone else) can provide any further assistance to augment that of russg in that arena I'd appreciate it. It has to do with trying to copy a DSDD ATR to a DSDD disk in an XF551. *That* is what I was trying to do initially when I got sidetracked due to having to keep switching the XF551 from D2: to D1: and back again to test the floppy.

176. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 13:25:19 UTC
From: llppwhite@aol.comnsp
Message-ID: <20050113082519.16632.00000066@mb-m14.aol.com>
Source record: 13282

> Can anyone tell me how to rescan the SIO chain for a drive change in SpartaDOS? .... <

Ok, I'm not a Sparta user, but I verified that this works with my XF-551 using Sparta 3.2g and Win APE.

1) Boot from an APE ATR image as D1:
Keep the 551 turned OFF, but connected.
2) Move the ATR image to another drive (I moved it to D5:)
3) Turn ON the 551.
4) Press SYSTEM RESET (which should force Sparta to re-scan the bus.)
5. As your first command, you might do a DIR to force any density changes or speed changes (although I don't think that is necessary.)

Now, a couple of caveats. Since many/most of SD's commands are external (extrinsic?) you need to put a Sparta disk in the 551. Also, if you don't de-activate/change the ATR drive, you will have two D1: drives on the bus and that won't work.

This really seems like the long way around booting Sparta, but I do much the same thing (switching drives) frequently since I have both 5-1/4" and 3-1/2" drives that are set up as D1: on my system. I've done this for many years, with no ill effects on the hardware.

Hope it helps.
-Larry

177. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 13:26:20 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncuctns.1jb.usenet-200501@camel.hias.horus.com>
Source record: 13281

On Thu, 13 Jan 2005 02:51:36 -0900, Gork wrote:
> You've probably noticed I have a branch of this thread (which I really need
> to rename the subject on) going on dealing with another aspect of the
> overall issue I'm dealing with here. If you (or anyone else) can provide
> any further assistance to augment that of russg in that arena I'd appreciate
> it. It has to do with trying to copy a DSDD ATR to a DSDD disk in an XF551.

If you've got a PC with a 5.25" floppy drive running DOS or Win95/98/ME
you could use WriteAtr from my homepage http://www.horus.com/~hias/atari/

Writing DD disks in a PC works fine and WriteAtr also supports the
XF551 DSDD disk layout. Use option -f7 (360k/XF551).

If the disk won't boot with your XF551 it could also have to do with
the boot code in the first 3 sectors. The XF551 won't set the density
correctly unless you read sector number 4. So if the boot code isn't
aware of that booting will fail at the second stage (when the boot
code tries to load DOS).

The XF551 is really a nasty beast and won't work reliably unless you
are using software explicitly taking care about all of the XF551
weirdness. I guess the SpartaDos experts can tell you which version
works (best or at all) with the XF551.

so long,

Hias

178. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 13:32:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501130530150.2162-100000@onyx.spiritone.com>
Source record: 13283
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

179. FS: Brand New Atari stuff! $20. each!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 13:35:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501130532460.2162-100000@onyx.spiritone.com>
Source record: 13285
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've added the following BRAND NEW Avalon Hill/MicroComputer Games Titles for the Atari 8 Bit Computer line. Controller, Shootout at the OK Galaxy, TAC (Tactical Armor Command) and Tank Arkade! And the following BRAND NEW Atari Cartridge Games such as ARCHON, Ballblazer, Final Legacy, GATO, Millipede, Moon Patrol, Rescue on Fractalus, Star Raiders II & Star Wars-Return of the Jedi. Any Title for $20 each! Call 24Hrs. (503)256-9974! My catalogs are Updated. Get my FREE Atari Catalogs at BenSells@Atari.org or

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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180. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 13:38:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501130535410.2162-100000@onyx.spiritone.com>
Source record: 13284
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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181. Re: Re-scan SIO chain for new drive in SpartaDOS *solved*

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 13:53:48 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ucvbqjmpv7j92@corp.supernews.com>
Source record: 13286

> Hope it helps.

Uh, yeah. SYSTEM RESET? I've been PULLING MY HAIR OUT for *three days* and you tell me to hit SYSTEM RESET? hehe Yeah, well, it works. It works PERFECTLY, in fact... I can't believe the solution was so simple. And with the many things I've tried in so many hours I can't believe I didn't try that. And I can't even use the excuse that I'm new to SpartaDOS, since you said yourself that you're not a Sparta user.

Ah well - I learned quite a bit along the way and got to chat back and forth with some great people - which is what it's REALLY about. :) Thank you much!

Sean

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20050113082519.16632.00000066@mb-m14.aol.com...
>> Can anyone tell me how to rescan the SIO chain for a drive change in
> SpartaDOS? .... <
>
> Ok, I'm not a Sparta user, but I verified that this works with my XF-551
> using
> Sparta 3.2g and Win APE.
>
> 1) Boot from an APE ATR image as D1:
> Keep the 551 turned OFF, but connected.
> 2) Move the ATR image to another drive (I moved it to D5:)
> 3) Turn ON the 551.
> 4) Press SYSTEM RESET (which should force Sparta to re-scan the bus.)
> 5. As your first command, you might do a DIR to force any density changes
> or
> speed changes (although I don't think that is necessary.)
>
> Now, a couple of caveats. Since many/most of SD's commands are external
> (extrinsic?) you need to put a Sparta disk in the 551. Also, if you don't
> de-activate/change the ATR drive, you will have two D1: drives on the bus
> and
> that won't work.
>
> This really seems like the long way around booting Sparta, but I do much
> the
> same thing (switching drives) frequently since I have both 5-1/4" and
> 3-1/2"
> drives that are set up as D1: on my system. I've done this for many
> years,

> with no ill effects on the hardware.
>
> Hope it helps.
> -Larry
>

182. Re: WTB: Items I'm still looking for...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 14:42:32 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DD62C43D88emuslor@130.133.1.4>
Source record: 13287

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95DA908197BB2emuslor@130.133.1.4:

> I'm still looking for the following for my 8-bit setup. Drop me a
> line if you have any to sell/trade:
>
> - 600XL computer (NTSC)
> - XF551 disk drive
> - Gyruss cart
>

I forgot a couple things:

- ICD MIO board
- CSS Black box (I'm aware these are still being manufactured, but I'd
prefer not to pay the "brand new" price if possible) - Does Black Box have
any distinct advantages over the MIO or vice-versa?
- XEGS with keyboard

183. P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 14:48:36 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DD63CB3BA69emuslor@130.133.1.4>
Source record: 13288

I've been searching the web, and I cannot find documentation for the P:R: -
I'd like to know what the maximum supported baud rate is for it. Been
trying to use one at 9600, but I'm losing characters from my output, and
I'd like to know whether that's unsupported or if I need to get something
configured more properly.

On the same topic, what would be the fastest bit rate at which the atari
can commicate, and what serial interface is required to achive it?

Thanks!

--
Slor

184. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 15:48:30 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cs658e$g4i$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 13289

Hi,

> I've been searching the web, and I cannot find documentation for the P:R: -
> I'd like to know what the maximum supported baud rate is for it.

P: sents its data over the usual SIO interface at 19200 baud, the 850
and 850XL limit their baud rate to 9600 baud.

> Been
> trying to use one at 9600, but I'm losing characters from my output, and
> I'd like to know whether that's unsupported or if I need to get something
> configured more properly.

Possibly the terminal program you're using requires a somewhat larger
input buffer. The 850 uses an interrupt-driven read-routine that first
pushes data into a temporary buffer from where the CIO call extracts
its data. If this buffer is too small, it might overrun easily.

> On the same topic, what would be the fastest bit rate at which the atari
> can commicate, and what serial interface is required to achive it?

Hmm. Depends. With the interrupt driven IO as done by SIO, I would
believe 19200 is somewhere near the absolute limit. Polling POKEY
for serial input might archive somewhat better thruput, but I'm not
sure what this would be. At best, you might be able to read a byte
from Pokey around all twenty cycles, that would be approximately
four to five times as fast.

So long,
Thomas

185. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 17:28:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41E6AFD5.11135ADA@students.uni-mainz.de>
Source record: 13290

Er well,
the A8FAQ mentions the chinese XE`s that were sold until 1992. These XE`s do have faulty GTIA`s as well as a new OS. Alas, the new XE-OS is not fully compatible with the older XL-OS that was used before. So far, I have found some carts (and disks) that do not work at all on these chinese XE`s and the XEGS. But I have not made a list , instead I sold the incompatible machines. The only carts I do remember are Pacman and Jungle Hunt, they did not work on the chinese XE and the XEGS, maybe your Defender cart is another entry... But maybe it is only the cart itself which is defect... -Andreas.

186. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 17:35:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41E6B165.6A678B20@students.uni-mainz.de>
Source record: 13291

Well,
it is possible, as long as you use a version of Sparta DOS without ultraspeed, I guess. when booting sparta US via APE it inits the US driver and uses it. When you connect a XF551 then and use it as main drive, there is a problem, because the standard XF cannot do ultraspeed (which Sparta may still tries to do)... you simply end up with an error (139 or 144 I guess).

Why it works with MyDOS is simple: MyDOS does not use ultraspeed. so when using APE it loads without ultraspeed and when then switching to the XF it can access that drive, because it also does not use ultraspeed... -Andreas.

187. ABBUC Hardware contest 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 17:46:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41E6B40D.11ADEB75@students.uni-mainz.de>
Source record: 13292

```
Hello folks,
some time ago I have posted the rules for the ABBUC software contest.
Luckily ABBUC also does a hardware contes this year and here are the
*somehow funny* translated english rules (original german rules by
Andreas Mischka, this english translation was done by me)... since I am
not a dictionary, nor a language master, forget about all the
mistakes... -Andreas.

----------------------------------------------------------------

ABBUC e. V. "Hardware Contest 2005"
***********************************

Name of Participant:

------------------------------------------------

Street, Nr.:

------------------------------------------------

Zip-Code, City:

------------------------------------------------

Country:

------------------------------------------------

Phone Number:

------------------------------------------------

E-Mail:

------------------------------------------------

Hardware description:

------------------------------------------------
(brief & short)

------------------------------------------------

------------------------------------------------

------------------------------------------------

------------------------------------------------

My hardware should be registered for the following contest (please
mark):

o "best Hardware 2005"
o "best Hardware in development"
```

By signing the registration sheet, permission is given to publish the delivered documents for the purpose of distribution to all clubmembers (in the clubmagazine). The participant declares his acceptance, that his name, his adress and all belonging hardware documents and files of the contest will be released club internally for non-commercial purposes. He declares hereby, that no rights of third parties (of the contents), the delivered product respectively will be violated in any way. Any offence leads to the exclusion of the contest. The participant sets the organizer
(ABBUC e.V.) free from any juridical claims of possible copyright violations. With this sign, the participant confirms to have read and understood the following contest rules. Furthermore, the participant accepts the following contest rules and verifies his notification for the
contest:

Date/Sign: _____ /

_____

Please print this contest sheet and send it (filled-in and signed) via mail or fax to:

ABBUC e. V.
Ressort Hardware
c/o Andreas Mischka
Pfarrstr. 7
D-89165 Dietenheim
GERMANY
E-Mail: hardware@abbuc.de

----------snip
here!----------

1.1 Contest:

To promote the development of new hardware for the Atari 8Bit systems, ABBUC e.V. organizes a hardware contest. The rules and conditions for an unconditional german capitulation, err, for the participation at the contest are fixed in the following points...

1.2 Awards/Prizes: (Emmies, Grammies, Oscars & Golden Globes)

The following prizes will be given at the annual ABBUC meeting (JHV) 2005:
- main prize "best hardware 2005"
- extra prize "best hardware 2005 in development"

1.3 Contest Rules:

1.3.1 Quality check:
The hardware which should participate at the contest must be given to the
hardware ressort leader to make some pre-tests for admission to the contest. The tests will check the documented quality of the hardware

that
is ready for production. The sending of at least one fully-functional
product must take place after an agreement with the leader of the
hardware
ressort. After the contest / the annual ABBUC meeting (JHV) in October,
the hardware will be returned to its owner.

1.3.2 Preliminary Conditions:
Allowed for the contest is/are only hardware/upgrades for the Atari 8Bit
computer family (600XL, 800XL, 65XE, 130XE). We do allow a) any
hardware/
upgrades for the computers and b) independant hardware peripherals.
Modifications of already existent (hardware-) developments are excluded
from participation. Furthermore, the participant must guarantee, that
special software (operating systems, computer languages, applications)
is
not absolutely required to use the hardware, except if the software is
included with the contest hardware and free of any rights of 3rd
parties.

In special cases the leader of the hardware ressort (in collaboration
with
the chief of the club) will decide of an admission or exclusion.

1.4 Notification / Admission conditions:

- sending of a fully-functional hardware / upgrade and complete docs,
schematics, manuals, etc. for admittance to "best hardware 2005" (see
also 1.5 deadline!)

- sending of complete schematics and documents and manuals, etc. (e.g.
a prototype) for admittance to "best hardware 2005 in development".

- readable + understandable documentation and manual of the hardware in
german or english language.

- min. 3 photos in digital form (with a min. resolution of 1024*768
dpi,
24Bit color - a little bit more than the Atari 8Bit can do...)

The delivered hardware (respectively software) must be free of any
rights
of third parties. Any sendings, where a violation of copyright can not
be
excluded without doubt, will NOT take part at the contest. The
(hardware-)
models that are allowed for participating will be shown to the club
members with a functional description and photos in the ABBUC magazine.

1.5 Deadline:

The participating contest hardware and/or schematics, docs, manuals,
etc.

for both categories ("best hardware" and "best hardware in development")
must be sent in to the leader of the pack, err, the leader of the
hardware
ressort until August 15th, 2005 for testing / checking. Any hardware
and/or schematics, documents, manuals, etc. that has/have been sent too
late for testing / checking will NOT take part in the hardware contest.

1.6 Presentation of the Hardware:

The hardware / upgrades will be presented at the annual ABBUC meeting
(JHV) in October by its author/developer or a representative. If the
author/developer is absent at this meeting and did not name any
representative, then the leader of the hardware ressort will present the
hardware instead.

1.7 Publication of Winners:

The winners will be found (out) at the annual ABBUC meeting (JHV) in
October. The voting will be made with a voting sheet. It is also
possible
to vote via post/snail-mail. The voting sheet will be given to every
club
member with the ABBUC magazine that is published one month before the
annual meeting. The Deadline for the voting via post/snail-mail has been
set to October 20th, 2005.

1.8 Prizes:

The prize for the "best hardware 2005" has been set to EURO 500,00
(five-
hundred). The special prize for the "best hardware 2005 in development"
has been set to EURO 100,00 (one-hundred).

1.9 Final Conditions:

Any juridical way is excluded. A right of the participant(s) to perform
the contest does not exist. Should one category not get a prize, then
the
prize will go back to ABBUC e.V. Alterations and Errors reserved or
better: All rights reserved !

(End of official Hardware Contest Rules)

----------snip
here!----------

188. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 21:04:30 UTC
From: Kevin <"remover #'s">
Message-ID: <igodu0tamrtjn3icuglv23i6igf2jcpo92@4ax.com>
Source record: 13293

On 13 Jan 2005 14:48:36 GMT, Slor <slor@comcast.net> wrote:

>I've been searching the web, and I cannot find documentation for the P:R: -
>I'd like to know what the maximum supported baud rate is for it.

ironically I think you are using my old P:/R: connection, but anyway
the max rate is 19.2. I rem using a 9600 baud with the atari 130xe
and P:/R: connection without a problem.

189. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 21:44:44 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DDAA58381DDemuslor@130.133.1.4>
Source record: 13294

Despite all prevention efforts, Kevin <remover #'s :
#kev242@gmail.#com> wrote in
news:igodu0tamrtjn3icuglv23i6igf2jcpo92@4ax.com:

> ironically I think you are using my old P:/R: connection, but anyway
> the max rate is 19.2. I rem using a 9600 baud with the atari 130xe
> and P:/R: connection without a problem.
>

50% likely - I ended up with two of them, so the one on this machine may be
it. :) When you were working at 9600, do you happen to know what terminal
(and maybe version) you were using? I'm planning to try some different
hardware/software configs tonight to see if I can get anywhere. I feel I
MUST use 9600 if it should work!

Thanks

--
Slor

190. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 21:49:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DDAB36AFE73emuslor@130.133.1.4>
Source record: 13295

Despite all prevention efforts, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote in
news:cs658e$g4i$1@mamenchi.zrz.TU-Berlin.DE:

> Possibly the terminal program you're using requires a somewhat larger
> input buffer. The 850 uses an interrupt-driven read-routine that first
> pushes data into a temporary buffer from where the CIO call extracts
> its data. If this buffer is too small, it might overrun easily.
>

Based on the fact that I CAN communicate with the device at 9600 (even
19.2) and the result is a garbled display (I can also still give commands
to the hardware, which requires some timing finesse at 19.2), can the issue
be narrowed to the software? Maybe I should ask that backwards: can I
eliminate the P:R: Connection from the suspect list? If so, can I
eliminate the 800XL? If so, then I can be fairly certain it's the software
package.

Thanks!

--
Slor

191. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 21:55:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DDAC21A863Aemuslor@130.133.1.4>
Source record: 13296

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95DD63CB3BA69emuslor@130.133.1.4:

> I've been searching the web, and I cannot find documentation for the
> P:R: - I'd like to know what the maximum supported baud rate is for
> it. Been trying to use one at 9600, but I'm losing characters from my
> output, and I'd like to know whether that's unsupported or if I need
> to get something configured more properly.
>
> On the same topic, what would be the fastest bit rate at which the
> atari can commicate, and what serial interface is required to achive
> it?
>
> Thanks!
>

One other thing - I did find one tech article that said you might want to
connect the DSR and CTS lines when using a null modem cable, which I don't
think are the same two that Marius mentioned needed connecting for the BBS
disconnects to work correctly on the server side:

http://www.atarimagazines.com/startv5n3/techtips.html

Any chance that not making this mod can cause issues with higher speeds, or
am I in good shape there if the setup works at all?

--
Slor

192. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 23:00:59 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3vfa1c4t0.fsf@europa.pienet>
Source record: 13347

Slor <slor@comcast.net> writes:

> Despite all prevention efforts, Slor <slor@comcast.net> wrote in
> news:Xns95DD63CB3BA69emuslor@130.133.1.4:
>
> > I've been searching the web, and I cannot find documentation for the
> > P:R: - I'd like to know what the maximum supported baud rate is for
> > it. Been trying to use one at 9600, but I'm losing characters from my
> > output, and I'd like to know whether that's unsupported or if I need
> > to get something configured more properly.
> >
> > On the same topic, what would be the fastest bit rate at which the
> > atari can commicate, and what serial interface is required to achive
> > it?
> >
> > Thanks!
> >
>
> One other thing - I did find one tech article that said you might want to
> connect the DSR and CTS lines when using a null modem cable, which I don't
> think are the same two that Marius mentioned needed connecting for the BBS
> disconnects to work correctly on the server side:
>
> http://www.atarimagazines.com/startv5n3/techtips.html
>
> Any chance that not making this mod can cause issues with higher speeds, or
> am I in good shape there if the setup works at all?
>

In general, CTS and RTS are a handshaking pair, as are DSR and DTR.
Both are used by a receiver to pause the sender when buffers are in
danger of overflowing. The sender may or may not honor DSR/DTR, but
will usually honor RTS/CTS, which is supposed to be a
hardware-to-hardware handshake. So with a null modem cable, RX and TX
swap as do RTS & CTS. That said, there is no voltage problem if you
use DSR and CTS, might work too- but they're not supposed to be used
that way. If these handshake lines are misconfigured, the liklihood
is you cannot transmit anything or, flow control doesn't work.

If you get any transmit chars out, but are dropping some, then the
problem is you're overrunning your transmit uart. The solution is to
send with a larger inter-character delay. The RTS/CTS stuff only
applies between your sending UART and the receiver- NOT to the Atari
and your terminal software. If your sending UART is full and more
data comes in over SIO for transmit, your incoming data is likely to

be dropped. Ideally, your sending software would obtain some kind of uart status before sending data, ie; "is the transmit register empty?"- but it might not be possible to do so...

If no chars are coming out at all, you can cheat by connecting RTS to CTS on the transmit side, then do the same at the receiving end- so you fool the hardware into thinking it can send freely- no flow control of course, but at least you can see if stuff is working.

Gregm

193. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 23:10:29 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs6vdjglc1@reader10.wxs.nl>
Source record: 13348

"Slor" <slor@comcast.net> schreef in bericht
news:Xns95DD63CB3BA69emuslor@130.133.1.4...
> On the same topic, what would be the fastest bit rate at which the atari
> can commicate, and what serial interface is required to achive it?

Through the serial bus 19k2 max
When using an interface connected to the parallel port it might get higher.
The blackbox supports 19200 baud with a fantastic hardware flow control.

Marius

194. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-13 23:32:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DDBCA2F9EE5emuslor@130.133.1.4>
Source record: 13349

Despite all prevention efforts, Greg Menke <gregm-news@toadmail.com>
wrote in news:m3vfa1c4t0.fsf@europa.pienet:

> In general, CTS and RTS are a handshaking pair, as are DSR and DTR.
> Both are used by a receiver to pause the sender when buffers are in
> danger of overflowing. The sender may or may not honor DSR/DTR, but
> will usually honor RTS/CTS, which is supposed to be a
> hardware-to-hardware handshake. So with a null modem cable, RX and TX
> swap as do RTS & CTS. That said, there is no voltage problem if you
> use DSR and CTS, might work too- but they're not supposed to be used
> that way. If these handshake lines are misconfigured, the liklihood
> is you cannot transmit anything or, flow control doesn't work.

Thanks for the explanation. So, I'm not entirely sure if you're advocating
that I try crossing the lines or not... Are you thinking it could be
causing the flow control problem on the hardware end?

> If no chars are coming out at all, you can cheat by connecting RTS to
> CTS on the transmit side, then do the same at the receiving end- so
> you fool the hardware into thinking it can send freely- no flow
> control of course, but at least you can see if stuff is working.

I do get characters ouput just fine, until I have it do something that
requires a lot of output in a short time. For instance, if I telnet to
another machine and do a directory listing. I end up getting most of the
characters from that, but a certain amount of it is missing.

What would be your recommended next step for me to try?

Thanks - I appreciate the advice!

--
Slor

195. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 01:07:20 UTC
From: Kevin <"remover #'s">
Message-ID: <ol6eu0h3mjr6acosjji6gi61bl4f9iih35@4ax.com>
Source record: 13350

On 13 Jan 2005 21:44:44 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, Kevin <remover #'s :
>#kev242@gmail.#com> wrote in
>news:igodu0tamrtjn3icuglv23i6igf2jcpo92@4ax.com:
>
>> ironically I think you are using my old P:/R: connection, but anyway
>> the max rate is 19.2. I rem using a 9600 baud with the atari 130xe
>> and P:/R: connection without a problem.
>>
>
>50% likely - I ended up with two of them, so the one on this machine may be
>it. :) When you were working at 9600, do you happen to know what terminal
>(and maybe version) you were using? I'm planning to try some different
>hardware/software configs tonight to see if I can get anywhere. I feel I
>MUST use 9600 if it should work!
>
>Thanks

Bobterm. I dont rem the version.

196. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 01:26:50 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e390b3.2d9b59@fmlynet.org>
Source record: 13353

```
Slor
.
Why write a usenet reader for the Atari when you can still read this newsgroup
on many BBS's out there on telnet. Try this one.. .
Family BBS
www.family-bbs.org
206.176.144.201
.
;)
.
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

197. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 01:47:04 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DDD3726158Cemuslor@130.133.1.4>
Source record: 13351

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95DDBCA2F9EE5emuslor@130.133.1.4:

> Despite all prevention efforts, Greg Menke <gregm-news@toadmail.com>
> wrote in news:m3vfa1c4t0.fsf@europa.pienet:
>
>>
>> In general, CTS and RTS are a handshaking pair, as are DSR and DTR.
>> Both are used by a receiver to pause the sender when buffers are in
>> danger of overflowing. The sender may or may not honor DSR/DTR, but
>> will usually honor RTS/CTS, which is supposed to be a
>> hardware-to-hardware handshake. So with a null modem cable, RX and
>> TX swap as do RTS & CTS. That said, there is no voltage problem if
>> you use DSR and CTS, might work too- but they're not supposed to be
>> used that way. If these handshake lines are misconfigured, the
>> liklihood is you cannot transmit anything or, flow control doesn't
>> work.
>>
>
> Thanks for the explanation. So, I'm not entirely sure if you're
> advocating that I try crossing the lines or not... Are you thinking
> it could be causing the flow control problem on the hardware end?
>
>>
>> If no chars are coming out at all, you can cheat by connecting RTS to
>> CTS on the transmit side, then do the same at the receiving end- so
>> you fool the hardware into thinking it can send freely- no flow
>> control of course, but at least you can see if stuff is working.
>>
>
> I do get characters ouput just fine, until I have it do something that
> requires a lot of output in a short time. For instance, if I telnet
> to another machine and do a directory listing. I end up getting most
> of the characters from that, but a certain amount of it is missing.
>
> What would be your recommended next step for me to try?
>
> Thanks - I appreciate the advice!
>

This just in - It seems that the only terminal program that actually
WORKS is BobTerm version 1.23. I tested all kinds of stuff (including
older versions of BobTerm, but not 1.23) with a modem attached while I
was waiting for the MSS100, then I swapped the regular cable for a null
modem cable when I got the unit and put the newest version of BobTerm on

the machine. Now, I found this in the FAQ:

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com
only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

That line about 1.23 being specific to PC XFormer... Can someone tell me what was specific to the emulator and what that means as far as my setup being misconfigured? Perhaps BT 1.23 did something to use a different signal, and that means I need to cross those two mentioned above?

I think I'll have to give it a shot - I just don't wanna ruin my cable along the way! :)

--
Slor

198. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 01:56:56 UTC
From: llppwhite@aol.comnsp
Message-ID: <20050113205656.13702.00000114@mb-m04.aol.com>
Source record: 13352

Oops! I forgot one point -- I set APE to 1X transfers, so no Ultra-Speed ever took place.
-Larry

199. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 02:31:26 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105669886.695010.90640@c13g2000cwb.googlegroups.com>
Source record: 13354

stephensheppard@hotmail.com wrote:
> I'll give the short question first and then the background.
>
> Did/do floppy drives of the ATR-8000 era require some sort of
> termination?
>
> The problem I am having is I can not connect two identical drives to
> the ATR-8000 at the same time. The drives are Teac model 2136,
single
> sided, double density. Each drive works individually but not
together.
> I've tried manual drive select (straight thru cable), setting DS0 for
> drive 1 and DS1 for drive 2. I've also tried cable select using a
cable
> with the "flip" in it and setting both drives to DS1. No matter how
I
> configure I get boot errors if two drives a connected to the floppy
> cable, even if I uplug the power from drive 2.
>
> I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
> one drive connected. I then shutdown the drive subsystem,
reconfigured
> for 2 drives, then powered the drives and the ATR-8000. When I try to
> access the drives I get read errors. I also get a strange result. If
I
> try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes
on
> for disk 1. OK I figured that since I booted with just the one drive
> then perhaps MyDOS only recognizes the one drive. However, on a wim
I
> tried to read from D3. This activated physical disk 2 and I still get
> only read errors.
>
> This seems like a termination problem except I don't recall ever
having
> a termination block on these drives.
>
> There is an empty 16-pin DIP socket on each of the drives but the
> socket is unmarked. I'm hesitant to put a terminator block in the
> socket (plus I don't have one at this time anyway). [By the way,
does
> anyone have the pinout for a 16-pin DIP terminator?]
>
> These drives were working together 15+ years ago, with the ATR-8000,

I
> just can't recall how I did it.
>
> Every couple of years or so I turn on the Atari 800 and fool around
> with it but I never needed the second drive so I never discovered the
> problem.
>
> Now the reason why I am trying to do this...
>
> Recently I discovered an Atari 800 Emulator. I think it's called
> Atari800win. I also found a couple utilities, Atario and Dskutil,
that
> will allow me to copy Atari files onto my PC. The problem is the
> utilities can't read single density diskettes so I need to move my
> files from the SD orginals to DD copies (and I need to do it soon
> because the originals are deteriorating, slowly but surely, mostly
from
> neglect). There's nothing important, just personal nostalgia, but I
> would like to preserve what I can. Copying files with a single drive
> on the Atari 800 is intolerable and unreliable. There are too may
disk
> swaps required and MyDOS frequently corrupts the disk copy increasing
> the frustration. This is why I want to get the second drive working.
I
> don't have any other Atari compatible drives.
> Thanks in advance.
>
> Phsstpok

This has become more complicated and more frustrating.

I never did get the ATR8000 working with two floppy drives. I changed cables, making one from scratch. I tried adding/changing termination, 1K, 330 ohm, and 150 ohm resister networks.

Either drive works alone as drive 1 (DS0) and boots fine but the moment I add the second drive then neither drive works. Doesn't matter which one is configured as drive 1.

Here is a new wrinkle.

I finally got an SIO2PC cable (1 chip model) but I have similar problems.

I can run the Atari 800 with just the ATR8000 plus 1 floppy or I can run it with APE (or SIO2PC) enabled but I can't do both.

If I configure APE with one logical drive set as drive 1 (using a MyDOS 4.53/4 ATR file) and the ATR8000 drive set as drive 2 the Atari boots but I can't access the physical drive. Atari displays error 160 The physical drive never spins.

If I reverse this and set the ATR8000 floppy as drive 1 and set the logical drive in APE as drive 2 then the Atari immediately jumps to "ATARI COMPUTER - MEMO PAD". The drive never spins!!!

APE does indicate that commands are being issued by the Atari. I can read Device $31, Command $53, and Checksum $84. There are several of those. There is also one device/command that is issued that I can't read. It goes by too quickly.

No matter what I do I can't have two drives going if even one of them is a physical drive.

Plus, I can't even boot the Atari from one physical drive if the SIO2PC cable is so much as attached. Doesn't work if the PC is on, off, or disconnected. As long as the SIO2PC cable is attached at the ATR8000 end then the Atari won't boot, not from a physical floppy.

If the ATR8000, one floppy, and nothing else is attached to the Atari then I can boot from floppy.

This has me stumped!

Steve Sheppard

200. Holme's CDs Sent Out

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 03:30:54 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1105673454.b264f483a212f062d080cc16acb4124d@teranews>
Source record: 13355

For those that requested a copy of the CDs that Holmes gave me before he shut down his website, I have now sent them out.

Some people expressed an interest in the CDs that are full of all the Atari Games, but did not contact me much afterwards. If you are still interested, send me an email, with a reply to this above subject header (I get a lot of spam mail and need to weed it out).

201. MyIDE Image Manager v2.0

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 05:39:32 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <8ameu097qqnmuaio4vpa7okmddsjhsd7hn@4ax.com>
Source record: 13356

Version 2.0 of the MyIDE Image Manager is ready.

Features:
- 30 character description for your images
- rename or modify images
- assign categories to your images, as well as view by category
- 20 fully editable 4 character category names
- substring search your image names

New in version 2.0:
- major bug in create image routine fixed
- larger sector buffer for faster image copies
- categories added
- cosmetic changes
- image table is incompatible with previous versions, sorry!

Please read the accompanying documentation.

Also, just released MyIDE Config v1.0, allows you to swap your partitions drive letter assignments around, create and delete partitions with more flexibility than FDISK.BAS, as well as configure the option byte parameters.

There is a short text file describing the keys and the basics of what it does.

Get them both here:
http://www.jeffersonsauctioneering.com/atari/myide/

Feedback, enhancments requests and bug reports most welcome. Send to sjefferson [AT] shaw.ca.

Shawn Jefferson
(fix reply to for email)

202. Re: MyIDE Image Manager v2.0

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 06:34:48 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DE1016F8E2Cemuslor@130.133.1.4>
Source record: 13357

Despite all prevention efforts, Shawn Jefferson
<shawnjefferson@shaw.caREMOVEPLS> wrote in
news:8ameu097qqnmuaio4vpa7okmddsjhsd7hn@4ax.com:

> Version 2.0 of the MyIDE Image Manager is ready.
>
> Features:
> - 30 character description for your images
> - rename or modify images
> - assign categories to your images, as well as view by category
> - 20 fully editable 4 character category names
> - substring search your image names
>
> New in version 2.0:
> - major bug in create image routine fixed
> - larger sector buffer for faster image copies
> - categories added
> - cosmetic changes
> - image table is incompatible with previous versions, sorry!
>

One of these days, I'm gonna hook up the MyIDE I bought way back when and
look at some of this stuff!!!

--
Slor

203. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 06:45:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DE11F839351emuslor@130.133.1.4>
Source record: 13358

Despite all prevention efforts, Greg.Goodwin@family-news.org wrote in
news:e390b3.2d9b59@fmlynet.org:

> Slor
> .
> Why write a usenet reader for the Atari when you can still read this
> newsgroup on many BBS's out there on telnet. Try this one.. .
> Family BBS
> www.family-bbs.org
> 206.176.144.201

Cool. I looked around briefly - is there a any way to actually post to the
groups there?

--
Slor

204. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 08:32:30 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uf0tcjrh7vc88@corp.supernews.com>
Source record: 13359

> Oops! I forgot one point -- I set APE to 1X transfers, so no Ultra-Speed
> ever
> took place.

Actually, the SYSTEM RESET method seems to work fine for me even if I set APE at high speed transfers. I've tried this using Sparta 32g... It's a miracle, I tell you - A MIRACLE! :)

205. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 12:24:51 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <cs8dmj$rs5$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 13360

Hi Slor,

>> Possibly the terminal program you're using requires a somewhat larger
>> input buffer. The 850 uses an interrupt-driven read-routine that first
>> pushes data into a temporary buffer from where the CIO call extracts
>> its data. If this buffer is too small, it might overrun easily.

> Based on the fact that I CAN communicate with the device at 9600 (even
> 19.2) and the result is a garbled display (I can also still give commands
> to the hardware, which requires some timing finesse at 19.2), can the issue
> be narrowed to the software? Maybe I should ask that backwards: can I
> eliminate the P:R: Connection from the suspect list? If so, can I
> eliminate the 800XL? If so, then I can be fairly certain it's the software
> package.

I would first suggest to try a different terminal program and see whether
the error remains. Then whether the error remains at lower baud rates. If
the terminal program provides means to adjust the input buffer size, try
there.

Which kind of commands are you sending? In case you're just trying to
communicate a modem, a simple "ATZ" should come thru, and the result code,
an "OK" should not depend on the size of the input buffer (unless it's
smaller than two bytes, that is. ;-)

If buffer size is a problem, the typical answer is to try something like
hardware handshake (connect CTS,RTS). However, IIRC that's rather point-
less for the Atari. Both lines are software controlled, thus the 800XL has
to read and trigger them, but in case you're receiving data "as it" from
the modem, the R: interface has to be switched to concurrent mode - which
basically means that it arbitrates the SIO bus completely and no other SIO
commands fit thru. Including those that detect and set the RTS/CTS lines.
Thus, a pretty pointless feature for the Atari anyhow...

So long,
Thomas

206. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 13:24:05 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m31xcodtze.fsf@europa.pienet>
Source record: 13361

Slor <slor@comcast.net> writes:

> Despite all prevention efforts, Greg Menke <gregm-news@toadmail.com>
> wrote in news:m3vfa1c4t0.fsf@europa.pienet:

> >
> > If no chars are coming out at all, you can cheat by connecting RTS to
> > CTS on the transmit side, then do the same at the receiving end- so
> > you fool the hardware into thinking it can send freely- no flow
> > control of course, but at least you can see if stuff is working.
> >
>
> I do get characters ouput just fine, until I have it do something that
> requires a lot of output in a short time. For instance, if I telnet to
> another machine and do a directory listing. I end up getting most of the
> characters from that, but a certain amount of it is missing.

It sounds like a uart somewhere is being overflowed. Please supply
some details about the connections you have set up; what machines, how
connected, who is sending the data, etc..

Gregm

207. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 14:58:35 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DE657CA3D67emuslor@130.133.1.4>
Source record: 13362

Despite all prevention efforts, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote in
news:cs8dmj$rs5$1@mamenchi.zrz.TU-Berlin.DE:

>
> I would first suggest to try a different terminal program and see
> whether the error remains. Then whether the error remains at lower
> baud rates. If the terminal program provides means to adjust the input
> buffer size, try there.
>

See my new post on what I found with other programs. It seems I have a
more broad issue of getting my connection right for my setup. With the
single program that works (BobTerm 1.23), 4800 baud has no flow control
issue.

--
Slor

208. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 15:32:03 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DE6B2906647emuslor@130.133.1.4>
Source record: 13363

Despite all prevention efforts, Greg Menke <gregm-news@toadmail.com>
wrote in news:m31xcodtze.fsf@europa.pienet:

> It sounds like a uart somewhere is being overflowed. Please supply
> some details about the connections you have set up; what machines, how
> connected, who is sending the data, etc..
>

As I noted in my later post, it turns out that only BobTerm 1.23 even works
with this setup, so I probably need to figure out what the deal is there
first.

My initial setup was:
- Atari 800XL
- P:R: connection with serial cable to convert to standard pinout
- Standard modem
I could talk to the modem using every terminal program I tried.

My current setup:
- Atari 800XL
- P:R: connection with same serial cable plus standard null modem adapter
- MSS100 device server
Now I can only talk to the device using BobTerm 1.23, which leads me to
believe I need to do something else with the cable conversion.

--
Slor

209. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 16:10:44 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <20050114111044168O7%siraltus@earthlinknet>
Source record: 13364

On 2005-01-09 21:08:10 -0500, Greg.Goodwin@family-news.org said:

> How to telnet...
> .
> You mentioned dialing into the Maryland Sailor system. Ask on that system if
> they have a telnet feature. Small chance they do, but if they do, awesome.
> While on the Maryland Sailor you can telnet out (letting them take care of the
> telnetting for you in other words) and telnetting through them hit the other
> telnet sites out there, amoung which our few Atari BBS's.
> .
> Of course with a laptop with win 95 or higher, a SIO2PC cable, and it connected
> to your internet network you can hit the internet with your Atari without a 850
> interface.
> .
> Or with the 850 interface and the lantronix UDS-10 you can dial out over telnet
> without another computer's aid. Granted you have some nifty gadgets and
> devices doing things for the Atari, but since when did the Atari not have nifty
> gadgets. ;) .
> Ok, you will probably have more questions, but see if that BBS you dial into
> has telnet.

Well, I gave up on dialing out to Texas for now because I don't want
to deal with the long-distance charges. How would I go about telnetting
to BBSes using my PC as a gateway with APE and a SIO2PC interface? I
saw that APE has the R: handler internet modem emulation. What's next?
Any software? Thanks!

210. Re: *solved* SpartaDOS 32g & XF551 not booting

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 16:26:06 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ufslmnfirie76@corp.supernews.com>
Source record: 13365

Note: I changed the subject line from "RE: Re-scan SIO chain for new drive in SpartaDOS" to better indicate there were two issues discussed in this thread.

First off, I want to thank all the help everyone gave me over the past few days with this. The XF551 is a brand new monster to me, and since I have only every used an 810 and a 1050 (single density only) I have never bothered to really use SpartaDOS or MyDOS (though I've had access to them for years), so I am new at *all* this stuff. I can't *believe* the helpful responses I received, and I really appreciate it. Oh DEAR. Is that a tear running down my cheek? :)

I located two public domain programs called Bootfix and XinitFix - "The SpartaDOS boot-up utilities for the Atari XF551" (c) 1989 by James R Harris.

There is apparently an issue with the XF551 not reading a DD disk the first time you boot it and you often have to boot a second time to get it to work. If you've been following this thread, you know my problem has been that the disk NEVER boots unless the planets align with the moon at a 90 degree angle during a total eclipse of all Jupiter's moons. But, these programs were written to solve the one problem, so I thought I'd see if they'd solve my problem as well. And, they did. More specifically, XinitFix did - I have no need at this point to try Bootfix.

XinitFix is a BASIC program that changes Xinit.com and creates a file from it called Xinit.551. When you format a disk with Xinit.551 it writes something different to the boot sector(s) which fixes some kind of a problem associated with the XF551 drive. I simply used Xinit.551 to format a disk in the XF551 in DSDD format, then used DUPDSK from the SpartaDOS 32g disk to sector copy my "DSDD" ATR image to the XF551. The resulting 5.25" DSDD floppy boots just fine, and I have duplicated this twice.

I wish I knew exactly what these programs change in the boot process, and I have no idea if the change makes the disks unbootable in other DSDD drives. If I learn anything of this nature or have any problems as I use this Xinit.551 in the near future I'll report back. In the meantime, it looks like I have a working solution to BOTH problems I brought up in this thread and am a VERY happy camper. (And after staying up until after 6am before going to work at 3pm for the past three days, I'm a very TIRED camper as well.)

Thanks again.

211. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 16:30:05 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ufst58phnau2e@corp.supernews.com>
Source record: 13366

> If you've got a PC with a 5.25" floppy drive running DOS or Win95/98/ME
> you could use WriteAtr from my homepage http://www.horus.com/~hias/atari/

Thanks for the offer and your other helpful comments as well. Alas, I do NOT have a 5.25" floppy on my PC. I have been considering getting one because of this sort o a thing, but with my APE/PRO combined cable and my APE/Pro System software it seems to be doing what I need to do at this point so I haven't been in a hurry to look into other options.

That said, I did find a fix to the DSDD XF551 disk not booting and posted that information in that part of this thread. I hope you'll take a look. I also hope someone is familiar with the software I mentioned and tell me a little more about it.

212. Re: Items I'm still looking for...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 16:33:49 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uft45h2dm66e1@corp.supernews.com>
Source record: 13367

http://www.best-electronics-ca.com/ has XF551 drives, but they're not cheap. I've not dealt with them before, but I am considering trying them out for a second XF551... (I recently obtained the one I have on eBay.) I've also noticed at least one other of the regular Atari dealers sells used XF551s... They seem to be in the $175-$200 price range.

Sean

213. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 16:54:34 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ufub2e5d7n08c@corp.supernews.com>
Source record: 13368

This is too simple to probably be possible, I seem to recall that you mentioned, earlier in this thread, that you're using Tucker's APE software. Have you tried changing the Advanced Drive Settings and closing down the I/O speed? It's probably a shot in the dark, but it doesn't sound like anyone's with you in the darkness, so you probably wouldn't have to worry about anyone getting hurt...

<stephensheppard@hotmail.com> wrote in message news:1105669886.695010.90640@c13g2000cwb.googlegroups.com...
> stephensheppard@hotmail.com wrote:
>> I'll give the short question first and then the background.
>>
>> Did/do floppy drives of the ATR-8000 era require some sort of
>> termination?
>>
>> The problem I am having is I can not connect two identical drives to
>> the ATR-8000 at the same time. The drives are Teac model 2136,
> single
>> sided, double density. Each drive works individually but not
> together.
>> I've tried manual drive select (straight thru cable), setting DS0 for
>> drive 1 and DS1 for drive 2. I've also tried cable select using a
> cable
>> with the "flip" in it and setting both drives to DS1. No matter how
> I
>> configure I get boot errors if two drives a connected to the floppy
>> cable, even if I uplug the power from drive 2.
>>
>> I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
>> one drive connected. I then shutdown the drive subsystem,
> reconfigured
>> for 2 drives, then powered the drives and the ATR-8000. When I try to
>> access the drives I get read errors. I also get a strange result. If
> I
>> try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes
> on
>> for disk 1. OK I figured that since I booted with just the one drive
>> then perhaps MyDOS only recognizes the one drive. However, on a wim
> I
>> tried to read from D3. This activated physical disk 2 and I still get
>> only read errors.
>>
>> This seems like a termination problem except I don't recall ever
> having

>> a termination block on these drives.
>>
>> There is an empty 16-pin DIP socket on each of the drives but the
>> socket is unmarked. I'm hesitant to put a terminator block in the
>> socket (plus I don't have one at this time anyway). [By the way,
> does
>> anyone have the pinout for a 16-pin DIP terminator?]
>>
>> These drives were working together 15+ years ago, with the ATR-8000,
> I
>> just can't recall how I did it.
>>
>> Every couple of years or so I turn on the Atari 800 and fool around
>> with it but I never needed the second drive so I never discovered the
>> problem.
>>
>> Now the reason why I am trying to do this...
>>
>> Recently I discovered an Atari 800 Emulator. I think it's called
>> Atari800win. I also found a couple utilities, Atario and Dskutil,
> that
>> will allow me to copy Atari files onto my PC. The problem is the
>> utilities can't read single density diskettes so I need to move my
>> files from the SD orginals to DD copies (and I need to do it soon
>> because the originals are deteriorating, slowly but surely, mostly
> from
>> neglect). There's nothing important, just personal nostalgia, but I
>> would like to preserve what I can. Copying files with a single drive
>> on the Atari 800 is intolerable and unreliable. There are too may
> disk
>> swaps required and MyDOS frequently corrupts the disk copy increasing
>> the frustration. This is why I want to get the second drive working.
> I
>> don't have any other Atari compatible drives.
>> Thanks in advance.
>>
>> Phsstpok
>
> This has become more complicated and more frustrating.
>
> I never did get the ATR8000 working with two floppy drives. I changed
> cables, making one from scratch. I tried adding/changing termination,
> 1K, 330 ohm, and 150 ohm resister networks.
>
> Either drive works alone as drive 1 (DS0) and boots fine but the moment
> I add the second drive then neither drive works. Doesn't matter which
> one is configured as drive 1.
>
> Here is a new wrinkle.
>

> I finally got an SIO2PC cable (1 chip model) but I have similar
> problems.
>
> I can run the Atari 800 with just the ATR8000 plus 1 floppy or I can
> run it with APE (or SIO2PC) enabled but I can't do both.
>
> If I configure APE with one logical drive set as drive 1 (using a MyDOS
> 4.53/4 ATR file) and the ATR8000 drive set as drive 2 the Atari boots
> but I can't access the physical drive. Atari displays error 160 The
> physical drive never spins.
>
> If I reverse this and set the ATR8000 floppy as drive 1 and set the
> logical drive in APE as drive 2 then the Atari immediately jumps to
> "ATARI COMPUTER - MEMO PAD". The drive never spins!!!
>
> APE does indicate that commands are being issued by the Atari. I can
> read Device $31, Command $53, and Checksum $84. There are several of
> those. There is also one device/command that is issued that I can't
> read. It goes by too quickly.
>
>
> No matter what I do I can't have two drives going if even one of them
> is a physical drive.
>
> Plus, I can't even boot the Atari from one physical drive if the SIO2PC
> cable is so much as attached. Doesn't work if the PC is on, off, or
> disconnected. As long as the SIO2PC cable is attached at the ATR8000
> end then the Atari won't boot, not from a physical floppy.
>
> If the ATR8000, one floppy, and nothing else is attached to the Atari
> then I can boot from floppy.
>
>
> This has me stumped!
>
>
> Steve Sheppard
>

214. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 16:59:52 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uful0drkas378@corp.supernews.com>
Source record: 13369

There was one other thing that I meant to mention and didn't. I never understood why users of SpartaDOS took the time to write their "ultimate utility disk." But now I've spent several hours doing just that! I have 692 sectors free on a 10080 sector DD ATR image with a few different versions of SpartaDOS and more tools than I'll ever need. And with the solution to my problem I originally posted solved, I can boot this image via APE, switch the image over to drive two and use my XF551 as drive 1 if I want - or whatever. Very nice indeed.

Sean

"Gork" <nokraygienspam@hotmail.com> wrote in message news:10uah9fl2uhqn08@corp.supernews.com...
> Can anyone tell me how to rescan the SIO chain for a drive change in
> SpartaDOS?
>
> Since I probably don't know what I'm really asking, let me clarify... I
> would like to boot to SpartaDOS (32g) using an ATR image and an APE
> cable/software. After booting the computer I'd like to deactivate the
> virtual APE drive #1, turn on my XF551, set as drive #1, and use the XF551
> as drive #1 thereafter. MyDOS allows me to do this, but I can't figure
> out how to do it in SpartaDOS. Is there a way? (I want to make sure I
> can switch from SS/SD on the virtual drive to DS/DD on the XF551 during
> this process as well.)
>
> When I try to just do this without some kind of an initialization routine
> the computer doesn't recognize the XF551 as valid. I've gone through many
> SpartaDOS utility disks and haven't been able to come up with anything so
> far. Perhaps I'm missing something really basic, but I'm new to
> SpartaDOS... I recently ordered a SpartaDOS X cartridge with
> documentation, so that may help when it gets here.
>
> Sean
>

215. Re: Items I'm still looking for...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 17:01:12 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DE7A46832D9emuslor@130.133.1.4>
Source record: 13370

Despite all prevention efforts, "Gork" <nokraygienspam@hotmail.com>
wrote in news:10uft45h2dm66e1@corp.supernews.com:

> http://www.best-electronics-ca.com/ has XF551 drives, but they're not
> cheap. I've not dealt with them before, but I am considering trying
> them out for a second XF551... (I recently obtained the one I have on
> eBay.) I've also noticed at least one other of the regular Atari
> dealers sells used XF551s... They seem to be in the $175-$200 price
> range.
>

FYI - I have dealt with Best for a couple other purchases, and they're good to do business with. You'll get timely replies and quick turnaround. I have a couple other types of drives, so I'm trying not to break the bank to add the XF551 to my setup.

Thanks for the pointer, though, just in case... :)

--
Slor

216. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 17:22:52 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <MdTFd.7267$li4.1069@newsread3.news.pas.earthlink.net>
Source record: 13371

Altus wrote:
> On 2005-01-09 21:08:10 -0500, Greg.Goodwin@family-news.org said:
>
>> How to telnet...
>> .
>> You mentioned dialing into the Maryland Sailor system. Ask on that
>> system if
>> they have a telnet feature. Small chance they do, but if they do,
>> awesome.
>> While on the Maryland Sailor you can telnet out (letting them take
>> care of the
>> telnetting for you in other words) and telnetting through them hit the
>> other
>> telnet sites out there, amoung which our few Atari BBS's.
>> .
>> Of course with a laptop with win 95 or higher, a SIO2PC cable, and it
>> connected
>> to your internet network you can hit the internet with your Atari
>> without a 850
>> interface.
>> .
>> Or with the 850 interface and the lantronix UDS-10 you can dial out
>> over telnet
>> without another computer's aid. Granted you have some nifty gadgets and
>> devices doing things for the Atari, but since when did the Atari not
>> have nifty
>> gadgets. ;) .
>> Ok, you will probably have more questions, but see if that BBS you
>> dial into
>> has telnet.
>
>
>
> Well, I gave up on dialing out to Texas for now because I don't want to
> deal with the long-distance charges. How would I go about telnetting to
> BBSes using my PC as a gateway with APE and a SIO2PC interface? I saw
> that APE has the R: handler internet modem emulation. What's next? Any
> software? Thanks!

I'm not current so there may be other or better ways of doing it.

You can do it if your ISP allows shell accounts. The shell accounts are
kind of like a super Hayes command set. Shell accounts allow you to use
an ANSI terminal to run programs on the ISP server. If you want to read
newsgroups with your Atari you would just type in a command like 'rn' or

call up one of the other newsreaders. You have to find just what
programs your ISP has available before you can find the commands. Just
as a few for instances: Typing 'pine' brings up an email program, typing
'pico' brings up a mini word processor, typing 'telenet' brings up telenet.

217. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 17:37:18 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <irTFd.6673$pZ4.4404@newsread1.news.pas.earthlink.net>
Source record: 13372

Marius Diepenhorst wrote:

> "Slor" <slor@comcast.net> schreef in bericht
> news:Xns95DD63CB3BA69emuslor@130.133.1.4...
>
>>On the same topic, what would be the fastest bit rate at which the atari
>>can commicate, and what serial interface is required to achive it?
>
>
> Through the serial bus 19k2 max
> When using an interface connected to the parallel port it might get higher.
> The blackbox supports 19200 baud with a fantastic hardware flow control.

I think the top rate of 19k is because all the drivers and terminal
software was written before anything faster was even on the horizon.
Most devices like USD or APE run high speed which is something like 38k
or 57k. The top rate for the SIO clock is something like 112k baud which
is the system clock/16. Of course it would need something close on the
IBM side to do this. IIRC the chip set they use has fixed baud rates
built in so you wouldn't be able to set the serial port to exactly match
the Atari.

218. 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 18:08:35 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10ug2l3comdbsa9@corp.supernews.com>
Source record: 13373

I just tinker with my 130XE now and then. I primarily use STe and Falcon. I have my 130XE connected to my STe with an SIO2PC cable and 800XL DeeJay. I was wondering if anyone had thought about using SIO2PC as a networking device rather than just emmulating drives. Since my STe is connected to my ethenet and cable modem, I would love to be able to telnet to a BBS through the network, or send/receive e-mail or even text browse the web. I'm not a programmer, but I thought this might be a cool challenge for those who can do this sort of thing.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

219. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 18:35:46 UTC
From: JR <jr256_69-NoSpam-@hotmail.com>
Message-ID: <34qhnpF4cva9vU1@individual.net>
Source record: 13374

```
stephensheppard@hotmail.com wrote:
> stephensheppard@hotmail.com wrote:
>
>>I'll give the short question first and then the background.
>>
>>Did/do floppy drives of the ATR-8000 era require some sort of
>>termination?
>>
>>The problem I am having is I can not connect two identical drives to
>>the ATR-8000 at the same time. The drives are Teac model 2136,
>
> single
>
>>sided, double density. Each drive works individually but not
>
> together.
>
>>I've tried manual drive select (straight thru cable), setting DS0 for
>>drive 1 and DS1 for drive 2. I've also tried cable select using a
>
> cable
>
>>with the "flip" in it and setting both drives to DS1. No matter how
>
> I
>
>>configure I get boot errors if two drives a connected to the floppy
>>cable, even if I uplug the power from drive 2.
>>
>>I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
>>one drive connected. I then shutdown the drive subsystem,
>
> reconfigured
>
>>for 2 drives, then powered the drives and the ATR-8000. When I try to
>>access the drives I get read errors. I also get a strange result. If
>
> I
>
>>try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes
>
> on
>
>>for disk 1. OK I figured that since I booted with just the one drive
```

>>then perhaps MyDOS only recognizes the one drive. However, on a wim
>
> I
>
>>tried to read from D3. This activated physical disk 2 and I still get
>>only read errors.
>>
>>This seems like a termination problem except I don't recall ever
>
> having
>
>>a termination block on these drives.
>>
>>There is an empty 16-pin DIP socket on each of the drives but the
>>socket is unmarked. I'm hesitant to put a terminator block in the
>>socket (plus I don't have one at this time anyway). [By the way,
>
> does
>
>>anyone have the pinout for a 16-pin DIP terminator?]
>>
>>These drives were working together 15+ years ago, with the ATR-8000,
>
> I
>
>>just can't recall how I did it.
>>
>>Every couple of years or so I turn on the Atari 800 and fool around
>>with it but I never needed the second drive so I never discovered the
>>problem.
>>
>>Now the reason why I am trying to do this...
>>
>>Recently I discovered an Atari 800 Emulator. I think it's called
>>Atari800win. I also found a couple utilities, Atario and Dskutil,
>
> that
>
>>will allow me to copy Atari files onto my PC. The problem is the
>>utilities can't read single density diskettes so I need to move my
>>files from the SD orginals to DD copies (and I need to do it soon
>>because the originals are deteriorating, slowly but surely, mostly
>
> from
>
>>neglect). There's nothing important, just personal nostalgia, but I
>>would like to preserve what I can. Copying files with a single drive
>>on the Atari 800 is intolerable and unreliable. There are too may
>
> disk

>
>>swaps required and MyDOS frequently corrupts the disk copy increasing
>>the frustration. This is why I want to get the second drive working.
>
> I
>
>>don't have any other Atari compatible drives.
>>Thanks in advance.
>>
>>Phsstpok
>
>
> This has become more complicated and more frustrating.
>
> I never did get the ATR8000 working with two floppy drives. I changed
> cables, making one from scratch. I tried adding/changing termination,
> 1K, 330 ohm, and 150 ohm resister networks.
>
> Either drive works alone as drive 1 (DS0) and boots fine but the moment
> I add the second drive then neither drive works. Doesn't matter which
> one is configured as drive 1.
>
> Here is a new wrinkle.
>
> I finally got an SIO2PC cable (1 chip model) but I have similar
> problems.
>
> I can run the Atari 800 with just the ATR8000 plus 1 floppy or I can
> run it with APE (or SIO2PC) enabled but I can't do both.
>
> If I configure APE with one logical drive set as drive 1 (using a MyDOS
> 4.53/4 ATR file) and the ATR8000 drive set as drive 2 the Atari boots
> but I can't access the physical drive. Atari displays error 160 The
> physical drive never spins.
>
> If I reverse this and set the ATR8000 floppy as drive 1 and set the
> logical drive in APE as drive 2 then the Atari immediately jumps to
> "ATARI COMPUTER - MEMO PAD". The drive never spins!!!
>
> APE does indicate that commands are being issued by the Atari. I can
> read Device $31, Command $53, and Checksum $84. There are several of
> those. There is also one device/command that is issued that I can't
> read. It goes by too quickly.
>
>
> No matter what I do I can't have two drives going if even one of them
> is a physical drive.
>
> Plus, I can't even boot the Atari from one physical drive if the SIO2PC
> cable is so much as attached. Doesn't work if the PC is on, off, or

> disconnected. As long as the SIO2PC cable is attached at the ATR8000
> end then the Atari won't boot, not from a physical floppy.
>
> If the ATR8000, one floppy, and nothing else is attached to the Atari
> then I can boot from floppy.
>
>
> This has me stumped!
>
>
> Steve Sheppard
>
The Drives should be connected to the ATR8000 with a Straight thru
floppy cable. One drive jumpered as DS0 and the other as DS1. (DS1 and
DS2 on some drives) The drive at the end of the cable should be
terminated. This is how mine is configured and it works. It sounds
like you have tried this configuration so I can't say what your problem is.

Regarding your problem with the SIO2PC cable, I have heard that the one
chip design does not 'play nice' with other devices connected to the SIO
chain. I have a 2 chip design and it works fine with the ATR connected.

220. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 18:47:01 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs94bisog1@reader10.wxs.nl>
Source record: 13375

"Rick Cortese" <ricortes@earthlink.net> schreef in bericht
news:irTFd.6673$pZ4.4404@newsread1.news.pas.earthlink.net...
> I think the top rate of 19k is because all the drivers and terminal
> software was written before anything faster was even on the horizon.

True but that can be fixed ofcourse. If the hardware IS able, then we should
improve the drivers and the software I guess. (By the way I think 19.2 is
fast enough for any thing on the atari 8bit)

> Most devices like USD or APE run high speed which is something like 38k or
> 57k.

I think it is even faster... But I'm not sure YET. I can find out ofcourse.

Thanks for your contribution
Marius
/s wooops

221. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 18:49:53 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cs94gvhs1@reader10.wxs.nl>
Source record: 13376

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> schreef in bericht
news:10ug2l3comdbsa9@corp.supernews.com...
. I was wondering if anyone had thought about using
> SIO2PC as a networking device rather than just emmulating drives.

Yes, but not for ST(e)/Falcon I'm afraid. It is possible with PC and with
atari 8bit stand-alone (with lantronix).

Look at my bbs and see the TechInfo of my BBS. You will read some
interesting stuff about the lantronix Serial Server.

http://atari-inside.webhop.net

Marius

222. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 19:50:25 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105732225.703791.44660@c13g2000cwb.googlegroups.com>
Source record: 13377

```
JR wrote:
> stephensheppard@hotmail.com wrote:
> > stephensheppard@hotmail.com wrote:
> >
> >>I'll give the short question first and then the background.
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> >>Did/do floppy drives of the ATR-8000 era require some sort of
> >>termination?
> >>
> >>The problem I am having is I can not connect two identical drives
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> > single
> >
> >>sided, double density. Each drive works individually but not
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> >>I've tried manual drive select (straight thru cable), setting DS0
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> >>drive 1 and DS1 for drive 2. I've also tried cable select using a
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> >>I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19)
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If
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> >>try to read disk 1 or disk 2 (D1: or D2:) then the drive light
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> >>only read errors.
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> >>There is an empty 16-pin DIP socket on each of the drives but the
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> >>These drives were working together 15+ years ago, with the
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> >>Now the reason why I am trying to do this...
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> >>Recently I discovered an Atari 800 Emulator. I think it's called
> >>Atari800win. I also found a couple utilities, Atario and Dskutil,
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> >
> >>will allow me to copy Atari files onto my PC. The problem is the
> >>utilities can't read single density diskettes so I need to move my
> >>files from the SD orginals to DD copies (and I need to do it soon
> >>because the originals are deteriorating, slowly but surely, mostly
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> > disk
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increasing
> >>the frustration. This is why I want to get the second drive
working.
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> >>don't have any other Atari compatible drives.
> >>Thanks in advance.
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> >
> > This has become more complicated and more frustrating.
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> > I never did get the ATR8000 working with two floppy drives. I
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> > Either drive works alone as drive 1 (DS0) and boots fine but the
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> > one is configured as drive 1.
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> > Here is a new wrinkle.
> >
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> > problems.
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> > I can run the Atari 800 with just the ATR8000 plus 1 floppy or I
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> > run it with APE (or SIO2PC) enabled but I can't do both.
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> > but I can't access the physical drive. Atari displays error 160
The
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> >
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> > logical drive in APE as drive 2 then the Atari immediately jumps to
> > "ATARI COMPUTER - MEMO PAD". The drive never spins!!!
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> > those. There is also one device/command that is issued that I
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> > is a physical drive.
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> > Plus, I can't even boot the Atari from one physical drive if the
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> > cable is so much as attached. Doesn't work if the PC is on, off, or
> > disconnected. As long as the SIO2PC cable is attached at the
ATR8000
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> > If the ATR8000, one floppy, and nothing else is attached to the
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> >
> >
> > This has me stumped!
> >
> >
> > Steve Sheppard
> >
> The Drives should be connected to the ATR8000 with a Straight thru
> floppy cable. One drive jumpered as DS0 and the other as DS1. (DS1
and
> DS2 on some drives) The drive at the end of the cable should be
> terminated. This is how mine is configured and it works. It sounds
> like you have tried this configuration so I can't say what your

problem is.
>
> Regarding your problem with the SIO2PC cable, I have heard that the
one
> chip design does not 'play nice' with other devices connected to the
SIO
> chain. I have a 2 chip design and it works fine with the ATR
connected.

Thanks JR. I had read something to that effect but after I had already received the cable. I think I read it in the APE FAQ.

The dual floppy config has me puzzled. It worked at one time. I know it did. Years ago I was playing with APX Pascal which requires a dual drive setup. I've never owned any other drives for the Atari. Straight-thru cable is what I used.

I'm beginning to think there might be something wrong with my ATR8000. I can't find the manuals but I don't think there was any hardware or software configuring required for Atari support. I think the only time changes were required were when the ATR was switched over to CP/M mode.

I tested CP/M once, years ago. (I wonder if mucked up the ATR8000?)

223. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 20:13:08 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3oefrhiqz.fsf@europa.pienet>
Source record: 13378

Slor <slor@comcast.net> writes:

> Despite all prevention efforts, Greg Menke <gregm-news@toadmail.com>
> wrote in news:m31xcodtze.fsf@europa.pienet:
>
> > It sounds like a uart somewhere is being overflowed. Please supply
> > some details about the connections you have set up; what machines, how
> > connected, who is sending the data, etc..
> >
>
> As I noted in my later post, it turns out that only BobTerm 1.23 even works
> with this setup, so I probably need to figure out what the deal is there
> first.
>
> My initial setup was:
> - Atari 800XL
> - P:R: connection with serial cable to convert to standard pinout
> - Standard modem
> I could talk to the modem using every terminal program I tried.
>
> My current setup:
> - Atari 800XL
> - P:R: connection with same serial cable plus standard null modem adapter
> - MSS100 device server
> Now I can only talk to the device using BobTerm 1.23, which leads me to
> believe I need to do something else with the cable conversion.

My guess is the MSS100 is not handling the flow control lines properly
(or at all), and your local uart is being overflowed. I'd try hooking
the rts/cts signals up- unless you can find some documentation on how
the MSS100 does rs232 flow control.

Gregm

224. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 20:35:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <l2WFd.6781$pZ4.6222@newsread1.news.pas.earthlink.net>
Source record: 13379

Marius Diepenhorst wrote:

> "Rick Cortese" <ricortes@earthlink.net> schreef in bericht
> news:irTFd.6673$pZ4.4404@newsread1.news.pas.earthlink.net...
>
>>I think the top rate of 19k is because all the drivers and terminal
>>software was written before anything faster was even on the horizon.
>
>
> True but that can be fixed ofcourse. If the hardware IS able, then we should
> improve the drivers and the software I guess. (By the way I think 19.2 is
> fast enough for any thing on the atari 8bit)

Right, faster would be very limited. Maybe transfers with the screen
disabled. Whatever buffer you have an Atari would be filled fast at that
high a rate and then you would be stuck dumping it somewhere like a
floppy. I could only see it being necessary if something happened like
an ISP/BBS only allowed faster connections.

I only read at ~2400 baud and type at 300, so anything more then that is
wasted on me.<grin>

225. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 21:09:35 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1105736971.326a580e33102592402c5abed7b7bf09@teranews>
Source record: 13380

I used an Atari ST to connect to the UNIX servers at my school and program on it once. Through this, I was able to telnet and all the stuff that UNIX allows, including download. I also remember downloading someone's picture once, and finding a program that was compatible to view it (just not very well).

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message news:10ug2l3comdbsa9@corp.supernews.com...
>I just tinker with my 130XE now and then. I primarily use STe and
> Falcon. I have my 130XE connected to my STe with an SIO2PC cable and
> 800XL DeeJay. I was wondering if anyone had thought about using
> SIO2PC as a networking device rather than just emmulating drives.
> Since my STe is connected to my ethenet and cable modem, I would love
> to be able to telnet to a BBS through the network, or send/receive
> e-mail or even text browse the web. I'm not a programmer, but I
> thought this might be a cool challenge for those who can do this sort
> of thing.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

226. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 22:20:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95DEB0796E32Eemuslor@130.133.1.4>
Source record: 13381

Despite all prevention efforts, Greg Menke <gregm-news@toadmail.com>
wrote in news:m3oefrhiqz.fsf@europa.pienet:

>
> My guess is the MSS100 is not handling the flow control lines properly
> (or at all), and your local uart is being overflowed. I'd try hooking
> the rts/cts signals up- unless you can find some documentation on how
> the MSS100 does rs232 flow control.
>

Marius has been kind enough to send me a set of wiring instructions,
including what he uses for his connection to his MSS unit. Hopefully, I'll
be off to a better start once I build the better mousetrap (or cable
anyway).

Thanks for all the input everyone.

--
Slor

227. I further improved my new site

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 22:22:53 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <41e8463e$0$26292$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 13382

Howdy folks

I have:
- added a quick course in how to write software that works with the ASPI manager.
- added 5 versions of MyDOS.
- put in a link that should make modelltrain lovers drool.
- added a new MultiJoy(16) game
- added some idea's on how to improve the MultiLink interface
- etc.

Check it out at my new url: www.mathyvannisselroy.nl

CU Mathy van Nisselroy

228. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 22:30:55 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10ugi0vmi0macd4@corp.supernews.com>
Source record: 13383

```
On 14 Jan 2005 19:49:53 , "Marius Diepenhorst" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> schreef in bericht
>news:10ug2l3comdbsa9@corp.supernews.com...
>.. I was wondering if anyone had thought about using
>> SIO2PC as a networking device rather than just emmulating drives.
>
>Yes, but not for ST(e)/Falcon I'm afraid. It is possible with PC and with
>atari 8bit stand-alone (with lantronix).
>
>Look at my bbs and see the TechInfo of my BBS. You will read some
>interesting stuff about the lantronix Serial Server.
>
>http://atari-inside.webhop.net
>
>Marius
>
>
>
>.
Well, no PC here, but thanks for the info.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

229. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 23:43:25 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105746205.704504.96680@z14g2000cwz.googlegroups.com>
Source record: 13384

I didn't see the options you spoke of in the DOS version of APE. At the time of the viewing of your message this is the only version I had installed. Since the DOS version I have is the unregistered version I do believe the ultra speeds are disabled.

When I finally installed APE trial for Windows I found something else (see my other post). Hopefully I'm on the way to a solution.
Stephen Sheppard

230. Re: Question regarding SWP ATR-8000 and floppy drives.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-14 23:43:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105746221.576807.18770@f14g2000cwb.googlegroups.com>
Source record: 13385

```
stephensheppard@hotmail.com wrote:
> JR wrote:
> > stephensheppard@hotmail.com wrote:
> > > stephensheppard@hotmail.com wrote:
> > >
> > >>I'll give the short question first and then the background.
> > >>
> > >>Did/do floppy drives of the ATR-8000 era require some sort of
> > >>termination?
> > >>
> > >>The problem I am having is I can not connect two identical drives
> to
> > >>the ATR-8000 at the same time. The drives are Teac model 2136,
> > >
> > > single
> > >
> > >>sided, double density. Each drive works individually but not
> > >
> > > together.
> > >
> > >>I've tried manual drive select (straight thru cable), setting DS0
> for
> > >>drive 1 and DS1 for drive 2. I've also tried cable select using a
> > >
> > > cable
> > >
> > >>with the "flip" in it and setting both drives to DS1. No matter
> how
> > >
> > > I
> > >
> > >>configure I get boot errors if two drives a connected to the
floppy
> > >>cable, even if I uplug the power from drive 2.
> > >>
> > >>I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19)
> with
> > >>one drive connected. I then shutdown the drive subsystem,
> > >
> > > reconfigured
> > >
> > >>for 2 drives, then powered the drives and the ATR-8000. When I
try
> to
```

> > >>access the drives I get read errors. I also get a strange result.
> If
> > >
> > > I
> > >
> > >>try to read disk 1 or disk 2 (D1: or D2:) then the drive light
> comes
> > >
> > > on
> > >
> > >>for disk 1. OK I figured that since I booted with just the one
> drive
> > >>then perhaps MyDOS only recognizes the one drive. However, on a
> wim
> > >
> > > I
> > >
> > >>tried to read from D3. This activated physical disk 2 and I still
> get
> > >>only read errors.
> > >>
> > >>This seems like a termination problem except I don't recall ever
> > >
> > > having
> > >
> > >>a termination block on these drives.
> > >>
> > >>There is an empty 16-pin DIP socket on each of the drives but the
> > >>socket is unmarked. I'm hesitant to put a terminator block in the
> > >>socket (plus I don't have one at this time anyway). [By the way,
> > >
> > > does
> > >
> > >>anyone have the pinout for a 16-pin DIP terminator?]
> > >>
> > >>These drives were working together 15+ years ago, with the
> ATR-8000,
> > >
> > > I
> > >
> > >>just can't recall how I did it.
> > >>
> > >>Every couple of years or so I turn on the Atari 800 and fool
around
> > >>with it but I never needed the second drive so I never discovered
> the
> > >>problem.
> > >>
> > >>Now the reason why I am trying to do this...
> > >>

> > >>Recently I discovered an Atari 800 Emulator. I think it's called
> > >>Atari800win. I also found a couple utilities, Atario and
Dskutil,
> > >
> > > that
> > >
> > >>will allow me to copy Atari files onto my PC. The problem is the
> > >>utilities can't read single density diskettes so I need to move
my
> > >>files from the SD orginals to DD copies (and I need to do it soon
> > >>because the originals are deteriorating, slowly but surely,
mostly
> > >
> > > from
> > >
> > >>neglect). There's nothing important, just personal nostalgia,
but
> I
> > >>would like to preserve what I can. Copying files with a single
> drive
> > >>on the Atari 800 is intolerable and unreliable. There are too
may
> > >
> > > disk
> > >
> > >>swaps required and MyDOS frequently corrupts the disk copy
> increasing
> > >>the frustration. This is why I want to get the second drive
> working.
> > >
> > > I
> > >
> > >>don't have any other Atari compatible drives.
> > >>Thanks in advance.
> > >>
> > >>Phsstpok
> > >
> > >
> > > This has become more complicated and more frustrating.
> > >
> > > I never did get the ATR8000 working with two floppy drives. I
> changed
> > > cables, making one from scratch. I tried adding/changing
> termination,
> > > 1K, 330 ohm, and 150 ohm resister networks.
> > >
> > > Either drive works alone as drive 1 (DS0) and boots fine but the
> moment
> > > I add the second drive then neither drive works. Doesn't matter
> which

> > > one is configured as drive 1.
> > >
> > > Here is a new wrinkle.
> > >
> > > I finally got an SIO2PC cable (1 chip model) but I have similar
> > > problems.
> > >
> > > I can run the Atari 800 with just the ATR8000 plus 1 floppy or I
> can
> > > run it with APE (or SIO2PC) enabled but I can't do both.
> > >
> > > If I configure APE with one logical drive set as drive 1 (using a
> MyDOS
> > > 4.53/4 ATR file) and the ATR8000 drive set as drive 2 the Atari
> boots
> > > but I can't access the physical drive. Atari displays error 160
> The
> > > physical drive never spins.
> > >
> > > If I reverse this and set the ATR8000 floppy as drive 1 and set
the
> > > logical drive in APE as drive 2 then the Atari immediately jumps
to
> > > "ATARI COMPUTER - MEMO PAD". The drive never spins!!!
> > >
> > > APE does indicate that commands are being issued by the Atari. I
> can
> > > read Device $31, Command $53, and Checksum $84. There are
several
> of
> > > those. There is also one device/command that is issued that I
> can't
> > > read. It goes by too quickly.
> > >
> > >
> > > No matter what I do I can't have two drives going if even one of
> them
> > > is a physical drive.
> > >
> > > Plus, I can't even boot the Atari from one physical drive if the
> SIO2PC
> > > cable is so much as attached. Doesn't work if the PC is on, off,
or
> > > disconnected. As long as the SIO2PC cable is attached at the
> ATR8000
> > > end then the Atari won't boot, not from a physical floppy.
> > >
> > > If the ATR8000, one floppy, and nothing else is attached to the
> Atari
> > > then I can boot from floppy.

> > >
> > >
> > > This has me stumped!
> > >
> > >
> > > Steve Sheppard
> > >
> > The Drives should be connected to the ATR8000 with a Straight thru
> > floppy cable. One drive jumpered as DS0 and the other as DS1. (DS1
> and
> > DS2 on some drives) The drive at the end of the cable should be
> > terminated. This is how mine is configured and it works. It
sounds
> > like you have tried this configuration so I can't say what your
> problem is.
> >
> > Regarding your problem with the SIO2PC cable, I have heard that the
> one
> > chip design does not 'play nice' with other devices connected to
the
> SIO
> > chain. I have a 2 chip design and it works fine with the ATR
> connected.
>
> Thanks JR. I had read something to that effect but after I had
already
> received the cable. I think I read it in the APE FAQ.
>
> The dual floppy config has me puzzled. It worked at one time. I
know
> it did. Years ago I was playing with APX Pascal which requires a
dual
> drive setup. I've never owned any other drives for the Atari.
> Straight-thru cable is what I used.
>
> I'm beginning to think there might be something wrong with my
ATR8000.
> I can't find the manuals but I don't think there was any hardware or
> software configuring required for Atari support. I think the only
time
> changes were required were when the ATR was switched over to CP/M
mode.
>
> I tested CP/M once, years ago. (I wonder if mucked up the ATR8000?)

OK, I might be making some progress in regards to using the SIO2PC
cable

I installed APE for Windows trial version. I had been using the SIO2PC
and dos version of APE because this is an old and slow K6-2 box.
Anyway, the Ape hardware wizard led me in what I believe is the right

direction. It indicated that APE detected data on COM1: but no control activity. Switching to manual configuration I learned that my PC's UART does not fully support the method of coummication that APE uses. It, APE, suggests I reconfigure my cable to use DSR instead of RI (ring indicate?).

Before I modify my cable does anyone have any thoughts on this whether it is worth trying? I'm not the handiest guy with a soldering iron but I can manage this mod.

Thanks in advance.

Steve Sheppard

231. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 00:35:08 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <0zZFd.6024$ox3.3079@attbi_s04>
Source record: 13386

Marius Diepenhorst wrote:
> "Joseph D. Place" <jdplace@REMOVESPAMcableone.net> schreef in bericht
> news:10ug2l3comdbsa9@corp.supernews.com...
> .. I was wondering if anyone had thought about using
>
>>SIO2PC as a networking device rather than just emmulating drives.
>
>
> Yes, but not for ST(e)/Falcon I'm afraid. It is possible with PC and with
> atari 8bit stand-alone (with lantronix).
>
> Look at my bbs and see the TechInfo of my BBS. You will read some
> interesting stuff about the lantronix Serial Server.
>
> http://atari-inside.webhop.net
>
> Marius
>
>
>
Doh.. needs special plugins to view... Got any standard HTML pages?

232. Sick 130 XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 00:37:50 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <yBZFd.6688$yY6.6148@attbi_s02>
Source record: 13387

Ok, so i have a 130xe with an ill keyboard. One column
doesnt work at all (2,w,s,x keys).

Before i tear this apart and look for cracked traces, am i just
wasting my time and instead a chip normally goes in these things?

233. Question regarding SWP ATR-8000 and floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 00:46:20 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0501141646.2c994b37@posting.google.com>
Source record: 13388

> Regarding your problem with the SIO2PC cable, I have heard that the one chip design does not 'play nice' with other devices connected to the SIO chain. I have a 2 chip design and it works fine with the ATR connected. <

Which two-chip design do you have?

Thanks,
Larry

234. Re: Sick 130 XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 01:53:44 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <srtgu0pta8c5v7sa43plvft8uf8n3u4aq5@4ax.com>
Source record: 13389

Ziggy <Ziggy@TheCentre.com>:
>Ok, so i have a 130xe with an ill keyboard. One column
>doesnt work at all (2,w,s,x keys).
>
>Before i tear this apart and look for cracked traces, am i just
>wasting my time and instead a chip normally goes in these things?

No, that's pretty typical of a bad trace on the mylar keyboard, or
connector to the motherboard.

Shawn Jefferson
(fix reply to for email)

235. Re: Question regarding SWP ATR-8000 and floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 03:32:03 UTC
From: JR <jr256_69-NoSpam-@hotmail.com>
Message-ID: <34rh5aF4fv6btU1@individual.net>
Source record: 13390

Larry wrote:
>>Regarding your problem with the SIO2PC cable, I have heard that the one
>
> chip design does not 'play nice' with other devices connected to the SIO
> chain. I have a 2 chip design and it works fine with the ATR connected. <
>
> Which two-chip design do you have?
>
> Thanks,
> Larry

The one that I have that works with the ATR8000 is Atarimax's Universal
Interface:

http://www.atarimax.com/sio2pc/documentation/index.html

I just checked my one chip interface built using this design:

http://www.geocities.com/atarimods/howto-sio.html

It works with most drives but when I connected it to the ATR8000, the
ATR Drives are not recognized by the ATARI.

236. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 04:09:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <kI0Gd.1994$m31.23831@typhoon.sonic.net>
Source record: 13391

Ziggy <Ziggy@thecentre.com> wrote:
> Doh.. needs special plugins to view... Got any standard HTML pages?

Here's the raw HTML frame of the page he was talking about, I think:

BBS The Atari Inside - Technical Details
http://home.planet.nl/~diepe534/ainside/techdetails.htm

It mentions the Lantronix device, and links to their page with specifications:

Lantronix > Products > Device Networking > External Device Servers > UDS-10
http://lantronix.com/device-networking/external-device-servers/uds-10.html

Enjoy!

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

237. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 04:11:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <0K0Gd.1996$m31.23788@typhoon.sonic.net>
Source record: 13392

William Kendrick <bill@newbreedsoftware.com> wrote:
> It mentions the Lantronix device, and links to their page with
> specifications:
> Lantronix > Products > Device Networking > External Device Servers > UDS-10
> http://lantronix.com/device-networking/external-device-servers/uds-10.html

BTW, their site didn't seem to list a price, but a check at Froogle.com shows
them in in the USD$120 area...

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

238. Re: USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 04:18:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <eQ0Gd.1999$m31.23666@typhoon.sonic.net>
Source record: 13393

Carsten Strotmann <cas_news@strotmann.de> wrote:
> We will have a usb coders weekend next on 15th-16th january where we want
> to finish the full speed code for the USB Cart (we currently only can
> speak low speed with the Cart).

Woot! Good luck! :)

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

239. Re: Hard drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 05:42:20 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1105767740.900256.244670@c13g2000cwb.googlegroups.com>
Source record: 13394

I am afraid you won't get much for it on eBay,so
WHY NOT make an A* laptop? :)

240. Re: Hard drive Backup

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 05:43:33 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1105767813.611951.249470@c13g2000cwb.googlegroups.com>
Source record: 13395

I am afraid you won't get much for it on eBay,so
WHY NOT make an A8 laptop? :)

241. Re: *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 05:50:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41e8b3c64f4411@comcast.net>
Source record: 13153

>I'm lurking, Marius.
>
>As you might remember, I don't have Atari hardware anymore and I've
>been using emulation. I just set up a new PC and I'm slowly getting
>it into shape. Atari is kind of low on my list of priorities at this
>time, but I will be back on the BBS scene eventually. Right now,
>there are some minor family emergencies that have me a little
>preoccupied and some projects for organizations that are also taking
>up time.
>
>Maybe in a few weeks, you'll hear from me via the BBS.
>
>Take care, and thanks for asking.
>
>Alan

Nice to see you are still around. Take care...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

242. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 05:54:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41e8b3c64f4412@comcast.net>
Source record: 13152

>I just tinker with my 130XE now and then. I primarily use STe and
>Falcon. I have my 130XE connected to my STe with an SIO2PC cable and
>800XL DeeJay. I was wondering if anyone had thought about using
>SIO2PC as a networking device rather than just emmulating drives.
>Since my STe is connected to my ethenet and cable modem, I would love
>to be able to telnet to a BBS through the network, or send/receive
>e-mail or even text browse the web. I'm not a programmer, but I
>thought this might be a cool challenge for those who can do this sort
>of thing.
>--
>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

Hey Joe,

Nice to see you are using 800XLDJ like me. Great program. Works great with my STe and Hades060. I have heard that someone is working on a cartridge that will allow the XL/XE to be networked to a LAN/Router system. When it does come out, I will surely get one. Your idea of using the SIO is a good one also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

243. Re: Competition Pro USB - Driver Disk available

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 05:58:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41e8b3c64f4413@comcast.net>
Source record: 13151

>Hi,
>
>german company Speed-Link has recreated the famous Competition Pro as an
>USB Joystick. The Quality and Gamefeeling is very original, the Stick has
>Microswitches, metal case and good old design with big buttons. And an
>Autofire switch ;)
>
>Have a look
>http://www.speed-link.com/prod.php?lang=de&sys_id=1&pb_id=1&prod_num=SL-6602
>
>And here are the USB Drivers for use this Joystick with an original
>Atari... Files / Driver Disk
>https://sourceforge.net/project/showfiles.php?group_id=111428&package_id=129989&release_id=296216
>
>Documentation / Sourcecode
>http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartAtariCompProUsbJoystick
>
>Have fun
>
>Carsten

This sounds interesting. I have the USB cart for the 8-bit. This should work.
I just may give it a try.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

244. Re: MyIDE Image Manager v2.0

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 06:03:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41e8b3c64f4416@comcast.net>
Source record: 13154

Thanks for this Shawn. This will do me some good.

>Version 2.0 of the MyIDE Image Manager is ready.
>
>Features:
>- 30 character description for your images
>- rename or modify images
>- assign categories to your images, as well as view by category
>- 20 fully editable 4 character category names
>- substring search your image names
>
>New in version 2.0:
>- major bug in create image routine fixed
>- larger sector buffer for faster image copies
>- categories added
>- cosmetic changes
>- image table is incompatible with previous versions, sorry!
>
>Please read the accompanying documentation.
>
>Also, just released MyIDE Config v1.0, allows you to swap your partitions
>drive letter assignments around, create and delete partitions with more
>flexibility than FDISK.BAS, as well as configure the option byte
>parameters.
>
>There is a short text file describing the keys and the basics of what it
>does.
>
>Get them both here:
>http://www.jeffersonsauctioneering.com/atari/myide/
>
>Feedback, enhancments requests and bug reports most welcome. Send to
>sjefferson [AT] shaw.ca.
>
>---
>Shawn Jefferson
>(fix reply to for email)

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633

PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

245. Re: upgrading RAM for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 06:05:17 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1105769117.249032.95070@f14g2000cwb.googlegroups.com>
Source record: 13396

Jerzy Dudek (in Poland)sells a FINE ECI IDE interface.

jurek@cnd.pl

KMK/JZ IDE Interface for the XE

This was my Christmas present to ME this year!

As soon as I can find time,I will have it up and running,and
I will post a report here.

This is a very professionally made unit and Jerzy tells me
that he will have an adaptor soon to use it with an 800XL.

I ordered it from him in Poland and considering the distance,
received it pretty promptly (four weeks).

246. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 06:31:19 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1105770679.443076.195870@f14g2000cwb.googlegroups.com>
Source record: 13147

I didn't quite understand your problem at first.

I had the "NO Dos" problem with my first XF551,using
SpartaDos 3.2d. I used BootFix and no more problem.

I know that I will get bricks flying at me,but IMHO
I like the Indus GT drives the best.Rock solid and
no problems.

247. Re: *** PING ALAN SHARKIS ***

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 06:38:09 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1105771089.396764.221730@f14g2000cwb.googlegroups.com>
Source record: 13148

Alan,

Glad to hear that you are still active in the Atari
community!

You,along with Russ Gibert,Larry White,and others,
are a constant source of inspiration to me.

Thanks!

248. Lantronix

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 07:07:31 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10uhg9jemq6ghe5@corp.supernews.com>
Source record: 13149

I've been reading posts here and trying to sort out what device I need so I can telnet to the Atari 8-bit bbs systems with my 130XE. Can someone please advise what device will be the best? MSS1-T, UDS-10 or other device. I have a PR connection for the serial connection.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

249. Seeking for John Harris ...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 09:02:58 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <csam7t$10q6$1@mamut1.aster.pl>
Source record: 13150

```
... the MAE assembler author and maintainer. Did anyone hear of him
lately? I can't find any working e-mail address.

Thanks,

K.
```

250. BEWARE STEREO EXHANGE-CHICAGO-DAVID NASH-RIPOFF ARTIST !

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 14:54:29 UTC
From: "Fatboy Jr." <coltblackpowder@hotmail.com>
Message-ID: <1105800869.198184.307840@z14g2000cwz.googlegroups.com>
Source record: 13155

ATTENTION ALL STEREO FANS- THE FOLLOWING SHOP IS ACCEPTING STEREO EQUIPMENT FOR REPAIR AND KEEPING IT !

STEREO EXCHANGE- OWNED AND OPERATED BY DAVID NASH
located in Lincoln Square
4743 North Western Avenue
Chicago IL. 60625
773/784-0004

THIS IS HIS WEBSITE- BEWARE- DO NOT SEND THIS LOWLIFE SCUMBAG ANYTHING TO REPAIR- YOU WILL NOT SEE IT AGAIN !

http://www.turntablerepair.com/

THIS GUY ACCEPTS YOUR STEREO FOR REPAIR VIA UPS OR USPS, WHEN HE GETS IT HE REPAIRS IT, THEN HE JUST NEVER SENDS IT BACK, AND KEEPS THE UNIT ! HE HAS LITERALLY HUNDREDS OF STEREOS STACKED TO THE CEILING AND MY GUESS IS, HE HAS THIS THEFT SCHEME DOWN TO A SCIENCE.

HE HAS STOLEN MY VINTAGE TAPE DECK AND HAS IT NOW FOR 4 MONTHS, REFUSES TO ANSWER PHONE CALLS OR EMAILS - I HAVE HAD SOMEONE STOP BY HIS SHOP AND OFFER TO PAY THE BILL ON IT - HE REFUSES TO RELEASE THE DECK ! BEWARE-BEWARE-BEWARE- MAJOR RIPOFF SCAM ARTIST

251. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 15:39:05 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uiea9gsde4bb7@corp.supernews.com>
Source record: 13156

Bricks, huh? People get fired up about some of the strangest things... :)
I have actually heard the same thing about the Indus GT. However solid they
were/are, though, as I recall, they don't do double sided like the 551,
right?

So, a question then... Have you had the chance to try using a disk
formatted in an XF551 and updated with BootFix on a different DD disk drive?
My biggest concern with using this program is that the disks could be
incompatible with other DD (or DSDD) drives, but I have no other DD disk
drives to use for testing...

I've been thinking about looking more into one of the ROM upgrades which
were released for the XF551, but I've never done any soldering and don't
know if I want to get into that mess. I know NOTHING about electronics
<sigh>. I wish I would have taken electronics in high school instead of
worthless (for me) wood shop. Heaven forbid I take a class *now*!! I was
actually pretty amazed I installed a Happy board (no soldering or drilling
for this version) into a 1050... Sad, huh?

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:1105770679.443076.195870@f14g2000cwb.googlegroups.com...
>I didn't quite understand your problem at first.
>
> I had the "NO Dos" problem with my first XF551,using
> SpartaDos 3.2d. I used BootFix and no more problem.
>
> I know that I will get bricks flying at me,but IMHO
> I like the Indus GT drives the best.Rock solid and
> no problems.
>

252. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 19:35:15 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105817715.837316.277540@f14g2000cwb.googlegroups.com>
Source record: 13157

Matthias Reichl wrote:
> On Thu, 13 Jan 2005 02:51:36 -0900, Gork wrote:
> > You've probably noticed I have a branch of this thread (which I
really need
> > to rename the subject on) going on dealing with another aspect of
the
> > overall issue I'm dealing with here. If you (or anyone else) can
provide
> > any further assistance to augment that of russg in that arena I'd
appreciate
> > it. It has to do with trying to copy a DSDD ATR to a DSDD disk in
an XF551.
>
> If you've got a PC with a 5.25" floppy drive running DOS or
Win95/98/ME
> you could use WriteAtr from my homepage
http://www.horus.com/~hias/atari/
>
> Writing DD disks in a PC works fine and WriteAtr also supports the
> XF551 DSDD disk layout. Use option -f7 (360k/XF551).
>
> If the disk won't boot with your XF551 it could also have to do with
> the boot code in the first 3 sectors. The XF551 won't set the density
> correctly unless you read sector number 4. So if the boot code isn't
> aware of that booting will fail at the second stage (when the boot
> code tries to load DOS).
>
> The XF551 is really a nasty beast and won't work reliably unless you
> are using software explicitly taking care about all of the XF551
> weirdness. I guess the SpartaDos experts can tell you which version
> works (best or at all) with the XF551.
>
> so long,
>
> Hias

Hias, what a great utility! Thanks!!! I can dump an ATR to a real
floppy (SSDD) in under a minute. I love it. No preformatting needed.

Combined with the magnet trick (to erase my old DD PC disks - thanks
Larry White - it works!) you've got something incredibly useful, and
fast, fast, fast!

Thanks again Hias!

Steve Sheppard

253. Mounting interface inside Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 20:17:31 UTC
From: jamie@soundforgames.com
Message-ID: <1105820251.375863.47580@z14g2000cwz.googlegroups.com>
Source record: 13158

Hello,

I am trying to mount a PBI-based interface inside my 130XE. How do I make the connections to the PBI inside the computer?

The interface has a cartridge connector. It looks like I could solder a bunch of tiny wires, one at a time, to it on one side, and the inside of the PBI on the other side. But it looks like the wires would never make a solid connection, because they'd all be sitting on the flat cartridge board one next to the other. Is there a better way to do this?

Thanks in advance for any assistance.

Best regards,
Jamie

254. atari520st

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 20:37:17 UTC
From: "s.bothwell" <s.bothwell@xtra.co.nz>
Message-ID: <_2fGd.8121$mo2.607962@news.xtra.co.nz>
Source record: 13159

My daughters aged 9 and 11 have been given an Atari 520ST computer for Christmas,are there downloadable games etc available on the net that I can put onto discs for them? Also they have the atari logo source book presumably a programming language is this useful in the real world what kind of things can be done with it?

255. Re: atari520st

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 20:51:28 UTC
From: Kevin <"remover #'s">
Message-ID: <i90ju0pa4aphmpcprm46bphpnde4kobuvc@4ax.com>
Source record: 13160

On Sun, 16 Jan 2005 09:37:17 +1300, "s.bothwell"
<s.bothwell@xtra.co.nz> wrote:

>My daughters aged 9 and 11 have been given an Atari 520ST computer for
>Christmas,are there downloadable games etc available on the net that I can
>put onto discs for them? Also they have the atari logo source book
>presumably a programming language is this useful in the real world what kind
>of things can be done with it?

Yes you should be able to find all he ST games online and they can be
easily put on disk. Logo was used to teach basic concepts in
programming, which I suppose would be just as valid now as it was
then. As far as real world things, like I said it was not really
designed to write serious applications or games, more as a tool to
learn programming for the beginner.

take care

kevin

256. Re: Re-scan SIO chain for new drive in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 21:20:32 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1105824032.687574.52560@f14g2000cwb.googlegroups.com>
Source record: 13161

The only other DS/DD drives that I have are Percomms that I don't use
much.
They use standard (PC) drives and will read and boot XF551 formatted
disks.

Here come the bricks again,but I just don't like the Percomms.
(vertical orientation,for one.Lay them on their side and they
get VERY warm.)

257. Re: atari520st

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 22:17:36 UTC
From: "s.bothwell" <s.bothwell@xtra.co.nz>
Message-ID: <4wgGd.8154$mo2.612193@news.xtra.co.nz>
Source record: 13162

thanks Kevin ,further investigation reveals it as a1040st! great fun to explore.
"Kevin" <remover #'s : #kev242@gmail.#com> wrote in message
news:i90ju0pa4aphmpcprm46bphpnde4kobuvc@4ax.com...
On Sun, 16 Jan 2005 09:37:17 +1300, "s.bothwell"
<s.bothwell@xtra.co.nz> wrote:

>My daughters aged 9 and 11 have been given an Atari 520ST computer for
>Christmas,are there downloadable games etc available on the net that I can
>put onto discs for them? Also they have the atari logo source book
>presumably a programming language is this useful in the real world what kind
>of things can be done with it?

Yes you should be able to find all he ST games online and they can be
easily put on disk. Logo was used to teach basic concepts in
programming, which I suppose would be just as valid now as it was
then. As far as real world things, like I said it was not really
designed to write serious applications or games, more as a tool to
learn programming for the beginner.

take care

kevin

258. Re: USB cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-15 23:38:15 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.15.23.38.15.653570@strotmann.de>
Source record: 13163

On Sat, 15 Jan 2005 04:18:18 +0000, William Kendrick wrote:

> Carsten Strotmann <cas_news@strotmann.de> wrote:
>> We will have a usb coders weekend next on 15th-16th january where we want
>> to finish the full speed code for the USB Cart (we currently only can
>> speak low speed with the Cart).
>
> Woot! Good luck! :)
>
> -bill!
> bill@newbreedsoftware.com April shower bring Kompressor power!
> http://newbreedsoftware.com/

Ok, Full Speed is partly working. We can speak to some (but not all) USB
Sticks, USB-RS232 Converter, Digital Cameras, Hubs... (this don't implies
that we will write driver for all that stuff, but it is possible if the
protocol is open). We have so far access to the Descriptors in the device.

A new USBTEST Tool will be released on Sunday, 16th Jan 2005.

Best regards

Carsten

259. Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 00:44:37 UTC
From: j t <jtREMOVETHIS@tydirium.net>
Message-ID: <1501200518443648 97%jtREMOVETHIS@tydirium.net>
Source record: 13164

Hi

I used to have a game (I don't recall who made it) for Atari 400/800 called "Dodge Racer".

Does anyone know if there is a ROM of it out there for the various emulators?

I use Atari800MacX for OSX, but I guess the ROM would work on any emu...?

I've been looking for this one for EVER!

thanks

JT

--

260. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 04:41:15 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <LfmGd.15686$_X7.13479@newssvr33.news.prodigy.com>
Source record: 13165

j t <jtREMOVETHIS@tydirium.net> wrote in message
news:150120051844364897%jtREMOVETHIS@tydirium.net...
> Hi
>
> I used to have a game (I don't recall who made it) for Atari 400/800
> called "Dodge Racer".
>
> Does anyone know if there is a ROM of it out there for the various
> emulators?
>
> I use Atari800MacX for OSX, but I guess the ROM would work on any
> emu...?
>
> I've been looking for this one for EVER!
>
>
> thanks
>
> JT
I found an ATR of it in Holme's CDs. I'm not up-to-date on download sites,
where you might find it. Maybe someone else will know where you can get it.
Or, I checked B&C (www.myatari.com) Bravo Sierra, Best and Video 61 to see
if you could order it, a quick check, but didn't find it. I never heard of
it before.

261. P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 05:38:28 UTC
From: Roy G Biv <roy.g.biv@the.color.spectrum>
Message-ID: <Pine.GSO.4.61.0501160004250.9554@shell1>
Source record: 13166

On 13 Jan 2005 at 23:32:37 GMT, Slor scribbled:
->I do get characters ouput just fine, until I have it do something
->that requires a lot of output in a short time.

Sounds like you need to be able to set a delay rate, which I re-
member doing with 850 Express back when I was using my 8-bit for
modeming. That was more than ten years ago, but for many years
before that I had used a P:R: Connection as my interface and I never
had any trouble with it datawise.

In July 1995 I obtained a big 8-bit collection from one of the
locals who had long since moved on to an ST and later to what we
used to call "IBM." In it I found a commercial Atari 8-bit termin-
al program dated 1983 called Chameleon which could be used at 4800
or 9600 baud. (You have to imagine that for Atarians in 1983, when
300 baud was the norm, 9600 baud was like saying one-zillion baud
today.) Chameleon allowed for connecting to four different types
of platforms, mainly "big" computer types. I tried out the 9600
baud setting for an IBM-mainframe but I don't recall succeeding in
connecting to anything.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

262. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 05:47:29 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1105852777@rtfm.mit.edu>
Source record: 13167
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

263. Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 06:15:24 UTC
From: Roy G Biv <roy.g.biv@the.color.spectrum>
Message-ID: <Pine.GSO.4.61.0501160040140.9554@shell1>
Source record: 13168

On Fri, 14 Jan 2005 at 17:22:52 GMT, Rick Cortese scribbled:
->You can do it if your ISP allows shell accounts. The shell ac-
->counts are kind of like a super Hayes command set.

I think there's a more straightforward way to describe it.
"Shell" refers to a Unix shell program, which runs on the ISP's
computer. It's equivalent to so-called "MS DOS" on what we used to
call IBM-clones, or command-driven DOS programs on the Atari 8-bit.
The concepts are the same but you just have to learn different com-
mands and Unix syntax.

On your end you run what IBM-ers used to call a communications
program, which Atarians refer to as a terminal program. Your own
computer becomes a "dumb terminal" operated by your keyboard. I'm
doing this right now, but on an IBM-clone, not an Atari.

->Shell accounts allow you to use an ANSI terminal to run programs
->on the ISP server.

I quibble with that. My IBM-clone is an ANSI terminal but the
Unix environment I've been using it in for the last decade is not.

->If you want to read newsgroups with your Atari you would just type
->in a command like 'rn' or call up one of the other newsreaders.
->You have to find just what programs your ISP has available before
->you can find the commands. Just as a few for instances: Typing
->'pine' brings up an email program, typing 'pico' brings up a mini
->word processor, typing 'telenet' brings up telenet.

These are names (as well as commands for running them) of Unix
programs. I'm typing this in Pine (which I'm starting with a capi-
tal letter for the sake of conventionality) in order to post on the
NG, but for reading I prefer a newsreader called Tin. Pine and its
w.p. sidekick Pico are programmed by and distributed by the Univer-
sity of Washington and are supposed to be among the easiest such
programs to use. When you subscribe to shell service you get to
use these programs free, and when updates of active programs come
out they're sent to your ISP. There are also other Unix programs
you can run when you're connected to the ISP in shell mode.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Big Browser Is Watching You! *

(Headers munged to foil spammers; real info in taglines)

264. Re: Atari Chat 10 am CST Sun

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 08:00:11 UTC
From: Ken Ames <kenames@pacbell.dotnet>
Message-ID: <f5O4dXX6MbiT-pn2-ZWoc8LMJCXGf@localhost>
Source record: 13169

hi,
any way to join the chat with a pc? telnet maybe?

thanks
Ken

On Sun, 9 Jan 2005 09:57:08 UTC, Greg.Goodwin@family-news.org wrote:

> Hey folks!
> |
> Well, you are all invited to stop by the chat room that is very Atari friendly,
> the chat room at www.atarinews.org (or for those of you with the DNS challenged
> UDS-10's, usually at 216.200.173.22) |
> To get to the chat room, at the first two prompts, enter "bbs", then when it
> asks for the login name the second time enter your login name and password. If
> you don't have one, registration is only like a two minute process.
> |
> Once in, at the first selection hit T for Talk, and then C for Chat. |
> After that, enter some spiffy chat name, and you're in! |
> Pretty cool really. Hope to see some of you there, and if possible, on
> Atari's. :D
> |
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

--

265. DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 12:22:19 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1105878585.64577.0@dyke.uk.clara.net>
Source record: 13170

Hello All,

As you may all be aware, a couple of years ago I started selling our (DGS) range of software on CD-ROM in ATR fornat with PDFs of the manuals. Firstly, this was just through our own site (http://www.dgs.clara.net). More recently, I have listed these on eBay too, to make it easier for people to order and to attract a wider audience. I have been listing them for many months now, until a couple of weeks ago when eBay removed them accusing me of selling 'anauthorised copies'. Many e-mails have gone back and forth, with me providing evidence of copyrights, distribution agreemens, etc., but they still insist they aren't legal. They've even banned me from selling the PD CD compilation, which I really don't understand! How can PD software violate copyright?!

Unfortunately, there's no reasoning with them, so I won't be able to sell them on eBay anymore. They are still available directly from my site: http://www.dgs.clara.net

Dean Garraghty

266. Re: atari520st

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 14:45:04 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <O5vGd.9529$EG1.1312@attbi_s53>
Source record: 13171

s.bothwell wrote:
> My daughters aged 9 and 11 have been given an Atari 520ST computer for
> Christmas,are there downloadable games etc available on the net that I can
> put onto discs for them? Also they have the atari logo source book
> presumably a programming language is this useful in the real world what kind
> of things can be done with it?
>
>
Depends on what you define as 'real world'.. If you want to write
documents, draw pretty pictures, run spreadsheets, learn to program,
surf the web (though with additional work).. then yes its 'real world'

If you want to run the latest and greatest game from the store, then no...

Or you can just give it to me (heh.)

267. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 14:47:38 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <e8vGd.9461$eT5.741@attbi_s51>
Source record: 13172

Dean Garraghty wrote:
> Hello All,
>
> As you may all be aware, a couple of years ago I started selling our (DGS)
> range of software on CD-ROM in ATR fornat with PDFs of the manuals. Firstly,
> this was just through our own site (http://www.dgs.clara.net). More
> recently, I have listed these on eBay too, to make it easier for people to
> order and to attract a wider audience. I have been listing them for many
> months now, until a couple of weeks ago when eBay removed them accusing me
> of selling 'anauthorised copies'. Many e-mails have gone back and forth,
> with me providing evidence of copyrights, distribution agreemens, etc., but
> they still insist they aren't legal. They've even banned me from selling the
> PD CD compilation, which I really don't understand! How can PD software
> violate copyright?!
>
> Unfortunately, there's no reasoning with them, so I won't be able to sell
> them on eBay anymore. They are still available directly from my site:
> http://www.dgs.clara.net
>
> Dean Garraghty
>
>

While it may souund silly, they are now erroring on the side of safety
as if they alllow things to be sold that are not legit, they can be liable..

So.. those that are legit will suffer..

As a side note, I doubt they even understand what you are selling....

268. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 15:05:04 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1105888099.26987.0@despina.uk.clara.net>
Source record: 13173

I would agree that they don't understand what I'm selling. They claim it contains ROM copies which aren't allowed. There are no ROM copies on the thing, but they won't accept that!

Dean Garraghty

"Ziggy" <Ziggy@TheCentre.com> wrote in message news:e8vGd.9461$eT5.741@attbi_s51...

>
> While it may souund silly, they are now erroring on the side of safety
> as if they alllow things to be sold that are not legit, they can be liable..
>
> So.. those that are legit will suffer..
>
> As a side note, I doubt they even understand what you are selling....

269. Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 15:33:53 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E06B7A7A97Eadamofevil@63.218.45.43>
Source record: 13174

```
Join us at http://atarimule.neotechgaming.com
```

270. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 15:36:07 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E06BDAD2306adamofevil@63.218.45.43>
Source record: 13175

"Dean Garraghty" <dgs@clara.net> wrote in
news:1105878585.64577.0@dyke.uk.clara.net:

> Hello All,
>
> As you may all be aware, a couple of years ago I started selling our
> (DGS) range of software on CD-ROM in ATR fornat with PDFs of the
> manuals. Firstly, this was just through our own site
> (http://www.dgs.clara.net). More recently, I have listed these on eBay
> too, to make it easier for people to order and to attract a wider
> audience. I have been listing them for many months now, until a couple
> of weeks ago when eBay removed them accusing me of selling
> 'anauthorised copies'. Many e-mails have gone back and forth, with me
> providing evidence of copyrights, distribution agreemens, etc., but
> they still insist they aren't legal. They've even banned me from
> selling the PD CD compilation, which I really don't understand! How
> can PD software violate copyright?!
>
> Unfortunately, there's no reasoning with them, so I won't be able to
> sell them on eBay anymore. They are still available directly from my
> site: http://www.dgs.clara.net
>
> Dean Garraghty

The people who run E-Bay are a bunch of pricks. I wouldn't lose sleep over
it.

271. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 15:45:34 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E06D7546928adamofevil@63.218.45.43>
Source record: 13176

j t <jtREMOVETHIS@tydirium.net> wrote in news:150120051844364897%
jtREMOVETHIS@tydirium.net:

> Hi
>
> I used to have a game (I don't recall who made it) for Atari 400/800
> called "Dodge Racer".
>
> Does anyone know if there is a ROM of it out there for the various
> emulators?
>
> I use Atari800MacX for OSX, but I guess the ROM would work on any
> emu...?
>
> I've been looking for this one for EVER!
>
>
> thanks
>
> JT
>
> --

That's weird. I don't have it in my collection and I can't find it anywhere either. I *thought* I had every game. =oP Oh well. Too bad Holmes site doesn't work anymore. It might be on ftp://spudster.org but I can't seem to get into any of the ATR folders it just times out.

272. Re: atari520st

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 15:46:48 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E06DAAD4D9Dadamofevil@63.218.45.43>
Source record: 13177

"s.bothwell" <s.bothwell@xtra.co.nz> wrote in
news:_2fGd.8121$mo2.607962@news.xtra.co.nz:

> My daughters aged 9 and 11 have been given an Atari 520ST computer for
> Christmas,are there downloadable games etc available on the net that I
> can put onto discs for them? Also they have the atari logo source book
> presumably a programming language is this useful in the real world
> what kind of things can be done with it?

The best place to find ST downloads is from www.atari.st

=o)

273. Re: BEWARE STEREO EXHANGE-CHICAGO-DAVID NASH-RIPOFF ARTIST !

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 15:48:29 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E06DF44BB69adamofevil@63.218.45.43>
Source record: 13178

"Fatboy Jr." <coltblackpowder@hotmail.com> wrote in
news:1105800869.198184.307840@z14g2000cwz.googlegroups.com:

> ATTENTION ALL STEREO FANS- THE FOLLOWING SHOP IS ACCEPTING STEREO
> EQUIPMENT FOR REPAIR AND KEEPING IT !
>
>
> STEREO EXCHANGE- OWNED AND OPERATED BY DAVID NASH
> located in Lincoln Square
> 4743 North Western Avenue
> Chicago IL. 60625
> 773/784-0004
>
>
> THIS IS HIS WEBSITE- BEWARE- DO NOT SEND THIS LOWLIFE SCUMBAG ANYTHING
> TO REPAIR- YOU WILL NOT SEE IT AGAIN !
>
>
> http://www.turntablerepair.com/
>
>
> THIS GUY ACCEPTS YOUR STEREO FOR REPAIR VIA UPS OR USPS, WHEN HE GETS
> IT HE REPAIRS IT, THEN HE JUST NEVER SENDS IT BACK, AND KEEPS THE UNIT
> ! HE HAS LITERALLY HUNDREDS OF STEREOS STACKED TO THE CEILING AND MY
> GUESS IS, HE HAS THIS THEFT SCHEME DOWN TO A SCIENCE.
>
>
> HE HAS STOLEN MY VINTAGE TAPE DECK AND HAS IT NOW FOR 4 MONTHS,
> REFUSES TO ANSWER PHONE CALLS OR EMAILS - I HAVE HAD SOMEONE STOP BY
> HIS SHOP AND OFFER TO PAY THE BILL ON IT - HE REFUSES TO RELEASE THE
> DECK ! BEWARE-BEWARE-BEWARE- MAJOR RIPOFF SCAM ARTIST

Why don't you press charges?

274. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 18:16:31 UTC
From: j t <jtREMOVETHIS@tydirium.net>
Message-ID: <160120051216344313%jtREMOVETHIS@tydirium.net>
Source record: 13179

In article <Xns95E06D7546928adamofevil@63.218.45.43>, adamofevil
<adamofevil@nospam.optonline.net> wrote:

> j t <jtREMOVETHIS@tydirium.net> wrote in news:150120051844364897%
> jtREMOVETHIS@tydirium.net:
>
> > Hi
> >
> > I used to have a game (I don't recall who made it) for Atari 400/800
> > called "Dodge Racer".
> >
> > Does anyone know if there is a ROM of it out there for the various
> > emulators?
> >
> > I use Atari800MacX for OSX, but I guess the ROM would work on any
> > emu...?
> >
> > I've been looking for this one for EVER!
> >
> >
> > thanks
> >
> > JT
> >
> > --
>
> That's weird. I don't have it in my collection and I can't find it anywhere
> either. I *thought* I had every game. =oP Oh well. Too bad Holmes site
> doesn't work anymore. It might be on ftp://spudster.org but I can't seem to
> get into any of the ATR folders it just times out.

Hey fellas

Someone emailed it to me.

It was a pretty obscure game in the first place (the file sent to me
revelas that it was made by Synapse Software, and I remember that it
was distributed on a cassette, not a cart), but I am stoked to have
found it.

It's a pretty remedial and simple game, but my sisters and I played it
for hours and hours 'back in the day' blah blah blah.

...and, for all of you feds out there, I *bought* the game in 1981 or
so, so this 'backup copy' is legal for me to own!

275. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 19:07:37 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZXyGd.9205$Ii4.546@newsread3.news.pas.earthlink.net>
Source record: 13180

Roy G Biv wrote:
> On Fri, 14 Jan 2005 at 17:22:52 GMT, Rick Cortese scribbled:
> ->You can do it if your ISP allows shell accounts. The shell ac-
> ->counts are kind of like a super Hayes command set.
>
> I think there's a more straightforward way to describe it.
> "Shell" refers to a Unix shell program, which runs on the ISP's
> computer. It's equivalent to so-called "MS DOS" on what we used to
> call IBM-clones, or command-driven DOS programs on the Atari 8-bit.
> The concepts are the same but you just have to learn different com-
> mands and Unix syntax.
>
> On your end you run what IBM-ers used to call a communications
> program, which Atarians refer to as a terminal program. Your own
> computer becomes a "dumb terminal" operated by your keyboard. I'm
> doing this right now, but on an IBM-clone, not an Atari.
>
> ->Shell accounts allow you to use an ANSI terminal to run programs
> ->on the ISP server.
>
> I quibble with that. My IBM-clone is an ANSI terminal but the
> Unix environment I've been using it in for the last decade is not.

Actually at least two of my former shell providers not only allowed me
to run standard programs, they let you use the C compiler and run your
finished programs on the server. I know it probably wasn't a good idea
but what the heck!

276. SWP ATR-8000 and floppy drives - SOLVED.

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 19:23:05 UTC
From: stephensheppard@hotmail.com
Message-ID: <1105903385.516842.245240@f14g2000cwb.googlegroups.com>
Source record: 13181

stephensheppard@hotmail.com wrote:
> I'll give the short question first and then the background.
>
> Did/do floppy drives of the ATR-8000 era require some sort of
> termination?
>
> The problem I am having is I can not connect two identical drives to
> the ATR-8000 at the same time. The drives are Teac model 2136,
single
> sided, double density. Each drive works individually but not
together.
> I've tried manual drive select (straight thru cable), setting DS0 for
> drive 1 and DS1 for drive 2. I've also tried cable select using a
cable
> with the "flip" in it and setting both drives to DS1. No matter how
I
> configure I get boot errors if two drives a connected to the floppy
> cable, even if I uplug the power from drive 2.
>
> I've tried "tricking" the drives. I booted to DOS (MyDOS 3.19) with
> one drive connected. I then shutdown the drive subsystem,
reconfigured
> for 2 drives, then powered the drives and the ATR-8000. When I try to
> access the drives I get read errors. I also get a strange result. If
I
> try to read disk 1 or disk 2 (D1: or D2:) then the drive light comes
on
> for disk 1. OK I figured that since I booted with just the one drive
> then perhaps MyDOS only recognizes the one drive. However, on a wim
I
> tried to read from D3. This activated physical disk 2 and I still get
> only read errors.
>
> This seems like a termination problem except I don't recall ever
having
> a termination block on these drives.
>
> There is an empty 16-pin DIP socket on each of the drives but the
> socket is unmarked. I'm hesitant to put a terminator block in the
> socket (plus I don't have one at this time anyway). [By the way,
does
> anyone have the pinout for a 16-pin DIP terminator?]
>
> These drives were working together 15+ years ago, with the ATR-8000,

I
> just can't recall how I did it.
>
> Every couple of years or so I turn on the Atari 800 and fool around
> with it but I never needed the second drive so I never discovered the
> problem.
>
> Now the reason why I am trying to do this...
>
> Recently I discovered an Atari 800 Emulator. I think it's called
> Atari800win. I also found a couple utilities, Atario and Dskutil,
that
> will allow me to copy Atari files onto my PC. The problem is the
> utilities can't read single density diskettes so I need to move my
> files from the SD orginals to DD copies (and I need to do it soon
> because the originals are deteriorating, slowly but surely, mostly
from
> neglect). There's nothing important, just personal nostalgia, but I
> would like to preserve what I can. Copying files with a single drive
> on the Atari 800 is intolerable and unreliable. There are too may
disk
> swaps required and MyDOS frequently corrupts the disk copy increasing
> the frustration. This is why I want to get the second drive working.
I
> don't have any other Atari compatible drives.
> Thanks in advance.
>
> Phsstpok

The cause of the problem was user error! I had the wrong settings for
the floppy drives. See below.

A DIP socket is labeled as follows

HS
DS0
DS1
DS2
MX
DS4
HM

Notice there are 7 selections.

The switch pack that sits in that socket has only 6 switches and 12
pins.

I had the block covering DS0 thru HM. For each drive I had the drive
number (DS0 for one, DS1 for the other) and HM closed. I don't know
what HM stands for but with it selected both drives seem to get a motor
on signal at the same time. Both would spin up but I could not access
either of them until one was disconnected from the data cable.

When I moved the switch pack to cover HS thru DS4 I found to get any activity I needed to close DS0 or DS1 (per drive), plus HS and MX. MX seems to be independent motor control. I have no idea what HS is but it had to be closed to get any response.

This is all that was needed.

Sorry to trouble everyone.

I still can't get the floppy drives to respond when the SIO2PC cable is attached but now I know it truly is a separate issue.

277. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 19:40:54 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E09556B93FAadamofevil@63.218.45.46>
Source record: 13182

> Hey fellas
>
> Someone emailed it to me.
>
> It was a pretty obscure game in the first place (the file sent to me
> revelas that it was made by Synapse Software, and I remember that it
> was distributed on a cassette, not a cart), but I am stoked to have
> found it.
>
> It's a pretty remedial and simple game, but my sisters and I played it
> for hours and hours 'back in the day' blah blah blah.
>
> ...and, for all of you feds out there, I *bought* the game in 1981 or
> so, so this 'backup copy' is legal for me to own!

I think the copyright on these games expired already. =o) Besides, who is going to come after you for a 20+ year old game lmao.

278. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 20:14:03 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <fWzGd.7819$0T.1339@newssvr31.news.prodigy.com>
Source record: 13183

jt wrote, aoe wrote:
> That's weird. I don't have it in my collection and I can't find it
anywhere
> either. I *thought* I had every game. =oP Oh well. Too bad Holmes site
> doesn't work anymore. It might be on ftp://spudster.org but I can't seem
to
> get into any of the ATR folders it just times out.
I have trouble with ftp.spudster.org also. I should download the all.zip
file to be up to date.
I wonder if spudster can fix the site.
My Int Explr times out once I'm in the correct directory, the flashlight
just keeps going back and forth.
If I use DOS ftp client, I can get one screen of files (with a ls in the
chosen directory), then it locks up.
I was able to download a file from a directory if I already knew the
filename (get filename.ext command in ftp).
I thought it was my IE, but I'm thinking something is wrong with the site.

279. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 20:17:37 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10uliuugcual299@news.supernews.com>
Source record: 13184

On Sun, 16 Jan 2005 09:33:53 -0600, adamofevil wrote:

> Join us at http://atarimule.neotechgaming.com

You really should specify that it is for Windows users only. You have to
register with the forum to get that info.

Not that it can't be run from my Linux machine, but still.

Terry

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

280. Re: P:R: connection max baud rate?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 20:23:01 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <F2AGd.7828$MU.5646@newssvr31.news.prodigy.com>
Source record: 13185

Slor <slor@MUNGEcomcast.net> wrote in message
news:Xns95DD63CB3BA69emuslor@130.133.1.4...
> I've been searching the web, and I cannot find documentation for the
P:R: -
> I'd like to know what the maximum supported baud rate is for it. Been
> trying to use one at 9600, but I'm losing characters from my output, and
> I'd like to know whether that's unsupported or if I need to get something
> configured more properly.
>
> On the same topic, what would be the fastest bit rate at which the atari
> can commicate, and what serial interface is required to achive it?
>
> Thanks!
>
> --
> Slor
Are you configuring your modem? You can set the modem to work with a
certain speed (ATN0, ATS37=8 for 4800, say).
And you definitely need to turn off compression (I don't remember that one,
maybe AT&K0?). I remember 4800 being the fastest I could go reliably with
either the P:R: or the MIO, of course, I'm not in too much of a hurry.

281. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 22:47:39 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E0B7635799adamofevil@63.218.45.41>
Source record: 13186

qnr <terry@timestorm.ross.com> wrote in news:10uliuugcual299
@news.supernews.com:

> On Sun, 16 Jan 2005 09:33:53 -0600, adamofevil wrote:
>
>> Join us at http://atarimule.neotechgaming.com
>
> You really should specify that it is for Windows users only. You have to
> register with the forum to get that info.
>
> Not that it can't be run from my Linux machine, but still.
>
> Terry

Ahh yes, you don't have an old PC lying around somewhere? The system
requirements are very low! It would be worth it to install Windows just to
play M.U.L.E online don't you think?

282. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 22:48:39 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E0B78E8D20Fadamofevil@63.218.45.41>
Source record: 13187

"russg" <russgilb@MUNGEsbcglobal.net> wrote in
news:fWzGd.7819$0T.1339@newssvr31.news.prodigy.com:

> jt wrote, aoe wrote:
>> That's weird. I don't have it in my collection and I can't find it
> anywhere
>> either. I *thought* I had every game. =oP Oh well. Too bad Holmes
>> site doesn't work anymore. It might be on ftp://spudster.org but I
>> can't seem
> to
>> get into any of the ATR folders it just times out.
> I have trouble with ftp.spudster.org also. I should download the
> all.zip file to be up to date.
> I wonder if spudster can fix the site.
> My Int Explr times out once I'm in the correct directory, the
> flashlight just keeps going back and forth.
> If I use DOS ftp client, I can get one screen of files (with a ls in
> the chosen directory), then it locks up.
> I was able to download a file from a directory if I already knew the
> filename (get filename.ext command in ftp).
> I thought it was my IE, but I'm thinking something is wrong with the
> site.

I'm pretty sure it's a problem with the site because I have no problem
using FTP anywhere else.

Cheers

283. Re: atari 800 1.3.5 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 22:59:05 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E0B953846E1adamofevil@63.218.45.41>
Source record: 13189

Slor <slor@comcast.net> wrote in news:Xns95D59C6A754D2emuslor@130.133.1.4:

> http://sourceforge.net/project/showfiles.php?group_id=40606

Does anyone know if there are any intentions of implementing network play
via TCP/IP? Atari800WinPlus v4 has Kaillera built in, but it uses UDP and
is VERY temperamental.

284. Re: Teen Pictures

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 23:01:44 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E0B9C6D775Dadamofevil@63.218.45.41>
Source record: 13190
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups, comp.sys.arm,comp.sys.atari.8bit

lceuhz@optonline.net wrote in news:h6%Bd.7318$lN5.442565
@twister.southeast.rr.com:

> Attachment decoded: Series008.zip

A@@HOLE!!!

285. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 23:05:22 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E0BA6412E7Eadamofevil@63.218.45.41>
Source record: 13191

"Ronald J. Hall" <dark_lord@charter.net> wrote in
news:pan.2005.01.16.23.17.23.839289@charter.net:

> On Sun, 16 Jan 2005 22:47:39 +0000, adamofevil wrote:
>
>> qnr <terry@timestorm.ross.com> wrote in news:10uliuugcual299
>> @news.supernews.com:
>>
>>> On Sun, 16 Jan 2005 09:33:53 -0600, adamofevil wrote:
>>>
>>>> Join us at http://atarimule.neotechgaming.com
>>>
>>> You really should specify that it is for Windows users only. You
>>> have to register with the forum to get that info.
>>>
>>> Not that it can't be run from my Linux machine, but still.
>>>
>>> Terry
>>
>>
>> Ahh yes, you don't have an old PC lying around somewhere? The system
>> requirements are very low! It would be worth it to install Windows
>> just to play M.U.L.E online don't you think?
>
> For me personally? No game is worth that. :-)

But for a hardcore M.U.L.E. fan, it is!

286. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-16 23:17:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.16.23.17.23.839289@charter.net>
Source record: 13188

On Sun, 16 Jan 2005 22:47:39 +0000, adamofevil wrote:

> qnr <terry@timestorm.ross.com> wrote in news:10uliuugcual299
> @news.supernews.com:
>
>> On Sun, 16 Jan 2005 09:33:53 -0600, adamofevil wrote:
>>
>>> Join us at http://atarimule.neotechgaming.com
>>
>> You really should specify that it is for Windows users only. You have to
>> register with the forum to get that info.
>>
>> Not that it can't be run from my Linux machine, but still.
>>
>> Terry
>
>
> Ahh yes, you don't have an old PC lying around somewhere? The system
> requirements are very low! It would be worth it to install Windows just to
> play M.U.L.E online don't you think?

For me personally? No game is worth that. :-)

287. Re: atari520st

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 00:09:49 UTC
From: "s.bothwell" <s.bothwell@xtra.co.nz>
Message-ID: <afDGd.8491$mo2.636498@news.xtra.co.nz>
Source record: 13192

"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:O5vGd.9529$EG1.1312@attbi_s53...
>
>
Depends on what you define as 'real world'.. If you want to write
documents, draw pretty pictures, run spreadsheets, learn to program,
surf the web (though with additional work).. then yes its 'real world'

If you want to run the latest and greatest game from the store, then no...

Or you can just give it to me (heh.)
If I wanted the latest and greatest I probably would not have chosen or
accepted the Atari,it takes some getting used to. I am hoping that some
technological genius will come and laugh at us while he helps us to figure
things out. I think the kids will enjoy writing and creating pictures. I did
not realise that it was internet capable.
Thanks for your input

288. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 00:49:08 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10um2tl5imrpt5a@corp.supernews.com>
Source record: 13193

Just FYI, I found this game with a quick search on xlSearch. If you're not familiar with it, it's WONDERFUL:
http://www.newbreedsoftware.com/xlsearch/

Pretty darn good game for BASIC... Kind of fun.

"j t" <jtREMOVETHIS@tydirium.net> wrote in message news:150120051844364897%jtREMOVETHIS@tydirium.net...
> Hi
>
> I used to have a game (I don't recall who made it) for Atari 400/800
> called "Dodge Racer".
>
> Does anyone know if there is a ROM of it out there for the various
> emulators?
>
> I use Atari800MacX for OSX, but I guess the ROM would work on any
> emu...?
>
> I've been looking for this one for EVER!
>
>
> thanks
>
> JT
>
> --

289. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 03:32:43 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <csfbkl$1f7o$1@mamut1.aster.pl>
Source record: 13194

> the new XE-OS is
> not fully compatible with the older XL-OS that was used before.

The OS you mention (BB 01.03) is 100% compatible. Most differences are inside SELF TEST part of the ROM, which shouldn't affect compatibility. The only substantial difference outside the SELF TEST is that there are two instructions swapped in the routine initiating serial input. AFAIK, this change makes completely no difference in the computer operation.

However, this means that the OS differs in:

- version number
- revision date
- and the ROM checksums

If a program depends on the ROM checksum, well, this is not the OS's fault that the program doesn't work ...

K.

290. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 08:24:26 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10umthqi6at7cb6@news.supernews.com>
Source record: 13195

On Sun, 16 Jan 2005 16:47:39 -0600, adamofevil wrote:

>
>
> Ahh yes, you don't have an old PC lying around somewhere? The system
> requirements are very low! It would be worth it to install Windows just
> to play M.U.L.E online don't you think?

I don't put Windows on any of my machines. Will it work under dosbox or
Wine?

Terry

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

291. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 13:48:26 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E1599728373adamofevil@63.218.45.24>
Source record: 13196

qnr <terry@timestorm.ross.com> wrote in news:10umthqi6at7cb6
@news.supernews.com:

> On Sun, 16 Jan 2005 16:47:39 -0600, adamofevil wrote:
>
>
>>
>>
>> Ahh yes, you don't have an old PC lying around somewhere? The system
>> requirements are very low! It would be worth it to install Windows just
>> to play M.U.L.E online don't you think?
>
>
> I don't put Windows on any of my machines. Will it work under dosbox or
> Wine?
>
> Terry

I only know that it will work on Windows 98/NT/2K/XP. Oh well, sorry to
have mislead you.

292. Wanted: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 14:27:34 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <csgi0m$i22$1@news.xmission.com>
Source record: 13197

Looking to purchase or trade for a good condition XEP80. Must not be from
a cig. smoking house (causes yellowing of the plastic, etc.)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

293. Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 16:26:47 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E1739EEF0B2adamofevil@69.28.186.158>
Source record: 13198

I am sure that a lot of you Atari users once had an Atari 8-Bit computer back in the day. Maybe you still do. You might remember a classic game called M.U.L.E. A game that you wish would have been ported over to the PC but never was.

If you are a M.U.L.E. fan like I am, you probably used to have hordes of your friends over your house to play the best 4-man multi-player game ever written! After playing this game for hours upon hours, days upon days, years upon years, finally everyone grew up or grew apart and stopped getting together to play.

If you are a M.U.L.E. fan like I am, you probably have done a bit of M.U.L.E. re-searching on the internet, in hopes for one day someone to create an internet capable version of this great classic.

Well, I have some very good news for you. If you run Windows (98/XP) operating system, THE WAIT IS OVER!!!

Thanks to the authors of the Atari800WinPlus (http://atariarea.histeria.pl/PLus/index_us.htm) and Kaillera (www.kaillera.com), you can now play the greatest multiplayer game ever made with 4 players OVER THE INTERNET! This is not a clone, it is the ORIGINAL M.U.L.E. un-modified! Same graphics, same sound, same game! The only difference is that it looks a lot better on your computer than it did on your TV back in the day!

If this interests you, please hop on over to http://atarimule.neotechgaming.com where M.U.L.E. fans from around the world have been gathering and playing online!

Some of our members include the authors of the most popular M.U.L.E. web sites such as World of Mule (http://www.worldofmule.net/index.htm) and Extreme MULEing (http://mule.eichberger.net/index.php) and M.U.L.E. Fans (http://www.100hosting.com/mule/). Even the creator of the recent M.U.L.E. clone game Space HoRSE (www.gilligames.com) has joined up with us!

Ahh, the feeling of playing with 4 human players again is quite exhilirating! SO, what are you waiting for? Join us now!! http://atarimule.neotechgaming.com.

See you there!

Adam

294. WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 17:34:36 UTC
From: Altus <siraltus@earthlink.net>
Message-ID: <2005011712343616807%siraltus@earthlinknet>
Source record: 13199

Hey everyone,

Does anyone have a spare SpartaDOS cartridge they'd be willing to sell?

Serge

295. Re: I further improved my new site

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 20:08:13 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <NWUGd.1750$Rs.1549@newsread3.news.atl.earthlink.net>
Source record: 13200

Enjoyed the site and noticed mention of MyDos 5.0 in Charles M's letters;
have you evaluated it and is it available and where?
Jess

"Mathy van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:41e8463e$0$26292$3a628fcd@reader1.nntp.hccnet.nl...
> Howdy folks
>
> I have:
> - added a quick course in how to write software that works with the ASPI
> manager.
> - added 5 versions of MyDOS.
> - put in a link that should make modelltrain lovers drool.
> - added a new MultiJoy(16) game
> - added some idea's on how to improve the MultiLink interface
> - etc.
>
> Check it out at my new url: www.mathyvannisselroy.nl
>
> CU Mathy van Nisselroy

296. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 21:20:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E1A633F95BAemuslor@130.133.1.4>
Source record: 13201

Despite all prevention efforts, Altus <siraltus@earthlink.net> wrote in
news:200501171234361680 7%siraltus@earthlinknet:

> Hey everyone,
>
> Does anyone have a spare SpartaDOS cartridge they'd be willing to sell?
>
> Serge
>
>

You looking for SpartaDos X or 3.3? You can get a 3.3c cartridge from
Lance at http://www.atarisales.com for $19.95.

--
Slor

297. Re: 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-17 22:08:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cshdmd$67k$1@reader08.wxs.nl>
Source record: 13202

You can skip the intro:

http://home.planet.nl/~diepe534/ainside/ainside.htm but i'm afraid this
won't work too, because the menu bar is also flash.

Marius

"Ziggy" <Ziggy@TheCentre.com> schreef in bericht
news:0zZFd.6024$ox3.3079@attbi_s04...
> Marius Diepenhorst wrote:
>> "Joseph D. Place" <jdplace@REMOVESPAMcableone.net> schreef in bericht
>> news:10ug2l3comdbsa9@corp.supernews.com...
>> .. I was wondering if anyone had thought about using
>>
>>>SIO2PC as a networking device rather than just emmulating drives.
>>
>>
>> Yes, but not for ST(e)/Falcon I'm afraid. It is possible with PC and with
>> atari 8bit stand-alone (with lantronix).
>>
>> Look at my bbs and see the TechInfo of my BBS. You will read some
>> interesting stuff about the lantronix Serial Server.
>>
>> http://atari-inside.webhop.net
>>
>> Marius
>>
>>
>>
> Doh.. needs special plugins to view... Got any standard HTML pages?

298. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 04:00:41 UTC
From: secretspam@ihatespam.net
Message-ID: <41ed89a8.1549140@nntp.charter.net>
Source record: 13203

What exactly is 3.3c? Why is something newer (presumably) have a 3.3c
version when SDX is older at 4.2?

On 17 Jan 2005 21:20:18 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, Altus <siraltus@earthlink.net> wrote in
>news:200501171234361680 7%siraltus@earthlinknet:
>
>> Hey everyone,
>>
>> Does anyone have a spare SpartaDOS cartridge they'd be willing to sell?
>>
>> Serge
>>
>>
>
>You looking for SpartaDos X or 3.3? You can get a 3.3c cartridge from
>Lance at http://www.atarisales.com for $19.95.

299. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 04:23:52 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <cm3pu0hp3m8u63nhbt79f7819baruaibv7@4ax.com>
Source record: 13204

adamofevil <adamofevil@nospam.optonline.net>:

>I think the copyright on these games expired already. =o) Besides, who is
>going to come after you for a 20+ year old game lmao.

Copyrights expire, but somewhere around 75 years AFTER the authors death,
or something to that effect, so any video game copyrights are certainly
still intact.

Of course you are completely right in that not many people will come after
you for posting a 20+ year old game on your website or FTP (with notable
exceptions of course.)

Shawn Jefferson
(fix reply to for email)

300. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 04:29:44 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <234pu0d9hg1gk7k1mavmsvloo32bnlkogb@4ax.com>
Source record: 13205

secretspam@ihatespam.net (SgtSilicon):
>What exactly is 3.3c? Why is something newer (presumably) have a 3.3c
>version when SDX is older at 4.2?

Probably because Video61 took the 3.3 version and just put it on a
cartridge. SpartaDOS X is significantly different than 3.x (well IMO
anyway.)

Shawn Jefferson
(fix reply to for email)

301. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 04:36:36 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0501172036.98d5563@posting.google.com>
Source record: 13206

Slor <slor@comcast.net> wrote in message
> You looking for SpartaDos X or 3.3? ... <

Has anyone purchased and used 3.3c? I'm curious how it compares to
SDX -- since SDX is a bank-switching 32K or 64K cart (IIRC) with many,
many features. Is 3.3c bank-switching, or is it a regular 16K cart
with a permanent footprint in memory?

-Larry

302. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 05:39:09 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E26A43D620emuslor@130.133.1.4>
Source record: 13207

Despite all prevention efforts, LLppwhite@aol.com (Larry) wrote in
news:12e3f8fa.0501172036.98d5563@posting.google.com:

> Slor <slor@comcast.net> wrote in message
>> You looking for SpartaDos X or 3.3? ... <
>
> Has anyone purchased and used 3.3c? I'm curious how it compares to
> SDX -- since SDX is a bank-switching 32K or 64K cart (IIRC) with many,
> many features. Is 3.3c bank-switching, or is it a regular 16K cart
> with a permanent footprint in memory?
>
> -Larry
>

I have one. I don't claim to know a whole lot about bank switching and memory and such in the 8-bits, but I can tell you that the SIZE command in Assembler Editor returns 0000 0000 9C1F on my 256MB machine. I actually wrote Steve a couple days ago to find out what all it does, and he said he forwarded my question to the developer who transformed it to be put on a cartridge.

If you'd like me to give you the output from anything else run with the cart, gimme a yell.

--
Slor

303. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 05:40:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E26DB9D5CCemuslor@130.133.1.4>
Source record: 13208

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95E26A43D620emuslor@130.133.1.4:

>
> I have one. I don't claim to know a whole lot about bank switching
> and memory and such in the 8-bits, but I can tell you that the SIZE
> command in Assembler Editor returns 0000 0000 9C1F on my 256MB
> machine. I actually wrote Steve a couple days ago to find out what
> all it does, and he said he forwarded my question to the developer who
> transformed it to be put on a cartridge.
>

Ugh. Replace "Steve" with "Lance". Been talking to too many of you guys
lately via email...

--
Slor

304. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 12:16:40 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0501180416.6c9f0ab9@posting.google.com>
Source record: 13209

> > Slor <slor@comcast.net> wrote in message
> >> You looking for SpartaDos X or 3.3? ... <
> >
> ... If you'd like me to give you the output from anything else run with the
> cart, gimme a yell.

How about FRE(0) with Atari 8k BASIC and 3.3c?

Thanks,
Larry

305. Re: Wanted: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 14:28:07 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <X19Hd.12622$EG1.9097@attbi_s53>
Source record: 13210

James King wrote:
> Looking to purchase or trade for a good condition XEP80. Must not be from
> a cig. smoking house (causes yellowing of the plastic, etc.)
>
>
>

Not that it helps you find one, but ive also found that heat during
storage will also cause yellowing. (such as in an attic).

Id love to find a way to 'undo' the aging. I have a couple of machines
that have yellowed.. Though strangely enough other equipment has not..
Im guessing they used differing qualities of plastic..

306. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 14:42:12 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E262B66103Demuslor@130.133.1.4>
Source record: 13211

```
Despite all prevention efforts, LLppwhite@aol.com (Larry) wrote in
news:12e3f8fa.0501180416.6c9f0ab9@posting.google.com:

>> > Slor <slor@comcast.net> wrote in message
>> >> You looking for SpartaDos X or 3.3? ... <
>> >
>> ... If you'd like me to give you the output from anything else run
>> with the cart, gimme a yell.
>
> How about FRE(0) with Atari 8k BASIC and 3.3c?
>

39967, same as what Assembler Editor showed.

--
Slor
```

307. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 15:26:24 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E26A34369EBemuslor@130.133.1.4>
Source record: 13212

Despite all prevention efforts, LLppwhite@aol.com (Larry) wrote in
news:12e3f8fa.0501172036.98d5563@posting.google.com:

> Slor <slor@comcast.net> wrote in message
>> You looking for SpartaDos X or 3.3? ... <
>
> Has anyone purchased and used 3.3c? I'm curious how it compares to
> SDX -- since SDX is a bank-switching 32K or 64K cart (IIRC) with many,
> many features. Is 3.3c bank-switching, or is it a regular 16K cart
> with a permanent footprint in memory?
>

FYI - Perhaps this is obvious to you guys who have used other cart-based
DOSes (dunno how the others work), but this is a "boot and pull out" sort
of deal. i.e. You take the cartridge out after it initializes...

--
Slor

308. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 16:47:33 UTC
From: James King <jameskat@xmissiondot.com>
Message-ID: <csjejc$n3m$1@news.xmission.com>
Source record: 13213

It's not a boot and pull out thing. You boot and leave the cart in, then additional programs are built into the cart that are accessible without needing them on disk/diskette.

> FYI - Perhaps this is obvious to you guys who have used other cart-based
> DOSes (dunno how the others work), but this is a "boot and pull out" sort
> of deal. i.e. You take the cartridge out after it initializes...
>

309. Atari8bit.org Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 17:02:47 UTC
From: Farb <google@atari8bit.org>
Message-ID: <1106067767.392076.279470@f14g2000cwb.googlegroups.com>
Source record: 13214

Hello everyone,

I just wanted to let everyone know that my new Atari site is now
online. I still have a lot of work to do migrating information from my
old Atari software list to the new database, creating screenshots, etc.
but figured I can simply continue to do that over time. Any suggestions
and help would be most appreciated!

http://www.atari8bit.org

310. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 17:18:56 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10uqh80gvt1sa76@news.supernews.com>
Source record: 13215

On Mon, 17 Jan 2005 07:48:26 -0600, adamofevil wrote:

>
> I only know that it will work on Windows 98/NT/2K/XP. Oh well, sorry to
> have mislead you.

Oh, that's ok. I'm not worried about it at all, only mentioned it so
you'd say something the next time.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

311. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 17:32:14 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E27F8982213emuslor@130.133.1.4>
Source record: 13216

Despite all prevention efforts, James King <jameskat@xmissiondot.com>
wrote in news:csjejc$n3m$1@news.xmission.com:

> It's not a boot and pull out thing. You boot and leave the cart in,
> then additional programs are built into the cart that are accessible
> without needing them on disk/diskette.
>
>
>> FYI - Perhaps this is obvious to you guys who have used other
>> cart-based DOSes (dunno how the others work), but this is a "boot and
>> pull out" sort of deal. i.e. You take the cartridge out after it
>> initializes...
>>
>

No, I'm saying this particular 3.3c cartridge IS a boot and pull out. It
even tells you on the screen to pull it out, and the Atari machine goes
nowhere until you do (unless you know something I don't). The additional
programs come on a companion diskette.

--
Slor

312. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 20:26:59 UTC
From: James King <jameskat@xmissiondot.com>
Message-ID: <41ED7113.8050407@xmissiondot.com>
Source record: 13217

Sorry, I was more referring to the SpartaDox X cartridge. Seems a waste
to develop a SpartaDos 3.3 cart that requires removal after bootup.
This would only be beneficial for situations where no OS existed on a
hard drive partition, etc..

Slor wrote:
> Despite all prevention efforts, James King <jameskat@xmissiondot.com>
> wrote in news:csjejc$n3m$1@news.xmission.com:
>
>
>>It's not a boot and pull out thing. You boot and leave the cart in,
>>then additional programs are built into the cart that are accessible
>>without needing them on disk/diskette.
>>
>>
>>
>>>FYI - Perhaps this is obvious to you guys who have used other
>>>cart-based DOSes (dunno how the others work), but this is a "boot and
>>>pull out" sort of deal. i.e. You take the cartridge out after it
>>>initializes...
>>>
>>
>
> No, I'm saying this particular 3.3c cartridge IS a boot and pull out. It
> even tells you on the screen to pull it out, and the Atari machine goes
> nowhere until you do (unless you know something I don't). The additional
> programs come on a companion diskette.
>

313. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-18 23:33:23 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E2BCC43BB7Cemuslor@130.133.1.4>
Source record: 13218

Despite all prevention efforts, James King <jameskat@xmissiondot.com>
wrote in news:41ED7113.8050407@xmissiondot.com:

> Sorry, I was more referring to the SpartaDox X cartridge. Seems a
> waste to develop a SpartaDos 3.3 cart that requires removal after
> bootup. This would only be beneficial for situations where no OS
> existed on a hard drive partition, etc..
>

I haven't used it much until recently. Now I'm curious what it does, since
I saw the numbers shown for free memory after boot.

So, the SDX cart stays in and contains all the external utilities, correct?
And I assume you can still load up built-in basic?

--
Slor

314. Re: Wanted: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 02:47:02 UTC
From: secretspam@ihatespam.net
Message-ID: <41edc941.83366031@nntp.charter.net>
Source record: 13219

Yellowing is due to age, heat and belive it or not, many kinds of
plastic yellowd when exposed to UV light over time. Keep in mind,
florescent lights emit UV. Yellowing from smokrs is due to tar, and
it cleans up with a medium detergent or solvent. Obviously you can't
clean the circuitry that way so it is desirable to have one from a non
smoking environment. I'm just pointing out that yellowing on the
outside case is not the true test of it.

On Tue, 18 Jan 2005 14:28:07 GMT, Ziggy <Ziggy@TheCentre.com> wrote:

>James King wrote:
>> Looking to purchase or trade for a good condition XEP80. Must not be from
>> a cig. smoking house (causes yellowing of the plastic, etc.)
>>
>>
>>
>
>Not that it helps you find one, but ive also found that heat during
>storage will also cause yellowing. (such as in an attic).
>
>Id love to find a way to 'undo' the aging. I have a couple of machines
>that have yellowed.. Though strangely enough other equipment has not..
>Im guessing they used differing qualities of plastic..

315. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 02:48:13 UTC
From: secretspam@ihatespam.net
Message-ID: <41eeca4e.83634656@nntp.charter.net>
Source record: 13220

If I put Frogger on a cartridge can I charge $20 for it too?

On Tue, 18 Jan 2005 04:29:44 GMT, Shawn Jefferson
<shawnjefferson@shaw.caREMOVEPLS> wrote:

>secretspam@ihatespam.net (SgtSilicon):
>>What exactly is 3.3c? Why is something newer (presumably) have a 3.3c
>>version when SDX is older at 4.2?
>
>Probably because Video61 took the 3.3 version and just put it on a
>cartridge. SpartaDOS X is significantly different than 3.x (well IMO
>anyway.)
>
>---
>Shawn Jefferson
>(fix reply to for email)

316. How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 03:07:14 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <C9kHd.16835$_X7.12163@newssvr33.news.prodigy.com>
Source record: 13221

I go to ftp.atari.art.pl using Win98SE DOS ftp command.
I log in, using anonymous and russg (user anonymous) pswd russg.
Now, ls gets the directory of the 'root'.
I 'cd' to the directory I want, until I get to where files are, instead of
directories.
My problem is I can't stop the file listing at each page, it just scrolls
off the screen in a millisecond.
I've tried 'ls |more', 'ls | more', and anything else I could think of, but
can't figure how to get a directory listing that stops at a page.
How do I do this?
I know 'pwd' to get current directory.
I know 'cd ..' to go up one directory (cdup doesn't work).
I've looked at UNIX/Linux command lists and they say the 'more' will work.
This isn't a general question, but a specific question for
the site mentioned.
Thanks

317. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 04:38:49 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <2soru01l1t2k2scbek86oeafbvr6is8nh9@4ax.com>
Source record: 13222

James King <jameskat@xmissiondot.com>:
>Sorry, I was more referring to the SpartaDox X cartridge. Seems a waste
>to develop a SpartaDos 3.3 cart that requires removal after bootup.
>This would only be beneficial for situations where no OS existed on a
>hard drive partition, etc..

I guess the attraction is that it loads instantly. I suppose it does the
same thing that the Atarimax Flash Cartridge is doing: copying the program
into the proper location (not running it from the cartridge addresses.)
The Atarimax Flash cartridge is smart enough to turn itself off afterward
though.

Shawn Jefferson
(fix reply to for email)

318. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 04:44:24 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E2F1816B6FDemuslor@130.133.1.4>
Source record: 13223

Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon) wrote
in news:41eeca4e.83634656@nntp.charter.net:

> If I put Frogger on a cartridge can I charge $20 for it too?
>

Sure, if you have a any claim to the rights for Frogger...
This from the FAQ:

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use
and distribution with K-Products' BBS Express! Pro, to provide this BBS
system with the most stable platform possible. As Video 61 now owns the
rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of
Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are
technically shareware owned by FTe, although FTe had no connection with the
specific development of the 3.3 versions.

Apparently, there is a small debate over who owns 3.3.

--
Slor

319. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 04:48:42 UTC
From: secretspam@ihatespam.net
Message-ID: <41ede691.90869656@nntp.charter.net>
Source record: 13224

Yeah, that's right. Let's not go there again.

On 19 Jan 2005 04:44:24 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon) wrote
>in news:41eeca4e.83634656@nntp.charter.net:
>
>> If I put Frogger on a cartridge can I charge $20 for it too?
>>
>
>Sure, if you have a any claim to the rights for Frogger...
>This from the FAQ:
>
>--------
>According to Lance Ringquist:
>K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use
>and distribution with K-Products' BBS Express! Pro, to provide this BBS
>system with the most stable platform possible. As Video 61 now owns the
>rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of
>Video 61.
>
>According to Stephen Carden:
>The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are
>technically shareware owned by FTe, although FTe had no connection with the
>specific development of the 3.3 versions.
>--------
>
>Apparently, there is a small debate over who owns 3.3.

320. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 05:53:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3908DA4DBemuslor@130.133.1.4>
Source record: 13225

Despite all prevention efforts, secretspam@ihatespam.net (SgtSilicon)
wrote in news:41ede691.90869656@nntp.charter.net:

> Yeah, that's right. Let's not go there again.
>

Sounds like an old can of worms - 'nuff said. :)

--
Slor

321. Did you ever have SEX with your ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 08:33:08 UTC
From: pain_wheels@hotmail.com
Message-ID: <fbbaa058.0501190033.611b1d6e@posting.google.com>
Source record: 13226
Cross-posted to: comp.sys.atari.8bit,is.matur

Reading these old computer groups, I think they are some sort of weird
sexual fetish groups about sex with computers.

So did you ever "attach your cable" to your ATARI ?

322. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 10:49:39 UTC
From: llppwhite@aol.comnsp
Message-ID: <20050119054939.02052.00000128@mb-m14.aol.com>
Source record: 13227

> So, the SDX cart stays in and contains all the external utilities, correct?
And I assume you can still load up built-in basic? < Yes.

SDX has a very low LOMEM -- FRE(0) provides 32395 with SDX and 8K BASIC,
versus 31781 with MyDos 4.50. But SDX does not work with Turbo Basic XL (which
gives 34021 bytes free with MyDos).

I also didn't realize/remember that 3.3c was a "pull the cart" product.

-Larry

323. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 10:53:50 UTC
From: Bryce <ian.mc-bride@debitel.net>
Message-ID: <1106132030.872162.325680@z14g2000cwz.googlegroups.com>
Source record: 13228

I can give you the plans and layout for a double-sided Cartridge that will take a 27C64 (8K EPROM) or a 27C128 (16K EPROM) which plugs directly into the port and acts like any standard game cartridge. The EPROMS are best bought on ebay (approx. $1 per EPROM) , most Electronics shops dont stock them anymore. You´ll need to etch the board yourself (or get someone else to do it for you). The other components (a bit of logic and a capacitor) are easily available. As far as Burning ROMs, I´d recommend the Willemorg programmer http://www.willem.org/ , which you can either buy as a kit for 37 euros or built and tested for 65 Euros. The software required can be downloaded from their site.

324. Re: Did you ever have SEX with your ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 14:23:53 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E35F9A7B0EDadamofevil@63.218.45.26>
Source record: 13229
Cross-posted to: comp.sys.atari.8bit,is.matur

pain_wheels@hotmail.com (Dan Simper) wrote in
news:fbbaa058.0501190033.611b1d6e@posting.google.com:

> Reading these old computer groups, I think they are some sort of weird
> sexual fetish groups about sex with computers.
>
> So did you ever "attach your cable" to your ATARI ?

Only when playing Strip Poker

325. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 14:31:44 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E360EF7843Cadamofevil@63.218.45.26>
Source record: 13230

"russg" <russgilb@MUNGEsbcglobal.net> wrote in
news:C9kHd.16835$_X7.12163@newssvr33.news.prodigy.com:

> I go to ftp.atari.art.pl using Win98SE DOS ftp command.
> I log in, using anonymous and russg (user anonymous) pswd russg.
> Now, ls gets the directory of the 'root'.
> I 'cd' to the directory I want, until I get to where files are,
> instead of directories.
> My problem is I can't stop the file listing at each page, it just
> scrolls off the screen in a millisecond.
> I've tried 'ls |more', 'ls | more', and anything else I could think
> of, but can't figure how to get a directory listing that stops at a
> page. How do I do this?
> I know 'pwd' to get current directory.
> I know 'cd ..' to go up one directory (cdup doesn't work).
> I've looked at UNIX/Linux command lists and they say the 'more' will
> work. This isn't a general question, but a specific question for
> the site mentioned.
> Thanks

Quite simply, the FTP client in Win98SE DOS doesn't support the |more
switch. Get a better client: http://www.coffeecup.com/free-ftp/

326. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 14:47:01 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E363866DB48emuslor@130.133.1.4>
Source record: 13231

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
in news:20050119054939.02052.00000128@mb-m14.aol.com:

>> So, the SDX cart stays in and contains all the external utilities,
>> correct?
> And I assume you can still load up built-in basic? < Yes.
>
> SDX has a very low LOMEM -- FRE(0) provides 32395 with SDX and 8K
> BASIC, versus 31781 with MyDos 4.50. But SDX does not work with Turbo
> Basic XL (which gives 34021 bytes free with MyDos).
>
> I also didn't realize/remember that 3.3c was a "pull the cart"
> product.
>

I'd sure love to know what magic the 3.3c cart does to get 39967! You
suppose that's a bogus report, or perhaps it's doing something funny with
my extra memory? Perhaps I should try it in my unmodded 800 to see what
happens.

I can also try the cart with Turbo Basic XL tonight and see if it works.
When you say it doesn't work with SDX, does that make itself apparent when
you load TB?

--
Slor

327. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 16:18:51 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1106151531.558492.6960@z14g2000cwz.googlegroups.com>
Source record: 13232
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I hate you Ben Smith. If I ever meet you at a computer show, I will
punch you very hard in the face. Don't come to the VCF if you don't
want to get any uglier.

Bravo Sierra Computers wrote:
> 1) Friendly, honest, helpful and fast with service (24 hours
turnaround
> after payment)! 2) Very knowlegeable of Atari products and skilled at
> helping customers choose the items that best meet their needs. 3) The
> inventory changes regularly and often there are many hard to find
items
> that are unavailable anywhere else. 4) Prices are usually less than
on
> auction sites. 5) Very huge and sorted (alphabetized) list of Atari
items
> (old and new). 6) Ordering is very easy, no dozens of clicks on
several
> HTML pages, just read and then copy+paste the ASCII text into your
e-mail
> to order something. 7) I avoid making promises I cant keep!
>
> Questions? You can E-Mail me or ask other Atari Users. You probably
know
> 1 or 2 who bought from me. Quite a few have over the Years!
(503)256-9974.
>
> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> http://www.aracnet.com/~atari/shipping.htm How I can save you
Money!
> http://www.aracnet.com/~atari/specials.htm Details on Holiday
Sales!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your

> order goes out the same day. Customers love the speedy service! I
have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/

> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!

328. SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 17:33:43 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E37FC9C270emuslor@130.133.1.4>
Source record: 13233

Is there such thing out there as a switch box for SIO devices? Think of the old serial and parallel A/B switches for PC - I'd like to have something similar for my 8-bits so that I could share a chain of SIO devices (especially disk drives and the APE interface) among multiple computers, switching back and forth without having to continuously hook and rehook. Ideally, it would handle up to 4 devices. I suppose I could just share the APE machine with a DB9 switch if I wanted to make/buy more SIO2PC cables...

Anyway, I'm probably going to pick up a cheap DB25 switch to share my MSS100 between my PC and Atari, and that got me thinking how nice it would be to do something similar among the 8-bit devices as well.

Thanks!

--
Slor

329. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 18:34:19 UTC
From: JR <jr256_69-NoSpam-@hotmail.com>
Message-ID: <357nh9F4jdr78U1@individual.net>
Source record: 13234

Slor wrote:
> Is there such thing out there as a switch box for SIO devices? Think of
> the old serial and parallel A/B switches for PC - I'd like to have
> something similar for my 8-bits so that I could share a chain of SIO
> devices (especially disk drives and the APE interface) among multiple
> computers, switching back and forth without having to continuously hook and
> rehook. Ideally, it would handle up to 4 devices. I suppose I could just
> share the APE machine with a DB9 switch if I wanted to make/buy more SIO2PC
> cables...
>
> Anyway, I'm probably going to pick up a cheap DB25 switch to share my
> MSS100 between my PC and Atari, and that got me thinking how nice it would
> be to do something similar among the 8-bit devices as well.
>
> Thanks!
>

With the Deluxe Quintopus, you can share the devices with 2 computers:

http://www.nleaudio.com/css/products/quintopus.htm

You could probably build something like this fairly easily and expand
the number of switched ports to as many as you need. On the one I have,
the switchs are DPDT toggles that appear to just switch in or out the
Motor Control (pin 8) and + 5 VDC/Ready (pin 10) of the SIO connection
for the devices on the switched ports.

The Multiplexer supposedly handles up to 8 computers but requires you to
modify the computers:

http://www.nleaudio.com/css/products/multiplexer.htm

The MPP/Supra Micronet allows you to share one SIO chain among up to 8
computers, but does nothing to control the access, so if more than one
computer tries to access SIO at the same time bad things can happen.

http://www.atarimagazines.com/v4n10/productreviews.html

I have one of these also, but I've never gotten around to actually
trying it out.

330. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 18:35:38 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E38A4C6DE40emuslor@130.133.1.4>
Source record: 13235

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95E363866DB48emuslor@130.133.1.4:

>>
>> SDX has a very low LOMEM -- FRE(0) provides 32395 with SDX and 8K
>> BASIC, versus 31781 with MyDos 4.50. But SDX does not work with
>> Turbo Basic XL (which gives 34021 bytes free with MyDos).
>>
>> I also didn't realize/remember that 3.3c was a "pull the cart"
>> product.
>>
>
> I'd sure love to know what magic the 3.3c cart does to get 39967! You
> suppose that's a bogus report, or perhaps it's doing something funny
> with my extra memory? Perhaps I should try it in my unmodded 800 to
> see what happens.
>
> I can also try the cart with Turbo Basic XL tonight and see if it
> works. When you say it doesn't work with SDX, does that make itself
> apparent when you load TB?
>

FYI - Turbo-Basic XL does not load with SpartaDos 3.3c either. I get the
same number for fre(0) with MyDos as you.

--
Slor

331. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 19:20:58 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <csmbuqqkm1@news.xmission.com>
Source record: 13236

> So, the SDX cart stays in and contains all the external utilities, correct?
> And I assume you can still load up built-in basic?

Correct. Boot and leave in. It has many built in programs like find,
drivers, etc.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

332. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 20:11:13 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <B9zHd.17052$_X7.7130@newssvr33.news.prodigy.com>
Source record: 13237

```
Thanks, James, Adam, Steve and Tony.
I understand now, it is the Win98SE ftp client that doesn't support the
|more function. I thought I was issuing commands to the ftp server. I'll
just have to get a better ftp client.
adamofevil <adamofevil@nospam.optonline.net> wrote in message
news:Xns95E360EF7843Cadamofevil@63.218.45.26...
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in
> news:C9kHd.16835$_X7.12163@newssvr33.news.prodigy.com:
>
> > I go to ftp.atari.art.pl using Win98SE DOS ftp command.
> > I log in, using anonymous and russg (user anonymous) pswd russg.
> > Now, ls gets the directory of the 'root'.
> > I 'cd' to the directory I want, until I get to where files are,
> > instead of directories.
> > My problem is I can't stop the file listing at each page, it just
> > scrolls off the screen in a millisecond.
> > I've tried 'ls |more', 'ls | more', and anything else I could think
> > of, but can't figure how to get a directory listing that stops at a
> > page. How do I do this?
> > I know 'pwd' to get current directory.
> > I know 'cd ..' to go up one directory (cdup doesn't work).
> > I've looked at UNIX/Linux command lists and they say the 'more' will
> > work. This isn't a general question, but a specific question for
> > the site mentioned.
> > Thanks
>
> Quite simply, the FTP client in Win98SE DOS doesn't support the |more
> switch. Get a better client: http://www.coffeecup.com/free-ftp/
```

333. Re: Did you ever have SEX with your ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 20:25:32 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <0nzHd.14962$OF5.182@attbi_s52>
Source record: 13238

Dan Simper wrote:
> Reading these old computer groups, I think they are some sort of weird
> sexual fetish groups about sex with computers.
>
> So did you ever "attach your cable" to your ATARI ?

Just having that association pop in your head means you are one sick
puppy..

You also assume all retro fans are male.

Some of us actually grew up in this 8-bit era, so it has qute a lot of
meaning to many us.

334. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 20:50:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20050119155034.04956.00000123@mb-m25.aol.com>
Source record: 13239

> When you say it doesn't work with SDX, does that make itself apparent when
you load TB? <

Yes, it aborts the load and returns to the D1: prompt. It might be possible to
configure SDX to work with TB -- IIRC, SDX can work with an 800, so it would
not use the OSRAM. (But I've never tried it.)

> I'd sure love to know what magic the 3.3c cart does to get 39967! <

So would I! ;-) You get that with 8K BASIC and 3.3c and a FRE(0) function?
What happens if you press RESET and then do a FRE(0)?

It is possible to put a large chunk of Dos code under the OS or into expanded
memory (XL/XE), but still the OS and drivers use up to Page 6 (which should
still be available for the user) which makes the absolute lowest LOMEM $700
(1792). There would have to be some "stub" of code past $700 and there would
likely have to be work space for the external utilities on the disk. It could
be *possible* (I think) to re-write the externals and execute them from under
the OS, also. But under the best-case scenario, LOMEM would need to be *at
least* $800. So 40960 - 2048 = 38912 which is >1000 bytes less than the 39967.

-Larry

335. CTH - equipment problems

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-19 22:59:19 UTC
From: NoOne@FakeEmail.com
Message-ID: <95E3BE5C6CTHEnterprises@216.196.97.142>
Source record: 13240

Hi All,

Just a note to let everyone know that the servers on cth.dtdns.net are down. I had two computers go down due to powerline problems after we had the ice storm. Should be back up in a week or so.

Best,
Tom

336. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 00:25:17 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10utujgcrcia714@corp.supernews.com>
Source record: 13241

I may have have already said something to you about this, but boy are these SDX cartridge difficult to come by! I finally got tired of searching and jumped right into a $300 bill when I found one. <gulp>

Another one I'm keeping an eye out for is MAC/65 - but I wasn't willing to pay the near $100 for the one which just sold on eBay.

"Altus" <siraltus@earthlink.net> wrote in message
news:200501171234361680 7%siraltus@earthlinknet...
> Hey everyone,
>
> Does anyone have a spare SpartaDOS cartridge they'd be willing to sell?
>
> Serge
>

337. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 00:45:24 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <EaDHd.1037$cZ1.879@newsread2.news.atl.earthlink.net>
Source record: 13242

I inherited an old home made box with three (3) SIO jacks and 7 DPDT switches allowing all 13 lines to connect the center jack to either of the other two. I know it was used for duping cassettes in the early '80s and I would never use it on drives unless the ground pins had permanent connections, which I have not done. It just seems too much like a hot plug electrically.
Jess

"Slor" <slor@comcast.net> wrote in message
news:Xns95E37FC9C270emuslor@130.133.1.4...
> Is there such thing out there as a switch box for SIO devices? Think of
> the old serial and parallel A/B switches for PC - I'd like to have
> something similar for my 8-bits so that I could share a chain of SIO
> devices (especially disk drives and the APE interface) among multiple
> computers, switching back and forth without having to continuously hook
and
> rehook. Ideally, it would handle up to 4 devices. I suppose I could just
> share the APE machine with a DB9 switch if I wanted to make/buy more
SIO2PC
> cables...
>
> Anyway, I'm probably going to pick up a cheap DB25 switch to share my
> MSS100 between my PC and Atari, and that got me thinking how nice it would
> be to do something similar among the 8-bit devices as well.
>
> Thanks!
>
> --
> Slor

338. Atari 8-bit Cartridges for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 01:09:29 UTC
From: Steve Sherman <sdsherman@core.com>
Message-ID: <10uu16j5rqv4b2f@corp.supernews.com>
Source record: 13243

I'm not a regular reader of this group, but I have some cartridges for the Atari 8-bit computer series I'd like to sell. Before going, the eBay route, I thought I'd offer them here first. I have the following:

Atari Cartridges:

Centipede
Donkey Kong
Galaxian
Joust
Millipede
Missle Command
Ms. Pac-Man
Pac-Man
Pole Position
Tennis

Parker Brothers Cartridges:

Frogger
Q-Bert

Asking $1.50 each for them plus shipping. Take all and I'll throw in a Basic programming cartridge for free. Check my feedback on eBay, userid "sdsherman", for references.

Thanks,
Steve

339. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 01:41:54 UTC
From: JR <jr256_69-NoSpam-@hotmail.com>
Message-ID: <358giuF4jb6qnU1@individual.net>
Source record: 13244

JR wrote:

>
> With the Deluxe Quintopus, you can share the devices with 2 computers:
>
> http://www.nleaudio.com/css/products/quintopus.htm
>
> You could probably build something like this fairly easily and expand
> the number of switched ports to as many as you need. On the one I have,
> the switchs are DPDT toggles that appear to just switch in or out the
> Motor Control (pin 8) and + 5 VDC/Ready (pin 10) of the SIO connection
> for the devices on the switched ports.
>
> The Multiplexer supposedly handles up to 8 computers but requires you to
> modify the computers:
>
> http://www.nleaudio.com/css/products/multiplexer.htm
>
> The MPP/Supra Micronet allows you to share one SIO chain among up to 8
> computers, but does nothing to control the access, so if more than one
> computer tries to access SIO at the same time bad things can happen.
>
> http://www.atarimagazines.com/v4n10/productreviews.html
>
> I have one of these also, but I've never gotten around to actually
> trying it out.

Now that I've dug out the Micronet device, I have the urge to try it
out. The only problem is that I don't know what power supply to use.
Either I never got one with it, or it got tossed in the box with all the
others. Unfortunately the Micronet doesn't list it's power requirements
on the case. Does anybody know the correct supply to use?

340. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:27:28 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <2CEHd.5206$IW4.106992@news2.e.nsc.no>
Source record: 13245
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

"FireflyST" <fireflyst@earthlink.net> skrev i melding
news:1106151531.558492.6960@z14g2000cwz.googlegroups.com...
> I hate you Ben Smith. If I ever meet you at a computer show, I will
> punch you very hard in the face. Don't come to the VCF if you don't
> want to get any uglier.

Now you uttered your view on him, I think he's a nice guy! Not the cheapest place to get stuff, but there's not many still supporting the Atari's, and I admire him for that! And if you hate his ads, just don't read them.

I hate spam, but mostly spam that is not relevant at all. I mean, I get about 300-500 emails a day in periods and out of those, only two or three is actual email with sense. The rest is misspelled (did I mispell or misspell that) goods. I don't mind Ben's ads here!

Now I said mine, next please!

Take Atarian care

341. Re: Wanted: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:33:04 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <bJEHd.5207$IW4.106989@news2.e.nsc.no>
Source record: 13246

"James King" <jamesk@ATxmissionDOT.com> skrev i melding
news:csgi0m$i22$1@news.xmission.com...
> Looking to purchase or trade for a good condition XEP80. Must not be from
> a cig. smoking house (causes yellowing of the plastic, etc.)

I might have a spare, without the PSU. I am not sure if the XEP itself is
different in the US than here in Europe. I believe they are the same, but
could be wrong.

Take Atarian care

342. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:38:06 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <vNEHd.5208$IW4.106183@news2.e.nsc.no>
Source record: 13098

Sorry to hear that Dean! eBay's communication is horrible. Lou Spear did a scam on me a while ago and I tried to contact eBay. Not much help in anything there. eBay is fine as long as nothing goes wrong, but if something goes wrong, it's the most utter crap. I wish they had people answering instead of machines. Thinking beings even, cause the answers you get is not something I would be proud to say I work with!

Good luck

"Dean Garraghty" <dgs@clara.net> skrev i melding
news:1105878585.64577.0@dyke.uk.clara.net...
> Hello All,
>
> As you may all be aware, a couple of years ago I started selling our (DGS)
> range of software on CD-ROM in ATR fornat with PDFs of the manuals.
Firstly,
> this was just through our own site (http://www.dgs.clara.net). More
> recently, I have listed these on eBay too, to make it easier for people to
> order and to attract a wider audience. I have been listing them for many
> months now, until a couple of weeks ago when eBay removed them accusing me
> of selling 'anauthorised copies'. Many e-mails have gone back and forth,
> with me providing evidence of copyrights, distribution agreemens, etc.,
but
> they still insist they aren't legal. They've even banned me from selling
the
> PD CD compilation, which I really don't understand! How can PD software
> violate copyright?!
>
> Unfortunately, there's no reasoning with them, so I won't be able to sell
> them on eBay anymore. They are still available directly from my site:
> http://www.dgs.clara.net
>
> Dean Garraghty
>
>

343. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:39:48 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <CNEHd.5209$IW4.106991@news2.e.nsc.no>
Source record: 13097

> I would agree that they don't understand what I'm selling. They claim it
> contains ROM copies which aren't allowed. There are no ROM copies on the
> thing, but they won't accept that!
>
> Dean Garraghty

Even if there are, they are yours, so what do they think with! I think the
smell in that area is somewhat nasty!

344. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:44:19 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <nTEHd.5210$IW4.107019@news2.e.nsc.no>
Source record: 13099

> Hi
>
> I used to have a game (I don't recall who made it) for Atari 400/800
> called "Dodge Racer".

Is it anything like the Atari 2600 game Dodge'Em? That's also quite cool. I remember going around and it was getting so fast after a while!

345. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:50:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3DE3123755emuslor@130.133.1.4>
Source record: 13100

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
in news:20050119155034.04956.00000123@mb-m25.aol.com:

>
>> I'd sure love to know what magic the 3.3c cart does to get 39967! <
>
> So would I! ;-) You get that with 8K BASIC and 3.3c and a FRE(0)
> function? What happens if you press RESET and then do a FRE(0)?
>

Yep, built-in BASIC. Got the same result after doing a RESET.

> It is possible to put a large chunk of Dos code under the OS or into
> expanded memory (XL/XE), but still the OS and drivers use up to Page 6
> (which should still be available for the user) which makes the
> absolute lowest LOMEM $700 (1792). There would have to be some "stub"
> of code past $700 and there would likely have to be work space for the
> external utilities on the disk. It could be *possible* (I think) to
> re-write the externals and execute them from under the OS, also. But
> under the best-case scenario, LOMEM would need to be *at least* $800.
> So 40960 - 2048 = 38912 which is >1000 bytes less than the 39967.
>

Indeed. I wanted to test this out on a machine without expanded RAM, but
unfortunately the cartridge is not compatible with my 800.

--
Slor

346. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 02:58:31 UTC
From: secretspam@ihatespam.net
Message-ID: <41ef1dcb.170544312@nntp.charter.net>
Source record: 13101
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

If you do, then you will likely go to jail (or worse) and deservedly
so. You have just made a public threat of bodily harm against Ben. I
hope you never darken the venue of any such gathering. It's bad
enought that you are here in cyberworld.

On 19 Jan 2005 08:18:51 -0800, "FireflyST" <fireflyst@earthlink.net>
wrote:

>I hate you Ben Smith. If I ever meet you at a computer show, I will
>punch you very hard in the face. Don't come to the VCF if you don't
>want to get any uglier.
>
>Bravo Sierra Computers wrote:
>> 1) Friendly, honest, helpful and fast with service (24 hours
>turnaround
>> after payment)! 2) Very knowlegeable of Atari products and skilled at
>> helping customers choose the items that best meet their needs. 3) The
>> inventory changes regularly and often there are many hard to find
>items
>> that are unavailable anywhere else. 4) Prices are usually less than
>on
>> auction sites. 5) Very huge and sorted (alphabetized) list of Atari
>items
>> (old and new). 6) Ordering is very easy, no dozens of clicks on
>several
>> HTML pages, just read and then copy+paste the ASCII text into your
>e-mail
>> to order something. 7) I avoid making promises I cant keep!
>>
>> Questions? You can E-Mail me or ask other Atari Users. You probably
>know
>> 1 or 2 who bought from me. Quite a few have over the Years!
>(503)256-9974.
>>
>> http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
>> http://www.aracnet.com/~atari/shipping.htm How I can save you
>Money!
>> http://www.aracnet.com/~atari/specials.htm Details on Holiday
>Sales!
>> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>
>> order goes out the same day. Customers love the speedy service! I

>have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
>or at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!

347. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 03:40:49 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3E6BAD44Femuslor@130.133.1.4>
Source record: 13102

Despite all prevention efforts, "Gork" <nokraygienspam@hotmail.com>
wrote in news:10utujgcrcia714@corp.supernews.com:

>
> Another one I'm keeping an eye out for is MAC/65 - but I wasn't
> willing to pay the near $100 for the one which just sold on eBay.
>

I hear you - I was really lucky to get all my OSS carts from some stand-up
guys who made me very reasonable deals.

--
Slor

348. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 03:42:29 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3E70313471emuslor@130.133.1.4>
Source record: 13103

Despite all prevention efforts, Altus <siraltus@earthlink.net> wrote in
news:200501171234361680 7%siraltus@earthlinknet:

> Hey everyone,
>
> Does anyone have a spare SpartaDOS cartridge they'd be willing to sell?
>
> Serge
>
>

Does ICD still exist, and do they (or does anyone) hold the rights to SDX?
If not, and if you're looking for functionality over collecting, perhaps
you could get a flash cart from Steven Tucker and put the image on it.

--
Slor

349. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 03:44:20 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3E7533B7D9emuslor@130.133.1.4>
Source record: 13104

```
Despite all prevention efforts, JR <jr256_69-NoSpam-@hotmail.com> wrote
in news:357nh9F4jdr78U1@individual.net:

>
> With the Deluxe Quintopus, you can share the devices with 2 computers:
>
> http://www.nleaudio.com/css/products/quintopus.htm
>
> You could probably build something like this fairly easily and expand
> the number of switched ports to as many as you need. On the one I
> have, the switchs are DPDT toggles that appear to just switch in or
> out the Motor Control (pin 8) and + 5 VDC/Ready (pin 10) of the SIO
> connection for the devices on the switched ports.
>
> The Multiplexer supposedly handles up to 8 computers but requires you
> to modify the computers:
>
> http://www.nleaudio.com/css/products/multiplexer.htm
>
> The MPP/Supra Micronet allows you to share one SIO chain among up to 8
> computers, but does nothing to control the access, so if more than one
> computer tries to access SIO at the same time bad things can happen.
>
> http://www.atarimagazines.com/v4n10/productreviews.html
>
> I have one of these also, but I've never gotten around to actually
> trying it out.
>

Thanks for the pointers!

--
Slor
```

350. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 04:04:39 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3EAC51A77Femuslor@130.133.1.4>
Source record: 13105

Despite all prevention efforts, "RetroJess" <RJH4JHH2@peoplepc.com>
wrote in news:EaDHd.1037$cZ1.879@newsread2.news.atl.earthlink.net:

> I inherited an old home made box with three (3) SIO jacks and 7 DPDT
> switches allowing all 13 lines to connect the center jack to either of
> the other two. I know it was used for duping cassettes in the early
> '80s and I would never use it on drives unless the ground pins had
> permanent connections, which I have not done. It just seems too much
> like a hot plug electrically.

If you don't want it anymore, I wouldn't mind if you sent it my way... :)

--
Slor

351. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 04:18:12 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3ED118F2C9emuslor@130.133.1.4>
Source record: 13106

Despite all prevention efforts, llppwhite@aol.comnsp (LarryWhite) wrote
in news:20050119054939.02052.00000128@mb-m14.aol.com:

>> So, the SDX cart stays in and contains all the external utilities,
>> correct?
> And I assume you can still load up built-in basic? < Yes.
>
> SDX has a very low LOMEM -- FRE(0) provides 32395 with SDX and 8K
> BASIC, versus 31781 with MyDos 4.50. But SDX does not work with Turbo
> Basic XL (which gives 34021 bytes free with MyDos).
>

Built-in BASIC (which I assume is the 8K basic you refer to): I also got
33644 with SD3.2g as well as 33294 with SDPro3.3a and SDX4.22 (the one time
I found the magic touch and it booted into BASIC).

--
Slor

352. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 04:19:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E3ED3F190BFemuslor@130.133.1.4>
Source record: 13107

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns95E3E70313471emuslor@130.133.1.4:

>
> Does ICD still exist, and do they (or does anyone) hold the rights to
> SDX? If not, and if you're looking for functionality over collecting,
> perhaps you could get a flash cart from Steven Tucker and put the
> image on it.
>

This might not be a good idea afterall. It doesn't seem to want to load
internal BASIC no matter what I try on the boot. Is there some trick with
the SDX cartridges to load BASIC?

--
Slor

353. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 04:35:19 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1106195719.270844.146560@f14g2000cwb.googlegroups.com>
Source record: 13108

Hey Russ!
I just switched to the Mozilla Foxfire browser and it does FTP great.

354. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 05:26:51 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <kjHHd.105$A64.14@fe05.lga>
Source record: 13109

Try typing "BASIC ON" and then press the enter key.... then type "CAR" and
press the enter key. The ready prompt should be READY..

LOL..

RoyE

"Slor" <slor@comcast.net> wrote in message
news:Xns95E3ED3F190BFemuslor@130.133.1.4...
| Despite all prevention efforts, Slor <slor@comcast.net> wrote in
| news:Xns95E3E70313471emuslor@130.133.1.4:
|
| >
| > Does ICD still exist, and do they (or does anyone) hold the rights to
| > SDX? If not, and if you're looking for functionality over collecting,
| > perhaps you could get a flash cart from Steven Tucker and put the
| > image on it.
| >
|
| This might not be a good idea afterall. It doesn't seem to want to load
| internal BASIC no matter what I try on the boot. Is there some trick with
| the SDX cartridges to load BASIC?
|
| --
| Slor

355. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 06:49:48 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <1gkuu0dgljvloq00n005db872bv0fb08d7@4ax.com>
Source record: 13110

llppwhite@aol.comnsp (LarryWhite):

>> I'd sure love to know what magic the 3.3c cart does to get 39967! <
>
>So would I! ;-) You get that with 8K BASIC and 3.3c and a FRE(0) function?
>What happens if you press RESET and then do a FRE(0)?
>
>It is possible to put a large chunk of Dos code under the OS or into expanded
>memory (XL/XE), but still the OS and drivers use up to Page 6 (which should
>still be available for the user) which makes the absolute lowest LOMEM $700
>(1792). There would have to be some "stub" of code past $700 and there would
>likely have to be work space for the external utilities on the disk. It could
>be *possible* (I think) to re-write the externals and execute them from under
>the OS, also. But under the best-case scenario, LOMEM would need to be *at
>least* $800. So 40960 - 2048 = 38912 which is >1000 bytes less than the 39967.

With no DOS loaded (just turn the computer on into BASIC), I get 37902 with
FRE(0). If I peek the MEMTOP value with no DOS loaded, I get 39967, so
that would be with MEMLO at $700 and MEMTOP at $9C1F.

It might be useful to get the LOMEM/MEMLO and MEMTOP values with the
SpartaDOS 3.3c cartridge.

MEMTOP:
? peek(741)+peek(742)*256

MEMLO
? peek(743)+peek(744)*256

Shawn Jefferson
(fix reply to for email)

356. MyIDE Image Manager v2.0

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 06:52:26 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e39154.34068d@fmlynet.org>
Source record: 13112

Awesome! I like the ability to have the 30 character descriptions on a
Atari 8.. that is awesome!

Doc Clu 800

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>

> Version 2.0 of the MyIDE Image Manager is ready.

> Features:
> - 30 character description for your images
> - rename or modify images
> - assign categories to your images, as well as view by category
> - 20 fully editable 4 character category names
> - substring search your image names

> New in version 2.0:
> - major bug in create image routine fixed
> - larger sector buffer for faster image copies
> - categories added
> - cosmetic changes
> - image table is incompatible with previous versions, sorry!

> Please read the accompanying documentation.

>Also, just released MyIDE Config v1.0, allows you to swap your partitions driv
> letter assignments around, create and delete partitions with more flexibility
> than FDISK.BAS, as well as configure the option byte parameters.

>There is a short text file describing the keys and the basics of what it does.

> Get them both here:
> http://www.jeffersonsauctioneering.com/atari/myide/

> Feedback, enhancments requests and bug reports most welcome. Send to
> sjefferson [AT] shaw.ca.

> -+-
> Shawn Jefferson
> (fix reply to for email)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

357. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 06:58:32 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <539155.340750@fmlynet.org>
Source record: 13111

```
>> Slor
>> .
>> Why write a usenet reader for the Atari when you can still read this
>> newsgroup on many BBS's out there on telnet. Try this one.. .
>> Family BBS
>> www.family-bbs.org
>> 206.176.144.201

> Cool. I looked around briefly - is there a any way to actually post to the
> groups there?

> --
> Slor

Very much so. Once you get there, hit R to read, NE for the next group,
and to find the place more quickly, hit J to join a group and once under
that command, do F to find and enter Atari, and you will find like 6 groups
that have the Atari name. (I am partly responsible for that) :)

Once in the group you can read through the messages. RE is to reply, and E
for enter a new message. And if I am wrong, ? for menu. :D

This message written on of course a Atari 800 through the Family-Net BBS...
truth is, if you have a lantronix working or shared APE internet
connection, there is no reason why you can't be here at the Family-Net
posting on the newsgroups with your own Atari. :D

telnet://www.family-bbs.org
206.176.144.201
972-496-0650

Doc Clu 800

(And you can get an E-mail account here too.) ;)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

358. Re: Looking for 1030 Express Modem Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:05:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c39156.3408b3@fmlynet.org>
Source record: 13114

> From: Altus <siraltus@earthlink.net>

> Well, I gave up on dialing out to Texas for now because I don't want to deal
>with the long-distance charges. How would I go about telnetting to BBSes using
> my PC as a gateway with APE and a SIO2PC interface? I saw that APE has the R:
> handler internet modem emulation. What's next? Any software? Thanks!

I have done this all of once. And it worked well. Maybe someone can
better explain, but the basics are a PC connected to the internet already,
and a windows version of APE to take advantage of that. On the Atari side
I had Bobterm running. I think that APE just puts out a simulated R:
driver that tricks most Atari terminal software.

I can remember the Atari world before all the cool stuff Steve Tucker has
done, and yet I don't remember it being this cool. :)

Anyway, that is the basics... a windows PC, windows version of APE, the
APE cable, and a Atari.. and that Win-PC being connected to the internet
already. And I believe it can take advantage of any internet connection...
dialup,DSL, just whatever is connected.

Anyway, hope you get something working as I try to get as many Atari users
out on the Atari BBS's as we can get.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

359. Re: Items I'm still looking for...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:09:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <b39157.340931@fmlynet.org>
Source record: 13113

> From: "Gork" <nokraygienspam@hotmail.com>

> http://www.best-electronics-ca.com/ has XF551 drives, but they're not cheap.
> I've not dealt with them before, but I am considering trying them out for a
> second XF551... (I recently obtained the one I have on eBay.) I've also
> noticed at least one other of the regular Atari dealers sells used XF551s...
> They seem to be in the $175-$200 price range.

> Sean

Hey Gork... love the name.

I have had Z-luck with XF551 drives... so far. I have three, all are in
real crappy shape. One is being used to power the hard drive for the MyIde
device.

Best Electronics all I can say is, not bad. If you have money to throw at a
problem, Best is a sure fire solution. That is, money to throw at it, and
don't want to shop around. And in truth, I always think of Best as a good
plan C. When all else fails.... ;)

Doc Clu 800

BEST ELECTRONICS.... THE BEST LAST LINE OF DEFENSE!! LOL!

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

360. 8-bit networking

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:19:40 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <339158.340a74@fmlynet.org>
Source record: 13115

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)

> I just tinker with my 130XE now and then. I primarily use STe and Falcon. I
>have my 130XE connected to my STe with an SIO2PC cable and 800XL DeeJay. I wa
> wondering if anyone had thought about using SIO2PC as a networking device
>rather than just emmulating drives. Since my STe is connected to my ethenet an
>cable modem, I would love to be able to telnet to a BBS through the network, o
> send/receive e-mail or even text browse the web. I'm not a programmer, but I
>thought this might be a cool challenge for those who can do this sort of thing
> --
Five years ago this was a big challenge. Now getting a Atari 8 to do
telnet is becoming standard.

Having tinkered with a ST/TT and 800xldeejay I have to say, I loved the
idea of the virtual drives on a Atari, really great, even thought of it
again tonight to get my TT030 out of retirement. However, APE on a small
PC laptop that can run ATRS and is fairly diverse verses a full blown TT030
a big VGA monitor and is slight less diverse, just doesn't fit the current
mission profile. :D But a neat program.

APE as a network cable? Used slightly in my own messing around. It
involved a serial switchbox, my APE cable, a laplink cable, and I was able
to setup a slight network then. Had some cool side effects. :D

Atari 8's can telnet, check newsgroups and E-mail. Basically they can
telnet using the Win-Ape program, lantronix devices, etc etc... and then
once they reach other services through telnet.. then newsgroups, E-mail,
etc etc. And I could give you a list of Atari BBS's if interested.

Take care!

Doc Clu 800 (Written on a Atari 800... thus the 800 in my name). :)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

361. Lantronix

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:31:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c39159.340be4@fmlynet.org>
Source record: 13117

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)

>I've been reading posts here and trying to sort out what device I need so I ca
>telnet to the Atari 8-bit bbs systems with my 130XE. Can someone please advise
> what device will be the best? MSS1-T, UDS- 10 or other device. I have a PR
> connection for the serial connection.

> TIA

Always makes me happy to see another person trying to reach the Atari
BBS's. Let me know if I can help. I have a UDS-10... a basic and lesser
cost (??) solution, but not the best as so far it only understands IP
addresses. This is not a problem at all if the IP remains constant, but
many (US) telnet BBS's like Closer to Home (is that one still up) and Boot
Factory (AWESOME!) have changing IP'S.

I have a friend working on setting up a telnet service where you can hit
the service with a IP address, enter the URL, it pings it, and spits out a
IP address and then kicks you off. Designed for UDS-10 users. WE'll see
if this ever happens. :)

I've heard is said that the MSS-100 is the best lantronix device for
calling out, but am not personally a expert. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

362. Re: Atari Chat 10 am CST Sun

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:37:04 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <f3915a.340ca2@fmlynet.org>
Source record: 13116

```
Seeerrrtly!! ("Certainly" Curly Joe style of the Three Stooges)

Jump in any time... and if you want to talk to other Atari users, jump in
at 8 pm CST Tuesday/Thursday and 10 am CST Sunday. :)

Doc Clu 800

> From: "Ken Ames" <kenames@pacbell.dotnet>

> hi,
> any way to join the chat with a pc? telnet maybe?

> thanks
> Ken

> On Sun, 9 Jan 2005 09:57:08 UTC, Greg.Goodwin@family-news.org wrote:

>> Hey folks!
>> |
>> Well, you are all invited to stop by the chat room that is very Atari
> friendly,
>> the chat room at www.atarinews.org (or for those of you with the DNS
> challenged
>> UDS-10's, usually at 216.200.173.22) |
>> To get to the chat room, at the first two prompts, enter "bbs", then when it
>> asks for the login name the second time enter your login name and password.
> If
>> you don't have one, registration is only like a two minute process.
>> |
>> Once in, at the first selection hit T for Talk, and then C for Chat. |
>> After that, enter some spiffy chat name, and you're in! |
>> Pretty cool really. Hope to see some of you there, and if possible, on
>> Atari's. :D
>> |
>> Doc Clu 800
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

> --

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

363. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:47:42 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <83915b.340df5@fmlynet.org>
Source record: 13119

> From: qnr <terry@timestorm.ross.com>

> On Mon, 17 Jan 2005 07:48:26 -0600, adamofevil wrote:

>>
>> I only know that it will work on Windows 98/NT/2K/XP. Oh well, sorry to
>> have mislead you.

>Oh, that's ok. I'm not worried about it at all, only mentioned it so you'd sa
> something the next time.

I think M.U.L.E. online is quite cool, which has me wondering, didn't
Atari800Win have a online gaming option a few years back? What would it
take to network real Ataris over telnet for a multiplayer game? Something
action intensive like Archon might not work with current internet speeds,
but what about turn based, like M.U.L.E. and Ultima?

Anyway, thanks Adam for letting us know about this.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

364. Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 07:53:20 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a3915c.340eaa@fmlynet.org>
Source record: 13120

> From: adamofevil <adamofevil@optonline.NOSPAM.net>

>Well, I have some very good news for you. If you run Windows (98/XP) operatin
> system, THE WAIT IS OVER!!!

> Thanks to the authors of the Atari800WinPlus
> (http://atariarea.histeria.pl/PLus/index_us.htm) and Kaillera
> (www.kaillera.com), you can now play the greatest multiplayer game ever made
> with 4 players OVER THE INTERNET! This is not a clone, it is the ORIGINAL
> M.U.L.E. un-modified! Same graphics, same sound, same game! The only
> difference is that it looks a lot better on your computer than it did on your
> TV back in the day!

>If this interests you, please hop on over to http://atarimule.neotechgaming.co
> where M.U.L.E. fans from around the world have been gathering and playing
> online!

Ok, answers my previous question, so how about a new one... why does the
Atari800Mac not have the online game option? :D Macs I have.

Still cool that this can be played online.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

365. Re: Did you ever have SEX with your ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 08:01:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <33915d.341024@fmlynet.org>
Source record: 13118

> From: adamofevil <adamofevil@nospam.optonline.net>

> pain_wheels@hotmail.com (Dan Simper) wrote in
> news:fbbaa058.0501190033.611b1d6e@posting.google.com:

>> Reading these old computer groups, I think they are some sort of weird
>> sexual fetish groups about sex with computers.
>>
>> So did you ever "attach your cable" to your ATARI ?

> Only when playing Strip Poker

LOL Gotta love it.

No Atari 800 game ever made me want to interface with my Atari.

Now the cover art of the blond on the Scott Addams first graphical adventure
(on the box, not the game) now that is a different story.

And I seem to remember some interesting cover art for something like a
Pascal programming book. LOL

Anyway. For the longest time I thought that the Atari 8-bit was not capible
of graphics enough for some "interesting" pictures. Then I ran across some
"interesting" ascii pics, some gifs converted to the Atari, and some koala
pics. Yeh.. amazing what we found so great back then.

Which has me wondering... how did they scan those "interesting" pics in the
koala pictures? Would like to make some interesting pics of my own..
well.. interesting in a different way that is. :D

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

366. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 08:14:28 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <13915e.3411ce@fmlynet.org>
Source record: 13121

> From: "FireflyST" <fireflyst@earthlink.net>

>I hate you Ben Smith. If I ever meet you at a computer show, I will punch you
> very hard in the face. Don't come to the VCF if you don't want to get any
> uglier.

> Bravo Sierra Computers wrote:
>> 1) Friendly, honest, helpful and fast with service (24 hours
> turnaround

I'll admit, I got a good laugh from this message. I have never understood people's animousity for Ben Smith. He is a nice guy, keeps a service going for Atari, ect ect.

Then I looked at the name. "FireflyST" The "ST" portion says it all for me. We Atari 8 bit users have been off the power curve so long that we have curved back. If we hear of Atari support we are like "Wow... Atari support... in 2005... wow..." And maybe we'll buy something every now nad then.

ST users are just now leaving the power curve, there is still amble support left in Europe, and here comes this Ben Smith guy pouting about his service when you have dozens of others that don't. And generally it is the ST users that complain about Ben Smith.

Of course ST users complain about a lot of things. LOL!

That is why I stopped reading the ST newsgroup and my TT030 collects dust.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

367. CTH - equipment problems

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 08:18:46 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <23915f.341257@fmlynet.org>
Source record: 13122

> From: NoOne@FakeEmail.com (Tom Hunt)

> Hi All,

> Just a note to let everyone know that the servers on cth.dtdns.net are
> down. I had two computers go down due to powerline problems after we had the
> ice storm. Should be back up in a week or so.

> Best,
> Tom

We've been missing CTH! Get well soon.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

368. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 10:31:31 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10uv245n5auatf0@corp.supernews.com>
Source record: 13123

> it called Xinit.551. When you format a disk with Xinit.551 it writes
> something different to the boot sector(s) which fixes some kind of a
> problem associated with the XF551 drive. I simply used Xinit.551 to
> format a disk in the XF551 in DSDD format, then used DUPDSK from the
> SpartaDOS 32g disk to sector copy my "DSDD" ATR image to the XF551. The
> resulting 5.25" DSDD floppy boots just fine, and I have duplicated this
> twice.
>
> I wish I knew exactly what these programs change in the boot process

Is replying to yourself anything like talking to yourself? Anyway... I formatted two ATR images in SpartaDOS, one using XINIT and one using the new XINIT.551 program. I then disassembled the boot sectors of both images and made note of the differences. I thought maybe I'd be able to figure out what XINIT.551 does differently in the boot sectors to make the XF551 boot properly. Alas, I am so green at this assembler language stuff and couldn't catch on to much, even though there were only a few changes...

I uploaded a zip to alt.binaries.atari containing three Word documents. One is called Changes.doc and contains the changes I noted in the two boot sectors. XF.doc is the first three disassembled sectors of the ATR formatted using XINIT.551 and nonXF.doc is the disassmbled first three sectors of an ATR formatted using the normal XINIT command. If anyone wants to take a look, there they be...

From a previous post in this same thread:

"Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message news:slrncuctns.1jb.usenet-200501@camel.hias.horus.com...
> If the disk won't boot with your XF551 it could also have to do with
> the boot code in the first 3 sectors. The XF551 won't set the density
> correctly unless you read sector number 4.

I have been thinking about what you said here and wonder if maybe this is what XINIT.551 changes? I wonder if it could be forcing the reading of sector 4 during the boot process in order to properly set the density in the XF551. Perhaps when XINIT is used in SpartaDOS it normally skips over sector 4 in the boot process or something. Boy oh BOY am I throwing out a lot of conjecture here!

I still wonder, though, if formatting a disk with XINIT.551 might render it useless on another DSDD floppy drive... "XF551 weirdness" you say... I'm starting to see where you're coming from!

Sean

369. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 13:59:30 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E45B7841BD2emuslor@130.133.1.4>
Source record: 13124

Despite all prevention efforts, "RoyE" <r-dean @ charter.net> wrote in
news:kjHHd.105$A64.14@fe05.lga:

> Try typing "BASIC ON" and then press the enter key.... then type "CAR"
> and press the enter key. The ready prompt should be READY..
>

Well, all that does is lock up the system, so I'll stick with "this might
not be a good idea afterall". Might have something to do with the way the
image was flashed.

Oh yeah, and... duh. :)

--
Slor

370. What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 14:14:13 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <m_OHd.5263$IW4.108153@news2.e.nsc.no>
Source record: 13125

I used to be some ten messages or something in here. Now it's looking really alive. I love that, but is there any particular reason this group suddenly was springing back to life?

I was therefore hoping more people was getting into the machine again and that there might be more programmers out there who might be interested in doing some new games, applications or whatnot.

That would be cool, cause I miss all the old technique swappings, small demos and everything from the old days! Hi, Nir Darey, Frankenstein (any Megamagazine issue after #7) and all the others from the past. Not sure if anybody still use/program on the machine, but would be nice to see a comeback from a lot of those people! Talented guys!

Take Atarian care

371. DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 14:59:55 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0501200659.331e3c08@posting.google.com>
Source record: 13126

I think Dean's experience of ebay's attitude to it's customers isn't a one off, i find ebay's attitude towards people selling software on there internet auction service strange, especially in relation to dean's experience as, although i haven't bought or sold anything from or on ebay (and i wouldn't want to in a million years from what i've heard), i have seen people selling emulation software (incl, emulator, o's roms and software images), and even quite a few people selling MAME (both the emulator and accompanying rom images)and, all this i have seen within the last 2 or 3 weeks, doesn't that fall into the same catagory as dean's software collection... or am i, like those that 'supposedly' run/manage EBAY an absolute twat who knows sweet F A (and no, that's not football association or fanny adams)

And because EBAY don't understand the difference between copyrighted software or/and PD software, I suppose that i wont be seeing adverts from Atari users selling their original APX (atari program exchange) collections, and also collections from the various ST and 8bit PD libraries incl Page 6 (all this, i have seen on their website within the last month) what the heck, they even had ad's from amiga users selling Aminet and cloanto PD software (and this was two weeks ago) and if you really need to understand ebay's policy on selling software on their website, I've even seen some ad's form Atari, Amiga and PC users selling the infamous Sega/nintendo cartridge copiers (both h/w and software versions)

Perhaps EBAY can clear this one up,that Dean isn't allowed to sell his software collections on ebay, but people offering h/w and software allowing you to copy copyright rom cartridges are allowed to sell these items on ebay

But there again, as i was always told, the bigger the company gets, the more it looses touch with it's customers, after all EBAY is more interested in share holders and the shareprice/stocklisting and not so interested in their customers

And going by what I'd heard recently about EBAY, especially from the BBC program WATCHDOG

It would appear that the name EBAY is more closely associated with being ripped off, SCAMS on a Massive scale, and lastly FRAUD

Or to put it another way, EBAY has now become a byword for FRAUD, RIP OFFS, AND SCAMS ON A MASSIVE SCALE

Perhaps we should all boycott ebay, and perhaps they might change their attitude toward their customers

```
end of pitch
```

372. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 18:47:56 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <w1THd.17370$_X7.5927@newssvr33.news.prodigy.com>
Source record: 13127

Ed Shepherd <dinosaur@MUNGEcorner.net> wrote in message
news:1106195719.270844.146560@f14g2000cwb.googlegroups.com...
> Hey Russ!
> I just switched to the Mozilla Foxfire browser and it does FTP great.
Hi, Ed.
I found a free FTP program, called 'FTP Commander'. It is very competent
and solves the problem of filenames scrolling off the screen. But I was
actually hoping for a DOS command line program. It is a legacy of my 8-bit
that I am most comfortable with a command line program. The GUI stuff just
doesn't seem to satisfy. The Polish site works fine, actually, with just
the FTP that Internet Explorer has, and ftp. And spudster isn't working.

373. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 18:49:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E48CA17484Femuslor@130.133.1.4>
Source record: 13128

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no>
wrote in news:m_OHd.5263$IW4.108153@news2.e.nsc.no:

> I used to be some ten messages or something in here. Now it's looking
> really alive. I love that, but is there any particular reason this
> group suddenly was springing back to life?

Maybe it's related to all the questions I've been asking lately. :) Like
you, I'm not sure why it seems to be "in bloom" again, but it's good to
see.

>
> I was therefore hoping more people was getting into the machine again
> and that there might be more programmers out there who might be
> interested in doing some new games, applications or whatnot.

One of these days... I've been writing software for many years, but I have
never done anything of any worth for the Ataris. Spent a good amount of
time a while back acquiring all the tools, books, etc., but still have not
really gotten myself into the coding. Would sure like to!

--
Slor

374. Re: Dodge Racer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 21:25:02 UTC
From: Franck PALUSCI <atarimania>
Message-ID: <41f0222f$0$16436$636a15ce@news.free.fr>
Source record: 13129

Hi,
Is it this one ?

http://www.atarimania.com/detail_soft.php?SOFT_LIB=dodge+r&btn_sauver=Search&MENU=8&VERSION_ID=1655&Page=1&ADV=0&OK=OK&TRI=SOFT_LIB&SENS=ASC

"j t" <jtREMOVETHIS@tydirium.net> a crit dans le message de
news:150120051844364897%jtREMOVETHIS@tydirium.net...
> Hi
>
> I used to have a game (I don't recall who made it) for Atari 400/800
> called "Dodge Racer".
>
> Does anyone know if there is a ROM of it out there for the various
> emulators?
>
> I use Atari800MacX for OSX, but I guess the ROM would work on any
> emu...?
>
> I've been looking for this one for EVER!
>
>
> thanks
>
> JT
>
> --

375. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 22:01:22 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E4AC45C1E95adamofevil@69.28.186.158>
Source record: 13130

"russg" <russgilb@MUNGEsbcglobal.net> wrote in
news:w1THd.17370$_X7.5927@newssvr33.news.prodigy.com:

>
> Ed Shepherd <dinosaur@MUNGEcorner.net> wrote in message
> news:1106195719.270844.146560@f14g2000cwb.googlegroups.com...
>> Hey Russ!
>> I just switched to the Mozilla Foxfire browser and it does FTP great.
> Hi, Ed.
> I found a free FTP program, called 'FTP Commander'. It is very
> competent and solves the problem of filenames scrolling off the
> screen. But I was actually hoping for a DOS command line program. It
> is a legacy of my 8-bit that I am most comfortable with a command line
> program. The GUI stuff just doesn't seem to satisfy. The Polish site
> works fine, actually, with just the FTP that Internet Explorer has,
> and ftp. And spudster isn't working.

Spudster is broken

376. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 22:03:28 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E4ACA153817adamofevil@69.28.186.158>
Source record: 13131

Greg.Goodwin@family-news.org wrote in news:a3915c.340eaa@fmlynet.org:

> Ok, answers my previous question, so how about a new one... why
> does the Atari800Mac not have the online game option? :D Macs I
> have.
>
> Still cool that this can be played online.
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
> (8:8/2)

I dont think Kaillera was ever ported to MAC. The source code is available
on their web site if you wish to give it a shot.

377. Re: Want To Play M.U.L.E. Online?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 22:08:39 UTC
From: adamofevil <adamofevil@optonline.NOSPAM.net>
Message-ID: <Xns95E4AD81EC2E1adamofevil@69.28.186.158>
Source record: 13132

Greg.Goodwin@family-news.org wrote in news:83915b.340df5@fmlynet.org:

> I think M.U.L.E. online is quite cool, which has me wondering,
> didn't Atari800Win have a online gaming option a few years back?
> What would it take to network real Ataris over telnet for a
> multiplayer game? Something action intensive like Archon might
> not work with current internet speeds, but what about turn based,
> like M.U.L.E. and Ultima?
>
> Anyway, thanks Adam for letting us know about this.
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
> (8:8/2)

Kaillera was implemented into Atari800WinPlus in November of 2002.
However, I did not discover this until September of 2004. I was very
motivated by this to recruit MULE fans from all over to join me. I had
noticed that some other M.U.L.E. fans had attempted to play online
unsuccessfully, and I was determined to get it working. I am glad to say
that I succeeded.

I don't think Archon would pose a problem with current internet speeds.
Most people these days have broadband, and that is sufficient enough to
play Arcade games using Kaillera and MAME emulator. I am sure an old 8-Bit
game like Archon doesn't require nearly as much bandwidth as let's say
Street Fighter arcade game!

378. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-20 22:10:35 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1106259234.5600.0@despina.uk.clara.net>
Source record: 13133

To be honest, I've grown tired of e-mailing them. Every time I just get the same response (word for word), which basically says 'we believe we've taken the appropriate action'. I've asked to thrash it out with their legal people, but they won't even respond to that one.

I also raised the point that they'd have to remove thousands of other listings if they didn't allow PD software to be sold, but they didn't seem to care less about that either.

Dean Garraghty

"GfA" <lp@mint.org> wrote in message news:BE14896C.CF7F%lp@mint.org...
> in article CNEHd.5209$IW4.106991@news2.e.nsc.no, Vidar Olavesen wrote on
> 1/19/2005 9:39 PM:
>
> >> I would agree that they don't understand what I'm selling. They claim
it
> >> contains ROM copies which aren't allowed. There are no ROM copies on
the
> >> thing, but they won't accept that!
> >>
> >> Dean Garraghty
> >
> > Even if there are, they are yours, so what do they think with! I think
the
> > smell in that area is somewhat nasty!
>
> I see other 'compilation' CDR's on ebay, so why single this one out?
> Doesn't not seem right.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

379. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 00:21:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <SVXHd.3027$m31.38065@typhoon.sonic.net>
Source record: 13134

Vidar Olavesen <olavese@online.no> wrote:
> I used to be some ten messages or something in here. Now it's looking really
> alive. I love that, but is there any particular reason this group suddenly
> was springing back to life?

Hey Viard.

Um, I've not been paying attention to many threads, but definitely keeping
my eye on Atari networking and USB cartridge posts. ;^)

> I was therefore hoping more people was getting into the machine again and
> that there might be more programmers out there who might be interested in
> doing some new games, applications or whatnot.

I still want someone to do Galaga, based on my SuperIRG graphics idea. ;^)

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

380. Please identify the following Atari Power Adapters for me

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 00:37:03 UTC
From: stewart allen <stewaetallen@comcast.net>
Message-ID: <rdOdnT_VPuEv023cRVn-3Q@comcast.com>
Source record: 13135

Hi
I received a lot of Atari equipment recently. I need to know which Atari
equipments go with the following power adapters. Any help is appreciated:

P/N C017945
P/N C018187
P/N C061982
P/N C061982
P/N C06163 (THE LAST DIGIT IS NOT VISIBLE BUT IT MAY BE A 6 OT 0 OR 8)

THANKS
STEWART

--
http://QLiner.com

The goal of the works of a genius' existance lies only in itself.

381. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 02:12:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E4D7CFE7B2emuslor@130.133.1.4>
Source record: 13136

Despite all prevention efforts, Shawn Jefferson
<shawnjefferson@shaw.caREMOVEPLS> wrote in
news:1gkuu0dgljvloq00n005db872bv0fb08d7@4ax.com:

>
> With no DOS loaded (just turn the computer on into BASIC), I get 37902
> with FRE(0). If I peek the MEMTOP value with no DOS loaded, I get
> 39967, so that would be with MEMLO at $700 and MEMTOP at $9C1F.
>
> It might be useful to get the LOMEM/MEMLO and MEMTOP values with the
> SpartaDOS 3.3c cartridge.
>
> MEMTOP:
> ? peek(741)+peek(742)*256
>
> MEMLO
> ? peek(743)+peek(744)*256
>

I believe I found our culprit, or at least shown that the numbers
reported are a bit bogus... Here are the scenarios I'm seeing:

- If I boot without holding the Option key and then load Assembler
Editor, the SIZE command gives me 0000 0000 9C1F.
- If I boot without holding the Option key, do a BASIC ON and then a
CAR, the FRE(0) yields 33294 (not bad), and the peeks above yield 39967
and 6400 respectively.
- If I boot holding the Option key to send me straight into BASIC, FRE
(0) yields 39967, the peeks are successful individually but adding the
math to the statements cause the system to lock up. Trying to access a
memory location that isn't actually free, I'd guess.

So, I guess the bottom line is that this cart does something strange
resulting in an improperly reported free memory area, and doing a BASIC
ON after boot is enough to correct it. What do you guys think?

--
Slor

382. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 02:25:01 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E4D9E13BC09emuslor@130.133.1.4>
Source record: 13137

Despite all prevention efforts, Greg.Goodwin@family-news.org wrote in
news:539155.340750@fmlynet.org:

>>> Slor
>>> .
>>> Why write a usenet reader for the Atari when you can still read this
>>> newsgroup on many BBS's out there on telnet. Try this one.. .
>>> Family BBS
>>> www.family-bbs.org
>>> 206.176.144.201
>
>> Cool. I looked around briefly - is there a any way to actually post
>> to the groups there?
>
>> --
>> Slor
>
> Very much so. Once you get there, hit R to read, NE for the next
> group, and to find the place more quickly, hit J to join a group
> and once under that command, do F to find and enter Atari, and you
> will find like 6 groups that have the Atari name. (I am partly
> responsible for that) :)
>
> Once in the group you can read through the messages. RE is to
> reply, and E for enter a new message. And if I am wrong, ? for
> menu. :D
>

Perhaps I have to get the email account first or attain some other
access? When I try to post a message it tells me I'm "not allowed to do
that". :)

--
Slor

383. Re: Please identify the following Atari Power Adapters for me

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 02:33:57 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E4DB64DD4D3emuslor@130.133.1.4>
Source record: 13138

Despite all prevention efforts, "stewart allen" <stewaetallen@comcast.net>
wrote in news:rdOdnT_VPuEv023cRVn-3Q@comcast.com:

> P/N C017945

This one came with my 1050.

> P/N C061982

This one came with my 800XL.

--
Slor

384. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 02:48:48 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <_%ZHd.5367$IW4.109912@news2.e.nsc.no>
Source record: 13139

> I still want someone to do Galaga, based on my SuperIRG graphics idea. ;^)

That would be pretty cool wouldn't it? Can I ask for some info on how SuperIRG is working and see if I can give it a try? Would need help on a few things, like the attack waves, graphics design (I think I can make it move smooth, but not draw it) Any body else fancy a go in a partnership?

Take Atarian care

385. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 03:29:31 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <vG_Hd.2609$rp1.929@newsread3.news.atl.earthlink.net>
Source record: 13140

Have you looked at the boot sectors AFTER the dupdisk process onto the
Xinit.551 disk?

Theoretically, a sector copy should duplicate ALL sectors including the boot
area..?
Jess

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10uv245n5auatf0@corp.supernews.com...
> > it called Xinit.551. When you format a disk with Xinit.551 it writes
> > something different to the boot sector(s) which fixes some kind of a
> > problem associated with the XF551 drive. I simply used Xinit.551 to
> > format a disk in the XF551 in DSDD format, then used DUPDSK from the
> > SpartaDOS 32g disk to sector copy my "DSDD" ATR image to the XF551. The
> > resulting 5.25" DSDD floppy boots just fine, and I have duplicated this
> > twice.
> >
> > I wish I knew exactly what these programs change in the boot process
>
> Is replying to yourself anything like talking to yourself? Anyway... I
> formatted two ATR images in SpartaDOS, one using XINIT and one using the
new
> XINIT.551 program. I then disassembled the boot sectors of both images
and
> made note of the differences. I thought maybe I'd be able to figure out
> what XINIT.551 does differently in the boot sectors to make the XF551 boot
> properly. Alas, I am so green at this assembler language stuff and
couldn't
> catch on to much, even though there were only a few changes...
>
> I uploaded a zip to alt.binaries.atari containing three Word documents.
One
> is called Changes.doc and contains the changes I noted in the two boot
> sectors. XF.doc is the first three disassembled sectors of the ATR
> formatted using XINIT.551 and nonXF.doc is the disassmbled first three
> sectors of an ATR formatted using the normal XINIT command. If anyone
wants
> to take a look, there they be...
>
> From a previous post in this same thread:
>
> "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
> news:slrncuctns.1jb.usenet-200501@camel.hias.horus.com...
> > If the disk won't boot with your XF551 it could also have to do with
> > the boot code in the first 3 sectors. The XF551 won't set the density

> > correctly unless you read sector number 4.
>
> I have been thinking about what you said here and wonder if maybe this is
> what XINIT.551 changes? I wonder if it could be forcing the reading of
> sector 4 during the boot process in order to properly set the density in
the
> XF551. Perhaps when XINIT is used in SpartaDOS it normally skips over
> sector 4 in the boot process or something. Boy oh BOY am I throwing out a
> lot of conjecture here!
>
> I still wonder, though, if formatting a disk with XINIT.551 might render
it
> useless on another DSDD floppy drive... "XF551 weirdness" you say... I'm
> starting to see where you're coming from!
>
> Sean
>
>

386. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 05:31:17 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10v14t8stmqfc68@corp.supernews.com>
Source record: 13141

```
Good point... I haven't actually looked at a disassembly of the first three
sectors of a disk copied via DUPDSK, but my past experiences seem to
indicate that you are correct. If I use XINIT to format a DSDD ATR image
and use DUPDSK to copy the ATR image to a floppy in the XF551 the floppy
will not boot. But if I use XINIT.551 to format a a DSDD ATR image and use
DUPDSK to copy it to a floppy in the XF551 the floppy boots just fine.

Sean

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:vG_Hd.2609$rp1.929@newsread3.news.atl.earthlink.net...
> Have you looked at the boot sectors AFTER the dupdisk process onto the
> Xinit.551 disk?
>
> Theoretically, a sector copy should duplicate ALL sectors including the
> boot
> area..?
> Jess
>
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:10uv245n5auatf0@corp.supernews.com...
>> > it called Xinit.551. When you format a disk with Xinit.551 it writes
>> > something different to the boot sector(s) which fixes some kind of a
>> > problem associated with the XF551 drive. I simply used Xinit.551 to
>> > format a disk in the XF551 in DSDD format, then used DUPDSK from the
>> > SpartaDOS 32g disk to sector copy my "DSDD" ATR image to the XF551.
>> > The
>> > resulting 5.25" DSDD floppy boots just fine, and I have duplicated this
>> > twice.
>> >
>> > I wish I knew exactly what these programs change in the boot process
>>
>> Is replying to yourself anything like talking to yourself? Anyway... I
>> formatted two ATR images in SpartaDOS, one using XINIT and one using the
> new
>> XINIT.551 program. I then disassembled the boot sectors of both images
> and
>> made note of the differences. I thought maybe I'd be able to figure out
>> what XINIT.551 does differently in the boot sectors to make the XF551
>> boot
>> properly. Alas, I am so green at this assembler language stuff and
> couldn't
>> catch on to much, even though there were only a few changes...
>>
>> I uploaded a zip to alt.binaries.atari containing three Word documents.
```

> One
>> is called Changes.doc and contains the changes I noted in the two boot
>> sectors. XF.doc is the first three disassembled sectors of the ATR
>> formatted using XINIT.551 and nonXF.doc is the disassmbled first three
>> sectors of an ATR formatted using the normal XINIT command. If anyone
> wants
>> to take a look, there they be...
>>
>> From a previous post in this same thread:
>>
>> "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
>> news:slrncuctns.1jb.usenet-200501@camel.hias.horus.com...
>> > If the disk won't boot with your XF551 it could also have to do with
>> > the boot code in the first 3 sectors. The XF551 won't set the density
>> > correctly unless you read sector number 4.
>>
>> I have been thinking about what you said here and wonder if maybe this is
>> what XINIT.551 changes? I wonder if it could be forcing the reading of
>> sector 4 during the boot process in order to properly set the density in
> the
>> XF551. Perhaps when XINIT is used in SpartaDOS it normally skips over
>> sector 4 in the boot process or something. Boy oh BOY am I throwing out
>> a
>> lot of conjecture here!
>>
>> I still wonder, though, if formatting a disk with XINIT.551 might render
> it
>> useless on another DSDD floppy drive... "XF551 weirdness" you say...
>> I'm
>> starting to see where you're coming from!
>>
>> Sean
>>
>>
>
>

387. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 05:34:00 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10v152c3vhkkc09@corp.supernews.com>
Source record: 13142

I think it's because of all the new Atari stuff everyone got for presents
during the holidays! :)

"Vidar Olavesen" <olavese@online.no> wrote in message
news:m_OHd.5263$IW4.108153@news2.e.nsc.no...
>I used to be some ten messages or something in here. Now it's looking
>really
> alive. I love that, but is there any particular reason this group suddenly
> was springing back to life?
>
> I was therefore hoping more people was getting into the machine again and
> that there might be more programmers out there who might be interested in
> doing some new games, applications or whatnot.
>
> That would be cool, cause I miss all the old technique swappings, small
> demos and everything from the old days! Hi, Nir Darey, Frankenstein (any
> Megamagazine issue after #7) and all the others from the past. Not sure if
> anybody still use/program on the machine, but would be nice to see a
> comeback from a lot of those people! Talented guys!
>
> Take Atarian care
>
>

388. Re: Items I'm still looking for...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 05:41:06 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10v15fl185i9e95@corp.supernews.com>
Source record: 13143

Well, I haven't used BEST before, but they were fast in response and I wouldn't mind dealing with them. They're the only place I've found NEW XF551s advertised, so I've considered getting one from them, should I decide to get a second one and feel like flushing $200...

I guess I lucked out with my current XF551... I bought it on eBay a month or so ago with a 130XE and various software for about $110, as I recall. It seems to work perfectly. Well, apparently, as "perfectly" as any unmodified XF551 will work... :) I haven't seen another XF551 on eBay since...

Sean

<Greg.Goodwin@family-news.org> wrote in message news:b39157.340931@fmlynet.org...
>> From: "Gork" <nokraygienspam@hotmail.com>
>
>> http://www.best-electronics-ca.com/ has XF551 drives, but they're not
>> cheap.
>> I've not dealt with them before, but I am considering trying them out for
>> a
>> second XF551... (I recently obtained the one I have on eBay.) I've also
>> noticed at least one other of the regular Atari dealers sells used
>> XF551s...
>> They seem to be in the $175-$200 price range.
>
>> Sean
>
> Hey Gork... love the name.
>
> I have had Z-luck with XF551 drives... so far. I have three, all are in
> real crappy shape. One is being used to power the hard drive for the
> MyIde
> device.
>
> Best Electronics all I can say is, not bad. If you have money to throw
> at a
> problem, Best is a sure fire solution. That is, money to throw at it,
> and
> don't want to shop around. And in truth, I always think of Best as a
> good
> plan C. When all else fails.... ;)
>
> Doc Clu 800
>
> BEST ELECTRONICS.... THE BEST LAST LINE OF DEFENSE!! LOL!

>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

389. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 06:57:45 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <rt91v0pmif144nen6tki1vvtiqad6fh3ik@4ax.com>
Source record: 13144

```
Slor <slor@comcast.net>:
>Despite all prevention efforts, "RoyE" <r-dean @ charter.net> wrote in
>news:kjHHd.105$A64.14@fe05.lga:
>
>> Try typing "BASIC ON" and then press the enter key.... then type "CAR"
>> and press the enter key. The ready prompt should be READY..
>>
>
>Well, all that does is lock up the system, so I'll stick with "this might
>not be a good idea afterall". Might have something to do with the way the
>image was flashed.
>
>Oh yeah, and... duh. :)

It does the same thing to me. I think it has something to do with the way
the Maxflash cart is controlled versus the way the SpartaDOS X cart is
controlled, but that's just a guess.

---
Shawn Jefferson
(fix reply to for email)
```

390. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 07:03:43 UTC
From: blatvin991@yahoo.com
Message-ID: <41f0a684.536996000@news.erols.com>
Source record: 13145

On Wed, 19 Jan 2005 03:07:14 GMT, "russg"
<russgilb@MUNGEsbcglobal.net> wrote:

>I go to ftp.atari.art.pl using Win98SE DOS ftp command.
>I log in, using anonymous and russg (user anonymous) pswd russg.
>Now, ls gets the directory of the 'root'.
>I 'cd' to the directory I want, until I get to where files are, instead of
>directories.
>My problem is I can't stop the file listing at each page, it just scrolls
>off the screen in a millisecond.
>I've tried 'ls |more', 'ls | more', and anything else I could think of, but
>can't figure how to get a directory listing that stops at a page.
>How do I do this?
>I know 'pwd' to get current directory.
>I know 'cd ..' to go up one directory (cdup doesn't work).
>I've looked at UNIX/Linux command lists and they say the 'more' will work.
>This isn't a general question, but a specific question for
>the site mentioned.
>Thanks
>
>
One way to get the complete file listing with the ftp command is to
use 'ls . files.txt' or 'dir . files.txt' and then examine the file
'files.txt' after you get out of ftp (or even before you get out of
ftp if you open another dos window or use notepad). You can also
specify an asterisk instead of the dot, or wildcards like at* instead
of the dot to get a partial listing.

391. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 07:23:22 UTC
From: adamofevil <adamofevil@nospam.optonline.net>
Message-ID: <Xns95E518E91BDD6adamofevil@63.218.45.45>
Source record: 13146

carmel_andrews@hotmail.com (carmel) wrote in
news:6912483e.0501200659.331e3c08@posting.google.com:

> Perhaps we should all boycott ebay, and perhaps they might change
> their attitude toward their customers
>
> end of pitch

All 10 of us? I don't think e-bay will even notice. LMAO.

392. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 13:07:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501210505250.22569-100000@onyx.spiritone.com>
Source record: 13047
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

393. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 13:11:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501210508000.22569-100000@onyx.spiritone.com>
Source record: 13048
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

394. FS: Brand New Atari stuff! $20. each!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 14:44:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501210641200.22569-100000@onyx.spiritone.com>
Source record: 13049
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've added the following BRAND NEW Avalon Hill/MicroComputer Games Titles for the Atari 8 Bit Computer line. Controller, Shootout at the OK Galaxy, TAC (Tactical Armor Command) and Tank Arkade! And the following BRAND NEW Atari Cartridge Games such as ARCHON, Ballblazer, Final Legacy, GATO, Millipede, Moon Patrol, Rescue on Fractalus, Star Raiders II & Star Wars-Return of the Jedi. Any Title for $20 each! Call 24Hrs. (503)256-9974! My catalogs are Updated. Get my FREE Atari Catalogs at BenSells@Atari.org or

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

395. Video control on Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 17:55:02 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95E58366B42AEemuslor@130.133.1.4>
Source record: 13050

Hey guys - Is there any video control on the 800 similar to the pots on other models? I just hooked mine up via s-video, and the picture is sharp but a bit too bright and washed out. Conversely, if I hook it up via AV, it's very dark. I figured I'd see if I'm missing anything obvious before I go home and open it up to look for an internal adjustment...

Thanks

--
Slor

396. Re: Please identify the following Atari Power Adapters for me

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 19:56:45 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <18dId.17822$_X7.2607@newssvr33.news.prodigy.com>
Source record: 13051

Hello, The FAQ has a list of power supplies.
stewart allen <stewaetallen@comcast.net> wrote in message
news:rdOdnT_VPuEv023cRVn-3Q@comcast.com...
> Hi
> I received a lot of Atari equipment recently. I need to know which Atari
> equipments go with the following power adapters. Any help is appreciated:
>
> P/N C017945
> P/N C018187
> P/N C061982
> P/N C061982
> P/N C06163 (THE LAST DIGIT IS NOT VISIBLE BUT IT MAY BE A 6 OT 0 OR 8)
>
> THANKS
> STEWART
>
> --
> http://QLiner.com
>
> The goal of the works of a genius' existance lies only in itself.
>
>

397. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 19:59:17 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <padId.17824$_X7.8221@newssvr33.news.prodigy.com>
Source record: 13052

```
Thanks Bill. I didn't know how to send output to a file with
ftp. ls .file.txt.
Bill Latvin <blatvin991@yahoo.com> wrote in message
news:41f0a684.536996000@news.erols.com...
> On Wed, 19 Jan 2005 03:07:14 GMT, "russg"
> <russgilb@MUNGEsbcglobal.net> wrote:
>
> >I go to ftp.atari.art.pl using Win98SE DOS ftp command.
> >I log in, using anonymous and russg (user anonymous) pswd russg.
> >Now, ls gets the directory of the 'root'.
> >I 'cd' to the directory I want, until I get to where files are, instead
of
> >directories.
> >My problem is I can't stop the file listing at each page, it just scrolls
> >off the screen in a millisecond.
> >I've tried 'ls |more', 'ls | more', and anything else I could think of,
but
> >can't figure how to get a directory listing that stops at a page.
> >How do I do this?
> >I know 'pwd' to get current directory.
> >I know 'cd ..' to go up one directory (cdup doesn't work).
> >I've looked at UNIX/Linux command lists and they say the 'more' will
work.
> >This isn't a general question, but a specific question for
> >the site mentioned.
> >Thanks
> >
> >
> One way to get the complete file listing with the ftp command is to
> use 'ls . files.txt' or 'dir . files.txt' and then examine the file
> 'files.txt' after you get out of ftp (or even before you get out of
> ftp if you open another dos window or use notepad). You can also
> specify an asterisk instead of the dot, or wildcards like at* instead
> of the dot to get a partial listing.
```

398. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 22:15:00 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <E9fId.3277$cZ1.1316@newsread2.news.atl.earthlink.net>
Source record: 13053

The eccentricities of the 551 must be detecting some property of the format;
I have heard they reject media w/o a timing hole even though using a soft
sectored environment. Timing hole can not explain your situation since
reading drive and formatting drive are the same.

Maybe it is sector skew layout or related to sides or density... Any
difficulty booting SSDD or SSSD media in this drive?
Jess

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10v14t8stmqfc68@corp.supernews.com...
> Good point... I haven't actually looked at a disassembly of the first
three
> sectors of a disk copied via DUPDSK, but my past experiences seem to
> indicate that you are correct. If I use XINIT to format a DSDD ATR image
> and use DUPDSK to copy the ATR image to a floppy in the XF551 the floppy
> will not boot. But if I use XINIT.551 to format a a DSDD ATR image and
use
> DUPDSK to copy it to a floppy in the XF551 the floppy boots just fine.
>
> Sean
>
> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
> news:vG_Hd.2609$rp1.929@newsread3.news.atl.earthlink.net...
> > Have you looked at the boot sectors AFTER the dupdisk process onto the
> > Xinit.551 disk?
> >
> > Theoretically, a sector copy should duplicate ALL sectors including the
> > boot
> > area..?
> > Jess

399. USB Mousedriver released

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-21 22:21:43 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.21.22.21.43.359151@strotmann.de>
Source record: 13054

The first version of a Mouse Driver (tested with Logitech USB Mouse) is
available. It might also work with other mice. If not, please send me the
USBTEST HID Trace (USBTEST 0.4) of your mouse.

USB Mouse Driver Disk and Sourcecode
https://sourceforge.net/project/showfiles.php?group_id=111428&package_id=141744

Best regards
and a happy weekend

Carsten

____
Carsten Strotmann
ABBUC Programmers Group Wiki
http://www.strotmann.de/twiki/bin/view/APG/WebHome
Atari USB Project
http://www.microusb.org/

400. Re: Did you ever have SEX with your ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 00:41:05 UTC
From: Graham <dsf@dsf.fd>
Message-ID: <41F1A121.8BA91A81@dsf.fd>
Source record: 13055

GfA wrote:
>
> in article fbbaa058.0501190033.611b1d6e@posting.google.com, Dan Simper wrote
> on 1/19/2005 3:33 AM:
>
> > Reading these old computer groups, I think they are some sort of weird
> > sexual fetish groups about sex with computers.
> >
> > So did you ever "attach your cable" to your ATARI ?
>
> They don't call it a JOYstick for nothing. Read into that what you wish.
> lol

Feminists have already condemned the video game industry as a
patriarchal plot for just this reason.

(Well it's the sort of thing they might have done.)

401. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 02:41:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <x3jId.3171$m31.41660@typhoon.sonic.net>
Source record: 13056

Vidar Olavesen <olavese@online.no> wrote:
>> I still want someone to do Galaga, based on my SuperIRG graphics idea. ;^)

> That would be pretty cool wouldn't it? Can I ask for some info on how
> SuperIRG is working and see if I can give it a try?

SuperIRG is just a regular IRG mode text display (e.g., 40x24 with 4-colored text), except the character set changes every VBI. (There are no DLIs necessary, and no color palette changes.)

Upon choosing the right 'primary' colors (the color palette that the pixels in the characters will be made up of...), you can then blend most of them to create new colors.

For example, if you have Red, Yellow, Blue and Black for the colors (for now, we'll ignore the special '5th' color that IRG mode provides), you can end up with:

Black [Black & Black]
Red [Red & Red]
Yellow [Yellow & Yellow]
Blue [Blue & Blue]
Dark Red [Red & Black]
Dark Yellow [Yellow & Black]
Dark Blue [Blue & Black]
Orange [Red & Yellow]
Green [Blue & Yellow]
Purple [Red & Blue]

Since there are no color palette changes, you can create checkerboard patterns to reduce the distraction from flickering between two colors. (In APAC and ColorView modes, you end up with horizontal slices with dark spots between lines, sometimes.)

For example, a nicer patch of dark red would be:

RbRbRb bRbRbR
bRbRbR RbRbRb
RbRbRb bRbRbR

versus:

RRRRRR bbbbbb
bbbbbb RRRRRR
RRRRRR bbbbbb

[Where "R" = red, and "b" = black]

> Would need help on a few
> things, like the attack waves, graphics design (I think I can make it move
> smooth, but not draw it) Any body else fancy a go in a partnership?

Check out:

http://www.newbreedsoftware.com/lab/atari-galaga/

For SIFE, my Super IRG Font Editor for the Atari, see:

http://www.newbreedsoftware.com/sife/

My one SuperIRG-based game, so far was "Gem Drop" from a few years back:

http://www.newbreedsoftware.com/gemdrop/

Both of those were written in Action!

ONE of these days, I'm going to create a C program (or something) for Linux
that can pick the best Atari colors to generate particular colors via
Super IRG blending, and another C program (or something) that can convert
an arbitrary image (e.g., a PNG or GIF) into a Super IRG font...

> Take Atarian care

You too! :)

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

402. Re: How get |more in ftp listing

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 02:51:24 UTC
From: unixguy@atari.mm
Message-ID: <cssf3ciun2@News.Dal.Ca>
Source record: 13057

```
ls|less allows you to scroll upward in Unix, at least on our university
system.

-------------

> From: "russg" <russgilb@MUNGEsbcglobal.net>
>I've tried 'ls |more', 'ls | more'
```

403. Re: USB Mousedriver released

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 03:00:24 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <cljId.766$qC6.367@newsfe5-win.ntli.net>
Source record: 13058

Hi Carsten.

I heard that USB is a significant load on the CPU (even a slow Pentium).

Since a 6502 is about <1% of a Pentium, and manages to talk to USB, then I guess this is not true for low-data rate peripherals at least.

Would I be right to think that it only get to be a problem with high data rate peripherals (like disks), or clumsy OS software (like Win95!)?

Are we likely to see USB disk drives for the Atari?

Although these may never have the full data rate one can get with a PC, they may be much faster than the Atari serial bus.

404. WD1772's available Info. back! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 03:18:42 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0501212218160.6228@shell1>
Source record: 13059

I was looking for three WD1772 chips and came across this company in
California. They have the chips, but I've never heard of the Atari Ajax IC's.
Does anyone have more information on the Ajax?

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

---------- Forwarded message ----------
Date: Fri, 21 Jan 2005 15:29:18 -0800
From: Best Electronics - Bradley Koda <bestelec(at)concentric.net>
Subject: WD1772's available Info. back!

Thank you for your E-Mail dated 1-20-05 Robert.

Q. Do you have WD1772's available for sale? I need three.

A. Yes, we have the standard WD1772 I.C's in stock and also the Upgraded
backwards compatible Atari Ajax I.C. (the upgrade current replacement for the
WD1772) which can do both standard density and HD Density floppy formats.

Regards,
Bradley Koda

672 Commercial Street · San Jose, CA 95112-1406
Voice (408) 278-1070 · (1:30 - 5 PM, PST, M - F)
Web Site: http://www.best-electronics-ca.com

FAX: (408) 278-1092
EFax: (815) 364-3703 (FAX's to this FAX number will send a Digital file to our
E-Mail Account)(FAX's to this FAX number will send a Digital file to our E-Mail
Account)

We Ship USPS / UPS (Domestic), USPS Air Mail (International)

405. Re: Please identify the following Atari Power Adapters for me

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 04:18:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <jsk3v0d3ta2tm0bdbdn24j1ma25h12ltri@4ax.com>
Source record: 13060

On Fri, 21 Jan 2005 19:56:45 GMT, "russg" <russgilb@MUNGEsbcglobal.net> wrote:

>Hello, The FAQ has a list of power supplies.

>stewart allen <stewaetallen@comcast.net> wrote in message
>news:rdOdnT_VPuEv023cRVn-3Q@comcast.com...
>> Hi
>> I received a lot of Atari equipment recently. I need to know which Atari
>> equipments go with the following power adapters. Any help is appreciated:
>>
>> P/N C017945

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

>> P/N C018187

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

>> P/N C061982
>> P/N C061982

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

>> P/N C06163 (THE LAST DIGIT IS NOT VISIBLE BUT IT MAY BE A 6 OT 0 OR 8)

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

406. Connected!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 06:36:57 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10v3t49qtuueqe9@corp.supernews.com>
Source record: 13061

I received a UDS-10 and everything is working great! Hope to catch
you on the BBSs.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

407. Re: USB Mousedriver released

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 09:22:00 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.01.22.09.22.00.62423@strotmann.de>
Source record: 13062

On Sat, 22 Jan 2005 03:00:24 +0000, Kryten wrote:

Hi,

> Hi Carsten.
>
> I heard that USB is a significant load on the CPU (even a slow Pentium).

No at all. It depends on the USB Controller used and the Driver. On some
Systems, it might be slow.

> Since a 6502 is about <1% of a Pentium, and manages to talk to USB, then
> I guess this is not true for low-data rate peripherals at least.

We are using a more intelligent USB Controller, not a dump one where the
CPU has all the work.
>
> Would I be right to think that it only get to be a problem with high
> data rate peripherals (like disks), or clumsy OS software (like Win95!)?
>
> Are we likely to see USB disk drives for the Atari?

We are working on this.

>
> Although these may never have the full data rate one can get with a PC,
> they may be much faster than the Atari serial bus.

Yes, sure :)

Carsten

408. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 10:48:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <GbqId.3191$m31.42535@typhoon.sonic.net>
Source record: 13063

William Kendrick <bill@newbreedsoftware.com> wrote:
> Hey Viard.

Heh, how'd I miss THAT typo!? Sorry! :^)

> Um, I've not been paying attention to many threads, but definitely keeping
> my eye on Atari networking and USB cartridge posts. ;^)

Speaking of which, I just bought a USB<->Ethernet adapter to share between
my TiVo (for the Home Media Option) and my Atari! :^)

-bill!

409. Re: WD1772's available Info. back! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 12:15:23 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20050122121522.3200B@ilba14195.www.blueyonder.co.uk>
Source record: 13064

ISTR the Ajax was for the ST range and added 1.44mb floppy support.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

410. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 12:22:25 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10v4hc5pkkqp91f@corp.supernews.com>
Source record: 13065

The XF551 will READ media that has been formatted with a drive like the 1050
which doesn't use the timing hole, but it will not WRITE to media which
doesn't have a timing hole.

And nope... No problems booting SSDD or SSSD media. Additionally, this is
only a SpartaDOS phenomenon. If I format a DSDD disk with MyDOS and write
DOS/DUP it boots just fine...

You know, I tried to upload the disassembled sector information to the
binaries newsgroup but it doesn't appear it has posted. You can download
the files, as described previously in this thread, from
www.gorksplace.com/XF551&BootFix.zip. I'll leave the file available for
download for a week or so.

Sean

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:E9fId.3277$cZ1.1316@newsread2.news.atl.earthlink.net...
> The eccentricities of the 551 must be detecting some property of the
> format;
> I have heard they reject media w/o a timing hole even though using a soft
> sectored environment. Timing hole can not explain your situation since
> reading drive and formatting drive are the same.
>
> Maybe it is sector skew layout or related to sides or density... Any
> difficulty booting SSDD or SSSD media in this drive?
> Jess
>
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:10v14t8stmqfc68@corp.supernews.com...
>> Good point... I haven't actually looked at a disassembly of the first
> three
>> sectors of a disk copied via DUPDSK, but my past experiences seem to
>> indicate that you are correct. If I use XINIT to format a DSDD ATR image
>> and use DUPDSK to copy the ATR image to a floppy in the XF551 the floppy
>> will not boot. But if I use XINIT.551 to format a a DSDD ATR image and
> use
>> DUPDSK to copy it to a floppy in the XF551 the floppy boots just fine.
>>
>> Sean
>>
>> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
>> news:vG_Hd.2609$rp1.929@newsread3.news.atl.earthlink.net...
>> > Have you looked at the boot sectors AFTER the dupdisk process onto the
>> > Xinit.551 disk?

```
>> >
>> > Theoretically, a sector copy should duplicate ALL sectors including the
>> > boot
>> > area..?
>> > Jess
>
>
>
```

411. SCSI Floppy Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 12:29:46 UTC
From: llppwhite@aol.comnsp
Message-ID: <20050122072946.12547.00000174@mb-m24.aol.com>
Source record: 13066

The posts and questions about the possibility of USB drives and existence of the SCSI CD-Rom reader made me wonder about using a Black Box with a SCSI floppy drive. On the surface, it seems like this would be a reasonably easy application -- much easier than a CD-Rom. (Of course, not nearly as easy as plugging in the Floppy Board.) Has anyone ever looked at or heard anything about this?

-Larry

412. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 14:44:24 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncv4pm8.1j1.usenet-200501@camel.hias.horus.com>
Source record: 13067

On Sat, 22 Jan 2005 03:22:25 -0900, Gork wrote:
> You know, I tried to upload the disassembled sector information to the
> binaries newsgroup but it doesn't appear it has posted. You can download
> the files, as described previously in this thread, from
> www.gorksplace.com/XF551&BootFix.zip. I'll leave the file available for
> download for a week or so.

It seems the disassembler got a little bit out of sync (there are quite
some illegal opcodes in the listing). Could you please upload a raw
binary file (384 bytes) containing the contents of sectors 1-3
(one file with the original sectors, one file after XINIT.551).

> I still wonder, though, if formatting a disk with XINIT.551 might render
> it useless on another DSDD floppy drive...

If the changes are only that the new code is reading sector 4, it
will work fine. At least, if you use a sector copier to copy the
disk to another (non-XF551) drive, or if you create an ATR file
of the disk.

Using a DSDD disk created in an XF551 will most certainly not work
in another (non-XF551) DSDD drive. The XF551 uses a very strange method
to write DSDD disks:

First, it writes the sectors 1-720 to side 1 of the floppy. So the
first half of the disk can be acessed in a SS drive without any
problems.

But then, it writes sectors 721-1440 to side 2 in reverse order (!).

So far, I haven't seen any other drive which uses this strategy...

Most other drives either first write to side 1, then to side 2
(in normal order), or - like PC drives - first fill track 1 of side 1,
then track 1 of side 2, then track 2 of side 1, ...

so long,

Hias

413. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 15:45:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41f2775676caf2@comcast.net>
Source record: 13071

>I used to be some ten messages or something in here. Now it's looking really
>alive. I love that, but is there any particular reason this group suddenly
>was springing back to life?
>
>I was therefore hoping more people was getting into the machine again and
>that there might be more programmers out there who might be interested in
>doing some new games, applications or whatnot.
>
>That would be cool, cause I miss all the old technique swappings, small
>demos and everything from the old days! Hi, Nir Darey, Frankenstein (any
>Megamagazine issue after #7) and all the others from the past. Not sure if
>anybody still use/program on the machine, but would be nice to see a
>comeback from a lot of those people! Talented guys!
>
>Take Atarian care

It is amazing this has happened. Lately there have been more messages here
than in the ST area. I am not complaining at all....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

414. Re: WD1772's available Info. back! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 20:47:05 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1cwgr0aehgimp.dlg@dilgar.de>
Source record: 13068

On Sat, 22 Jan 2005 12:15:23 GMT Iain Laskey <ilaskey@cix.co.uk> wrote:
> ISTR the Ajax was for the ST range and added 1.44mb floppy support.

To be more precise: The AJAX is a WD1772 compatible chip, but contrary to the original, it is able to work at clock speeds of 16 MHz (HD) and 32 MHz (ED), not just 8 MHz (DD).

This chip is fully supported in all Ataris of the Mega STE and TT range (just replace ist, change the position of one of the internal DIP switches and the desktop enables HD disk formatting), but AFAIK the older ST machines require some additional soldering to supply the AJAX with 16 MHz and some additional software to format HD disks.

HTH,

Thorsten

415. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 20:47:43 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <mue5v05ju1gcml05qcmcisb5p0hj229lps@4ax.com>
Source record: 13069

Matthias Reichl <usenet-200501@hias.horus.com>:

>Using a DSDD disk created in an XF551 will most certainly not work
>in another (non-XF551) DSDD drive. The XF551 uses a very strange method
>to write DSDD disks:
>
>First, it writes the sectors 1-720 to side 1 of the floppy. So the
>first half of the disk can be acessed in a SS drive without any
>problems.

This is probably to keep compatibility with the single-sided drives (1050,
810) ?

>But then, it writes sectors 721-1440 to side 2 in reverse order (!).

I seem to recall a few people saying this wasn't really in reverse order,
since it is writing to the back side of the disk and that side is spinning
the opposite way that it would be if you were to flip the disk over.
Here's an old message from csa8 about that:

[begin quote]

"This is somewhat misleading to anyone who has no understanding of
double-sided disk drives. From the standpoint of "true" double-sided
operations, the XF551 does NOT write the 2nd side in reverse; flipping
a floppy writes it in "reverse." Flipping floppies has been the
method used by 8-bit Atarians for using the 2nd side of a floppy,
but it is only a standard (sort of) in the Atari world. (Unless
"Commodorians" and/or "Applites" or other single-sided drive users
do this too? I don't know about other 8-bit-computer disk drives.)

If one has an XF551 drive, and wants the 2nd side of a floppy to be
usable in other drives, then the solution is to flip the floppy as if
the drive were a 1050, except that the floppy needs to be punched with
a 2nd set (1 on each side of the jacket) of timing holes (I recall
reading that the XF551 uses those timing holes when formatting
floppies, just as the Percoms do. No, I never got into punching new
holes in my floppies to use the 2nd side in my Percoms, but now that I
know it will work.... maybe I'll try it, carefully!)

Nick DiMasi n...@ihlpm.ATT.COM ...att!ihlpm!njd DELPHI:
TURBONICK
Uni'q Digital Technologies (Fox Valley Software subsidiary;
^ working as a contractor at AT&T Bell Labs in Naperville, IL)
(| this is an accent mark, supposed to replace the dot over the 'i')

[end quote]

>So far, I haven't seen any other drive which uses this strategy...
>
>Most other drives either first write to side 1, then to side 2
>(in normal order), or - like PC drives - first fill track 1 of side 1,
>then track 1 of side 2, then track 2 of side 1, ...

They wouldn't be compatible with single-sided drives would they? If you had to support two different methods of writing out sectors to the disk whether or not it was to be single-sided or double-sided that would require more code in the drive itself, I would think.

Well, that's my admittedly uneducated view on it.

Shawn Jefferson
(fix reply to for email)

416. Atari RAM upgrade..?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 21:14:48 UTC
From: dunxuk@aol.commercial
Message-ID: <20050122161448.12854.00000213@mb-m11.aol.com>
Source record: 13070

Are there any available or DIY projects that can bring an XEGS up to 128k?

This has probably been asked over and over here but I can't seem to track down something that would specifically work on the XEGS and make it 130XE compatible. BTW thanks for the help everyone, the stereo upgrade is up and running!

Ta,

Dunx

417. UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 23:15:38 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10v5nkqs9j909ed@corp.supernews.com>
Source record: 13072

I have a UDS-10 connected to an ICD P:R: connection using R1. I can connect fine, but when I try to download files I get bad CRC and the download just times out. Is there something I have missed in the setup of the UDS-10? I'm connecting at 9600 baud, and I've tried different translation modes and download protocols, but I always get the bad CRC.

TIA
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

418. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-22 23:26:29 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1106436389.216346.76120@c13g2000cwb.googlegroups.com>
Source record: 13073

If you are using a Telnet connection, realize it isn't "8-bit clean". I wound up using the Lantronix COM port redirector and using a terminal program on the PC side to do the transfers, most of the time to a Host program on the Lantronix end.

419. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 02:36:18 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10v63d275u5h96e@corp.supernews.com>
Source record: 13074

```
On 22 Jan 2005 15:26:29 , "anoneds@netscape.net" wrote:
>If you are using a Telnet connection, realize it isn't "8-bit clean". I
>wound up using the Lantronix COM port redirector and using a terminal
>program on the PC side to do the transfers, most of the time to a Host
>program on the Lantronix end.
>
>.
Thanks. That makes sense. Another problem I have is that even
though my terminal is set to full duplex, the characters are echoed
on some of the BBSs I'm trying to call. I can't seem to figure that
one out either.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

420. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 02:49:09 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1106448549.114491.104700@f14g2000cwb.googlegroups.com>
Source record: 13075

If you are using Modem Mode, you might try changing your Connect Mode.
I use D6 (modem with echo) or C6 (modem without echo) depending on the
other end.

421. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 03:09:43 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10v65bng24ivv8b@corp.supernews.com>
Source record: 13076

```
On 22 Jan 2005 18:49:09 , "anoneds@netscape.net" wrote:
>If you are using Modem Mode, you might try changing your Connect Mode.
>I use D6 (modem with echo) or C6 (modem without echo) depending on the
>other end.
>
>.
Yes, that's what I thought, but I got the same result with both.
Perhaps I didn't reboot the thing in between or something. I'll have
to try it again. Thanks.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

422. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 03:29:16 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1106450956.153727.271980@c13g2000cwb.googlegroups.com>
Source record: 13077

Well, if you are in setup and you hit "9" to save it, the device
self-boots.

Interesting problem. I'd ask for the addresses, but I cannot surf using
my Lantronix anymore. My ISP doesn't support Linux, and Win98 internet
connection sharing doesn't work well with my ISP's dialer - they seem
to fight one another. I usually have to re-install the dialer, and then
some time later ICS just stops working. Usually a protocol or service
required mysteriously disappears. If I reinstall, then my dialer is
hosed again. Viscious cycle, that...

I just use the device to transfer files back and forth these days. A
serial cable would probably be easier, but I don't have any 40-50 foot
serial cables.

423. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 05:27:19 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1106457516@rtfm.mit.edu>
Source record: 13078
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 30, 2004

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

424. What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 06:37:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <73918d.3704a4@fmlynet.org>
Source record: 13088

Hey Vidar! What can we say? It is spring... no wait, it is winter... I dunno... why are things springing back? :D

The USB cart is amazing considering the ST does not have this yet. And the lantronix serial to ethernet adaptors have been a real kick to getting some real hard ware out to visiting the four or five Atari telnet BBS's out there.

I am thinking of getting into developing myself, mainly looking at doing some programming, ATASCII art and all for the Atari BBS scene that is going on right now. But I am getting curious. :D

So jump in, the water's heating up!

Doc Clu 800

> From: "Vidar Olavesen" <olavese@online.no>

> I used to be some ten messages or something in here. Now it's looking really
>alive. I love that, but is there any particular reason this group suddenly was
> springing back to life?

>I was therefore hoping more people was getting into the machine again and that
>there might be more programmers out there who might be interested in doing som
> new games, applications or whatnot.

> That would be cool, cause I miss all the old technique swappings, small demos
>and everything from the old days! Hi, Nir Darey, Frankenstein (any Megamagazin
> issue after #7) and all the others from the past. Not sure if anybody still
> use/program on the machine, but would be nice to see a comeback from a lot of
> those people! Talented guys!

> Take Atarian care

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

425. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 06:39:16 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c3918e.3704e8@fmlynet.org>
Source record: 13087

> From: adamofevil <adamofevil@optonline.NOSPAM.net>

> Greg.Goodwin@family-news.org wrote in news:a3915c.340eaa@fmlynet.org:

>> Ok, answers my previous question, so how about a new one... why
>> does the Atari800Mac not have the online game option? :D Macs I
>> have.
>>
>> Still cool that this can be played online.
>>
>> Doc Clu 800
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
>> (8:8/2)

>I dont think Kaillera was ever ported to MAC. The source code is available on
> their web site if you wish to give it a shot.

With Mac OSX being unix based, that is getting a lot easier these days.

Now if we can just convince Steve Tucker to port APE to the Mac, I would be
a little happier. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

426. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 06:42:00 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e3918f.370540@fmlynet.org>
Source record: 13091

> From: bill@newbreedsoftware.com (William Kendrick)

> I still want someone to do Galaga, based on my SuperIRG graphics idea. ;^)

I like!! Do tel more on this idea.

Big fan of Galaga and is perhaps the main reason I kept a 7800 around.

Doc Clu 800

Narrowing down my Atari needs to the Atari 800 and Jag one game at a time.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

427. Re: UDS10 -v- MSS1-T

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 06:43:46 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c39190.370577@fmlynet.org>
Source record: 13089

I'm going to drop you a E-mail on this one.

Doc Clu 800

> From: Slor <slor@comcast.net>

> Despite all prevention efforts, Greg.Goodwin@family-news.org wrote in
> news:539155.340750@fmlynet.org:

>>>> Slor
>>>> .
>>>> Why write a usenet reader for the Atari when you can still read this
>>>> newsgroup on many BBS's out there on telnet. Try this one.. .
>>>> Family BBS
>>>> www.family-bbs.org
>>>> 206.176.144.201
>>
>>> Cool. I looked around briefly - is there a any way to actually post
>>> to the groups there?
>>
>>> --
>>> Slor
>>
>> Very much so. Once you get there, hit R to read, NE for the next
>> group, and to find the place more quickly, hit J to join a group
>> and once under that command, do F to find and enter Atari, and you
>> will find like 6 groups that have the Atari name. (I am partly
>> responsible for that) :)
>>
>> Once in the group you can read through the messages. RE is to
>> reply, and E for enter a new message. And if I am wrong, ? for
>> menu. :D
>>

> Perhaps I have to get the email account first or attain some other access?
> When I try to post a message it tells me I'm "not allowed to do that". :)

> --
> Slor

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

428. Video control on Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 06:48:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <b39191.370611@fmlynet.org>
Source record: 13090

Nothing that I know of. I know that a 800 can be hooked up "easily" to a
S-Video port (I've heard it said from Cybernoid that the pins are all
there, just connect A on one end to A on the other... etc etc..)

Anyway, interestng stuff... never had a problem with the 800.. use the same
cable on the 800 that I use on the 800xl.

Doc Clu 800

> From: Slor <slor@comcast.net>

> Hey guys - Is there any video control on the 800 similar to the pots on other
>models? I just hooked mine up via s-video, and the picture is sharp but a bit
>too bright and washed out. Conversely, if I hook it up via AV, it's very dark
>I figured I'd see if I'm missing anything obvious before I go home and open it
> up to look for an internal adjustment...

> Thanks

> --
> Slor

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

429. WD1772's available Info. back! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 06:53:20 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <039192.3706aa@fmlynet.org>
Source record: 13085

I recognize the WD 1772 as the chip I had in the Atari TT030. I know that
the ajax is the golden driver chip everyone wants for high density disk
access of a 5 1/4' floppy. Cool stuff the Atari TT. The Atari 800 of the
ST world.

Doc Clu 800

> From: Robert Bernardo <rbernardo@iglou.com>

> This message is in MIME format. The first part should be readable text,
> while the remaining parts are likely unreadable without MIME-aware tools.

> ------=_NextPart_000_059C_01C4FFCD.F94F0320
> Content-Type: TEXT/PLAIN; CHARSET=X-UNKNOWN; FORMAT=flowed
> Content-Transfer-Encoding: QUOTED-PRINTABLE
> Content-ID: <Pine.GSO.4.61.0501212218162.6228@shell1>

> I was looking for three WD1772 chips and came across this company in=20
> California. They have the chips, but I've never heard of the Atari Ajax IC=
> 's.=20
> Does anyone have more information on the Ajax?

> =09=09=09=09=09Truly,
> =09=09=09=09=09Robert Bernardo
> =09=09=09=09=09Fresno Commodore User Group
> =09=09=09=09=09http://videocam.net.au/fcug

> ---------- Forwarded message ----------
> Date: Fri, 21 Jan 2005 15:29:18 -0800
> From: Best Electronics - Bradley Koda <bestelec(at)concentric.net>
> Subject: WD1772's available Info. back!

> Thank you for your E-Mail dated 1-20-05 Robert.

> Q. Do you have WD1772's available for sale? I need three.

> A. Yes, we have the standard WD1772 I.C's in stock and also the Upgraded=
> =20
> backwards compatible Atari Ajax I.C. (the upgrade current replacement for t=
> he=20
> WD1772) which can do both standard density and HD Density floppy formats.

> Regards,
> Bradley Koda

> 672 Commercial Street =B7 San Jose, CA 95112-1406 Voice (408) 278-1070 =B7
> (1:30 - 5 PM, PST, M - F) Web Site: http://www.best-electronics-ca.com

> FAX: (408) 278-1092
> EFax: (815) 364-3703 (FAX's to this FAX number will send a Digital file to =
> our=20
> E-Mail Account)(FAX's to this FAX number will send a Digital file to our E-=
> Mail=20
> Account)

> We Ship USPS / UPS (Domestic), USPS Air Mail (International)
> ------=_NextPart_000_059C_01C4FFCD.F94F0320--

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

430. Connected!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 07:04:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <939193.370893@fmlynet.org>
Source record: 13086

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)

>I received a UDS-10 and everything is working great! Hope to catch you on the
> BBSs.

Whoo hoo!! Let me know if you need any pointers. Currently the sites to
see out thre are..

www.family-bbs.org
206.176.144.201
(E-mail account, Atari newsgroups, telnet out.)

Atari news
216.240.173.22
(Atari chat Tues/Thurs 8 pm CST, Sun 10 am CST...
Log in with Ice-T since it needs ANSI)

And of course the Atari (ATASCII) BBS's... Atari Inside
213.10.217.144/8888

Inside 8-bit BBS (US but static IP)
LOL! Just realized I am in Ice-T and the settings have been macros long
enough in bobterm long enough that I forgot. Will did those up. At this
time there are though... as mentioned Atari Inside, Inside Atari 8-bit, &..

Boot Factory
bfbbs.no-ip.com

Closer to Home (been down lately.. hope that changes) cth.dtdns.net

Mouser BBS (been down the last week)

And Thunderdome, still in experimental stages, to be announced.

Welcome to the BBS's! More listings to come.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

431. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 14:16:32 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10v7ce6l1pdnv8b@corp.supernews.com>
Source record: 13079

"Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
> It seems the disassembler got a little bit out of sync (there are quite
> some illegal opcodes in the listing). Could you please upload a raw
> binary file (384 bytes) containing the contents of sectors 1-3
> (one file with the original sectors, one file after XINIT.551).
>
I'm pretty green here and tried to do as you asked but didn't get anywhere. I have, however, uploaded a new file to www.gorksplace.com/XF551&BootFix2.zip with some new contents. I disassembled the boot sectors again, this time setting the disassembly to 3000. I included NonXF.txt, XF.txt and Changes.txt which contain the disassembled information and the changes, just like before, but this time in text documents. In trying to include a raw binary of the three sectors I used a Windows hex editor to pull the information from the first three sectors of each disk and ended up with nonXF.hex (the information from the XINIT disk) and XF551.hex (the information from the XINIT.551 disk). I don't think this is what you're asking for, but it's the closest I could figure out?? I also included copies of the two ATR images this time as well... The zip file is actually smaller than it was before now.

> Using a DSDD disk created in an XF551 will most certainly not work
> in another (non-XF551) DSDD drive. The XF551 uses a very strange method
> to write DSDD disks:

Yes, yes... Something obvious I missed. I have also read that the XF551, in double sided mode, writes the reverse side in reverse order - meaning the reverse of the way the disk would have been written on if it had been turned over like a "flippy" and written as a single sided disk...

Anyway, your point is well taken. If I write disks on the XF551 in DSDD mode, they will only work on XF551 drives, so there is no need to even be concerned about whether using XINIT.551 will cause compatibility issues with other drives...

Sean

432. Re: Odd looking 410 recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 18:30:09 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10v7r94bik26cd4@news.supernews.com>
Source record: 13080

On Sun, 23 Jan 2005 11:17:58 -0600, dx375 wrote:

[snipped]
> Is this puppy rare?

Don't know how rare it is, but it's not odd looking to me. That's the
410 that I had for my 400 and 800.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

433. Re: Odd looking 410 recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 18:31:24 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10v7rbfgtle4df3@news.supernews.com>
Source record: 13081

On Sun, 23 Jan 2005 11:17:58 -0600, dx375 wrote:

[snipped]
> Is this puppy rare?

My mistake, I owned the earlier one.
--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

434. Re: Odd looking 410 recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 18:57:45 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <9m8dc2-dmi.ln1@speaker.rodsbooks.com>
Source record: 13082

In article <p0n7v0101ohbo60q02su1atvbtpnud03vc@4ax.com>,
dx375 <dx375athotmail.com@> writes:
>
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&category=82631&item=5159430550&rd=1
>
> Is this puppy rare?

I believe it's rarer than the later version that replaced it. I had one
just like it, but my friends who got Ataris a few months after I did got
the more common smaller units. I don't have exact numbers, though, on how
many of each variety were produced.

FWIW, my unit (which looked like the one up for auction) seemed more
reliable than my friends'. Mine would frequently read tapes that my
friends' units would not read. I don't know if that's a matter of the 410
sub-model or whether mine was just an unusually reliable sample.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

435. Re: WD1772's available Info. back! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-23 19:36:20 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0501231434310.25774@shell1>
Source record: 13083

```
---------- Forwarded message ----------
Date: Sat, 22 Jan 2005 17:19:33 -0800
From: Best Electronics - Bradley Koda <bestelec(at)concentric.net>
Subject: More WD1772's available Info. back!
Thank you for your E-Mail dated 1-21-05 Robert.

Q. What would be the cost of three standard WD1772 chips with tax and
shipping?

A. Here is a break down of Costs Robert:

3 WD1772 I.C.s U$D 54.00
CA Sales Tax U$D 4.05
Shipping U$D 4.30
Insurance U$D 2.20
----------------
Total U$D 64.55

Regards,
Bradley Koda
```

436. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-24 07:39:36 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10v99ht1pkbub12@corp.supernews.com>
Source record: 13084

Ok... I have decided that, indeed, replying to oneself is the same thing as talking to oneself. However, posting a reply to one's own posts often renders additonal comments from readers whereas talking to oneself normally renders an empty room. So, here goes.

I was contacted off board by someone who explained exactly what was happening and between examination of his information and running through the process myself I now understand the basics of what XINIT.551 is doing differently than the normal SpartaDOS XINIT command. SpartaDOS just does not play well with the XF551. The biggest problem is not being able to force the XF551 to switch densities. Someone mentioned they wrote a utility to change densities in the XF551... IF ANYONE KNOWS OF A SPARTADOS PROGRAM WHICH WILL CHANGE DENSITIES OF THE XF551 ON THE FLY, do let me know? And, for those who have been following this entire thread: If the solution is something simple like "hold down select and hit reset" I'll just DIE. :)

In order to make a DSDD SpartaDOS disk boot on the XF551 there are only three bytes which need to be changed in the first boot sector, sector one of the disk. The bytes which need to be changed are EE, EF & F0. These bytes need to be changed from 4C, EE, 30 to A0, FF 60.

Now for an explanation. First off I'm going to post some of the information in the file "Changes.txt" which I posted a download link to earlier in this thread. This information is best viewed with a fixed-pitch font such as Courier:

```
NonXF:
[001:26] $3026 00 BRK
[001:27] $3027 D4 SKB
[001:28] $3028 00 BRK
[001:29] $3029 00 BRK
[001:2A] $302A 00 BRK

XF:
[001:26] $3026 00 BRK
[001:27] $3027 FF 00 00 INS LGFLAG,X <$0000>
[001:2A] $302A 00 BRK

*****
*****

NonXF:
[001:2F] $302F 00 BRK
[001:30] $3030 45 72 EOR COLAC <$72>
[001:32] $3032 72 CIM
[001:33] $3033 6F 72 3A RRA $3A72
```

```
[001:36] $3036 20 4E 6F JSR $6F4E
[001:39] $3039 20 44 4F JSR $4F44
[001:3C] $303C 53 9B LSE ($9B),Y
[001:3E] $303E AD 28 30 LDA $3028

XF:
[001:2F] $302F 00 BRK
[001:30] $3030 42 CIM
[001:31] $3031 6F 6F 74 RRA $746F
[001:34] $3034 20 45 72 JSR $7245
[001:37] $3037 72 CIM
[001:38] $3038 6F 72 3F RRA $3F72
[001:3B] $303B 20 20 9B JSR $9B20
[001:3E] $303E AD 28 30 LDA $3028

*****
*****

NonXF:
[001:EB] $30EB 20 56 E4 JSR CIOV <$E456>
[001:EE] $30EE 4C EE 30 JMP $30EE
[001:F1] $30F1 A0 40 LDY #$40

XF:
[001:EB] $30EB 20 56 E4 JSR CIOV <$E456>
[001:EE] $30EE A0 FF LDY #$FF
[001:F0] $30F0 60 RTS
[001:F1] $30F1 A0 40 LDY #$40
```

This information represents the differences between disassembled bytes of sector 1 of two disk images formatted in SpartaDOS. The lines marked "NonXF" were taken from bytes on a disk formatted with the normal SpartaDOS XINIT command. The lines marked "XF" were taken from bytes on a disk formatted with the altered SpartaDOS XINIT.551 command. This command, as noted previously in this thread, formats a disk which allows for a DSDD (or presumably simply a DD as well) bootable SpartaDOS disk to boot properly when the drive is initially in SD mode. Without this change, any attempt to boot the disk in this fashion fails with an error similar to "Error: No DOS."

The above information is divided into three sections. The differences in the first two sections are irrelevant to the process. It was explained to me that the differences in the first section only indicate the volume random number which is supposed to be different on different disks. The second section only changes the message which displays on the screen during a boot error.

The part which does the work is in the third section. You'll notice three bytes are different: bytes EE, EF and F0. This is where we end up in the code upon a "boot error" situation. In the NonXF version, you can see the the command loaded into memory at $30EE is JMP $30EE - this creates an endless loop. As I understand it, this is the reason for one difference

between a bad boot in AtariDOS (at least 2/2.5) and SpartaDOS. AtariDOS scrolls "BOOT ERROR" over and over down the screen until the problem is corrected. SpartaDOS simply gives it's "boot error" message once and stops. And when it stops, it does so because it has reached the endless loop at $30EE.

The three byte change in the code in the XF version indicates the command JMP $30EE command has been replaced with two commands: LDY #$FF and RTS. Here's where my green shows, but basically, the way I understand it, LDY #$FF loads the Y register with the number $FF which indicates an SIO error and the RTS command causes the process to start over and attempt to boot the disk again. If the disk is truly not bootable, as in no DOS present or the like, SpartaDOS will act more like AtariDOS where a "boot error" type of message will scroll down the screen as the computer keeps trying to access the drive.

What does this do for the problem with the XF551 not being able to boot a DD disk when it starts in SD mode? Apparently an error in the boot process is what triggers the XF551 to switch density. So, after a few attempts at booting with a resulting error, the XF551 eventually tries DD and is then able to boot the DD disk.

Another problem which drove me insane through all this though... I did all this using the emulator to create an ATR image which I then wrote out to a physical floppy with the XF551 and APE. (It's much quicker to deal with all the copying, formatting, changing bytes etc with the PC and the emulator as opposed to strictly using the Atari.) I was unable to use the SpartaDOS sector copy command DSKDUP to duplicate the altered ATR image over to the XF551 on numerous occasions. SpartaDOS would give me an error similar to "unable to write boot sector." I *finally* figured out that if the XF551 was in SD mode I was unable to copy the DD ATR image to the XF551, and that is what was causing my grief. (I ended up with this happening on numerous occasions because I booted the 130XE from a SpartaDOS ATR image through APE since it's so much faster. I have my XF551 set as D1:, so I had to turn that off to boot the ATR image. After disabling virtual APE D1: I would turn the XF551 on to enable it as D1: and disable virtual D1: in APE. And upon power on, the XF551 is apparently configured as SD.) The only way I could figure out how to make SpartaDOS set the XF551 to DD mode was to format the floppy as DD. At this point DSKDUP would copy the altered ATR over to the floppy in the XF551 and I was able to verify that the alterations in the three bytes to to the ATR did indeed fix the booting issue. Yea!

Anyway, you can see why I'm interested in finding some way to more quickly set the density on the XF551 from SpartaDOS. I even tried looking for a secotr copier for SpartaDOS which might handle this situation more appropriately, but to no avail. I'm understanding more and more about what people are telling me about the XF551's little quirks and how software must be written to specific "standards" to deal with these issues.

I'm really hoping for lots of questions, rants, comments and additional solutions. And many thanks to my "offline mentor," as well as to everyone

else who has contributed to this fairly lengthy thread!

Sean

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10v7ce6l1pdnv8b@corp.supernews.com...
> "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
>> It seems the disassembler got a little bit out of sync (there are quite
>> some illegal opcodes in the listing). Could you please upload a raw
>> binary file (384 bytes) containing the contents of sectors 1-3
>> (one file with the original sectors, one file after XINIT.551).
>>
> I'm pretty green here and tried to do as you asked but didn't get
> anywhere. I have, however, uploaded a new file to
> www.gorksplace.com/XF551&BootFix2.zip with some new contents. I
> disassembled the boot sectors again, this time setting the disassembly to
> 3000. I included NonXF.txt, XF.txt and Changes.txt which contain the
> disassembled information and the changes, just like before, but this time
> in text documents. In trying to include a raw binary of the three sectors
> I used a Windows hex editor to pull the information from the first three
> sectors of each disk and ended up with nonXF.hex (the information from the
> XINIT disk) and XF551.hex (the information from the XINIT.551 disk). I
> don't think this is what you're asking for, but it's the closest I could
> figure out?? I also included copies of the two ATR images this time as
> well... The zip file is actually smaller than it was before now.
>
>> Using a DSDD disk created in an XF551 will most certainly not work
>> in another (non-XF551) DSDD drive. The XF551 uses a very strange method
>> to write DSDD disks:
>
> Yes, yes... Something obvious I missed. I have also read that the XF551,
> in double sided mode, writes the reverse side in reverse order - meaning
> the reverse of the way the disk would have been written on if it had been
> turned over like a "flippy" and written as a single sided disk...
>
> Anyway, your point is well taken. If I write disks on the XF551 in DSDD
> mode, they will only work on XF551 drives, so there is no need to even be
> concerned about whether using XINIT.551 will cause compatibility issues
> with other drives...
>
> Sean
>
>

437. Re: Video control on Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-24 14:07:35 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Hi7Jd.197$DQ4.149@newsfe4-gui.ntli.net>
Source record: 13092

> Hey guys - Is there any video control on the 800 similar to the pots on
> other
> models? I just hooked mine up via s-video, and the picture is sharp but a
> bit
> too bright and washed out. Conversely, if I hook it up via AV, it's very
> dark
> I figured I'd see if I'm missing anything obvious before I go home and
> open it
> up to look for an internal adjustment...

Sadly there is no precise rule about intensity.

For example, I read that video signals are 1V pk-pk, and built a gadget to drive them to that maximum. However, that gave the maximum intensity that the TV could provide, and this is enough to be rather garish. Pixels 'flare' into each other: i.e. bright pixels expand into dark ones. So I set my gadget to drive it to half a volt for normal use, and reserved 1V for when I do want ultra-bright pixels.

Atari video analogue circuitry is not great. It doesn't have a well-regulated power rail, it just uses the noisy 5V logic rail. You can easily improve it a lot by adding a decent capacitor. The components can be modified if you feel confident making mods.

http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

438. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-24 17:55:35 UTC
From: Jorge <user@nospam.com>
Message-ID: <ct3cqngap1@blue.rahul.net>
Source record: 13093

Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS> writes:

>I seem to recall a few people saying this wasn't really in reverse order,
>since it is writing to the back side of the disk and that side is spinning
>the opposite way that it would be if you were to flip the disk over.

There are two (or even three if you want) separated issues regarding the
"reverse order" incompatibility of the XF551 drive.

The first is the reverse rotational direction of the recording on the back
side. This is just a mechanical issue. When you flip a disk you reverse
the rotation with respect to the disk surface. So any double sided drive
will write the back side in the reverse direction than written when
flipping the disk.

Note that this is not just the reverse order of sector (or bytes). The
actual encoded pulses and flux transitions are recorded in the reverse
order. This makes impossible to read the "flippy" side on a any double
sided drive unless you use a special controller like the Catweasel or the
Discovery Cartridge.

There are further mechanical constrains when trying to read the flippy
side with the second head. The disk doesn't "seat" exactly the same as
when flipped, and both heads are displaced. This makes virtually
impossible such a task even whit a special controller.

A second issue is the order of "logical sectors". This issue doesn't exist
on the PC, or more precisely, it happens at a completely different level.
In a PC and most other systems the order of logical sectors is imposed by
the OS and by the filesystem. This is contrary to what happens in the
Atari. The Atari has a high-level drive working at the logical sector
level. It is then the drive's firmware who determines where, on which
track, side and sector, a specific logical sector is positioned.

I don't know how other double sided Atari drives work, never had one. But
Atari choosed to make the first side of an XF551 double sided disk to be
compatible with a single sided one. This makes some sense, you can boot
such a disk, and read the first half with drives such as US Doubler,
Happy, etc.

Atari also decided to put the first sector of the second side (logical
sector 721) on track 39. Seems a wise decision. Once you decided to make
the first side compatible with older drives, it is better to put
contiguous logical sectors as close as possible. So logical sectors 720
and 721 are in the same cylinder. Otherwise a full stroke seek is needed
when going from sector 720 to 721.

What is perhaps stranger, is the order of logical sectors "inside" a track in the second side. The XF551 starts with the last sector (sector #18) and ends with the first one (sector #1). So logical sector 721 is track 39, sector 18 on the second side. No idea why Atari decided this. Might be an artifact of the conversion routine, might be even a bug.

Lastly, there is the issue of the index hole. Later 5.25 drives, such as most HD ones will not work without detecting the index hole. This is a limitation of the drive mechanism itself. This makes difficult to read a flippy side on a PC drive. Older drives don't have this limitation, and some have a jumper to configure this.

Even when the drive mechanism can operates without the index hole, you still need the index hole to format a disk. Now this is a limitation of the FDC, not of the drive. The FDC will not start the formatting until receiving the index signal pulse. Note that this happens in most FDCs including the one in the 1050. But the 1050 can generate the index signal to the FDC internally.

439. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 01:32:02 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <mkhJd.6244$cZ1.4759@newsread2.news.atl.earthlink.net>
Source record: 13094

Congrats on perseverence to a resolution! Just a few thoughts.

> What does this do for the problem with the XF551 not being able to boot a
DD
> disk when it starts in SD mode? Apparently an error in the boot process
is
> what triggers the XF551 to switch density. So, after a few attempts at
> booting with a resulting error, the XF551 eventually tries DD and is then
> able to boot the DD disk.

Sounds like it's the boot code rather than how the destination was formatted
that controls. The really important step seems to be to make certain the
.ATR to be copied was created with the 551 patch. The original format would
only matter if the sector copier does not transfer the boot sectors.

> Anyway, you can see why I'm interested in finding some way to more quickly
> set the density on the XF551 from SpartaDOS. I even tried looking for a
> secotr copier for SpartaDOS which might handle this situation more
> appropriately, but to no avail. I'm understanding more and more about
what
> people are telling me about the XF551's little quirks and how software
must
> be written to specific "standards" to deal with these issues.

Does the XF551 respond properly and reliably to the SIO write configuration
"O" command using the percom block? You could easily do up a quick .COM file
to set DSDD from the command line. All we need is the Sparta memory map to
select an origin for the code; likely around $6000.

btw what language is that? I don't recognize this as 6502 assembly...
Jess

> [001:27] $3027 D4 SKB

> [001:27] $3027 FF 00 00 INS LGFLAG,X <$0000>

> [001:32] $3032 72 CIM
> [001:33] $3033 6F 72 3A RRA $3A72

> [001:3C] $303C 53 9B LSE ($9B),Y

> [001:30] $3030 42 CIM
> [001:31] $3031 6F 6F 74 RRA $746F

> [001:37] $3037 72 CIM
> [001:38] $3038 6F 72 3F RRA $3F72

440. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 02:37:30 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <lkbbv0h3glhs4ats8ckon6u94votmp5mv0@4ax.com>
Source record: 13095

I recall having issues with MyDOS being unable to "force" the XF551 to change densities on the fly. The drive would be "stuck" in one density, and I had to reboot to read a disk of a different density. This sounds like some of the same basic behavior you documented so well.

I never used disk-based SpartaDOS much at all, but SpartaDOS X was my mainstay for years. As I recall, SDX was supposed to be able to force the XF551 to change densities on the fly, unlike all other DOSes which had trouble with this. This was indeed my experience, SpartaDOS X played much better with my XF551 than MYDOS did.

SDX also knows how to utiltize the high-speed mode of the XF551, I liked that too.

So one "solution" might be to try using SpartaDOS X, if you can find a cartridge.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

441. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 04:32:35 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <nqibv0hpst1k8658crbvig7o44jg1eqhis@4ax.com>
Source record: 13096

"Gork" <nokraygienspam@hotmail.com>:

>I was contacted off board by someone who explained exactly what was
>happening and between examination of his information and running through the
>process myself I now understand the basics of what XINIT.551 is doing
>differently than the normal SpartaDOS XINIT command. SpartaDOS just does
>not play well with the XF551. The biggest problem is not being able to
>force the XF551 to switch densities. Someone mentioned they wrote a utility
>to change densities in the XF551... IF ANYONE KNOWS OF A SPARTADOS PROGRAM
>WHICH WILL CHANGE DENSITIES OF THE XF551 ON THE FLY, do let me know? And,
>for those who have been following this entire thread: If the solution is
>something simple like "hold down select and hit reset" I'll just DIE. :)

Bob Woolley posted some modifications he had made to the XF551 ROM on here
a while back, as well as a 3.5" modification. One of the modifications
made the XF551 smarter about changing densities. That may be helpful for
you.

Ideally, you want the drive to change densities automatically, not run a
program to change densities.

Shawn Jefferson
(fix reply to for email)

442. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 04:53:05 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vbk5qss44p75@corp.supernews.com>
Source record: 12997

> Sounds like it's the boot code rather than how the destination was
> formatted
> that controls. The really important step seems to be to make certain the
> .ATR to be copied was created with the 551 patch. The original format
> would
> only matter if the sector copier does not transfer the boot sectors.

Exactly! When the boot code is written at the end of the format (if I know what I'm talking about) XINIT writes a "non XF551 compatible" boot sector. When XINIT.551 finishes formatting it writes the XF551 compatible sector. Either way, using the DUPDSK to sector copy an ATR image to a newly formatted disk in the XF551 does indeed overwrite the the boot code with that from the ATR image. (Well, it does if the XF551 is set in the appropriate density - otherwise it errors out. <sigh>)

> Does the XF551 respond properly and reliably to the SIO write
> configuration
> "O" command using the percom block? You could easily do up a quick .COM
> file
> to set DSDD from the command line. All we need is the Sparta memory map to
> select an origin for the code; likely around $6000.

I'm sorry, this is above my head. I think that you're basically trying to say that there may be a memory location which, when set properly, might cause the XF551 to respond to a density change "request," but I'm not sure. I'm sorry... If I can get somewhere with the "O" command you referred to I'll start working on trying to locate or dump <shiver> a memory map.

> btw what language is that? I don't recognize this as 6502 assembly...

I'm not sure. I must admit I don't know much about what I'm doing here - just trying to learn as I go along... I assumed this was 6502 assembly, but I used a disassembler in a a Windows program called Atari ROM Designer. Maybe I've done something wrong... And here I thought I was breezing along somewhat decently with this stuff!

Sean

443. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 04:55:39 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vbkaiqeau705f@corp.supernews.com>
Source record: 12998

I noticed several upgrades for the XF551 on the CSS web site, including
those you referred to. I contacted Woolley but he's been very busy. I
appreciate you taking the time, and yes, it would be MUCH better if the
drive would change densities automatically.

Sean

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:nqibv0hpst1k8658crbvig7o44jg1eqhis@4ax.com...
> "Gork" <nokraygienspam@hotmail.com>:
>
>>I was contacted off board by someone who explained exactly what was
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>>the
>>process myself I now understand the basics of what XINIT.551 is doing
>>differently than the normal SpartaDOS XINIT command. SpartaDOS just does
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>>to change densities in the XF551... IF ANYONE KNOWS OF A SPARTADOS
>>PROGRAM
>>WHICH WILL CHANGE DENSITIES OF THE XF551 ON THE FLY, do let me know? And,
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>>something simple like "hold down select and hit reset" I'll just DIE. :)
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> Bob Woolley posted some modifications he had made to the XF551 ROM on here
> a while back, as well as a 3.5" modification. One of the modifications
> made the XF551 smarter about changing densities. That may be helpful for
> you.
>
> Ideally, you want the drive to change densities automatically, not run a
> program to change densities.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

444. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 05:27:14 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vbm5q2j385j20@corp.supernews.com>
Source record: 12999

>I recall having issues with MyDOS being unable to "force" the XF551 to
>change
> densities on the fly. The drive would be "stuck" in one density, and I
> had to
> reboot to read a disk of a different density. This sounds like some of
> the
> same basic behavior you documented so well.

I *thought* I was actually successful with MyDOS using the O and P commands from the menu, but I was doing so much during that time I'm not sure. I'll have to try again.

I actually just recently purchased a SpartaDOS X cartridge. I have a manual, but it's sealed and I've been trying to decide if I want to break the seal. I've been trying to find a complete electronic version of the SDX manual online without luck so far.

Thanks for the tip! I'll be looking into this further.

Sean

445. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 06:33:14 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <b391b2.390427@fmlynet.org>
Source record: 13002

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

>> I used to be some ten messages or something in here. Now it's looking really
>> alive. I love that, but is there any particular reason this group suddenly
>> was springing back to life?
>>
>> I was therefore hoping more people was getting into the machine again and
>> that there might be more programmers out there who might be interested in
>> doing some new games, applications or whatnot.
>>
>> That would be cool, cause I miss all the old technique swappings, small
>> demos and everything from the old days! Hi, Nir Darey, Frankenstein (any
>> Megamagazine issue after #7) and all the others from the past. Not sure if
>> anybody still use/program on the machine, but would be nice to see a
>> comeback from a lot of those people! Talented guys!
>>
>> Take Atarian care

>It is amazing this has happened. Lately there have been more messages here tha
> in the ST area. I am not complaining at all....

;)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

446. UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 06:37:28 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <7391b3.3904ae@fmlynet.org>
Source record: 13001

You've probably been answered already, but sounds like you need to be true
telnet mode. Something I need to do eventually as well. :)

Doc Clu 800

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)

> I have a UDS-10 connected to an ICD P:R: connection using R1. I can connect
> fine, but when I try to download files I get bad CRC and the download just
> times out. Is there something I have missed in the setup of the UDS-10? I'm
> connecting at 9600 baud, and I've tried different translation modes and
> download protocols, but I always get the bad CRC.

> TIA
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

447. FA:Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 06:46:18 UTC
From: atari Only <atarionly@adelphia.net>
Message-ID: <Xns95E8E7A66134Fatarionlyadelphianet@216.196.97.142>
Source record: 13000

I have a large collection of Atari 8bit disks on ebay along with other atari auctions. They can be found at:

http://search.ebay.com/_W0QQsassZatari_only

Thank you

448. Atari 800 keys needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 06:56:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <3391b4.390704@fmlynet.org>
Source record: 13004

Trying to fix up two Atari 800's right now.

One needs a keyboard that has the crosshair pegs and Springs.
(The whole keyboard on that one)

The other is the type of 800 keyboard with the square slot removable keys.
That keyboard is working fine, but missing...

Escape, 1,2,4,5
W,e,r,p
Cntl, a,s,j
, .

Why were there so many physical varients to the 800? LOL!

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

449. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 07:34:24 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10vbtk0inpiko83@corp.supernews.com>
Source record: 13003

```
On 25 Jan 2005 06:37:28 , Greg.Goodwin@family-news.org wrote:
>From: Greg.Goodwin@family-news.org
>Newsgroups: comp.sys.atari.8bit
>Subject: UDS-10 help
>Date: 25 Jan 2005 06:37:28 GMT
>Organization: Echogate
>Message-ID: <7391b3.3904ae@fmlynet.org>
>References: <10v5nkqs9j909ed@corp.supernews.com>
>X-Comment-To: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>X-Mailer: BBBS/NT v4.01 Flag-5
>X-Complaints-To: abuse@supernews.com
>Lines: 23
>Xref: sn-us comp.sys.atari.8bit:107487
>
> You've probably been answered already, but sounds like you need to be true
> telnet mode. Something I need to do eventually as well. :)
>
> Doc Clu 800
>
>
>
>
>> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>
>> I have a UDS-10 connected to an ICD P:R: connection using R1. I can connect
>> fine, but when I try to download files I get bad CRC and the download just
>> times out. Is there something I have missed in the setup of the UDS-10? I'm
>> connecting at 9600 baud, and I've tried different translation modes and
>> download protocols, but I always get the bad CRC.
>
>> TIA
>> --
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>
>--- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
>.
I haven't been able to see any telnet options except for "disable
telnet setup" under security. Can you tell me where this is enabled?

TIA
--
Joseph D. Place
```

ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

450. SIO electrical specification

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 09:59:38 UTC
From: Christian Keck <christian.keck@ptb.de>
Message-ID: <ct55ab$ne3$1@rzcomm2.rz.tu-bs.de>
Source record: 13005

Hello,

does anyone know the electrical specification of the SIO bus? What
current may a device draw from +5V line? How much current must the
open-collector gate on DATAIN be able to drive? What load may be placed
on the DATAOUT and COMMAND lines by a device?

Thank you in advance,

Christian

451. DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 11:01:52 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0501250301.544449e0@posting.google.com>
Source record: 13006

I'm pretty sure if you counted properly that EBAY has more then 10
customers looking at their atari section of their w/s, there again,
with all the fraud and big scams going on in the auction website
markets, it wouldn't surpise me if all that EBAY had left was 10
customers (in total)

After all... Google seems to be going down the pan, from what i've
heard some of the major SEO companies (SEO=Search Engine Optimisation)
have now dropped Google as their preferred search engine

452. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 12:12:35 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncvcdtj.28p.usenet-200501@camel.hias.horus.com>
Source record: 13007

```
On Tue, 25 Jan 2005 01:32:02 GMT, RetroJess wrote:
> btw what language is that? I don't recognize this as 6502 assembly...
> Jess
>
>> [001:27] $3027 D4 SKB
>
>> [001:27] $3027 FF 00 00 INS LGFLAG,X <$0000>
>
>> [001:32] $3032 72 CIM
>> [001:33] $3033 6F 72 3A RRA $3A72
>
>> [001:3C] $303C 53 9B LSE ($9B),Y
>
>> [001:30] $3030 42 CIM
>> [001:31] $3031 6F 6F 74 RRA $746F
>
>> [001:37] $3037 72 CIM
>> [001:38] $3038 6F 72 3F RRA $3F72

This is no assembler code, it's data/text :-) Just look at the hexdump:

0000030: 42 6f 6f 74 20 45 72 72 6f 72 3f 20 20 9b ad 28 Boot Error? ..(

The original boot sector contained:

0000030: 45 72 72 6f 72 3a 20 4e 6f 20 44 4f 53 9b ad 28 Error: No DOS..(

so long,

Hias
```

453. Re: SIO electrical specification

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 12:23:50 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncvceim.28p.usenet-200501@camel.hias.horus.com>
Source record: 13008

On Tue, 25 Jan 2005 10:59:38 +0100, Christian Keck wrote:
> does anyone know the electrical specification of the SIO bus? What
> current may a device draw from +5V line? How much current must the
> open-collector gate on DATAIN be able to drive? What load may be placed
> on the DATAOUT and COMMAND lines by a device?

You can find all of the specs in SIOspecs.pdf which is available here:
ftp://ftp.atari.art.pl/stuff/collections/nir_dary_cds/Tech%2520Info/SIOSPECS.PDF

(actually, the subdirectory name is "Tech%20Info", but this link works
when used with a browser or wget)

so long,

Hias

454. Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 14:15:30 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <6wsJd.9872$Hg6.5381@trnddc09>
Source record: 13009

Received this question from someone who's looking for a game. Here's what he describes of the game:

Hi there. My question concerns not this game, but instead an other. Back in about '84 i borrowed from a neighbor who had a special connect to ATARI (As i [VAGUEly] remember, he had a relative who worked at ATARI.) a game for the ATARI 800XL home-computer system that involved military action in three or four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/ spatial --involvin' inter-continental ballistic missiles--, ?(4) aerial? (As i've said, my remembrance of that situation is VAGUE.). He told me that it was a RE'ly RARE game, because there had been a big dispute between ATARI and Commodore about that game, involvin' allegation that that game were in effect intellectual property stolen by the one from the other. (Which allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in playing at that game, but now many years later i can't remember what the title of it is. Have YE any notion what the title of that game is?

Well, anyone have some ideas? Please respond to the newsgroup.

Glenn

455. Dual Serial use

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 16:11:24 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ct5r3c$9ms$1@news.xmission.com>
Source record: 13010

Trying to determine the best way to have two active serial ports.. One via a BlackBox and the other via a PR:C. The BB doesnt have any method to address individual serial ports and neither does the PR:C.

So, I assume it has to come down to the RS232 driver being used. If I load the PR:C's rs232 driver, will it be accessible at the same time I'm using the BB?

Just curious..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

456. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 16:31:40 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 13011

Hi,

> Hi there. My question concerns not this game, but instead an other. Back in
> about '84 i borrowed from a neighbor who had a special connect to ATARI (As
> i [VAGUEly] remember, he had a relative who worked at ATARI.) a game for the
> ATARI 800XL home-computer system that involved military action in three or
> four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
> spatial --involvin' inter-continental ballistic missiles--, ?(4) aerial? (As
> i've said, my remembrance of that situation is VAGUE.). He told me that it
> was a RE'ly RARE game, because there had been a big dispute between ATARI
> and Commodore about that game, involvin' allegation that that game were in
> effect intellectual property stolen by the one from the other. (Which
> allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in playing
> at that game, but now many years later i can't remember what the title of it
> is. Have YE any notion what the title of that game is?

Sounds like "Final Legacy" to me.

So long,
Thomas

457. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 17:46:46 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <aCvJd.6646$cZ1.6512@newsread2.news.atl.earthlink.net>
Source record: 13012

It was out there, but I have lost the link during a previous reinstall...
Jess

> I've been trying to find a complete electronic version of the SDX
> manual online without luck so far.
>
> Thanks for the tip! I'll be looking into this further.
>
> Sean

458. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 18:06:15 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <rUvJd.6653$cZ1.5068@newsread2.news.atl.earthlink.net>
Source record: 13013

The SIO commands are utilized with the device control block ($300-30B);
they include "R" for read sector, "W" for write sector, "N" for read drive
configuration and "O" for write configuration. The configuration is IIRC 12
bytes detailing density, drive sides, sector size etc. The question remains,
does the XF551 obey consistently?
Jess

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10vbk5qss44p75@corp.supernews.com...

> > Does the XF551 respond properly and reliably to the SIO write
> > configuration
> > "O" command using the percom block? You could easily do up a quick .COM
> > file
> > to set DSDD from the command line. All we need is the Sparta memory map
to
> > select an origin for the code; likely around $6000.
>
> I'm sorry, this is above my head. I think that you're basically trying to
> say that there may be a memory location which, when set properly, might
> cause the XF551 to respond to a density change "request," but I'm not
sure.
> I'm sorry... If I can get somewhere with the "O" command you referred to
> I'll start working on trying to locate or dump <shiver> a memory map.

459. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 18:11:33 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <pZvJd.6663$cZ1.5280@newsread2.news.atl.earthlink.net>
Source record: 13014

BeachHead had many of those attributes except for maybe the ICBMs...
Jess

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > Hi there. My question concerns not this game, but instead an other. Back
in
> > about '84 i borrowed from a neighbor who had a special connect to ATARI
(As
> > i [VAGUEly] remember, he had a relative who worked at ATARI.) a game for
the
> > ATARI 800XL home-computer system that involved military action in three
or
> > four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
> > spatial --involvin' inter-continental ballistic missiles--, ?(4) aerial?
(As
> > i've said, my remembrance of that situation is VAGUE.). He told me that
it
> > was a RE'ly RARE game, because there had been a big dispute between
ATARI
> > and Commodore about that game, involvin' allegation that that game were
in
> > effect intellectual property stolen by the one from the other. (Which
> > allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in
playing
> > at that game, but now many years later i can't remember what the title
of it
> > is. Have YE any notion what the title of that game is?
>
> Sounds like "Final Legacy" to me.
>
> So long,
> Thomas

460. Re: SCSI Floppy Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 18:34:47 UTC
From: Ken Ames <kenames@pacbell.dotnet>
Message-ID: <f5O4dXX6MbiT-pn2-zi3HHVWWNPFX@localhost>
Source record: 13015

hi,
there are scsi floopy controllers to be had. I even have one
manufactured by TEAC. never did hook it up but it really does exist.

Ken

On Sat, 22 Jan 2005 12:29:46 UTC, llppwhite@aol.comnsp (LarryWhite)
wrote:

>
> The posts and questions about the possibility of USB drives and existence of
> the SCSI CD-Rom reader made me wonder about using a Black Box with a SCSI
> floppy drive. On the surface, it seems like this would be a reasonably easy
> application -- much easier than a CD-Rom. (Of course, not nearly as easy as
> plugging in the Floppy Board.) Has anyone ever looked at or heard anything
> about this?
>
> -Larry

--

461. Using APE for Pro! Modem

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 19:00:12 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ct64vshua1@news.xmission.com>
Source record: 13016

What modem init strings does APE want to see to get Pro! BBS to 'answer'
the incoming call?

I've disabled auto answer (in APE) and set ATS0=1 as a modem init string.

Thanks

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

462. FTP & Telnet

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 20:14:45 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ct69bl$l5m$1@news.xmission.com>
Source record: 13017

Anybody out there willing to port basic FTP and Telnet to the 8bit Atari?

If you are, contact me and I may commi$$ion such an undertaking.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

463. Re: FTP & Telnet

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 20:26:55 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ct6a2f$l5m$2@news.xmission.com>
Source record: 13018

Just as a followup.. This would obviously imply either a TCP stack or some other method via APE or the Lantronix devices (although it only supports telnet).

The obvious choice would be to leverage APE and build on some native FTP capability with some kind of APE (through APE) that makes FTP calls.

James King <jamesk@atxmissiondot.com> spit out...:
> Anybody out there willing to port basic FTP and Telnet to the 8bit Atari?

> If you are, contact me and I may commi$$ion such an undertaking.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

464. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-25 22:17:47 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <fAzJd.9381$G%3.8077@newssvr31.news.prodigy.com>
Source record: 13019

Ho, Gork.
I once wrote a program to test and change density for a RANA drive. The program would set single, double or 'enhanced' density. I don't remember much about it and I'm not at my archives at the moment to let someone try it. I believe I named it 'SD.COM'. It is on some utilities disks I made. So, it is possible to change density from a program, I just don't remember how at the moment. It may have been SmartDOS/DOS 2/2.5/MyDOS only, I don't remember if it worked for SpartaDOS 3.2d. I'll be back home in about a week and would be glad to let someone try it then.
Gork <nokraygienspam@hotmail.com> wrote in message news:10v99ht1pkbub12@corp.supernews.com...
> Ok... I have decided that, indeed, replying to oneself is the same thing as
> talking to oneself. However, posting a reply to one's own posts often
> renders additonal comments from readers whereas talking to oneself normally
> renders an empty room. So, here goes.
>
> I was contacted off board by someone who explained exactly what was
> happening and between examination of his information and running through the
> process myself I now understand the basics of what XINIT.551 is doing
> differently than the normal SpartaDOS XINIT command. SpartaDOS just does
> not play well with the XF551. The biggest problem is not being able to
> force the XF551 to switch densities. Someone mentioned they wrote a utility
> to change densities in the XF551... IF ANYONE KNOWS OF A SPARTADOS PROGRAM
> WHICH WILL CHANGE DENSITIES OF THE XF551 ON THE FLY, do let me know? And,
> for those who have been following this entire thread: If the solution is
> something simple like "hold down select and hit reset" I'll just DIE. :)
>
> In order to make a DSDD SpartaDOS disk boot on the XF551 there are only
> three bytes which need to be changed in the first boot sector, sector one of
> the disk. The bytes which need to be changed are EE, EF & F0. These bytes
> need to be changed from 4C, EE, 30 to A0, FF 60.
>
> Now for an explanation. First off I'm going to post some of the information
> in the file "Changes.txt" which I posted a download link to earlier in this
> thread. This information is best viewed with a fixed-pitch font such as

```
> Courier:
>
> NonXF:
> [001:26] $3026 00 BRK
> [001:27] $3027 D4 SKB
> [001:28] $3028 00 BRK
> [001:29] $3029 00 BRK
> [001:2A] $302A 00 BRK
>
> XF:
> [001:26] $3026 00 BRK
> [001:27] $3027 FF 00 00 INS LGFLAG,X <$0000>
> [001:2A] $302A 00 BRK
>
> *****
> *****
>
> NonXF:
> [001:2F] $302F 00 BRK
> [001:30] $3030 45 72 EOR COLAC <$72>
> [001:32] $3032 72 CIM
> [001:33] $3033 6F 72 3A RRA $3A72
> [001:36] $3036 20 4E 6F JSR $6F4E
> [001:39] $3039 20 44 4F JSR $4F44
> [001:3C] $303C 53 9B LSE ($9B),Y
> [001:3E] $303E AD 28 30 LDA $3028
>
> XF:
> [001:2F] $302F 00 BRK
> [001:30] $3030 42 CIM
> [001:31] $3031 6F 6F 74 RRA $746F
> [001:34] $3034 20 45 72 JSR $7245
> [001:37] $3037 72 CIM
> [001:38] $3038 6F 72 3F RRA $3F72
> [001:3B] $303B 20 20 9B JSR $9B20
> [001:3E] $303E AD 28 30 LDA $3028
>
> *****
> *****
>
> NonXF:
> [001:EB] $30EB 20 56 E4 JSR CIOV <$E456>
> [001:EE] $30EE 4C EE 30 JMP $30EE
> [001:F1] $30F1 A0 40 LDY #$40
>
> XF:
> [001:EB] $30EB 20 56 E4 JSR CIOV <$E456>
> [001:EE] $30EE A0 FF LDY #$FF
> [001:F0] $30F0 60 RTS
> [001:F1] $30F1 A0 40 LDY #$40
```

>
> This information represents the differences between disassembled bytes of
> sector 1 of two disk images formatted in SpartaDOS. The lines marked
> "NonXF" were taken from bytes on a disk formatted with the normal
SpartaDOS
> XINIT command. The lines marked "XF" were taken from bytes on a disk
> formatted with the altered SpartaDOS XINIT.551 command. This command, as
> noted previously in this thread, formats a disk which allows for a DSDD
(or
> presumably simply a DD as well) bootable SpartaDOS disk to boot properly
> when the drive is initially in SD mode. Without this change, any attempt
to
> boot the disk in this fashion fails with an error similar to "Error: No
> DOS."
>
> The above information is divided into three sections. The differences in
> the first two sections are irrelevant to the process. It was explained to
> me that the differences in the first section only indicate the volume
random
> number which is supposed to be different on different disks. The second
> section only changes the message which displays on the screen during a
boot
> error.
>
> The part which does the work is in the third section. You'll notice three
> bytes are different: bytes EE, EF and F0. This is where we end up in the
> code upon a "boot error" situation. In the NonXF version, you can see the
> the command loaded into memory at $30EE is JMP $30EE - this creates an
> endless loop. As I understand it, this is the reason for one difference
> between a bad boot in AtariDOS (at least 2/2.5) and SpartaDOS. AtariDOS
> scrolls "BOOT ERROR" over and over down the screen until the problem is
> corrected. SpartaDOS simply gives it's "boot error" message once and
stops.
> And when it stops, it does so because it has reached the endless loop at
> $30EE.
>
> The three byte change in the code in the XF version indicates the command
> JMP $30EE command has been replaced with two commands: LDY #$FF and RTS.
> Here's where my green shows, but basically, the way I understand it, LDY
> #$FF loads the Y register with the number $FF which indicates an SIO error
> and the RTS command causes the process to start over and attempt to boot
the
> disk again. If the disk is truly not bootable, as in no DOS present or
the
> like, SpartaDOS will act more like AtariDOS where a "boot error" type of
> message will scroll down the screen as the computer keeps trying to access
> the drive.
>
> What does this do for the problem with the XF551 not being able to boot a
DD

> disk when it starts in SD mode? Apparently an error in the boot process
is
> what triggers the XF551 to switch density. So, after a few attempts at
> booting with a resulting error, the XF551 eventually tries DD and is then
> able to boot the DD disk.
>
> Another problem which drove me insane through all this though... I did
all
> this using the emulator to create an ATR image which I then wrote out to a
> physical floppy with the XF551 and APE. (It's much quicker to deal with
all
> the copying, formatting, changing bytes etc with the PC and the emulator
as
> opposed to strictly using the Atari.) I was unable to use the SpartaDOS
> sector copy command DSKDUP to duplicate the altered ATR image over to the
> XF551 on numerous occasions. SpartaDOS would give me an error similar to
> "unable to write boot sector." I *finally* figured out that if the XF551
> was in SD mode I was unable to copy the DD ATR image to the XF551, and
that
> is what was causing my grief. (I ended up with this happening on numerous
> occasions because I booted the 130XE from a SpartaDOS ATR image through
APE
> since it's so much faster. I have my XF551 set as D1:, so I had to turn
> that off to boot the ATR image. After disabling virtual APE D1: I would
> turn the XF551 on to enable it as D1: and disable virtual D1: in APE. And
> upon power on, the XF551 is apparently configured as SD.) The only way I
> could figure out how to make SpartaDOS set the XF551 to DD mode was to
> format the floppy as DD. At this point DSKDUP would copy the altered ATR
> over to the floppy in the XF551 and I was able to verify that the
> alterations in the three bytes to to the ATR did indeed fix the booting
> issue. Yea!
>
> Anyway, you can see why I'm interested in finding some way to more quickly
> set the density on the XF551 from SpartaDOS. I even tried looking for a
> secotr copier for SpartaDOS which might handle this situation more
> appropriately, but to no avail. I'm understanding more and more about
what
> people are telling me about the XF551's little quirks and how software
must
> be written to specific "standards" to deal with these issues.
>
> I'm really hoping for lots of questions, rants, comments and additional
> solutions. And many thanks to my "offline mentor," as well as to everyone
> else who has contributed to this fairly lengthy thread!
>
> Sean
>
>
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:10v7ce6l1pdnv8b@corp.supernews.com...

> > "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
> >> It seems the disassembler got a little bit out of sync (there are quite
> >> some illegal opcodes in the listing). Could you please upload a raw
> >> binary file (384 bytes) containing the contents of sectors 1-3
> >> (one file with the original sectors, one file after XINIT.551).
> >>
> > I'm pretty green here and tried to do as you asked but didn't get
> > anywhere. I have, however, uploaded a new file to
> > www.gorksplace.com/XF551&BootFix2.zip with some new contents. I
> > disassembled the boot sectors again, this time setting the disassembly
to
> > 3000. I included NonXF.txt, XF.txt and Changes.txt which contain the
> > disassembled information and the changes, just like before, but this
time
> > in text documents. In trying to include a raw binary of the three
sectors
> > I used a Windows hex editor to pull the information from the first three
> > sectors of each disk and ended up with nonXF.hex (the information from
the
> > XINIT disk) and XF551.hex (the information from the XINIT.551 disk). I
> > don't think this is what you're asking for, but it's the closest I could
> > figure out?? I also included copies of the two ATR images this time as
> > well... The zip file is actually smaller than it was before now.
> >
> >> Using a DSDD disk created in an XF551 will most certainly not work
> >> in another (non-XF551) DSDD drive. The XF551 uses a very strange method
> >> to write DSDD disks:
> >
> > Yes, yes... Something obvious I missed. I have also read that the
XF551,
> > in double sided mode, writes the reverse side in reverse order - meaning
> > the reverse of the way the disk would have been written on if it had
been
> > turned over like a "flippy" and written as a single sided disk...
> >
> > Anyway, your point is well taken. If I write disks on the XF551 in DSDD
> > mode, they will only work on XF551 drives, so there is no need to even
be
> > concerned about whether using XINIT.551 will cause compatibility issues
> > with other drives...
> >
> > Sean
> >
> >
>
>

465. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 01:10:44 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <GqOdncBdhdCJc2vcRVn-2g@csinet.net>
Source record: 13020
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I can never find anything on the site though.

He really needs me to design him a really nice website :D

... maybe for trade with selected Atari products? nudge nudge

Erik

"FireflyST" <fireflyst@earthlink.net> wrote in message
news:1106151531.558492.6960@z14g2000cwz.googlegroups.com...
> I hate you Ben Smith. If I ever meet you at a computer show, I will
> punch you very hard in the face. Don't come to the VCF if you don't
> want to get any uglier.
>
> Bravo Sierra Computers wrote:
> > 1) Friendly, honest, helpful and fast with service (24 hours
> turnaround
> > after payment)! 2) Very knowlegeable of Atari products and skilled at
> > helping customers choose the items that best meet their needs. 3) The
> > inventory changes regularly and often there are many hard to find
> items
> > that are unavailable anywhere else. 4) Prices are usually less than
> on
> > auction sites. 5) Very huge and sorted (alphabetized) list of Atari
> items
> > (old and new). 6) Ordering is very easy, no dozens of clicks on
> several
> > HTML pages, just read and then copy+paste the ASCII text into your
> e-mail
> > to order something. 7) I avoid making promises I cant keep!
> >
> > Questions? You can E-Mail me or ask other Atari Users. You probably
> know
> > 1 or 2 who bought from me. Quite a few have over the Years!
> (503)256-9974.
> >
> > http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> > http://www.aracnet.com/~atari/shipping.htm How I can save you
> Money!
> > http://www.aracnet.com/~atari/specials.htm Details on Holiday
> Sales!
> > http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
> >
> > I've got a fast turnaround rate. Usually, Once I receive payment your

>
> > order goes out the same day. Customers love the speedy service! I
> have
> > lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
> >
> > Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> > Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
> or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

466. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 01:27:19 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <XICJd.10596$Hg6.326@trnddc09>
Source record: 13021

Thanks for the help. Appears that Final Legacy was the game he was looking
for.

Glenn

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:pZvJd.6663$cZ1.5280@newsread2.news.atl.earthlink.net...
> BeachHead had many of those attributes except for maybe the ICBMs...
> Jess
>
> "Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
> news:ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE...
> > Hi,
> >
> > > Hi there. My question concerns not this game, but instead an other.
Back
> in
> > > about '84 i borrowed from a neighbor who had a special connect to
ATARI
> (As
> > > i [VAGUEly] remember, he had a relative who worked at ATARI.) a game
for
> the
> > > ATARI 800XL home-computer system that involved military action in
three
> or
> > > four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
> > > spatial --involvin' inter-continental ballistic missiles--, ?(4)
aerial?
> (As
> > > i've said, my remembrance of that situation is VAGUE.). He told me
that
> it
> > > was a RE'ly RARE game, because there had been a big dispute between
> ATARI
> > > and Commodore about that game, involvin' allegation that that game
were
> in
> > > effect intellectual property stolen by the one from the other. (Which
> > > allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in
> playing
> > > at that game, but now many years later i can't remember what the title
> of it
> > > is. Have YE any notion what the title of that game is?
> >

> > Sounds like "Final Legacy" to me.
> >
> > So long,
> > Thomas
>
>
>

467. HAVE YOU HEARD THE GOOD NEWS!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 03:10:33 UTC
From: google_groups_web@yahoo.com
Message-ID: <1106709033.007028.300510@f14g2000cwb.googlegroups.com>
Source record: 13022

Good News!

Do you know how simple it is to go to Heaven after this life has ended?

Some people believe that belonging to a local church, temple, mosque or synagogue will get them to Heaven.

Others believe that water baptism, obeying the ten commandments or just being a good person will get them to Heaven.

There are many other beliefs as well, but the good news about God's way to Heaven is found in the Holy Bible.

The good news is that God came from Heaven to earth in the person of Jesus Christ over 2000 years ago and died for our sins(misdeeds). He was born in the land of Israel supernaturally to a virgin Jewish woman named Mary. He lived a sinless life for thirty-three years and then sacrificed His sinless blood and died on a cross to pay the death penalty for our sins. After Jesus was placed in a tomb He rose from the dead three days later as He said He would. The Holy Bible also tells us that Jesus Christ ascended into Heaven and that all who accept Him as their Lord and Saviour will live forever with Him in Heaven where there is no more death, sorrow, sickness and pain.

The Bible says, "For the wages of sin is death, but the gift of God is eternal life through Christ Jesus our Lord." (Romans 6:23)

This verse in the Bible says, "For ALL HAVE SINNED, and come short of the glory of God." (Romans 3:23)

This verse says, "But God demonstrates his own love for us in this: While we were still sinners, Christ died for us." (Romans 5:8)

In this passage the Bible clearly explains how simple it is to be saved and on your way to Heaven, "For if you confess with your mouth, "Jesus is Lord," and believe in your heart that God raised him from the dead, you WILL BE SAVED." (Romans 10:9)

You can be saved right now and on your way to Heaven if you will open your heart to Jesus and pray the following prayer:

Dear Jesus Christ, I want to be saved so that I can have a home in Heaven when I die. I agree with You that I am a sinner.
I believe You love me and want to save me. I believe that You bled and died on the cross to pay the penalty for my sins. I believe that You rose from the dead. Please forgive my sins and come into my heart and be my Lord and Saviour. Thank You Lord Jesus Christ for forgiving me and saving me through Your merciful grace. Amen.

You are now a Christian if you said the prayer and allowed God to save you. Welcome to the family of God.

Salvation is not a reward but a gift. The Bible says it this way, "For it is by GRACE you have been SAVED, through FAITH and this not from yourselves, it is the GIFT of God." (Ephesians 2:8)

Nothing in the world is more important than your eternal destiny.

The Bible says, "In Him(Jesus) we have redemption through His blood, the forgiveness of sins..." (Ephesians 1:7)

If you have not yet made a decision to be saved, please do so now before it is too late. The reason why it is so important to be saved now is because you do not know exactly when you will die. You may die prematurely in a traffic accident, terrorist attack or some other way before you get another chance to be saved.

The Bible tells us that we will spend eternity in Heaven or a place of eternal torment called Hell. It would be terrible to die and go to Hell when all you have to do is accept Jesus Christ as your personal Lord and Saviour.

Some people that have already made Jesus Christ their Lord and Saviour worry about losing their salvation. The Bible teaches Christians that we can never lose our salvation no matter what happens.

The Bible says it this way, "My dear children, I write this to you so that you will not sin. But if anybody does sin, we have one who speaks to the Father in our defense Jesus Christ, the Righteous One."

Yes my friend, Jesus Christ is able to save you and keep you saved.

Please tell your family and friends, thanks!

Have a great day!
Internet Evangelist R.L. Grossi

1. http://www.biblegateway.com << Free Online Bible
2. http://www.free-hoster.com/goodnews << Passion of the Christ
3. http://www.carm.org/cults/cultlist.htm << Beware Of Cults
4. http://www.equip.org/free/DH198.htm << About Hell
5. http://www.powertochange.com/questions/qna2.html << Is Jesus God?

468. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 07:17:13 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10veh018u8e8776@corp.supernews.com>
Source record: 13023

"Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
news:slrncvcdtj.28p.usenet-200501@camel.hias.horus.com...

> This is no assembler code, it's data/text :-) Just look at the hexdump:

Now, as much time as I've spent looking through this you'd think I'd have
been able to come up with that explanation. <sigh> Thanks... I really
don't understand how the disassembler comes up with the original code,
though, and Assembly is so new to me I don't recognize the commands.

469. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 07:55:05 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <10vej6po6dt346a@corp.supernews.com>
Source record: 13024

```
On 25 Jan 2005 07:34:24 , Joseph D. Place wrote:
>On 25 Jan 2005 06:37:28 , Greg.Goodwin@family-news.org wrote:
>>From: Greg.Goodwin@family-news.org
>>Newsgroups: comp.sys.atari.8bit
>>Subject: UDS-10 help
>>Date: 25 Jan 2005 06:37:28 GMT
>>Organization: Echogate
>>Message-ID: <7391b3.3904ae@fmlynet.org>
>>References: <10v5nkqs9j909ed@corp.supernews.com>
>>X-Comment-To: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>>X-Mailer: BBBS/NT v4.01 Flag-5
>>X-Complaints-To: abuse@supernews.com
>>Lines: 23
>>Xref: sn-us comp.sys.atari.8bit:107487
>>
>> You've probably been answered already, but sounds like you need to be true
>> telnet mode. Something I need to do eventually as well. :)
>>
>> Doc Clu 800
>>
>>
>>
>>
>>> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>>
>>> I have a UDS-10 connected to an ICD P:R: connection using R1. I can connect
>>> fine, but when I try to download files I get bad CRC and the download just
>>> times out. Is there something I have missed in the setup of the UDS-10? I'm
>>> connecting at 9600 baud, and I've tried different translation modes and
>>> download protocols, but I always get the bad CRC.
>>
>>> TIA
>>> --
>>> Joseph D. Place
>>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>>
>>--- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
>>.
>I haven't been able to see any telnet options except for "disable
>telnet setup" under security. Can you tell me where this is enabled?
>
>TIA
>--
```

>Joseph D. Place
>ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
>.
I was trying to enable telnet through a telnet connection. Telnet
can only be enabled using web setup, so I brought a PC home from the
office and enabled it, then went back to my Falcon and set the rest
up through telnet. The critical setting changes were Flow Control:
01 (some have said 02 is best, but this would not work for me). Port:
23 Connect Mode: 56, Disconnect Mode: C0, Flush Mode: 55. I still
get echoed characters on some BBSs, but downloads now work (on the
BBSs where the echo is correct). Hope this info helps others.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

470. Re: HAVE YOU HEARD THE GOOD NEWS!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 08:29:33 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0501260029.56b2fef8@posting.google.com>
Source record: 13025

We've unfortunately already found something to worship... it's called Atari... this is the 'new' GOD/Deity on the scene

I think you need to be preaching more to the unconverted (who don't have anything to worship) like CBM/Amiga Users for instance

471. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 10:19:30 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10verlpnr40k51e@corp.supernews.com>
Source record: 13026

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:lkbbv0h3glhs4ats8ckon6u94votmp5mv0@4ax.com...
> for years. As I recall, SDX was supposed to be able to force the XF551 to
> change densities on the fly, unlike all other DOSes which had trouble with
> this. This was indeed my experience, SpartaDOS X played much better with
> my
> XF551 than MYDOS did.

FWIW, I just formatted a disk on the XF551 using the FORMAT command in SDX, DSDD high speed skew. I then copied SpartaDOS 32g to the disk and used the BOOT command to have the disk boot to the file (X32G.DOS, as I recall). I then removed the SDX cartridge. The XF551 will not properly boot the resulting disk if reset the drive to SD mode (by turning it off then back on).

If I keep the SDX cartridge in, turn the XF551 off and back on then reboot the computer I can access the drive fine from SDX. I don't really think this is related to the BOOTING issue we've been discussing, though, since I have the same result with SD32g.

On a side note, I have been able to verify that if I try to boot from this disk (no SDX cartridge) it doesn't work, as I noted. If I try to boot from the disk a second time by a cold restart of the computer, it then boots with no problem. This seems to coincide with what the author of the program which creates the XINIT.551 program spoke of. It also coincides with the explanation that the XF551 sets itself to DD upon not being able to read via SD.

Anyway, it would seem that perhaps SDX plays better with the XF551 simply due to the fact that it is a cartridge, not necessarily because it has additional code to better deal with the XF551 drive...

472. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 10:26:49 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10ves3gs9297j82@corp.supernews.com>
Source record: 13027

I finally cracked the SDX manual and immediately dropped it on the floor, creasing the front cover. <sigh> Oh well! I didn't really buy the cartridge/manual as a collector's item anyway - I bought it to use it.

I do have a link to an online SDX manual (and was advised of the same link offline as well), but it isn't complete.

Anyway, I wasn't able to find anything in the manual which would allow me to change the density setting "on the fly" with SD/X. I mean, no way I could understand, anyway. I see any kind of a simple command or setting which would do it.

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message news:aCvJd.6646$cZ1.6512@newsread2.news.atl.earthlink.net...
> It was out there, but I have lost the link during a previous reinstall...
> Jess
>
>> I've been trying to find a complete electronic version of the SDX
>> manual online without luck so far.
>>
>> Thanks for the tip! I'll be looking into this further.
>>
>> Sean
>
>
>

473. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 11:05:16 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10veubjbme8cm64@corp.supernews.com>
Source record: 13028

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:10v99ht1pkbub12@corp.supernews.com...
> In order to make a DSDD SpartaDOS disk boot on the XF551 there are only
> three bytes which need to be changed in the first boot sector, sector one
> of the disk. The bytes which need to be changed are EE, EF & F0. These
> bytes need to be changed from 4C, EE, 30 to A0, FF 60.

I'm going to issue a correction here. I was using a Windows sector editor
designed to view and modify ATR files. This program didn't properly
identify boot sectors 1-3 on the DD disk as single density. The three bytes
which need to be changed are actually bytes 6E, 6F & 70 of sector 2.

474. Re: SpartaDOS 32g & XF551 - DIR instead of FORMAT to change to DD

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 11:27:14 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vevkq6qqsat81@corp.supernews.com>
Source record: 13029

Yet another reply to myself... First of all, the SpartaDOS sector copier is called DUPDSK, not DSKDUP. I keep getting it wrong. I also keep typing it wrong on the Atari when I try to use it! Sorry 'bout that...

"Gork" <nokraygienspam@hotmail.com> wrote in message news:10v99ht1pkbub12@corp.supernews.com...
> ... I was unable to use the SpartaDOS sector copy command DSKDUP to
> duplicate the altered ATR image over to the XF551 on numerous occasions.
> SpartaDOS would give me an error similar to "unable to write boot sector."
> I *finally* figured out that if the XF551 was in SD mode I was unable to
> copy the DD ATR image to the XF551, and that is what was causing my grief.
> ... The only way I could figure out how to make SpartaDOS set the XF551
> to DD mode was to format the floppy as DD.

I at least found that if I simply do a directory of a DD disk the XF551 puts itself in DD mode... That's certainly much quicker than being forced to FORMAT a disk!

Sean

475. RE-130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 11:36:13 UTC
From: caver99 <graham.prout@ntlworld.com>
Message-ID: <XgLJd.2$qb2.0@fe41.usenetserver.com>
Source record: 13030

I have hooked the system up and tried the ajuster for the red screen but it just goes black, so i have some pares here, keyboard and a case for the 130XE if any one want them send me an e-mail.

Regards

Graham

476. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 12:36:11 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vf3m2rifrqj79@corp.supernews.com>
Source record: 13031

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:rUvJd.6653$cZ1.5068@newsread2.news.atl.earthlink.net...
> The SIO commands are utilized with the device control block ($300-30B);
> they include "R" for read sector, "W" for write sector, "N" for read drive
> configuration and "O" for write configuration. The configuration is IIRC
> 12
> bytes detailing density, drive sides, sector size etc. The question
> remains,
> does the XF551 obey consistently?

I'll have to sit back and wait for someone with more knowledge to help with this one. I've pulled out a few books (SDX manual, Mapping the Atari, XF551 manual, and Inside Atari DOS) to try to understand but to no avail so far.

Additionally, you said something about using a memory map for SpartaDOS, presumably to decide the best place to put code which would force a change in the setup of the XF551 to switch it to DD. I have been unable to locate such a thing - you'd think it'd be in the manual? I'll keep an eye out, though... Running the MEM command after booting to SpartaDOS 32g shows Memlo at $17A2 and Memhi at $BC1F...

477. Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 12:43:01 UTC
From: Alistair Ross <removemeajross@atxboltdot.net>
Message-ID: <41f7904d$0$26026$fa0fcedb@news.zen.co.uk>
Source record: 13034

Hey everyone.

I've been scouring Ebay UK for quite some time now, and every while an Atari 800 XL pops up for sale. I am a collector of all things retro, and one of my biggest desires is the Atari 800 (see my website: www.aliross.co.uk/museum).

All the ataris that pop up on ebay don't seem to come tested, or with a power supply. I've only ever emulated an 800, so I don't know what PSU it takes, or if any of the ones I have currently would suit it (I have a 2600 and an ST - not that the ST has an external PSU).

So, basically, I wanna buy one. I've been trawling the net but I can't find any for sale apart from Ebay - would you buy one without a PSU? If so, how would I get a UK PSU?

I live in the UK as you have already guessed, and my main reason for posting here is if any of you are willing to part with an Atari 800 I would be really happy to pay you for it.

I would ideally like an 800 XLF (but an XL will be fine), I also want a floppy drive and any carts or disks you want to part with as well.

I do have some other hardware, that I may be willing to part with for a trade or part-trade. For information on these items (all 8-bit with the exception of the ST and my Sun Stations).

So, let me know if you wanna pass on an Atari to a loving home (if you wish to email me personally, just remove the words 'remove', 'at' and 'dot' from my email address).

Kindest Regards,

Alistair Ross

478. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 12:43:03 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncvf42n.21d.usenet-200501@camel.hias.horus.com>
Source record: 13032

```
On Tue, 25 Jan 2005 22:17:13 -0900, Gork wrote:
> "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
> news:slrncvcdtj.28p.usenet-200501@camel.hias.horus.com...
>
>> This is no assembler code, it's data/text :-) Just look at the hexdump:
>
> Now, as much time as I've spent looking through this you'd think I'd have
> been able to come up with that explanation. <sigh> Thanks... I really
> don't understand how the disassembler comes up with the original code,
> though, and Assembly is so new to me I don't recognize the commands.

Well, it isn't obvious if you are not familiar with assembler code and
if you just look at the disassembled output.

Most of the assembler code in this part consisted of illegal opcodes
and statements that don't make too much sense. If you know that, you
can guess that this part most certainly is data/text.

A disassembler that doesn't know about the illegal opcodes would just
have showed something like
.BYTE $42
.BYTE $6F
...

Only a few programs really use those illegal opcodes, so in general it
is a good idea to disable illegal opcodes in the disassembler (in
case the disassembler has such an option).

Another disadvantage of using a disassembler with illegal opcodes
enabled is that it can quite easily get out of sync: (almost?) all
values can then be interpreted as a valid statement and it can
take some time until the disassembler gets into sync again.

so long,

Hias
```

479. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 12:43:38 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vf440t7tno16c@corp.supernews.com>
Source record: 13033

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:fAzJd.9381$G%3.8077@newssvr31.news.prodigy.com...
> Ho, Gork.
> I once wrote a program to test and change density for a RANA drive. The
> ... I'll be back home in about a week
> and would be glad to let someone try it then.

Hey!

I did a few quick searches trying to see if SD.COM might be listed somewhere
but haven't found it yet. Please do let me/us know if you're able to find
it! I'd love to try it out on SpartaDOS.

Sean

480. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 13:22:30 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20050126132229.496D@ilba14195.www.blueyonder.co.uk>
Source record: 13035

In article <41f7904d$0$26026$fa0fcedb@news.zen.co.uk>,
removemeajross@atxboltdot.net (Alistair Ross) wrote:

> I've been scouring Ebay UK for quite some time now, and every while an
> Atari 800 XL pops up for sale. I am a collector of all things retro,
> and one of my biggest desires is the Atari 800 (see my website:
> www.aliross.co.uk/museum).
Set up a saved search. Fully working/tested 800's turn up regularly, often
boxed.

> I would ideally like an 800 XLF (but an XL will be fine), I also want a
> floppy drive and any carts or disks you want to part with as well.
No such thing as an 800XLF. Are you getting confused with STs that used
the F to indicate built in floppy?

481. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 13:30:07 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vf6r65mfob32c@corp.supernews.com>
Source record: 13036

I've been using Atari Rom File Designer for these disassemblies. It is becomming apparent that I have much to learn regarding disassembly. What you have said makes perfect sense, though I only understand it on a most basic level.

There is an option in this program to "Use enhanced 65C02 opcodes set." When I disable this option I get a lot more entries of ??? where some of the illegal code was before.

I also tried changing the sector size to $80 from $100 bytes since the first three sectors of a DD disk are, as I understand it, single density. Oh, but whoa does that mess things up! <scratches head>

Sean

"Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message news:slrncvf42n.21d.usenet-200501@camel.hias.horus.com...
> Well, it isn't obvious if you are not familiar with assembler code and
> if you just look at the disassembled output.
>
> Most of the assembler code in this part consisted of illegal opcodes
> and statements that don't make too much sense. If you know that, you
> can guess that this part most certainly is data/text.
>
> A disassembler that doesn't know about the illegal opcodes would just
> have showed something like
> .BYTE $42
> .BYTE $6F
> ...
>
> Only a few programs really use those illegal opcodes, so in general it
> is a good idea to disable illegal opcodes in the disassembler (in
> case the disassembler has such an option).
>
> Another disadvantage of using a disassembler with illegal opcodes
> enabled is that it can quite easily get out of sync: (almost?) all
> values can then be interpreted as a valid statement and it can
> take some time until the disassembler gets into sync again.
>
> so long,
>
> Hias

482. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 14:46:01 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <1tafv054g2p64cmh0ri7mt37lg7962nek8@4ax.com>
Source record: 13037

On Wed, 26 Jan 2005 01:26:49 -0900, "Gork" <nokraygienspam@hotmail.com> wrote:

>Anyway, I wasn't able to find anything in the manual which would allow me to
>change the density setting "on the fly" with SD/X. I mean, no way I could
>understand, anyway. I see any kind of a simple command or setting which
>would do it.

What I meant to get across was that "it just works." So there would be no need for a command to force the XF to change densities. SDX is able to get the drive to work with any supported disk format/density, and swap among them at any time, without concern on the part of the user. Just how you wish it worked with other DOSes.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

483. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 14:54:08 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <ohbfv01v5cmp9mv8emt017t39lkl57t2c2@4ax.com>
Source record: 13038

On Mon, 24 Jan 2005 19:55:39 -0900, "Gork" <nokraygienspam@hotmail.com> wrote:

>I noticed several upgrades for the XF551 on the CSS web site, including
>those you referred to. I contacted Woolley but he's been very busy. I
>appreciate you taking the time, and yes, it would be MUCH better if the
>drive would change densities automatically.

CSS is Bob Puff; Bob Woolley is..Bob Woolley. :)

From http://www.nleaudio.com/css/products/XFupdate.htm

The XF Update

The XF Update is a completely new operating system for your XF551 disk drive
that gives you many features you would expect to have had from the beginning.

The operating system for the drive has been completely rewritten so as to
eliminate the problems and incompatibilities associated with the XF551 drive.
The new operating system runs more commercial software, changes density
properly, supports true Ultra Speed data transfer (actually, slightly faster
than the 1050 Ultra Speed), and has an optimized interleave in high speed
formats to produce the fastest possible operation. It is the update every
XF551 owner should have!

Installation requires only a few simple solder connections. The XF Update
sells for only $39.95 plus $5 shipping/handling.

CSS home page: http://www.nleaudio.com/css/
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

484. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 15:00:00 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <85cfv05coukn2lf0414bgvuksrmtt2dh7k@4ax.com>
Source record: 13039

On Wed, 26 Jan 2005 13:22:30 GMT, ilaskey@cix.co.uk (Iain Laskey) wrote:

>In article <41f7904d$0$26026$fa0fcedb@news.zen.co.uk>,
>removemeajross@atxboltdot.net (Alistair Ross) wrote:
>
>> I would ideally like an 800 XLF (but an XL will be fine), I also want a
>> floppy drive and any carts or disks you want to part with as well.
>No such thing as an 800XLF. Are you getting confused with STs that used
>the F to indicate built in floppy?

I've got this in the FAQ, hopefully it's accurate:

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF
includes a redesigned motherboard (the XE design) and contains FREDDIE for
memory management and has chroma output. BASIC is Revision C.

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

485. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 15:12:39 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <35pqb7F4plus5U3@individual.net>
Source record: 13040

Alistair Ross wrote:
> Hey everyone.
>
> I've been scouring Ebay UK for quite some time now, and every while an
> Atari 800 XL pops up for sale. I am a collector of all things retro, and
> one of my biggest desires is the Atari 800 (see my website:
> www.aliross.co.uk/museum).

Guess you missed my 800 last year, then - I've seen you on the Apple
group ;)

Anyway, if you get an 800, I have a CX85 keypad I grabbed in Canada from
Active Surplus in Toronto (they had a box full of them. If I had space
I'd have bought the lot). I also have, which might be of interest to
you, an XE:VGS system with gun.

Richard
--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1990 Supra, 1990 Sera, 1990 Volvo 740
MidiGuitar, Enterprise 128, NeXT, AU/X. Apple 77-04. See links ;)

486. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 15:18:17 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050126151816.496G@ilba14195.www.blueyonder.co.uk>
Source record: 13041

In article <85cfv05coukn2lf0414bgvuksrmtt2dh7k@4ax.com>,
hunmanik@earthlink.net (Michael Current) wrote:

> There was a late version of the 800XL in Europe, called 800XLF. The
Interesting, thanks.

487. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 16:38:46 UTC
From: Alistair Ross <removemeajross@atxboltdot.net>
Message-ID: <41f7c78e$0$7765$db0fefd9@news.zen.co.uk>
Source record: 13042

Michael Current wrote:
> On Wed, 26 Jan 2005 13:22:30 GMT, ilaskey@cix.co.uk (Iain Laskey) wrote:
>
>
>>In article <41f7904d$0$26026$fa0fcedb@news.zen.co.uk>,
>>removemeajross@atxboltdot.net (Alistair Ross) wrote:
>>
>>
>>>I would ideally like an 800 XLF (but an XL will be fine), I also want a
>>>floppy drive and any carts or disks you want to part with as well.
>>
>>No such thing as an 800XLF. Are you getting confused with STs that used
>>the F to indicate built in floppy?
>
>
> I've got this in the FAQ, hopefully it's accurate:
>
> There was a late version of the 800XL in Europe, called 800XLF. The 800XLF
> includes a redesigned motherboard (the XE design) and contains FREDDIE for
> memory management and has chroma output. BASIC is Revision C.

Yup, that's the same things that old-computers.com states the XLF has.

>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

488. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 17:59:23 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <35q43sF4o1j3iU1@individual.net>
Source record: 13043

Alistair Ross wrote:

>
> Yup, that's the same things that old-computers.com states the XLF has.

It is basically the Atari 800/65XE. If they made an 800XL with internal drive it would be the 800XLD - I think most 800XLs you find in the UK are XLFs, because Atari discounted like mad in the mid 80s after relatively poor sales in the early 80s compared to the US market.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

489. Re: Holme's CDs Sent Out

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 18:40:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7E43A.4434BBC9@students.uni-mainz.de>
Source record: 13044

Hello Steve,
the CD`s have arrived fine here in germany. Thank You !!
Now I will spend a lot of time looking at the contents and testing
(downloading/ / copying / playing) all that stuff... greetings,
Andreas.

490. Re: DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 18:59:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7E89E.1C0C9DF6@students.uni-mainz.de>
Source record: 13045

Hmmm,
very silly behaviour of ebay. just look at all those 5,25" DD disks
being sold at ebay as so-called "empty" or "usable" disks. Most of these
disks are not brand-new nor empty, they just contain old pirated 8Bit
stuff (may it be A8 stuff or Commie stuff or something else)...

maybe one day ebay will close down all 8bit related auction sites
because they are afraid of illegal / pirated stuff... maybe one should
close down microsoft also because their windows is full of illegal (and
surely also pirated) stuff and sources... hehehe -Andreas.

491. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:10:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7EB3F.66AF2DF8@students.uni-mainz.de>
Source record: 13046

Hmmm,
then tell me why a) the Muad Dib demo (by Hurek) or b) the Fast PAcker (by SRU) do not work on XE nor XEGS computers (just two obscure examples). Afaik, they do not check the OS revision... The Muad dib demo for instance starts with a white font on a black background (...Hurek proudly presents Muad Dib...), on the XL OS this works fine - whereas with a XE and XEGS OS you see only garbage here. Then the demo coninues loading and displays a Gr. 15 picture. With the XE or XEGS OS more and more garbage appears on the screen while the demo continues loading and after some seconds the computer system crashes completely... just one example for XE and XEGS OS incompatibility. I have tested hundreds of other programs (games and demos) and there were a lot of them which had problems with the XE and XEGS OS too, but nowadays I do not remember them. As said before, I sold my XE and XEGS some time ago... -Andreas Magenheimer.

492. Re: Wanted: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:14:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7EC11.403A4190@students.uni-mainz.de>
Source record: 12897

Well,
they are sold in Germany at ABBUC (www.abbuc.de), just take a look at
their online shop... the items they sell are like brand new (no
yellowing) and if you like to pay a higher p&p you can even get the
XEP80 with original package (otherwise you only get the XEP80 with
software, cables and manual - but not the original package)...
-Andreas Magenheimer.

493. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:20:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7ED91.37D342A4@students.uni-mainz.de>
Source record: 12898

Well,
its nice to hear you have a 256MB Atari - but I doubt that. It is just
that *somehow funny* thinking that almost everything is MB and GB today,
but not the little A8 !! It is still in the kilobytes range... (its
difficult to explain to the kids today, that it is possible to program
something in kilobytes). ;-)Andreas Magenheimer.

494. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:22:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7EE05.4D7588D8@students.uni-mainz.de>
Source record: 12899

```
Well,
this means that the Sparta 3.3c cart behaves almost exactly like the
disk version - it uses RAM under the OS, which Sparta 4.X cart does not
!!
-Andreas.
```

495. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:32:45 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95EA93F7D96Aemuslor@130.133.1.4>
Source record: 12900

Despite all prevention efforts, Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in news:41F7ED91.37D342A4@students.uni-mainz.de:

> Well,
> its nice to hear you have a 256MB Atari - but I doubt that. It is just
> that *somehow funny* thinking that almost everything is MB and GB today,
> but not the little A8 !! It is still in the kilobytes range... (its
> difficult to explain to the kids today, that it is possible to program
> something in kilobytes). ;-)Andreas Magenheimer.

Oops. Yeah, stick a K in there. I tend to do that occasionally.

Then again, perhaps I have created the mod to end all mods... :)

--
Slor

496. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:33:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7F09D.7E80D9D@students.uni-mainz.de>
Source record: 12901

Well,
afaik TB does not work with Sparta 3.3 (cart and disk) because they both use RAM under the OS. TB does not work with Sparta X cart because of another reason (do not know exactly what it is; it clears the whole memory, throws out almost every driver/handler, switches off any cart, throws out any freezers or monitors, uses its own CIO or SIO routine or in one word: TB takes full control of the computer system when loading it, thus even disabling the sparta X cartridge)... Hopefully someone can explain it better than me...

On the other hand, most programs that use RAM under the OS work ok with Sparta DOS x cart., so it must be another reason than the RAM under the OS issue why TB does not work with Sparta DOS X... -Andreas Magenheimer.

497. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:38:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7F1A9.75421C51@students.uni-mainz.de>
Source record: 12902

Well,
should I give you a tip?!? If you do not mind having "unofficial" cart versions of copyrighted software, you can get a) an Action/Mac-65/Basic-XL/Basic-XE supercart/all-in-one cart. and b) a Sparta-DOS X cart. from Guus Assmann from the Netherlands. He burns them in his spare time and sells them very cheap (since he recycles electronic material, like eproms, pcb`s, etc.). Alas, i do not have his e-mail adress right now, maybe someone else can help ?!? -Andreas Magenheimer.

498. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 19:59:03 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7F687.50C15820@students.uni-mainz.de>
Source record: 12903

Hmmm,
does this technique of writing the 2nd side in reverse order also have something to do with time/timing ?!? Maybe the drive is faster this way ?!? Otherwise my question is, when the floppy has just read sector 720 where is the read/write head then - at the inner or outer part of the disk ?!? And when it switches to sector 721 (or 1440) where does the read/write head has to move then - to the inner or outer part of the disk ?!?

Meaning, it might be possible that the XF and its read/write head can simply continue the read/write/format process without re-positioning the read/write head, while other floppies may have to set the head back first. but it might be just the other way around... -Andreas.

499. Re: Atari RAM upgrade..?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 20:00:03 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7F6C3.AD848783@students.uni-mainz.de>
Source record: 12904

```
Well,
simply call BEST Electronics, they have an XEGS upgrade available, that
will make it 128k memory... -Andreas.
```

500. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 20:11:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7F989.CEAB4C3A@students.uni-mainz.de>
Source record: 12905

```
Well,
800XLF = Atari 800 XL with Freddy chip. Not very common, but also not
very uncommon... -Andreas.
```

501. FREE MINI MACS - CAN IT BE TRUE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 20:28:53 UTC
From: moky <moky2010@aol.com>
Message-ID: <1106771333.625912.82130@c13g2000cwb.googlegroups.com>
Source record: 12906

http://www.FreeMiniMacs.com/?r=14331929

The Mac mini is quite simply the cutest and most adorable young computer you have ever seen. It is a mere 16.51cm wide, 5.08cm high and weighs less than 1.5kg.

It is also the cheapest Apple ever with the basic model at $500 (R3 300). The basic model has a 40gb hard drive, 256mb of Ram, a DVD player and CD Writer drive, a modem, a network port, USB ports, a FireWire port and a port into which you can plug any monitor you like.

It comes with a full suite of software including Apple's OS X 10.3 "Panther" operating system, Appleworks, internet mail and browser, address book and calendar, Quicken 2005, two games and iLife '05, which is a suite of programmes for organising your photo collection, organising and playing your music collection, burning CDs, playing DVDs and recording music.

The minute I saw a picture of the Mac mini I wanted one. I'm a PC user and I can't think why I would want one, but I do, they're that cute.

I reckon Mac mini is going to dramatically improve Apple's share in the PC market.

Mac minis will be available in South Africa from about March at around R4 550.
get your free mac mini:

http://www.FreeMiniMacs.com/?r=14331929

502. Ramdisk Info...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 20:30:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41F7FDE5.36688892@students.uni-mainz.de>
Source record: 12907

Hello Folks,
here is the new version 3.5 of my RD Info text... (use ASCII or Courier New or something similar for viewing). -Andreas Magenheimer.

Subject 8.10: What kinds of extra RAM and RAMdisks can be installed?
(Version 3.5 from January 2004 by A.M.)

A) Atari 400/800 Ramdisks:

- Size: 64k XRAM (+ 32k RAM)
Banks: 0 thru 3 (total memory = 96k RAM)
Types: Axlon (=Atari) and compatibles;

- Size: 128k XRAM (+ 32k RAM)
Banks: 0 thru 7 (total memory = 160k RAM)
Types: Axlon (= Atari) and compatibles;

- Size: 256k XRAM (+ 32k RAM)
Banks: 0 thru 15 (total memory = 288k RAM)
Types: D. Byrd and other selfmade / Axlon-compatible RDs;

- Size: 512k XRAM (+ 32k RAM)
Banks: 0 thru 31 (total memory = 544k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

- Size: 1024k XRAM (+ 32k RAM)
Banks: 0 thru 63 (total memory = 1056k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

- Size: 2048k XRAM (+ 32k RAM)
Banks: 0 thru 127 (total memory = 2080k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

- Size: 4096k XRAM (+32k RAM)
Banks: 0 thru 255 (total memory = 4128k RAM)
Types: selfmade / Axlon-compatible Ramdisks;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks normally do not homebank when RESET is pressed (a fix should be available somewhere), whereas original Axlon Ramdisks do homebank properly !! (Special thanks to Lee Barnes for this note !!)

B) XL/XE - 64k base RAM plus XRAM:

- Size: 64k (total = 128k RAM, 4 banks)
- Banks: E3, E7, EB, EF (block E = 1 block * 4 banks)
- Types: 130XE-Ramdisk, Turbo-Freezer-XL + 64k, selfmade-ramdisks...

- Size: 128k (total = 192k RAM, 8 banks)
- Banks: A3,A7,AB,AF,E3,E7,EB,EF
(blocks AE = 2 blocks * 4 banks)
- Types: Compyshop 600XL with 192k, Turbo-Freezer-XL + 128k,
selfmade-RDs...

- Size: 256k / 26AE (total = 320k RAM, 16 banks)
- Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF
(blocks 26AE, = 4 blocks * 4 banks)
- Types: Compyshop 800XL RD., Compyshop 130XE RD.,
Peters/David Megaram 1, Peters/David Megaram 2,
Peters/David Megaram 3 with 256k, selfmade RDs...

- Size: 256k / 8ACE (total = 320k RAM, 16 banks)
- Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF
(blocks 8ACE = 4 blocks * 4 banks)
- Types: Newell, Rambo-XL, Scott Peterson, Atari Magazin,
TOMS, selfmade-RDs...

- Size: 512k / 26AE (total = 576k RAM, 32 banks)
- Banks: 21,23,25,27,29,2B,2D,2F,61,63,65,67,69,6B,6D,6F,
A1,A3,A5,A7,A9,AB,AD,AF,E1,E3,E5,E7,E9,EB,ED,EF
(blocks 26AE = 4 blocks * 8 banks)
- Types: none (that I know of) at the moment - but possible!

- Size: 512k / 8ACE (total = 576k RAM, 32 banks)
- Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
(blocks 8ACE = 4 blocks * 8 banks)
- Types: Scott Peterson, TOMS, selfmade-RDs...

- Size: 512k / 02468ACE (total = 576k RAM, 32 banks)
- Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
(blocks 02468ACE = 8 blocks * 4 banks)
- Types: 1) upgrade / combination of 26AE and 8ACE ramdisk
types to 512k RAM or to *one* 02468ACE ramdisk;
idea by me, built by Bernhard Pahl (see his homepage
at http://www.b-pahl.de/atari8bit/ramdisk)
2) Upgrade of the Rambo XL to 512k by Dan Schmid
(see Pooldisk Too, Subdir ACE/ Acec202a.ATR and
Acec202b.ATR) and of course 3) selfmade ramdisks...

- Size: 1024k / 02468ACE (total = 1088k RAM, 64 banks)
- Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
(blocks 02468ACE = 8 blocks * 8 banks)

- Types: Newell, Scott Peterson, TOMS, Satantronic`s 1MB-
PC-SIMM-RD, selfmade-RDs...

- Size: 1024k / 26AE (total = 1088k RAM, 64 banks)
- Banks: EF,EE,ED,EC,EB,EA,E9,E8,E7,E6,E5,E4,E3,E2,E1,E0
AF,AE,AD,AC,AB,AA,A9,A8,A7,A6,A5,A4,A3,A2,A1,A0
6F,6E,6D,6C,6B,6A,69,68,67,66,65,64,63,62,61,60
2F,2E,2D,2C,2B,2A,29,28,27,26,25,24,23,22,21,20
(blocks 26AE = 4 blocks * 16 banks)
- Types: Mathy van Nisselroy`s 1024k XEGS-PC-SIMM-Upgrade!
(with some changes probably also usable for XL and XE,
see also: http://www.mathy-van-nisselroy.nl)

- Size: 1024k / 8ACE (total = 1088k RAM, 64 banks)
- Banks: EF,EE,ED,EC,EB,EA,E9,E8,E7,E6,E5,E4,E3,E2,E1,E0
CF,CE,CD,CC,CB,CA,C9,C8,C7,C6,C5,C4,C3,C2,C1,C0
AF,AE,AD,AC,AB,AA,A9,A8,A7,A6,A5,A4,A3,A2,A1,A0
8F,8E,8D,8C,8B,8A,89,88,87,86,85,84,83,88,81,80
(blocks 8ACE = 4 blocks * 16 banks)
- Types: none (that I know of) at the moment - but possible!

- Size: 1024k / 0123456789ABCDE (total = 1088k RAM, 64 banks)
- Banks: blocks 0123456789ABCDE each with 4 banks
= 16 blocks * 4 banks (does not make much sense, but...)
- Types: luckily, none at the moment...

- Size: 1024k / ??? (max. memory = 1088k, 64 banks)
- Port-Bits / Control-Bits: $D301 = 2,3,6,7
$D600 = 0,1 (or switches);
- Banks: $D301: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF
$D600: F3,F7,FB,FF...
- Types: David/Peters Megaram 3 with 1024k RAM (and the switches
positioned to 1 x 1024k)

- Size: 2048k / 02468ACE (total = 2112k, 128 banks)
- Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
(blocks 02468ACE = 8 blocks * 16 banks)
- Types: selfmade-Ramdisks...

- Size: 2048k / 0123456789ABCDEF (total = 2112k, 128 banks)
- Banks: 01,03,05,07,09,0B,0D,0F,11,13,15,17,19,1B,1D,1F,
21,23,25,27,29,2B,2D,2F,31,33,35,37,39,3B,3D,3F,
41,43,45,47,49,4B,4D,4F,51,53,55,57,59,5B,5D,5F,
61,63,65,67,69,6B,6D,6F,71,73,75,77,79,7B,7D,7F,
81,83,85,87,89,8B,8D,8F,91,93,95,97,99,9B,9D,9F,

A1,A3,A5,A7,A9,AB,AD,AF,B1,B3,B5,B7,B9,BB,BD,BF,
C1,C3,C5,C7,C9,CB,CD,CF,D1,D3,D5,D7,D9,DB,DD,DF,
E1,E3,E5,E7,E9,EB,ED,EF,F1,F3,F5,F7,F9,FB,FD,FF;
(blocks 0123456789ABCDEF = 16 blocks * 8 banks)
- Types: selfmade-Ramdisks...

- Size: 4096k / 0123456789ABCDEF (total = 4160k, 256 banks)
- Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
(blocks 0123456789ABCDEF = 16 blocks * 16 banks)
- Types: Newell, FTE, selfmade-Ramdisks...

Well, I will not go into details with the disadvantages and
software-problems with ramdisks beyond 512k RAM (Selftest, XL/XE
Basic,
RAM under the OS, separate Antic access, etc.). These problems mostly
occur with 1 Megabyte or bigger ramdisks and there are several hardware
and software solutions for them, alas not working correct with every
software or program. With 4 Megabyte extra RAM / Ramdisk, the PIA is
fully used/adressed, so that normally the base RAM at 4000-7FFF is not
available any longer. But again, there are tricks and solutions to
solve
this problem. Installing a second PIA for example makes it possible to
adress up to 256 Megabytes of extra RAM / Ramdisk - but who needs so
much
RAM on the Atari 8Bit computer ???

C) XL/XE - XRAM minus 64k Base-RAM:

- Size: 192k / 8AE (total = 256k RAM, usable = 12 banks)
- Banks: 83,87,8B,8F,A3,A7,AB,AF,E3,E7,EB,EF
(8AE = 3 blocks * 4 banks)
- Types: older Newell ramdisks (replace 64k by 256k);

- Size: 192k / ACE (total = 256k RAM, usable = 12 banks)
- Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF
(ACE = 3 blocks * 4 banks)
- Types: newer Newell RDs, newer Buchholz-RDs, Rambo-XL,

selfmade Ramdisks (replace 64k by 256k)...

- Size: 448k / 2468ACE (total = 512k, usable = 28 banks)
- Banks: EF,EB,E7,E3,CF,CB,C7,C3,AF,AB,A7,A3,8F,8B,87,83
6F,6B,67,63,4F,4B,47,43,2F,2B,27,23
(2468ACE = 7 blocks * 4 banks)
- Types: selfmade-RDs (replace 64k by 512k)...

- Size: 896k? / 0248ACE (total = 1024k, usable = 56 banks)
- Banks: EF,ED,EB,E9,E7,E5,E3,E1,CF,CD,CB,C9,C7,C5,C3,C1,
AF,AD,AB,A9,A7,A5,A3,A1,8F,8D,8B,89,87,85,83,81,
4F,4D,4B,49,47,45,43,41,2F,2D,2B,29,27,25,23,21,
0F,0D,0B,09,07,05,03,01 (0248ACE = 7 blocks * 8 banks)
- Types: Bob Woolley`s 1200XL 1MB Upgrade, selfmade-RDs
(replace 64k by 1024k)...

Allthough these RAM upgrades are relatively easy to build
(and to install into the computer), they make problems with
quite some software. Some programs tend to use the base RAM
as extra RAM / Ramdisk with these upgrades, which will most
often result in a crash of the computer. Next, most extra RAM
testers will show more extra RAM (or a bigger Ramdisk) than
there is really available (e.g. with a 256k upgrade you will
see 240k extra RAM, but there is only 64k base RAM + 192k
extra RAM). Alas, this is a typical hardware problem for these
upgrades and it cannot be solved or avoided with software...

D) XL/XE: Parallel-Bus-Devices:
(600XL/800XL = Parallel Bus, XE = Cart.-Port + ECI)

- Size: 64k / E (total = 128k RAM, 4 banks)
- Banks: E3,E7,EB,EF (block E = 1 block * 4 banks)
- Types: Turbo-Freezer-XL by Bernhard Engl with 64k XRAM

- Size: 128k / AE (total = 192k RAM, 8 banks)
- Banks: A3,A7,AB,AF,E3,E7,EB,EF (blocks AE = 2 blocks * 4 banks)
- Types: Turbo-Freezer-XL by Bernhard Engl with 128k XRAM

- Size: 256k / 9ABE (total = 320k RAM, 16 banks)
- Banks: 93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF,E3,E7,EB,EF
(blocks 9ABE = 4 blocks * 4 banks)
- Types: Turbo-Freezer-XL by Bernhard Engl with 256k XRAM

- Size: 256k / ??? (total = 320k RAM, 16 banks)
- Banks: unknown !!
- Types: Yorky-XL by Richard Gore / Derek Fern (from
GB/UK) with 256k XRAM

- Size: 256k / ??? (total = 320k RAM, 16 banks)
- Banks: unknown !!
- Types: Multi-Input-Output-Harddisk-Interface (MIO) with 256k
XRAM by ICD

- Size: 1024k / ??? (total = 1088k RAM, 64 banks)
- Banks: unknown !!
- Types: Multi-Input-Output-Harddisk-Interface (MIO) with 1024k
XRAM by ICD

E) XL/XE: RAM/Flash-ROM/... Cartridges:

- Rambox II with 256k RAM by JRC (Czech Republic; with special
Ramdisk drivers for TT-DOS and Bewe-DOS!)
- Ramcart 64k by LK Avalon (Poland)
- Ramcart 128k by LK Avalon (Poland; binaries of the Eprom and GAL
chips of this cart can be found on ABBUC magazine 64)
- Ramcart 256k by Zenon/Dial (Poland)
- Ramcart 512k by Zenon/Dial (Poland)
- Ramcart 1024k by Zenon/Dial (Poland)
(for some hints and pics see: www2.asw.cz/~kubecj/acarts.htm)
- Flash-ROM cart 128k / 1Mbit "Atarimax" by Stephen Tucker
(allthough they are not usable as extra RAM / Ramdisk at the moment,
I am quite sure that it is possible to write some drivers and thus
use the Atarimax Flash-ROM carts as extremely fast floppy drives!)
- Flash-ROM cart 1024k / 8Mbit "Atarimax" by Stephen Tucker
(for information and complete documentation plus software see:
www.atarimax.com/flashcart/documentation/index.html)
- and many others I do not know and I do not have any info about;

Even cartridges can be used as Ramdisks (= fast floppy drives),
especially RAM-carts or Flash-RAM carts. But they function like
most other Super- or Mega-Carts, meaning the bank-switching
techniques are also used there. Since the subject carts and
bank-switching carts is quite enormous, I will not discuss it or
present any information here. Just try to find a large description
by John K. Picken ("RAM/ROM Control on an XL/XE") if interested in that
subject (e.g. at Jindrich Kubec`s homepage: www2.asw.cz/kubecj/...).

Finally thanks and credits for this subject and lots of (used /
borrowed) information therefore go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy, Erhard Puetz, Mathias Reichl, Ron Hamilton,
Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard Pahl, Walter
Lojek and Voy/Dial. Also thanks to John K. Picken who wrote an
excellent article about A8 extra RAM / Ramdisks and A8 cartridges and
their technique of bank-switching. Well, if you still find errors, bugs,
mistakes, etc. in this list, then tell me *nicely* or in a friendly
way. Any updates and corrections can be send to: amp@abbuc.de
-Andreas Magenheimer

8.11 What programs support a Ramdisk ?
(This is version 3.5 from January 2005 by A.M.)

The following Atari 8Bit programs support more than 64k RAM, but still
work alright (with multiple loads / disk-swaps) on standard 64k
machines:

a) "TOOLS" that support more than 64k RAM:

A-Base (???, 64k Ramdisk, block E),
Alphasys-Sample Software (Mirage/ANG, 64k XRAM, block E),
A-Text (???, 64k Ramdisk, block E),
Atari Writer 80 (Atari, 64k Ramdisk, block E),
Atari Writer Plus (Atari, 64k Ramdisk, block E),
Basic XE (OSS/ICD/FTE, 64k XRAM, block E),
Bewe-DOS 1.x (Bewesoft, up to 1024k RD, all banks),
Bibo-DOS 5.x (Compyshop, up to 256k RD, E/AE/26AE/8ACE),
Bibo-DOS 6.x (Compyshop, up to 256k RD, E/AE/26AE/8ACE),
Datei 4.x (N. Schlia, up to 256k XRAM, E/AE/26AE),
Desktop Atari (HBSF, 64k Ramdisk, block E),
Diskworker (Petsoft, 64k Ramdisk, block E),
Diskcommunicator 3.x (Robert "Bob" Puff, if there is more than 64k
RAM, answer the startup question with "Y" to use it as XRAM or with "N"
to use it as Ramdisk; up to 256k XRAM: E/AE/ACE/8ACE; RD = DOS
depend.),
DOS 2.5 (Atari, original driver = 64k RD, block E;
other
drivers: up to 2x 128k Ramdisks, E/AE/8ACE),
DOS II+D Version 6.x (S. D., up to 2x 128k RDs,
E/AE/ACE/8ACE/26AE),
DOS XE 1.x (Atari, 64k Ramdisk, block E),

Extended Atari Basic (???, 64k XRAM, block E),
Extended Turbo Basic (???, 64k XRAM, block E),
Fampy 2.3 (Wolfgang Freitag, up to 128k XRAM, E/AE),
Fampy 6.1 (Wolfgang Freitag, up to 128k XRAM, E/AE),
Howfen DOS 3.x (???, up to 128k XRAM, E/AE),
Howfen DOS 4.x (???, up to 128k XRAM, E/AE),
Howfen Tape to Disk (???, up to 128k XRAM, E/AE),
Inertia 2.x (MadTeam, up to 256k XRAM, E/AE/8ACE),
Midi Mate II (Hybrid Arts, 64k XRAM, block E),
Midi Pattern Editor (Raster, 64k XRAM, block E),
Midi Player (I. Kuczek, 64k XRAM, block E),
Midi Recorder (I. Kuczek, 64k XRAM, block E),
Midi Sequencer (M. Sygit, 64k XRAM, block E),
MSC-IDE-Software (M. Belitz + S. Birrmanns, 64k XRAM, block E),
My-DOS 3.x (Wordmark, up to ???k Ramdisk),
My-DOS 4.x (Wordmark, up to 1024k Ramdisk, all banks),
Paperclip II (Batteries Included, 64k XRAM, block E),
Super DOS 2.x (P. Nichols, up to 2x 128k RDs,
E/AE/ACE/8ACE),
Super DOS 5.x (P. Nichols, up to 256k RD,
E/AE/ACE/8ACE/26AE),

The [Sparta DOS] Browser (Tom Hunt, up to 1024k Ramdisk, RD-driver
dep.),
The Sound Utility (Tom Hunt, up to 1024k XRAM?, bug-free only
under
Sparta/Bewe-DOS, one can choose between 64k/128k/256k/576k/1088k RAM,

alas
all setups with more than 64k RAM produced some strange sound noises on
my 576k XL when playing waves or samples...),
Theta Music Composer 2.x (Jaskier, 64k XRAM, block E),
Turbo DOS 1.x (Reitershan, up to 256k RD,
E/AE/ACE/8ACE/26AE),
Turbo-DOS 2.x (Reitershan, up to 256k RD,
E/AE/ACE/8ACE/26AE),
Top-DOS 1.x (R.K. Bennett, 64k Ramdisk, block E),
Top DOS Plus (R.K. Bennett, up to ???k Ramdisk),
Top DOS Prof. (R.K. Bennett, up to ???k Ramdisk),
Typesetter (XLent, 64k XRAM, block E),
X-DOS 2.x (S. D., up to 256k RD, E/AE/ACE/8ACE/26AE),
X-RAM 0.21 (Satantronic, tests up to 4 MB!, all banks!)
and most Text-Editors (e.g. Speedscript, Antic Writer, T-Edit, Page 6
Writer, Compyshop Editor,
Textpro, etc.) as long as they are running under a DOS 2.x (meaning a
DOS 2
derivative) or Sparta / Bewe DOS and the appropriate Ramdisk driver...;

b) "Games" that support more than 64k RAM:

Adalmar (Falk Buettner, 64k Ramdisk, block E),
A.R. The Dungeon (Philipp Price, 64k XRAM, block E),
Bop N'Wrestle (Mindscape, 64k XRAM, block E),
The Brundles (KE-Soft, up to 256k XRAM, E/AE/26AE),
Human Torch & the Thing (Questprobe, 64k XRAM, block E),
Megablast 1 (Thorsten Karwoth, 64k XRAM, block E),
Mental Age (???, 64k XRAM, block E),
[The Amazing] Spiderman (Questprobe, 64k XRAM, block E);

c) "Demos" that support more than 64k RAM:

ABBUC Magazine Intro 52 (Heaven, 64k XRAM, block E),
ABBUC Magazine Intro 55 (Heaven, 64k XRAM, block E),
Anime 4ever (Sente Software Group, 256k XRAM, 8ACE),
Grafik + Sound Demo (Peter Sabath, 64k XRAM, block E),
I. K. Plus Demo (???, 64k XRAM, block E),
Sweet Fantasy (Tight, 64k XRAM, block E),
The Top 3 Demo (WFMH, "Veronika Part", 64k XRAM, block E);

Thanks and credits for this subject go to: Bernhard Pahl, Russ Gilbert,
Ron Hamilton and Mathy van Nisselroy for sharing some information with
me.
- Andreas Magenheimer

8.12 What programs require extra Ram or a Ramdisk ?
(This is version 3.5 from January 2005 by A.M.)

The following Atari 8Bit programs require more than 64k RAM, and thus
do not work at all (or not alright/bug-free) on standard 64k machines:

a) "Tools" that require more than 64k RAM:

128k Memory Testers (quite many programs, 64k XRAM, block E),
130XE Bank/Mem.-Testers (quite many programs, 64k XRAM, block E),
130XE Sectorcopiers (quite many programs, 64k XRAM, block E),
130XE Utilities (HAPS PD 0031, 64k XRAM, block E),
192k Memory Testers (some PD programs, 128k XRAM, blocks AE),
256k Memory Testers (Newell, ICD, etc., 192k XRAM, blocks ACE),
320k Mem. Testers 8ACE (Atari Mag., TOMS, etc., 256k XRAM, blocks
8ACE),
320k Mem. Testers 26AE (Compyshop, etc., 256k XRAM, blocks 26AE),
576k Memory Testers (Peterson, TOMS, etc., 512k XRAM, blocks
8ACE),
1088k Memory Testers (Newell, TOMS, etc., 1MB XRAM, blocks
02468ACE),
4160k Memory Tester (Newell, 4MB XRAM, blocks 0123456789ABCDEF),
APC Archiver 1.x (LBS/APC, 256k XRAM, 8ACE only!),
APC Packer 1.x (LBS/APC, 256k XRAM, 8ACE only!),
A. W. P. Super Menu (Ken Siders, min. 64k XRAM, block E),
A. W. P. XE Super Menu (Ken Siders, min. 192k XRAM, blocks ACE),
Audio/Studio Master (Mirage/ANG, 256k XRAM, 26AE only?),
Boot Majster (Electron, 64k XRAM, block E),
Boss X [Vers. 10.x] (M. Sobe, with any DOS min. 64k Ramdisk, block
E;
with MyDOS 4.x it supports up to 1MB RD, subdirs and up to 16MB HD
part.),

Boss XE [Vers. 8.x] (M. Sobe, with any DOS min. 64k Ramdisk, block
E;
with Turbo-DOS or MyDOS 4.5x it supports bigger Ramdisks, but no
subdirs!),
CAD XE (HAPS PD 0350, 64k XRAM, block E),
Diskettenverwaltung XE (ABBUC PD 86, 64k XRAM, block E),
Draw XE (ABBUC PD 387, 64k XRAM, block E),
Dream Vision (ABBUC PD 480, 192k XRAM, blocks ACE?),
Fraktale & Colorprint (P. Woetzel, 64k XRAM, block E),
Grafik Zeilen Editor (HAPS PD 0296, 64k XRAM, block E),
Hires Dump (ABBUC PD 113, 64k XRAM, block E),
Inertia 3.x (MadTeam, min. 64k XRAM, block E; supports up
to
256k XRAM, AE/ACE/26AE/8ACE with almost any
DOS),
Inertia 4.x (MadTeam, min. 64k XRAM, block E; supports up
to
1024k XRAM - all possible bank
combinations!),
Macro Assembler XE (T. Karwoth, 64k XRAM, block E),
Macro Assembler XE+ (T. Karwoth, min. 64k XRAM, block E; supports
up
to 1024k XRAM - all possible bank
combinations!),
Masher XE (???, min. 64k XRAM, block E; supports up to

256k XRAM: AE/ACE/8ACE),
Menu 130 (Les Howarth, 64k XRAM, block E),

Midi Mate III (Hybrid Arts, 64k XRAM, block E),
Monitors, Debuggers, ... (HAPS PD 0109, 64k XRAM, block E),
Multi DOS 130 (Kuchera/Excellent, 64k XRAM, block E),
Multi DOS 320 (Kuchera/Excellent, 256k XRAM, 8ACE only!),
Multi Tasking OS (???, min. 64k XRAM, block E),
MTOS 256 (Tom Hunt, 192k XRAM, blocks ACE),
MTOS XE (Tom Hunt, 64k XRAM, block E),
Neo-Tracker 1.x (Epi, min. 64k XRAM, block E; under MyDOS 4.5x
or Sparta DOS X cart. it supports up to 1MB XRAM, all bank
combinations!)
Newspaper Editor (HAPS PD 0294, 64k XRAM, block E),
Protracker 1.5 (MadTeam, min. 64k XRAM, block E; supports up
to
256k XRAM: AE/ACE/8ACE/26AE),
Rechnen fuer Kinder (ABBUC PD 85, 64k XRAM, block E),
Rund um die Ramdisk (ABBUC PD 383, HAPS PD 1084, contains info
texts
and pgms. for upgrading the 800 or XL/XE and testing its XRAM up to 1
MB;
the docs use english language and provide detailed information for
Axlon
compatible 800 XRAM and Newell/Buchholz/Peterson compatible XL/XE
XRAM),
Sample Art XE (Mozart/WSL, min. 64k XRAM, block E; supports
up
to 1024k XRAM, all bank combinations, alas the program is
faulty/buggy!),

Shrink XE (P. Fitzsimmons, 64k XRAM, block E),
Snapshot (???, 64k XRAM, block E),
Tape Ramdisk Drivers (Pokey, SAG, etc., 64k XRAM, block E),
Text 130 (B. Russmann, 64k XRAM, block E),
Textpro "+" [e.g. 4.54+] (Ronnie Riche, 64k XRAM, block E),
Textpro 5.x (Ronnie Riche, 64k XRAM, block E),
The Code Cruncher 2.x (Soused Teat, min. 64k XRAM, block E),
The Code Cruncher 3.x (Soused Teat, min. 64k XRAM, block E),
The Cruncher 5.x (MSL/Magnus, min. 64k XRAM, block E),
The Small Printery (W. Lojek, min. 64k XRAM, block E; supports up
to 1024k XRAM, all bank combinations!),
The [Sparta DOS] Wedge (Ed Bachmann, 64k XRAM, block E, sep. Antic!),
The Works (Tom Hunt, min. 64k XRAM, block E),
Wuerttemberger Disk (ABBUC PD 361, HAPS PD 1050, 64k XRAM, block
E;
mainly/only because side 2 contains the XE version of Gizmo's castle),
XL-2 (J.K. Picken, min. 64k XRAM, block E; under
MyDOS
or Sparta DOS it supports up to 1024k XRAM
!),

Zeitungsredakteur (ABBUC PD 121, 64k XRAM, block E);

b) "Games" that require more than 64k RAM:

Castle of Blackthorne (T. Graef, 64k RD, block E),
Cavepack XE (XE-version by K. Ezcan, 64k RD, block E),
Computer Baseball (D. Blackwell, 64k XRAM, block E),
Der Neffe (XE-version by ???, 64k XRAM, block E),
Gizmo's Castle (XE-version by M. Kugler, 64k XRAM, block E),
Kaiser II (128k version by C. S., 64k XRAM, block E),
Kaiser II (320k version by C. S., 256k XRAM, 26AE &
8ACE),
Minesweeper 1-4 (4 versions by J.R. Chicko, 64k XRAM, block
E),
Mister X (S. Soelbrandt, 64k RD, block E),
Oelbaron (XE-version by ???, 64k RD, block E),
Space Harrier (C. Hutt, 64k XRAM, block E),
Strategy Baseball (HAPS PD 0302, 64k XRAM, block E),
Yie Ar Kung Fu (???, 256k XRAM, blocks ??? - This game is a
real
shame [Such a Shame, Talk Talk], since it does not work on a real Atari
computer! Maybe it works on an emulator, maybe it does not work at all
?),
Zargon XE (ABBUC PD 611, HAPS PD 0485, 64k XRAM, block
E),

Please note, that hackers, crackers and pirates also made file versions
of (most of) the XE / XEGS 64k and 128k carts available. Due to cart.
bankswitching, a 64k XL/XE was enough for these super-carts; not so with
the file versions, they do (mostly) require more than 64k memory...
Next, there are also "un-official" (pirated, hacked, cracked, patched)
cart. versions of former disk-based games, that require XRAM, which
they
originally did not (example: Conan, the multi-stage disk-version by
Datasoft requires 64k RAM, whereas the single-stage version of the
Sunmark multicart. req. 128k RAM). Since Sunmark will continue producing
A8 carts and other programable / flashable carts (like the Atarimax
Flash
cart. by Steven Tucker) are on the market today, it is quite likely,
that
more games will occur in the Atari scene with the same behaviour...

c) "Demos" that require more than 64k RAM:

130XE Artshow (HAPS PD 0013, 64k XRAM, block E),
130XE Autoshow (HAPS PD 0637, ABBUC PD 191, 64k XRAM, block
E),
130XE Demo (S.A.G., 64k XRAM, block E),
130XE Impossible Demo (R. Haegemann, 64k XRAM, block E),
3D Scroll (Jaskier/TQA, 64k XRAM, block E),
American Natives (Fox-1, 192k RD, Ramdisk = DOS dependant),
Amiga Boink XE (B. Armour, 64k XRAM, block E),

Animkom. meet B. V. (Animkomials + B.V., 64k XRAM, block E),
(The) Asskicker (Shadows, 64k XRAM, block E; hold Select!),
Back to Life 2 (Jaskier/TQA, 256k XRAM, auto-setup!),
Base 33 (AIDS, 256k XRAM, hold SHIFT for setup!),
Bill Pie Demo (MadTeam, min. 64k XRAM, block E; supports up
to 256k XRAM: AE/8ACE with more frames),
BMW Animation (Mirko Sobe, 64k XRAM, block E),
Brull (Pin/Trs, 1MB XRAM for a sample demo),
CES XE Demo (full 580 sectors version by XANTH, 64k XRAM,
block E; includes the Swan-, Fuji-Boink- and Robot-Demo all in one
file!),
Cogito Demo (AIDS, uses blocks 8C, thus 8ACE only!),
Critical Sounddemo (Innovative, 64k XRAM, block E),
Danielle (Gr.9) Ani (B. Kendrick, 64k XRAM, block E),

DoXEpin (AIDS, 64k XRAM, block E),
Edelweiss Demo (A.R.+C.S.S.+S.V.L., 256k XRAM, 26AE only!),
Ergo Bibamus (Quasimodos, 64k XRAM, block E),
Extract Slideshow (Replay/Bit Busters, 64k XRAM, block E),
Fat Bottomed Girls (???, 64k XRAM block E for a Queen sample),
Forever 1ktro (New Generation, 64k XRAM block E for a 1k
demo),
Forsaken Love (New Generation, 256k XRAM, 26AE & 8ACE; simply
delete "BANKS.DAT", reboot and create a new one for your kind of XRAM!),
Glasshead Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
Halle 1994: The Wormhole (Magic Arts, 256k XRAM, 26AE only!),
Hardware Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
Igor Demo (Side A) (MadTeam, 64k XRAM, block E - use 128k.BAT),
Igor Demo (Side B) (MadTeam, 128k XRAM, blocks AE - use
192k.BAT),
Igor Demo (Side A+B) (MadTeam, 256k XRAM, 8ACE only - use
320k.BAT),
Imperial Sounddemo (Innovative, 256k XRAM, 26AE & 8ACE),
Impossible but Real (MacGyver, 192k XRAM, auto-setup!),
Incredible (Excellent, 64k XRAM, block E),
Inside Out (Taquart, 64k XRAM, block E),
Isolation Demo (M.E.C., 64k XRAM, block E),
Journey Demo (Boot version by Polynomials, min. 64k XRAM,
block E; supports up to 256k XRAM: AE/8ACE),

Journey Demo (File version by MadTeam, min. 64k XRAM, block
E; supports up to 192k XRAM: AE/ACE),
Journey into Sound (DGS / D. Garaghty, 64k XRAM, block E),
Khai Et (AIDS, 256k XRAM, 26AE & 8ACE, SHIFT for
Setup!),
Killer Whales Ani (MadTeam, min. 64k XRAM, block E, supports up
to 256k XRAM: AE/8ACE with more frames!),
Landscape-XE Demo (Karl Pelzer, 64k XRAM, block E),
Manga Ani (MadTeam, min. 64k XRAM, block E),
Megablast Sounddemo (DGS / D. Garaghty, 64k XRAM, block E),
MTV's Danielle = Danielle (Gr.9) Ani,

Nascar Ani (M. Sobe, 64k XRAM, block E),
Nonjm Demo (Tight, 64k XRAM, block E),
Numen Demo (Taquart, 256k XRAM, 26AE & 8ACE,
auto-setup!),
Ogluszacz Sounddemo (AIDS, 64k XRAM, block E),
Owca Demo (Animkomials, 64k XRAM, block E),
Owca 2 Demo (Animkomials, 64k XRAM, block E),
Pacem in Terris (Quasimodos, 256k XRAM, 26AE & 8ACE,
auto-setup),
Parrot XMAS Demo (A. Ramos, 64k XRAM, block E),

Pedrokko Sounddemos (a collection of 10 disks / 20 sides by
Pedrokko,
the player program assumes a 64k RD, block
E),
Raving Vierpz (Pentagram, 64k XRAM, block E),
Raytracing Ani/128k (K. Pelzer, 64k XRAM, block E),
Raytracing 320k (Elsni / S. Elsner, 256k XRAM, 8ACE only!),
Raytracing 1088k (Solocoder of A.C.E., 1024k XRAM, works only
on
K.P. 1MB Megaram III, 8 bootdisks, loading time approx. 17 minutes !!),
Reditus Demo (Zelax, 192k XRAM, 26AE & 8ACE, auto-setup),
Render Ani (MadTeam, min. 64k XRAM, block E),
Revenge of Hacker (Rasero Team, 128k XRAM, blocks AE),
Running Cow ASCII Ani (MadTeam, 64k XRAM, block E),
Sheol Demo (Bit Busters, 256k XRAM, 8ACE only!),
Shiny Bubbles (XE version by B. Paul, 64k XRAM, block E),
Stash 98 Demo (Rasero Team, 256k XRAM, 26AE & 8ACE via a
buggy
setup: 1) for 8ACE XRAM press A in the 1st or 2nd menu, 2) for 26AE
press
B in the 1st menu and C in the 2nd menu; don't use the CS auto-setup!),
Starwars Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
The Wormhole (Magic Arts, 256k XRAM, 26AE only!),
Timekeep(er) (New Generation, 256k XRAM, 8ACE only! wait!),

Tit Demo (Mad Team, 192k XRAM, auto-setup!),
Too Hard 2 Demo (Animkomials, 64k XRAM, block E),
Too Hard 3 Demo (Animkomials, 128k XRAM, blocks AE),
Too Hard 4 Demo (Animkomials, 256k XRAM, auto-setup!),
Total Dazed (Tight, 64k XRAM, block E),
Trabant Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
Trip 6 (Shadows, 64k XRAM, block E),
Turtles Demo (Ultra Software, 64k XRAM, block E),
Ultra Demo (Taquart, 64k XRAM, block E),
Ultra 2 Preview (Taquart, 64k XRAM, block E, unfinished!),
Vengeance (Excellent, 64k XRAM, block E),
Vent XE (Exc.+Pentagram, 64k XRAM, block E),
WAF-Demo (W.A.F., diskside B = 64k XRAM, block E),
Worms Demo (Datri, 256k XRAM, 8ACE otherwise buggy!),
X-Demo (MadTeam, 256k XRAM, 26AE),

X-Files Ani (MadTeam, 64k XRAM, block E),
X-Files 2 (TV-Ani) (MadTeam, 256k XRAM, 26AE & 8ACE),
Xyberscape XE (XE version by Bill Le Masurier, 64k XRAM, E),
Zero Demo (New Generation, 64k XRAM, block E);

Thanks and credits for this subject go to Russ Gilbert, Bernhard Pahl,
Ron Hamilton, Mathy van Nisselroy and Stephan Pollok for sharing their
information with me. Any corrections and/or updates are welcome...
-Andreas Magenheimer

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503. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 22:19:05 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <tHUJd.1650$wA5.1352@newssvr33.news.prodigy.com>
Source record: 12908

Hello.
One other thing. I've been reading and it seems there's
a misconception about double density disks. I'm not sure about disk images,
like .ATRs, but a real double density disk in a DD capable drive will
actually have 256 bytes in sectors 1-3. You can verify this by looking at
sectors 1 to 3 with Disk Wizard or other sector editor, or Anadisk with a
PC. It is possible to write 256 bytes to sectors 1-3. The OS just boots
using 128 bytes, but the other bytes are there.
Gork <nokraygienspam@hotmail.com> wrote in message
news:10vf440t7tno16c@corp.supernews.com...
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:fAzJd.9381$G%3.8077@newssvr31.news.prodigy.com...
> > Ho, Gork.
> > I once wrote a program to test and change density for a RANA drive. The
> > ... I'll be back home in about a week
> > and would be glad to let someone try it then.
>
> Hey!
>
> I did a few quick searches trying to see if SD.COM might be listed
somewhere
> but haven't found it yet. Please do let me/us know if you're able to find
> it! I'd love to try it out on SpartaDOS.
>
> Sean
>
>

504. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-26 22:34:40 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncvg6o0.40f.usenet-200501@camel.hias.horus.com>
Source record: 12909

On Wed, 26 Jan 2005 22:19:05 GMT, russg wrote:
> One other thing. I've been reading and it seems there's
> a misconception about double density disks. I'm not sure about disk images,
> like .ATRs, but a real double density disk in a DD capable drive will
> actually have 256 bytes in sectors 1-3.

This is absolutely true for all Atari floppy drives. The whole disk is
formatted using 256 bytes per sector, but the drive "emulates" the
first three sectors with 128 bytes. This is kind of necessary if you
want to boot from a DD disk.

ATR disk images only store 128 bytes for the first three sectors.

Well, there seem to be some ATR images floating around with the first
three sectors stored with 256 bytes each (some emulators also support
this format), but these images are just broken: the ATR format
specification clearly states that the first three sectors have to be
stored with 128 bytes each.

so long,

Hias

505. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 01:57:39 UTC
From: "Rick D." <mtg@a8maestro.com>
Message-ID: <41F84A93.899ED47B@a8maestro.com>
Source record: 12910

"Edward S. Baiz Jr." wrote:

> >Just bought a Defender cartridge on Ebay (serial CXL4025).
> >
> >Doesn't seem to load up on a 130XE. Anything I might be doing wrong?
> >
> >Or is it just not compatible?
> >
> >Are there any sites with compatibility info on cartridges?
> >
> >Thanks...
>
> Could it be a bad cart? I have one and it works fine on my 800xl and 130XE.
>
> --
> Edward S. Baiz Jr.
> (Gamer)

Try cleaning the cartridge contacts as well as the cartridge socket contacts.

Rick D.

506. Re: SpartaDOS 32g & XF551 not booting (& reply to Hias)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 02:11:51 UTC
From: Jorge <user@nospam.com>
Message-ID: <ct9il7jnm1@blue.rahul.net>
Source record: 12912

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

>Hmmm,
>does this technique of writing the 2nd side in reverse order also have
>something to do with time/timing ?!? Maybe the drive is faster this way

Yes, that's exactly what I said. The key to understand this is that the XF551 wants to be compatible with SS drives on the first side. This rules out the "normal" scheme of alternating tracks and heads. Then it is certainly faster to put sector 721 in the same cylinder than sector 720.

Sector 720 is on the latest/innermost track, track #39. This is true both for SS disks and for XF551 DS disks. Sector 721, on the XF551, is on the same track but on the other side/head.

>Meaning, it might be possible that the XF and its read/write head can
>simply continue the read/write/format process without re-positioning the
>read/write head, while other floppies may have to set the head back
>first.

I don't know how other Atari DS drives work, but I would guess they don't attempt to make the first side compatible with SS disks. Then it is better and faster to alternate tracks and heads. This means sector #19 goes into track #0 of the second side.

507. Re: Dual Serial use

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 02:12:37 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <41F84E15.EED57552@a8maestro.com>
Source record: 12911

James King wrote:

> Trying to determine the best way to have two active serial ports.. One via
> a BlackBox and the other via a PR:C. The BB doesnt have any method to
> address individual serial ports and neither does the PR:C.
>
> So, I assume it has to come down to the RS232 driver being used. If I load
> the PR:C's rs232 driver, will it be accessible at the same time I'm using
> the BB?
>
> Just curious..
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

You can load two drivers...they have to have different address spaces, use
different names(R: and T:), and only one at a time, the other must be closed.

This method is used for 5 serial ports using an 850 and an ATR8000, not by me.

Rick D.

508. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:19:44 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <1391ef.3aaa76@fmlynet.org>
Source record: 12913

I just love playing "Name that game" :)

Doc Clu 800

> From: "Glenn" <noemail@nospam.com>

> Thanks for the help. Appears that Final Legacy was the game he was looking
> for.

> Glenn

> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
> news:pZvJd.6663$cZ1.5280@newsread2.news.atl.earthlink.net...
>> BeachHead had many of those attributes except for maybe the ICBMs...
>> Jess
>>
>> "Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
>> news:ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE...
>> > Hi,
>> >
>> > > Hi there. My question concerns not this game, but instead an other.
> Back
>> in
>> > > about '84 i borrowed from a neighbor who had a special connect to
> ATARI
>> (As
>> > > i [VAGUEly] remember, he had a relative who worked at ATARI.) a game
> for
>> the
>> > > ATARI 800XL home-computer system that involved military action in
> three
>> or
>> > > four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
>> > > spatial --involvin' inter-continental ballistic missiles--, ?(4)
> aerial?
>> (As
>> > > i've said, my remembrance of that situation is VAGUE.). He told me
> that
>> it
>> > > was a RE'ly RARE game, because there had been a big dispute between
>> ATARI
>> > > and Commodore about that game, involvin' allegation that that game
> were
>> in
>> > > effect intellectual property stolen by the one from the other. (Which
>> > > allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in

>> playing
>> > > at that game, but now many years later i can't remember what the title
>> of it
>> > > is. Have YE any notion what the title of that game is?
>> >
>> > Sounds like "Final Legacy" to me.
>> >
>> > So long,
>> > Thomas
>>
>>
>>

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

509. Re: UDS-10 help

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:22:22 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <3391f0.3aaacb@fmlynet.org>
Source record: 12915

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>> .
>I was trying to enable telnet through a telnet connection. Telnet can only be
>enabled using web setup, so I brought a PC home from the office and enabled it
> then went back to my Falcon and set the rest up through telnet. The critical
> setting changes were Flow Control: 01 (some have said 02 is best, but this
> would not work for me). Port: 23 Connect Mode: 56, Disconnect Mode: C0, Flush
> Mode: 55. I still get echoed characters on some BBSs, but downloads now work
> (on the BBSs where the echo is correct). Hope this info helps others.

Hmm thanks! May get around to trying this sometime.

The UDS is not a perfect solution. But all and all, I am just happy to say
my Atari 800 is using DSL. Now that makes my IT friends jaw drop. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

510. Re: HAVE YOU HEARD THE GOOD NEWS!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:25:20 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <7391f1.3aab2a@fmlynet.org>
Source record: 12916

> From: carmel_andrews@hotmail.com (carmel)

>We've unfortunately already found something to worship... it's called Atari...
> this is the 'new' GOD/Deity on the scene

> I think you need to be preaching more to the unconverted (who don't have
> anything to worship) like CBM/Amiga Users for instance

Ok, I was about to say... now now...

Then you threw in the CBM folk... in truth, if you were a CBM user in this
day and age, are you in fact holding onto a lost faith?

Are we in fact holding onto a lost faith?

Getting too deep... which goes against my new years resolution.

Back to my seven move games of Archon....

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

511. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:28:02 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e391f2.3aab81@fmlynet.org>
Source record: 12914

When I heard the 800XLF I was thinking something built in, like the holy
grail of the Atari8 world, the 1450xl.

Well, holy grail to some. Not much of a XL user here.

Backing the beige tanks..

Doc Clu 800

> From: ilaskey@cix.co.uk (Iain Laskey)

> In article <41f7904d$0$26026$fa0fcedb@news.zen.co.uk>,
> removemeajross@atxboltdot.net (Alistair Ross) wrote:

>> I've been scouring Ebay UK for quite some time now, and every while an
>> Atari 800 XL pops up for sale. I am a collector of all things retro,
>> and one of my biggest desires is the Atari 800 (see my website:
>> www.aliross.co.uk/museum).
> Set up a saved search. Fully working/tested 800's turn up regularly, often
> boxed.

>> I would ideally like an 800 XLF (but an XL will be fine), I also want a
>> floppy drive and any carts or disks you want to part with as well.
> No such thing as an 800XLF. Are you getting confused with STs that used the F
> to indicate built in floppy?

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

512. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:35:06 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <4391f4.3aac63@fmlynet.org>
Source record: 12919

> From: Andreas Magenheimer <magea000@students.uni-mainz.de>

> Well,
> its nice to hear you have a 256MB Atari - but I doubt that. It is just that
>*somehow funny* thinking that almost everything is MB and GB today, but not th
>little A8 !! It is still in the kilobytes range... (its difficult to explain t
> the kids today, that it is possible to program something in kilobytes).
> ;-)Andreas Magenheimer.

And what kills me is how we are able to still be just about as effective as
the MB and GB world.

We have our own Kb programs. We are able to tack on to the internet via
telnet, LOL guess the Atari8 just keeps riding that lower, no bloatware
lower carrier wave of high tech.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

513. FREE MINI MACS - CAN IT BE TRUE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:41:18 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <8391f5.3aad29@fmlynet.org>
Source record: 12918

You know what amazes me is, while a Mac user myself (I started being a Mac user when I left the Atari 8 scene for real in 1989 and got a Mac 128K) I can't understand the intrigue or wowness of the size of the new Mac Mini.

True, the Mac mini is cute. I like the concept of the Mac Mini, and the iPod Shuffle. Small and cheap. love it! Probably will get a shuffle in the near future.

But computers the size of the Mac-Mini are not new. I remember going to a linux user meeting about two... three years ago, and there was a computer the size of the Mac mini. It was a small square. You attached it to keyboard and monitor. Kinda neat.

I guess the difference here is that computer was probably in the thousands then, and the Mac Mini is half a grand. Ok, that I could see. :D

Doc Clu 800

> From: "moky" <moky2010@aol.com>

> http://www.FreeMiniMacs.com/?r=14331929

> The Mac mini is quite simply the cutest and most adorable young computer you
> have ever seen. It is a mere 16.51cm wide, 5.08cm high and weighs less than
> 1.5kg.

> It is also the cheapest Apple ever with the basic model at $500 (R3 300). The
> basic model has a 40gb hard drive, 256mb of Ram, a DVD player and CD Writer
> drive, a modem, a network port, USB ports, a FireWire port and a port into
> which you can plug any monitor you like.

> It comes with a full suite of software including Apple's OS X 10.3 "Panther"
> operating system, Appleworks, internet mail and browser, address book and
>calendar, Quicken 2005, two games and iLife '05, which is a suite of programme
> for organising your photo collection, organising and playing your music
> collection, burning CDs, playing DVDs and recording music.

> The minute I saw a picture of the Mac mini I wanted one. I'm a PC user and I
> can't think why I would want one, but I do, they're that cute.

> I reckon Mac mini is going to dramatically improve Apple's share in the PC
> market.

>Mac minis will be available in South Africa from about March at around R4 550.
> get your free mac mini:

> http://www.FreeMiniMacs.com/?r=14331929

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

514. Ramdisk Info...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:50:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <6391f6.3aae44@fmlynet.org>
Source record: 12920

Wow... a 4 mb Atari 800... LOL That is too funny.

I guess a large ramdisk would be fun to have, even useful.

And they have Protracker for the Atari 800? Guess I need to look into what
mods are like on the Atari8.

Doc Clu 800

> From: Andreas Magenheimer <magea000@students.uni-mainz.de>

> Hello Folks,
>here is the new version 3.5 of my RD Info text... (use ASCII or Courier New o
> something similar for viewing). -Andreas Magenheimer.

> --

> --

> Subject 8.10: What kinds of extra RAM and RAMdisks can be installed?
> (Version 3.5 from January 2004 by A.M.)

> A) Atari 400/800 Ramdisks:

> - Size: 64k XRAM (+ 32k RAM)
> Banks: 0 thru 3 (total memory = 96k RAM)
> Types: Axlon (=Atari) and compatibles;

> - Size: 128k XRAM (+ 32k RAM)
> Banks: 0 thru 7 (total memory = 160k RAM)
> Types: Axlon (= Atari) and compatibles;

> - Size: 256k XRAM (+ 32k RAM)
> Banks: 0 thru 15 (total memory = 288k RAM)
> Types: D. Byrd and other selfmade / Axlon-compatible RDs;

> - Size: 512k XRAM (+ 32k RAM)
> Banks: 0 thru 31 (total memory = 544k RAM)
> Types: selfmade / Axlon-compatible Ramdisks;

> - Size: 1024k XRAM (+ 32k RAM)
> Banks: 0 thru 63 (total memory = 1056k RAM)
> Types: selfmade / Axlon-compatible Ramdisks;

> - Size: 2048k XRAM (+ 32k RAM)
> Banks: 0 thru 127 (total memory = 2080k RAM)
> Types: selfmade / Axlon-compatible Ramdisks;

> - Size: 4096k XRAM (+32k RAM)
> Banks: 0 thru 255 (total memory = 4128k RAM)
> Types: selfmade / Axlon-compatible Ramdisks;

> => Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
> normally do not homebank when RESET is pressed (a fix should be
> available somewhere), whereas original Axlon Ramdisks do homebank
> properly !! (Special thanks to Lee Barnes for this note !!)

> B) XL/XE - 64k base RAM plus XRAM:

> - Size: 64k (total = 128k RAM, 4 banks)
> - Banks: E3, E7, EB, EF (block E = 1 block * 4 banks)
> - Types: 130XE-Ramdisk, Turbo-Freezer-XL + 64k, selfmade-ramdisks...

> - Size: 128k (total = 192k RAM, 8 banks)
> - Banks: A3,A7,AB,AF,E3,E7,EB,EF
> (blocks AE = 2 blocks * 4 banks)
> - Types: Compyshop 600XL with 192k, Turbo-Freezer-XL + 128k,
> selfmade-RDs...

> - Size: 256k / 26AE (total = 320k RAM, 16 banks)
> - Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF
> (blocks 26AE, = 4 blocks * 4 banks)
> - Types: Compyshop 800XL RD., Compyshop 130XE RD.,
> Peters/David Megaram 1, Peters/David Megaram 2,
> Peters/David Megaram 3 with 256k, selfmade RDs...

> - Size: 256k / 8ACE (total = 320k RAM, 16 banks)
> - Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF
> (blocks 8ACE = 4 blocks * 4 banks)
> - Types: Newell, Rambo-XL, Scott Peterson, Atari Magazin,
> TOMS, selfmade-RDs...

> - Size: 512k / 26AE (total = 576k RAM, 32 banks)
> - Banks: 21,23,25,27,29,2B,2D,2F,61,63,65,67,69,6B,6D,6F,
> A1,A3,A5,A7,A9,AB,AD,AF,E1,E3,E5,E7,E9,EB,ED,EF
> (blocks 26AE = 4 blocks * 8 banks)
> - Types: none (that I know of) at the moment - but possible!

> - Size: 512k / 8ACE (total = 576k RAM, 32 banks)
> - Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
> C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
> (blocks 8ACE = 4 blocks * 8 banks)
> - Types: Scott Peterson, TOMS, selfmade-RDs...

> - Size: 512k / 02468ACE (total = 576k RAM, 32 banks)
> - Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
> 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
> (blocks 02468ACE = 8 blocks * 4 banks)
> - Types: 1) upgrade / combination of 26AE and 8ACE ramdisk
> types to 512k RAM or to *one* 02468ACE ramdisk;
> idea by me, built by Bernhard Pahl (see his homepage
> at http://www.b-pahl.de/atari8bit/ramdisk)

> 2) Upgrade of the Rambo XL to 512k by Dan Schmid
> (see Pooldisk Too, Subdir ACE/ Acec202a.ATR and
> Acec202b.ATR) and of course 3) selfmade ramdisks...

> - Size: 1024k / 02468ACE (total = 1088k RAM, 64 banks)
> - Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
> 41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
> 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
> C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
> (blocks 02468ACE = 8 blocks * 8 banks)
> - Types: Newell, Scott Peterson, TOMS, Satantronic`s 1MB-
> PC-SIMM-RD, selfmade-RDs...

> - Size: 1024k / 26AE (total = 1088k RAM, 64 banks)
> - Banks: EF,EE,ED,EC,EB,EA,E9,E8,E7,E6,E5,E4,E3,E2,E1,E0
> AF,AE,AD,AC,AB,AA,A9,A8,A7,A6,A5,A4,A3,A2,A1,A0
> 6F,6E,6D,6C,6B,6A,69,68,67,66,65,64,63,62,61,60
> 2F,2E,2D,2C,2B,2A,29,28,27,26,25,24,23,22,21,20
> (blocks 26AE = 4 blocks * 16 banks)
> - Types: Mathy van Nisselroy`s 1024k XEGS-PC-SIMM-Upgrade!
> (with some changes probably also usable for XL and XE,
> see also: http://www.mathy-van-nisselroy.nl)

> - Size: 1024k / 8ACE (total = 1088k RAM, 64 banks)
> - Banks: EF,EE,ED,EC,EB,EA,E9,E8,E7,E6,E5,E4,E3,E2,E1,E0
> CF,CE,CD,CC,CB,CA,C9,C8,C7,C6,C5,C4,C3,C2,C1,C0
> AF,AE,AD,AC,AB,AA,A9,A8,A7,A6,A5,A4,A3,A2,A1,A0
> 8F,8E,8D,8C,8B,8A,89,88,87,86,85,84,83,88,81,80
> (blocks 8ACE = 4 blocks * 16 banks)
> - Types: none (that I know of) at the moment - but possible!

> - Size: 1024k / 0123456789ABCDE (total = 1088k RAM, 64 banks)
> - Banks: blocks 0123456789ABCDE each with 4 banks
> = 16 blocks * 4 banks (does not make much sense, but...)
> - Types: luckily, none at the moment...

> - Size: 1024k / ??? (max. memory = 1088k, 64 banks)
> - Port-Bits / Control-Bits: $D301 = 2,3,6,7
> $D600 = 0,1 (or switches);
> - Banks: $D301: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF
> $D600: F3,F7,FB,FF...
> - Types: David/Peters Megaram 3 with 1024k RAM (and the switches
> positioned to 1 x 1024k)

> - Size: 2048k / 02468ACE (total = 2112k, 128 banks)
> - Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
> 20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
> 40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
> 60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
> 80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
> A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
> C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF

> E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
> (blocks 02468ACE = 8 blocks * 16 banks)
> - Types: selfmade-Ramdisks...

> - Size: 2048k / 0123456789ABCDEF (total = 2112k, 128 banks)
> - Banks: 01,03,05,07,09,0B,0D,0F,11,13,15,17,19,1B,1D,1F,
> 21,23,25,27,29,2B,2D,2F,31,33,35,37,39,3B,3D,3F,
> 41,43,45,47,49,4B,4D,4F,51,53,55,57,59,5B,5D,5F,
> 61,63,65,67,69,6B,6D,6F,71,73,75,77,79,7B,7D,7F,
> 81,83,85,87,89,8B,8D,8F,91,93,95,97,99,9B,9D,9F,
> A1,A3,A5,A7,A9,AB,AD,AF,B1,B3,B5,B7,B9,BB,BD,BF,
> C1,C3,C5,C7,C9,CB,CD,CF,D1,D3,D5,D7,D9,DB,DD,DF,
> E1,E3,E5,E7,E9,EB,ED,EF,F1,F3,F5,F7,F9,FB,FD,FF;
> (blocks 0123456789ABCDEF = 16 blocks * 8 banks)
> - Types: selfmade-Ramdisks...

> - Size: 4096k / 0123456789ABCDEF (total = 4160k, 256 banks)
> - Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
> 10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
> 20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
> 30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
> 40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
> 50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
> 60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
> 70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
> 80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
> 90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
> A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
> B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
> C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
> D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
> E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
> F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
> (blocks 0123456789ABCDEF = 16 blocks * 16 banks)
> - Types: Newell, FTE, selfmade-Ramdisks...

> Well, I will not go into details with the disadvantages and software-problems
> with ramdisks beyond 512k RAM (Selftest, XL/XE Basic,
> RAM under the OS, separate Antic access, etc.). These problems mostly occur
>with 1 Megabyte or bigger ramdisks and there are several hardware and software
> solutions for them, alas not working correct with every software or program.
> With 4 Megabyte extra RAM / Ramdisk, the PIA is fully used/adressed, so that
> normally the base RAM at 4000-7FFF is not available any longer. But again,
> there are tricks and solutions to solve
> this problem. Installing a second PIA for example makes it possible to adress
> up to 256 Megabytes of extra RAM / Ramdisk - but who needs so much
> RAM on the Atari 8Bit computer ???

> C) XL/XE - XRAM minus 64k Base-RAM:

> - Size: 192k / 8AE (total = 256k RAM, usable = 12 banks)
> - Banks: 83,87,8B,8F,A3,A7,AB,AF,E3,E7,EB,EF

> (8AE = 3 blocks * 4 banks)
> - Types: older Newell ramdisks (replace 64k by 256k);

> - Size: 192k / ACE (total = 256k RAM, usable = 12 banks)
> - Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF
> (ACE = 3 blocks * 4 banks)
> - Types: newer Newell RDs, newer Buchholz-RDs, Rambo-XL,
> selfmade Ramdisks (replace 64k by 256k)...

> - Size: 448k / 2468ACE (total = 512k, usable = 28 banks)
> - Banks: EF,EB,E7,E3,CF,CB,C7,C3,AF,AB,A7,A3,8F,8B,87,83
> 6F,6B,67,63,4F,4B,47,43,2F,2B,27,23
> (2468ACE = 7 blocks * 4 banks)
> - Types: selfmade-RDs (replace 64k by 512k)...

> - Size: 896k? / 0248ACE (total = 1024k, usable = 56 banks)
> - Banks: EF,ED,EB,E9,E7,E5,E3,E1,CF,CD,CB,C9,C7,C5,C3,C1,
> AF,AD,AB,A9,A7,A5,A3,A1,8F,8D,8B,89,87,85,83,81,
> 4F,4D,4B,49,47,45,43,41,2F,2D,2B,29,27,25,23,21,
> 0F,0D,0B,09,07,05,03,01 (0248ACE = 7 blocks * 8 banks)
> - Types: Bob Woolley`s 1200XL 1MB Upgrade, selfmade-RDs
> (replace 64k by 1024k)...

>Allthough these RAM upgrades are relatively easy to build (and to install into
>the computer), they make problems with quite some software. Some programs tend
>to use the base RAM as extra RAM / Ramdisk with these upgrades, which will mos
>often result in a crash of the computer. Next, most extra RAM testers will sho
>more extra RAM (or a bigger Ramdisk) than there is really available (e.g. with
> a 256k upgrade you will see 240k extra RAM, but there is only 64k base RAM +
> 192k extra RAM). Alas, this is a typical hardware problem for these upgrades
> and it cannot be solved or avoided with software...

> D) XL/XE: Parallel-Bus-Devices:
> (600XL/800XL = Parallel Bus, XE = Cart.-Port + ECI)

> - Size: 64k / E (total = 128k RAM, 4 banks)
> - Banks: E3,E7,EB,EF (block E = 1 block * 4 banks)
> - Types: Turbo-Freezer-XL by Bernhard Engl with 64k XRAM

> - Size: 128k / AE (total = 192k RAM, 8 banks)
> - Banks: A3,A7,AB,AF,E3,E7,EB,EF (blocks AE = 2 blocks * 4 banks)
> - Types: Turbo-Freezer-XL by Bernhard Engl with 128k XRAM

> - Size: 256k / 9ABE (total = 320k RAM, 16 banks)
> - Banks: 93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF,E3,E7,EB,EF
> (blocks 9ABE = 4 blocks * 4 banks)
> - Types: Turbo-Freezer-XL by Bernhard Engl with 256k XRAM

> - Size: 256k / ??? (total = 320k RAM, 16 banks)
> - Banks: unknown !!
> - Types: Yorky-XL by Richard Gore / Derek Fern (from
> GB/UK) with 256k XRAM

> - Size: 256k / ??? (total = 320k RAM, 16 banks)
> - Banks: unknown !!
> - Types: Multi-Input-Output-Harddisk-Interface (MIO) with 256k
> XRAM by ICD

> - Size: 1024k / ??? (total = 1088k RAM, 64 banks)
> - Banks: unknown !!
> - Types: Multi-Input-Output-Harddisk-Interface (MIO) with 1024k
> XRAM by ICD

> E) XL/XE: RAM/Flash-ROM/... Cartridges:

> - Rambox II with 256k RAM by JRC (Czech Republic; with special
> Ramdisk drivers for TT-DOS and Bewe-DOS!)
> - Ramcart 64k by LK Avalon (Poland)
> - Ramcart 128k by LK Avalon (Poland; binaries of the Eprom and GAL
> chips of this cart can be found on ABBUC magazine 64)
> - Ramcart 256k by Zenon/Dial (Poland)
> - Ramcart 512k by Zenon/Dial (Poland)
> - Ramcart 1024k by Zenon/Dial (Poland)
> (for some hints and pics see: www2.asw.cz/~kubecj/acarts.htm)
> - Flash-ROM cart 128k / 1Mbit "Atarimax" by Stephen Tucker
> (allthough they are not usable as extra RAM / Ramdisk at the moment,
> I am quite sure that it is possible to write some drivers and thus
> use the Atarimax Flash-ROM carts as extremely fast floppy drives!)
> - Flash-ROM cart 1024k / 8Mbit "Atarimax" by Stephen Tucker
> (for information and complete documentation plus software see:
> www.atarimax.com/flashcart/documentation/index.html)
> - and many others I do not know and I do not have any info about;

> Even cartridges can be used as Ramdisks (= fast floppy drives), especially
> RAM-carts or Flash-RAM carts. But they function like most other Super- or
> Mega-Carts, meaning the bank-switching techniques are also used there. Since
> the subject carts and bank-switching carts is quite enormous, I will not
> discuss it or present any information here. Just try to find a large
>description by John K. Picken ("RAM/ROM Control on an XL/XE") if interested in
> that subject (e.g. at Jindrich Kubec`s homepage: www2.asw.cz/kubecj/...).

> Finally thanks and credits for this subject and lots of (used / borrowed)
> information therefore go to: Lee Barnes, Russ Gilbert, Mathy van Nisselroy,
> Erhard Puetz, Mathias Reichl, Ron Hamilton, Wes Newell, Guy Ferrante, XI of
> Satantronic, Bernhard Pahl, Walter Lojek and Voy/Dial. Also thanks to John K.
> Picken who wrote an excellent article about A8 extra RAM / Ramdisks and A8
> cartridges and their technique of bank-switching. Well, if you still find
> errors, bugs, mistakes, etc. in this list, then tell me *nicely* or in a
> friendly way. Any updates and corrections can be send to: amp@abbuc.de
> -Andreas Magenheimer

> --

> 8.11 What programs support a Ramdisk ?
> (This is version 3.5 from January 2005 by A.M.)

> The following Atari 8Bit programs support more than 64k RAM, but still work
> alright (with multiple loads / disk-swaps) on standard 64k machines:

> a) "TOOLS" that support more than 64k RAM:

> A-Base (???, 64k Ramdisk, block E),
> Alphasys-Sample Software (Mirage/ANG, 64k XRAM, block E), A-Text
> (???, 64k Ramdisk, block E),
> Atari Writer 80 (Atari, 64k Ramdisk, block E),
> Atari Writer Plus (Atari, 64k Ramdisk, block E),
> Basic XE (OSS/ICD/FTE, 64k XRAM, block E),
> Bewe-DOS 1.x (Bewesoft, up to 1024k RD, all banks),
> Bibo-DOS 5.x (Compyshop, up to 256k RD, E/AE/26AE/8ACE),
> Bibo-DOS 6.x (Compyshop, up to 256k RD, E/AE/26AE/8ACE),
> Datei 4.x (N. Schlia, up to 256k XRAM, E/AE/26AE),
> Desktop Atari (HBSF, 64k Ramdisk, block E),
> Diskworker (Petsoft, 64k Ramdisk, block E),
> Diskcommunicator 3.x (Robert "Bob" Puff, if there is more than 64k
>RAM, answer the startup question with "Y" to use it as XRAM or with "N" to use
> it as Ramdisk; up to 256k XRAM: E/AE/ACE/8ACE; RD = DOS depend.),
> DOS 2.5 (Atari, original driver = 64k RD, block E;
> other
> drivers: up to 2x 128k Ramdisks, E/AE/8ACE),
> DOS II+D Version 6.x (S. D., up to 2x 128k RDs,
> E/AE/ACE/8ACE/26AE),
> DOS XE 1.x (Atari, 64k Ramdisk, block E),

> Extended Atari Basic (???, 64k XRAM, block E),
> Extended Turbo Basic (???, 64k XRAM, block E),
> Fampy 2.3 (Wolfgang Freitag, up to 128k XRAM, E/AE),
> Fampy 6.1 (Wolfgang Freitag, up to 128k XRAM, E/AE),
> Howfen DOS 3.x (???, up to 128k XRAM, E/AE),
> Howfen DOS 4.x (???, up to 128k XRAM, E/AE),
> Howfen Tape to Disk (???, up to 128k XRAM, E/AE),
> Inertia 2.x (MadTeam, up to 256k XRAM, E/AE/8ACE),
> Midi Mate II (Hybrid Arts, 64k XRAM, block E),
> Midi Pattern Editor (Raster, 64k XRAM, block E),
> Midi Player (I. Kuczek, 64k XRAM, block E),
> Midi Recorder (I. Kuczek, 64k XRAM, block E),
> Midi Sequencer (M. Sygit, 64k XRAM, block E),
> MSC-IDE-Software (M. Belitz + S. Birrmanns, 64k XRAM, block E),
> My-DOS 3.x (Wordmark, up to ???k Ramdisk),
> My-DOS 4.x (Wordmark, up to 1024k Ramdisk, all banks),
> Paperclip II (Batteries Included, 64k XRAM, block E),
> Super DOS 2.x (P. Nichols, up to 2x 128k RDs,
> E/AE/ACE/8ACE),
> Super DOS 5.x (P. Nichols, up to 256k RD,
> E/AE/ACE/8ACE/26AE),

> The [Sparta DOS] Browser (Tom Hunt, up to 1024k Ramdisk, RD-driver dep.),
> The Sound Utility (Tom Hunt, up to 1024k XRAM?, bug-free only
> under

> Sparta/Bewe-DOS, one can choose between 64k/128k/256k/576k/1088k RAM, alas
>all setups with more than 64k RAM produced some strange sound noises on my 576
> XL when playing waves or samples...), Theta Music Composer 2.x (Jaskier, 64k
> XRAM, block E), Turbo DOS 1.x (Reitershan, up to 256k RD,
> E/AE/ACE/8ACE/26AE),
> Turbo-DOS 2.x (Reitershan, up to 256k RD,
> E/AE/ACE/8ACE/26AE),
> Top-DOS 1.x (R.K. Bennett, 64k Ramdisk, block E),
> Top DOS Plus (R.K. Bennett, up to ???k Ramdisk),
> Top DOS Prof. (R.K. Bennett, up to ???k Ramdisk),
> Typesetter (XLent, 64k XRAM, block E),
> X-DOS 2.x (S. D., up to 256k RD, E/AE/ACE/8ACE/26AE),
> X-RAM 0.21 (Satantronic, tests up to 4 MB!, all banks!)
> and most Text-Editors (e.g. Speedscript, Antic Writer, T-Edit, Page 6 Writer,
> Compyshop Editor,
> Textpro, etc.) as long as they are running under a DOS 2.x (meaning a DOS 2
> derivative) or Sparta / Bewe DOS and the appropriate Ramdisk driver...;

> b) "Games" that support more than 64k RAM:

> Adalmar (Falk Buettner, 64k Ramdisk, block E),
> A.R. The Dungeon (Philipp Price, 64k XRAM, block E),
> Bop N'Wrestle (Mindscape, 64k XRAM, block E),
> The Brundles (KE-Soft, up to 256k XRAM, E/AE/26AE),
> Human Torch & the Thing (Questprobe, 64k XRAM, block E), Megablast 1
> (Thorsten Karwoth, 64k XRAM, block E),
> Mental Age (???, 64k XRAM, block E),
> [The Amazing] Spiderman (Questprobe, 64k XRAM, block E);

> c) "Demos" that support more than 64k RAM:

> ABBUC Magazine Intro 52 (Heaven, 64k XRAM, block E), ABBUC Magazine Intro 55
> (Heaven, 64k XRAM, block E), Anime 4ever (Sente Software Group,
> 256k XRAM, 8ACE),
> Grafik + Sound Demo (Peter Sabath, 64k XRAM, block E),
> I. K. Plus Demo (???, 64k XRAM, block E),
> Sweet Fantasy (Tight, 64k XRAM, block E),
> The Top 3 Demo (WFMH, "Veronika Part", 64k XRAM, block E);

> Thanks and credits for this subject go to: Bernhard Pahl, Russ Gilbert, Ron
> Hamilton and Mathy van Nisselroy for sharing some information with me.
> - Andreas Magenheimer

> ---

> 8.12 What programs require extra Ram or a Ramdisk ?
> (This is version 3.5 from January 2005 by A.M.)

> The following Atari 8Bit programs require more than 64k RAM, and thus do not
> work at all (or not alright/bug-free) on standard 64k machines:

> a) "Tools" that require more than 64k RAM:

> 128k Memory Testers (quite many programs, 64k XRAM, block E),
> 130XE Bank/Mem.-Testers (quite many programs, 64k XRAM, block E), 130XE
> Sectorcopiers (quite many programs, 64k XRAM, block E),
> 130XE Utilities (HAPS PD 0031, 64k XRAM, block E),
> 192k Memory Testers (some PD programs, 128k XRAM, blocks AE),
> 256k Memory Testers (Newell, ICD, etc., 192k XRAM, blocks ACE),
> 320k Mem. Testers 8ACE (Atari Mag., TOMS, etc., 256k XRAM, blocks
> 8ACE),
> 320k Mem. Testers 26AE (Compyshop, etc., 256k XRAM, blocks 26AE),
> 576k Memory Testers (Peterson, TOMS, etc., 512k XRAM, blocks
> 8ACE),
> 1088k Memory Testers (Newell, TOMS, etc., 1MB XRAM, blocks
> 02468ACE),
> 4160k Memory Tester (Newell, 4MB XRAM, blocks 0123456789ABCDEF),
> APC Archiver 1.x (LBS/APC, 256k XRAM, 8ACE only!),
> APC Packer 1.x (LBS/APC, 256k XRAM, 8ACE only!),
> A. W. P. Super Menu (Ken Siders, min. 64k XRAM, block E),
> A. W. P. XE Super Menu (Ken Siders, min. 192k XRAM, blocks ACE),
> Audio/Studio Master (Mirage/ANG, 256k XRAM, 26AE only?),
> Boot Majster (Electron, 64k XRAM, block E),
> Boss X [Vers. 10.x] (M. Sobe, with any DOS min. 64k Ramdisk, block
> E;
> with MyDOS 4.x it supports up to 1MB RD, subdirs and up to 16MB HD part.),

> Boss XE [Vers. 8.x] (M. Sobe, with any DOS min. 64k Ramdisk, block
> E;
> with Turbo-DOS or MyDOS 4.5x it supports bigger Ramdisks, but no subdirs!),
> CAD XE (HAPS PD 0350, 64k XRAM, block E),
> Diskettenverwaltung XE (ABBUC PD 86, 64k XRAM, block E),
> Draw XE (ABBUC PD 387, 64k XRAM, block E),
> Dream Vision (ABBUC PD 480, 192k XRAM, blocks ACE?),
> Fraktale & Colorprint (P. Woetzel, 64k XRAM, block E),
> Grafik Zeilen Editor (HAPS PD 0296, 64k XRAM, block E),
> Hires Dump (ABBUC PD 113, 64k XRAM, block E),
> Inertia 3.x (MadTeam, min. 64k XRAM, block E; supports up
> to
> 256k XRAM, AE/ACE/26AE/8ACE with almost any
> DOS),
> Inertia 4.x (MadTeam, min. 64k XRAM, block E; supports up
> to
> 1024k XRAM - all possible bank
> combinations!),
> Macro Assembler XE (T. Karwoth, 64k XRAM, block E),
> Macro Assembler XE+ (T. Karwoth, min. 64k XRAM, block E; supports
> up
> to 1024k XRAM - all possible bank
> combinations!),
> Masher XE (???, min. 64k XRAM, block E; supports up to
> 256k XRAM: AE/ACE/8ACE),
> Menu 130 (Les Howarth, 64k XRAM, block E),

> Midi Mate III (Hybrid Arts, 64k XRAM, block E),
> Monitors, Debuggers, ... (HAPS PD 0109, 64k XRAM, block E), Multi DOS 130
> (Kuchera/Excellent, 64k XRAM, block E),
> Multi DOS 320 (Kuchera/Excellent, 256k XRAM, 8ACE only!),
> Multi Tasking OS (???, min. 64k XRAM, block E),
> MTOS 256 (Tom Hunt, 192k XRAM, blocks ACE),
> MTOS XE (Tom Hunt, 64k XRAM, block E),
> Neo-Tracker 1.x (Epi, min. 64k XRAM, block E; under MyDOS 4.5x
> or Sparta DOS X cart. it supports up to 1MB XRAM, all bank combinations!)
> Newspaper Editor (HAPS PD 0294, 64k XRAM, block E),
> Protracker 1.5 (MadTeam, min. 64k XRAM, block E; supports up
> to
> 256k XRAM: AE/ACE/8ACE/26AE),
> Rechnen fuer Kinder (ABBUC PD 85, 64k XRAM, block E),
> Rund um die Ramdisk (ABBUC PD 383, HAPS PD 1084, contains info
> texts
> and pgms. for upgrading the 800 or XL/XE and testing its XRAM up to 1 MB;
> the docs use english language and provide detailed information for Axlon
> compatible 800 XRAM and Newell/Buchholz/Peterson compatible XL/XE XRAM),
> Sample Art XE (Mozart/WSL, min. 64k XRAM, block E; supports
> up
> to 1024k XRAM, all bank combinations, alas the program is faulty/buggy!),

> Shrink XE (P. Fitzsimmons, 64k XRAM, block E),
> Snapshot (???, 64k XRAM, block E),
> Tape Ramdisk Drivers (Pokey, SAG, etc., 64k XRAM, block E),
> Text 130 (B. Russmann, 64k XRAM, block E),
> Textpro "+" [e.g. 4.54+] (Ronnie Riche, 64k XRAM, block E), Textpro 5.x
> (Ronnie Riche, 64k XRAM, block E),
> The Code Cruncher 2.x (Soused Teat, min. 64k XRAM, block E),
> The Code Cruncher 3.x (Soused Teat, min. 64k XRAM, block E),
> The Cruncher 5.x (MSL/Magnus, min. 64k XRAM, block E),
> The Small Printery (W. Lojek, min. 64k XRAM, block E; supports up
> to 1024k XRAM, all bank combinations!),
> The [Sparta DOS] Wedge (Ed Bachmann, 64k XRAM, block E, sep. Antic!),
> The Works (Tom Hunt, min. 64k XRAM, block E),
> Wuerttemberger Disk (ABBUC PD 361, HAPS PD 1050, 64k XRAM, block
> E;
> mainly/only because side 2 contains the XE version of Gizmo's castle), XL-2
> (J.K. Picken, min. 64k XRAM, block E; under
> MyDOS
> or Sparta DOS it supports up to 1024k XRAM
> !),
> Zeitungsredakteur (ABBUC PD 121, 64k XRAM, block E);

> b) "Games" that require more than 64k RAM:

> Castle of Blackthorne (T. Graef, 64k RD, block E),
> Cavepack XE (XE-version by K. Ezcan, 64k RD, block E),
> Computer Baseball (D. Blackwell, 64k XRAM, block E),
> Der Neffe (XE-version by ???, 64k XRAM, block E),
> Gizmo's Castle (XE-version by M. Kugler, 64k XRAM, block E),

> Kaiser II (128k version by C. S., 64k XRAM, block E),
> Kaiser II (320k version by C. S., 256k XRAM, 26AE &
> 8ACE),
> Minesweeper 1-4 (4 versions by J.R. Chicko, 64k XRAM, block
> E),
> Mister X (S. Soelbrandt, 64k RD, block E),
> Oelbaron (XE-version by ???, 64k RD, block E),
> Space Harrier (C. Hutt, 64k XRAM, block E),
> Strategy Baseball (HAPS PD 0302, 64k XRAM, block E),
> Yie Ar Kung Fu (???, 256k XRAM, blocks ??? - This game is a
> real
> shame [Such a Shame, Talk Talk], since it does not work on a real Atari
> computer! Maybe it works on an emulator, maybe it does not work at all
> ?),
> Zargon XE (ABBUC PD 611, HAPS PD 0485, 64k XRAM, block
> E),

> Please note, that hackers, crackers and pirates also made file versions of
> (most of) the XE / XEGS 64k and 128k carts available. Due to cart.
> bankswitching, a 64k XL/XE was enough for these super-carts; not so with the
>file versions, they do (mostly) require more than 64k memory... Next, there ar
>also "un-official" (pirated, hacked, cracked, patched) cart. versions of forme
> disk-based games, that require XRAM, which they
> originally did not (example: Conan, the multi-stage disk-version by Datasoft
> requires 64k RAM, whereas the single-stage version of the Sunmark multicart.
> req. 128k RAM). Since Sunmark will continue producing A8 carts and other
> programable / flashable carts (like the Atarimax Flash
> cart. by Steven Tucker) are on the market today, it is quite likely, that
> more games will occur in the Atari scene with the same behaviour...

> c) "Demos" that require more than 64k RAM:

> 130XE Artshow (HAPS PD 0013, 64k XRAM, block E),
> 130XE Autoshow (HAPS PD 0637, ABBUC PD 191, 64k XRAM, block
> E),
> 130XE Demo (S.A.G., 64k XRAM, block E),
> 130XE Impossible Demo (R. Haegemann, 64k XRAM, block E),
> 3D Scroll (Jaskier/TQA, 64k XRAM, block E),
> American Natives (Fox-1, 192k RD, Ramdisk = DOS dependant),
> Amiga Boink XE (B. Armour, 64k XRAM, block E),
> Animkom. meet B. V. (Animkomials + B.V., 64k XRAM, block E),
> (The) Asskicker (Shadows, 64k XRAM, block E; hold Select!),
> Back to Life 2 (Jaskier/TQA, 256k XRAM, auto-setup!),
> Base 33 (AIDS, 256k XRAM, hold SHIFT for setup!),
> Bill Pie Demo (MadTeam, min. 64k XRAM, block E; supports up
> to 256k XRAM: AE/8ACE with more frames),
> BMW Animation (Mirko Sobe, 64k XRAM, block E),
> Brull (Pin/Trs, 1MB XRAM for a sample demo),
> CES XE Demo (full 580 sectors version by XANTH, 64k XRAM,
> block E; includes the Swan-, Fuji-Boink- and Robot-Demo all in one file!),
> Cogito Demo (AIDS, uses blocks 8C, thus 8ACE only!),

> Critical Sounddemo (Innovative, 64k XRAM, block E),
> Danielle (Gr.9) Ani (B. Kendrick, 64k XRAM, block E),

> DoXEpin (AIDS, 64k XRAM, block E),
> Edelweiss Demo (A.R.+C.S.S.+S.V.L., 256k XRAM, 26AE only!),
> Ergo Bibamus (Quasimodos, 64k XRAM, block E),
> Extract Slideshow (Replay/Bit Busters, 64k XRAM, block E),
> Fat Bottomed Girls (???, 64k XRAM block E for a Queen sample),
> Forever 1ktro (New Generation, 64k XRAM block E for a 1k
> demo),
> Forsaken Love (New Generation, 256k XRAM, 26AE & 8ACE; simply
> delete "BANKS.DAT", reboot and create a new one for your kind of XRAM!),
> Glasshead Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
> Halle 1994: The Wormhole (Magic Arts, 256k XRAM, 26AE only!), Hardware Demo
> (A.R.+C.S.S., 256k XRAM, 26AE only!),
> Igor Demo (Side A) (MadTeam, 64k XRAM, block E - use 128k.BAT),
> Igor Demo (Side B) (MadTeam, 128k XRAM, blocks AE - use
> 192k.BAT),
> Igor Demo (Side A+B) (MadTeam, 256k XRAM, 8ACE only - use
> 320k.BAT),
> Imperial Sounddemo (Innovative, 256k XRAM, 26AE & 8ACE),
> Impossible but Real (MacGyver, 192k XRAM, auto-setup!),
> Incredible (Excellent, 64k XRAM, block E),
> Inside Out (Taquart, 64k XRAM, block E),
> Isolation Demo (M.E.C., 64k XRAM, block E),
> Journey Demo (Boot version by Polynomials, min. 64k XRAM,
> block E; supports up to 256k XRAM: AE/8ACE),

> Journey Demo (File version by MadTeam, min. 64k XRAM, block
> E; supports up to 192k XRAM: AE/ACE),
> Journey into Sound (DGS / D. Garaghty, 64k XRAM, block E),
> Khai Et (AIDS, 256k XRAM, 26AE & 8ACE, SHIFT for
> Setup!),
> Killer Whales Ani (MadTeam, min. 64k XRAM, block E, supports up
> to 256k XRAM: AE/8ACE with more frames!),
> Landscape-XE Demo (Karl Pelzer, 64k XRAM, block E),
> Manga Ani (MadTeam, min. 64k XRAM, block E),
> Megablast Sounddemo (DGS / D. Garaghty, 64k XRAM, block E),
> MTV's Danielle = Danielle (Gr.9) Ani,
> Nascar Ani (M. Sobe, 64k XRAM, block E),
> Nonjm Demo (Tight, 64k XRAM, block E),
> Numen Demo (Taquart, 256k XRAM, 26AE & 8ACE,
> auto-setup!),
> Ogluszacz Sounddemo (AIDS, 64k XRAM, block E),
> Owca Demo (Animkomials, 64k XRAM, block E),
> Owca 2 Demo (Animkomials, 64k XRAM, block E),
> Pacem in Terris (Quasimodos, 256k XRAM, 26AE & 8ACE,
> auto-setup),
> Parrot XMAS Demo (A. Ramos, 64k XRAM, block E),

> Pedrokko Sounddemos (a collection of 10 disks / 20 sides by
> Pedrokko,
> the player program assumes a 64k RD, block
> E),
> Raving Vierpz (Pentagram, 64k XRAM, block E),
> Raytracing Ani/128k (K. Pelzer, 64k XRAM, block E),
> Raytracing 320k (Elsni / S. Elsner, 256k XRAM, 8ACE only!),
> Raytracing 1088k (Solocoder of A.C.E., 1024k XRAM, works only
> on
>K.P. 1MB Megaram III, 8 bootdisks, loading time approx. 17 minutes !!), Reditu
> Demo (Zelax, 192k XRAM, 26AE & 8ACE, auto-setup),
> Render Ani (MadTeam, min. 64k XRAM, block E),
> Revenge of Hacker (Rasero Team, 128k XRAM, blocks AE),
> Running Cow ASCII Ani (MadTeam, 64k XRAM, block E),
> Sheol Demo (Bit Busters, 256k XRAM, 8ACE only!),
> Shiny Bubbles (XE version by B. Paul, 64k XRAM, block E),
> Stash 98 Demo (Rasero Team, 256k XRAM, 26AE & 8ACE via a
> buggy
> setup: 1) for 8ACE XRAM press A in the 1st or 2nd menu, 2) for 26AE press
> B in the 1st menu and C in the 2nd menu; don't use the CS auto-setup!),
> Starwars Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
> The Wormhole (Magic Arts, 256k XRAM, 26AE only!),
> Timekeep(er) (New Generation, 256k XRAM, 8ACE only! wait!),

> Tit Demo (Mad Team, 192k XRAM, auto-setup!),
> Too Hard 2 Demo (Animkomials, 64k XRAM, block E),
> Too Hard 3 Demo (Animkomials, 128k XRAM, blocks AE),
> Too Hard 4 Demo (Animkomials, 256k XRAM, auto-setup!),
> Total Dazed (Tight, 64k XRAM, block E),
> Trabant Demo (A.R.+C.S.S., 256k XRAM, 26AE only!),
> Trip 6 (Shadows, 64k XRAM, block E),
> Turtles Demo (Ultra Software, 64k XRAM, block E),
> Ultra Demo (Taquart, 64k XRAM, block E),
> Ultra 2 Preview (Taquart, 64k XRAM, block E, unfinished!),
> Vengeance (Excellent, 64k XRAM, block E),
> Vent XE (Exc.+Pentagram, 64k XRAM, block E),
> WAF-Demo (W.A.F., diskside B = 64k XRAM, block E),
> Worms Demo (Datri, 256k XRAM, 8ACE otherwise buggy!),
> X-Demo (MadTeam, 256k XRAM, 26AE),
> X-Files Ani (MadTeam, 64k XRAM, block E),
> X-Files 2 (TV-Ani) (MadTeam, 256k XRAM, 26AE & 8ACE),
> Xyberscape XE (XE version by Bill Le Masurier, 64k XRAM, E),
> Zero Demo (New Generation, 64k XRAM, block E);

> Thanks and credits for this subject go to Russ Gilbert, Bernhard Pahl, Ron
>Hamilton, Mathy van Nisselroy and Stephan Pollok for sharing their information
> with me. Any corrections and/or updates are welcome...
> -Andreas Magenheimer

> --

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

515. AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 03:58:26 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <6391f7.3aaf4d@fmlynet.org>
Source record: 12921

I've been a fan of the AMS tunes for ... well, since like 1985 when I first heard them. And of course at that time, BBS's could only hold so much. I got a good selection, like Raiders of the Lost Ark, Star Trek, Cheers, MASH, and heard those several dozen times over the years.

And then recently I found like 54 arc'ed files of AMS archives... holy cow! :) Anyway, going through some of those. I've always liked how people have interpreted music into a format like this.

What is your favorite simple music format? AMS, MOD?

(No... I would not call MP3 a simple format.) :)

And how does one make a AMS song? Anyone remember?

With the sound of a organ, I think Phantom of the Opera would be perfect. Has anyone done that one yet?

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

516. Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 04:04:30 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <4391f9.3ab08f@fmlynet.org>
Source record: 12924

There was a format of music on the Atari I have also been looking at on the Atari8 aside from the AMS music... the digitized music. This was actually the first time I thought that music.. I mean REAL music, could be played on a computer. At that time it was all records and tapes. No CD's, and here I would hear sound clips.. about five seconds of...

Van Halen "Girl, you really got me now..." Ratt (Just a guitar riff)
Madona "And we are living in a material world and I am a material girl..."

And this was just the coolest thing I ever saw. Years apon years before Mr. Atari would convert full movies to play on the Atari 800xl, here it was... a crackly AM sounding music file. LOL!

I'm still amazed. How did they do that? How can we do it now? How could I take a 16 meg APE drive and play a whole song... or a whole album?

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

517. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 04:25:38 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <e8rgv01u4u4mepeucpuu5kphngl4bevtct@4ax.com>
Source record: 12917

Andreas Magenheimer <magea000@students.uni-mainz.de>:
>On the other hand, most programs that use RAM under the OS work ok with
>Sparta DOS x cart., so it must be another reason than the RAM under the
>OS issue why TB does not work with Sparta DOS X... -Andreas
>Magenheimer.

I don't know for sure, but I have a feeling that SDX can turn on and off
the cartridge to access it's routines, so it doesn't need the RAM under the
OS.

Shawn Jefferson
(fix reply to for email)

518. Re: RE-130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 04:53:22 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <3ssgv05goeaejuls25q5asu97ple3tfmhh@4ax.com>
Source record: 12922

"caver99" <graham.prout@ntlworld.com>:
>I have hooked the system up and tried the ajuster for the red screen but it
>just goes black, so i have some pares here, keyboard and a case for the
>130XE if any one want them send me an e-mail.

You could check the power supply (try another one or put a multi-meter on
yours.) Also you could check the RAM chips and other custom chips,swapping
them out to find out which one is bad. (They are probably soldered in so
that is no small job.)

Shawn Jefferson
(fix reply to for email)

519. Re: RE-130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 05:01:38 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Wy_Jd.4698$A_.1954@okepread03>
Source record: 12923

If I had to guess I would start with your ram chips.

Thomas

"caver99" <graham.prout@ntlworld.com> wrote in message
news:XgLJd.2$qb2.0@fe41.usenetserver.com...
>I have hooked the system up and tried the ajuster for the red screen but it
>just goes black, so i have some pares here, keyboard and a case for the
>130XE if any one want them send me an e-mail.
>
> Regards
>
> Graham
>
>
>

520. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 05:39:09 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1106804349.722969.159620@c13g2000cwb.googlegroups.com>
Source record: 12925

I would think that being in the UK,you would want a PAL unit,not NTSC
(U.S.) right?

521. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 07:54:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <871Kd.3900$m31.54774@typhoon.sonic.net>
Source record: 12926

Greg.Goodwin@family-news.org wrote:
> What is your favorite simple music format? AMS, MOD?

Personally, I like MODs, but I've also been listening to streaming chiptunes
(Atari XL, ST, Commodore 64, Amiga, Amstrad, Nintendo, Sega, arcade, etc.)
music at work, so I guess I like it all. ;^)

> (No... I would not call MP3 a simple format.) :)

MP3 is not a /music/ format. (Not like MOD, AMS, MIDI, etc. are.)
It's simply an audio format. There's no music data... just one long sample. :)

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

522. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 07:57:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <z91Kd.3902$m31.54795@typhoon.sonic.net>
Source record: 12927

Greg.Goodwin@family-news.org wrote:
> And this was just the coolest thing I ever saw. Years apon years before
> Mr. Atari would convert full movies to play on the Atari 800xl, here it
> was... a crackly AM sounding music file. LOL!
>
> I'm still amazed. How did they do that?

The "Parrot" was a sampling device for the Atari that connected to the
joystick port(s). That's definitely one way to get the sample into the
Atari (especially way back then).

> How can we do it now? How could
> I take a 16 meg APE drive and play a whole song... or a whole album?

Probably. There might be an issue with loading, but if Mr. Atari's streaming
both video and audio off an HD, it's probably possible, at least with a MyIDE
setup.

The big issue (just as with streaming music on the net) is bandwidth...
can you load fast enough to keep playing the audio? (And at what point
do you have to downsample the audio SO much to get it off the disk
that it sounds like crap, and isn't worth the trouble? ;))

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

523. Re: FREE MINI MACS - CAN IT BE TRUE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 07:58:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <Sa1Kd.3903$m31.54834@typhoon.sonic.net>
Source record: 12928

Greg.Goodwin@family-news.org wrote:
> I guess the difference here is that computer was probably in the thousands
> then, and the Mac Mini is half a grand. Ok, that I could see. :D

I was at a friend's house, and he had a PC lying on his floor that looked
no bigger than the Mac Mini. (I had to ask to make sure it was a computer,
and not just some stand-alone DVD burner or something.)

He gave it to me for free. ;)

Mac Mini... FEH! I'll take a free PC (twice as fast as my old desktop, even!)
with Linux and KDE over a Mac any day!

(What, do I look like I'm made of money!?)

-bill!

524. Re: RE-130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 09:04:15 UTC
From: caver99 <graham.prout@ntlworld.com>
Message-ID: <i82Kd.19088$gT3.8550@fe02.usenetserver.com>
Source record: 12929

I will just keep my eye out for a working system with drive if posible.

"Docrotcod" <rahbart@cox.net> wrote in message
news:Wy_Jd.4698$A_.1954@okepread03...
> If I had to guess I would start with your ram chips.
>
> Thomas
>
> "caver99" <graham.prout@ntlworld.com> wrote in message
> news:XgLJd.2$qb2.0@fe41.usenetserver.com...
>>I have hooked the system up and tried the ajuster for the red screen but
>>it just goes black, so i have some pares here, keyboard and a case for the
>>130XE if any one want them send me an e-mail.
>>
>> Regards
>>
>> Graham
>>
>>
>>
>
>

525. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 10:00:38 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vheu86tnmc8ae@corp.supernews.com>
Source record: 12930

My 800XL package is still available: www.gorksplace.com/atari1

This unit is NTSC, though, and comes with a US power supply, so I'm not sure that it's what you're looking for... $40 plus actual shipping cost...

Sean

"Alistair Ross" <removemeajross@atxboltdot.net> wrote in message news:41f7904d$0$26026$fa0fcedb@news.zen.co.uk...
> Hey everyone.
>
> I've been scouring Ebay UK for quite some time now, and every while an
> Atari 800 XL pops up for sale. I am a collector of all things retro, and
> one of my biggest desires is the Atari 800 (see my website:
> www.aliross.co.uk/museum).
>
> All the ataris that pop up on ebay don't seem to come tested, or with a
> power supply. I've only ever emulated an 800, so I don't know what PSU it
> takes, or if any of the ones I have currently would suit it (I have a 2600
> and an ST - not that the ST has an external PSU).
>
> So, basically, I wanna buy one. I've been trawling the net but I can't
> find any for sale apart from Ebay - would you buy one without a PSU? If
> so, how would I get a UK PSU?
>
> I live in the UK as you have already guessed, and my main reason for
> posting here is if any of you are willing to part with an Atari 800 I
> would be really happy to pay you for it.
>
> I would ideally like an 800 XLF (but an XL will be fine), I also want a
> floppy drive and any carts or disks you want to part with as well.
>
> I do have some other hardware, that I may be willing to part with for a
> trade or part-trade. For information on these items (all 8-bit with the
> exception of the ST and my Sun Stations).
>
> So, let me know if you wanna pass on an Atari to a loving home (if you
> wish to email me personally, just remove the words 'remove', 'at' and
> 'dot' from my email address).
>
> Kindest Regards,
>
> Alistair Ross

526. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 10:02:04 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vhf0um219t20c@corp.supernews.com>
Source record: 12931

ESPECIALLY when someone else has done all the work for you, huh? :)

<Greg.Goodwin@family-news.org> wrote in message
news:1391ef.3aaa76@fmlynet.org...
> I just love playing "Name that game" :)
>
> Doc Clu 800
>
>
>
>
>> From: "Glenn" <noemail@nospam.com>
>
>> Thanks for the help. Appears that Final Legacy was the game he was
>> looking
>> for.
>
>> Glenn
>
>
>> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
>> news:pZvJd.6663$cZ1.5280@newsread2.news.atl.earthlink.net...
>>> BeachHead had many of those attributes except for maybe the ICBMs...
>>> Jess
>>>
>>> "Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
>>> news:ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE...
>>> > Hi,
>>> >
>>> > > Hi there. My question concerns not this game, but instead an other.
>> Back
>>> in
>>> > > about '84 i borrowed from a neighbor who had a special connect to
>> ATARI
>>> (As
>>> > > i [VAGUEly] remember, he had a relative who worked at ATARI.) a game
>> for
>>> the
>>> > > ATARI 800XL home-computer system that involved military action in
>> three
>>> or
>>> > > four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
>>> > > spatial --involvin' inter-continental ballistic missiles--, ?(4)
>> aerial?

```
>>> (As
>>> > > i've said, my remembrance of that situation is VAGUE.). He told me
>> that
>>> it
>>> > > was a RE'ly RARE game, because there had been a big dispute between
>>> ATARI
>>> > > and Commodore about that game, involvin' allegation that that game
>> were
>>> in
>>> > > effect intellectual property stolen by the one from the other.
>>> > > (Which
>>> > > allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in
>>> playing
>>> > > at that game, but now many years later i can't remember what the
>>> > > title
>>> of it
>>> > > is. Have YE any notion what the title of that game is?
>>> >
>>> > Sounds like "Final Legacy" to me.
>>> >
>>> > So long,
>>> > Thomas
>>>
>>>
>>>
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

527. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 10:09:05 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vhfe3262d95dd@corp.supernews.com>
Source record: 12932

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:1tafv054g2p64cmh0ri7mt37lg7962nek8@4ax.com...
> What I meant to get across was that "it just works." So there would be no

Point well taken. It's just that if I want to use the SDX cartridge to
create a bootable floppy that will run a disk based SpartaDOS with no need
of the cartridge I'm back to square one. The FORMAT command with SDX seems
to write a boot sector which works with same way with the XF551 as the XINIT
command with the disk based version of SpartaDOS.

528. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 10:17:32 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vhftv1dm45ffc@corp.supernews.com>
Source record: 12933

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:ohbfv01v5cmp9mv8emt017t39lkl57t2c2@4ax.com...

> CSS is Bob Puff; Bob Woolley is..Bob Woolley. :)

Great. Now I'm getting my Bobs mixed up. Sheesh... I stayed up WAY TOO
LATE last night trying to get caught up with everything, and mistakes
apparently ran rampant. My apologies to both Bobs. :)

I was referring to Bob Puff of CSS who has been busy, not Bob Woolley... I
wouldn't mind getting my hands on one of these upgrades, and if I could find
a second XF551 for cheap I'd even try installing it myself now that I've
purchased my very first soldering iron...

Sean

529. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 10:48:16 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vhhnhiks4ud93@corp.supernews.com>
Source record: 12934

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:lkbbv0h3glhs4ats8ckon6u94votmp5mv0@4ax.com...

>I recall having issues with MyDOS being unable to "force" the XF551 to
>change
> densities on the fly. The drive would be "stuck" in one density, and I
> had to
> reboot to read a disk of a different density. This sounds like some of
> the
> same basic behavior you documented so well.

I have been able to duplicate my efforts in switching densities on the XF551
"on the fly" with MyDOS 4.53/4.

First I conducted a controlled experiment. I booted the MyDOS SSSD ATR
image from APE. I then removed APE from the picture, turned on the XF551 as
drive 1 and hit system reset. MyDOS indicated the drive was SD. I then put
in a DSDD SpartaDOS disk and rebooted the system. The disk would not boot.

I then booted MyDOS in the same manner as above, switching off the XF551 to
reset it to SD mode in the process. After hitting system reset I then used
the P (Set Density) command in MyDOS to change the XF551 to DD. MyDOS then
identified the drive as DD. I rebooted the system from the XF551 and the DD
disk booted fine on the first shot.

So, I don't seem to have problems switching density on the XF551 from MyDOS.

Sean

530. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 11:49:24 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vhla5n3ifrn4f@corp.supernews.com>
Source record: 12935

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:tHUJd.1650$wA5.1352@newssvr33.news.prodigy.com...

> One other thing. I've been reading and it seems there's
> a misconception about double density disks. I'm not sure about disk
> images,
> like .ATRs, but a real double density disk in a DD capable drive will
> actually have 256 bytes in sectors 1-3.

"Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
news:slrncvg6o0.40f.usenet-200501@camel.hias.horus.com...

> This is absolutely true for all Atari floppy drives. The whole disk is
> formatted using 256 bytes per sector, but the drive "emulates" the
> first three sectors with 128 bytes. This is kind of necessary if you
> want to boot from a DD disk.

Very interesting, indeed. I'd *say* there's a misconception floating
around! Everything I've read has indicated the first three sectors are
actually formatted in SD. When I boot a DD disk, the first three sectors
"sound like" SD, so I assumed this was correct. Additionally, when I used
DiskRX, a hex editor for SpartaDOS, to read a DD disk it showed the first
three sectors of the disk with 128 bytes and the other sectors on the disk
with 256 bytes. More "proof" to me that sectors 1-3 are formatted as SD.

One thing I found odd is that when I disassembled the first three sectors
the disassembler I used didn't seem to understand that the first three
sectors were SD, though. But that was all messed up anyway because it put
the 128 bytes of data from sector two into bytes 129-256 of sector one. So,
that was just weird.

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:tHUJd.1650$wA5.1352@newssvr33.news.prodigy.com...

> One other thing. I've been reading and it seems there's
> a misconception about double density disks. I'm not sure about disk
> images,
> like .ATRs, but a real double density disk in a DD capable drive will
> actually have 256 bytes in sectors 1-3. You can verify this by looking at
> sectors 1 to 3 with Disk Wizard or other sector editor, or Anadisk with a

I did load up Disk Wizard II 2.1 and checked out the first few sectors of a
DSDD disk formatted with the XF551 via SpartaDOS. It read the first three
sectors as SD, only showing the first 128 bytes. When I got to sector 4,
however, I was able to use the "H" command to see all 256 bytes. (The "H"
command was not available in sectors 1-3.)

Anyway, I'm certainly not arguing and I tend to go with what you both tell me. Actually, no "tend to" about it. I was just pointing out a few oddities I've run into with this. I'd guess the the drive "emulating" the first three sectors, as Hias put it, with 128 bytes is what causes these "oddities."

Sean

531. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 11:52:48 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050127115246.496H@ilba14195.www.blueyonder.co.uk>
Source record: 12936

In article <z91Kd.3902$m31.54795@typhoon.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:

> Greg.Goodwin@family-news.org wrote:
> > And this was just the coolest thing I ever saw. Years apon
> > years before
> > Mr. Atari would convert full movies to play on the Atari 800xl,
> > here it
> > was... a crackly AM sounding music file. LOL!
> >
> > I'm still amazed. How did they do that?
>
> The "Parrot" was a sampling device for the Atari that connected to the
> joystick port(s). That's definitely one way to get the sample into the
> Atari (especially way back then).
There was also one in the UK from I think 2-bit systems that went in the
cart port.

off on a tangent, I just remembered a 'scanner' I had on my 8bit. It was a
cart with a long fibre optic wire that you taped to the print head on a
1029 printer. The print head moved back and forth and the printer moved
the paper in small increments which together made a basic but usable
scanner for pictures, text etc.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

532. Re: SpartaDOS 32g & XF551 not booting **another solution**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 12:35:41 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vho0usgc8r432@corp.supernews.com>
Source record: 12938

Ok then. I was contacted off board by yet another benefactor who was able to hook me up with a few XF551 utilities including one called CONFIG.COM. CONFIG.TXT indicates this is a "Conifguration switcher for XF511" (not a typo - at least on my part) by Lizard of Filodendron.

This nifty (and small) utility lets you choose a drive number to config, 1-4, and allows you to set that drive to SD/SS, MD/SS, DD/SS and DD/DS. It was created for the XF551, but the author states it should be able to work with other drives as well... I must learn more so the dissection can begin... :)

So there you have it. I'd love to keep the discussion going regarding this issue if interest persists, and if anyone wants specifics regarding the file please don't hesitate to post (if appropriate) or contact me off board (if more appropriate).

Sean

533. Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 12:36:00 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0501270436.29d3c009@posting.google.com>
Source record: 12937

I was informed by one of the principle of the A8 user group i was once with (way back when) that although Warners had plenty of XL(F)s in warehouses, after Atari was taken over by TTI (the tramiels) Uncle Jack chose to cancel the XL(F) and incorporate the technology into the 130 xe, in saying that, i am told that Warner's Atari never 'OFFICIALY' released/launched it

Apparently Atari had'nt gotten arround to doing a PAL version XL(F), just like the 5200, although this bloke i spoke with at this A8 user group had a motherboard from an 800xl(f), he said it wasn't PAL (he also had the only UK/EU compatable 1200xl, he modd'd it himself) and I do recall seeing BaPAUG showing a full fledged 1450 xl at the atari 90's computer show, can't remember if it was switched on or not

534. Re: SpartaDOS 32g & XF551 not booting **another solution**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 13:05:43 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vhpp7po70lf0f@corp.supernews.com>
Source record: 12939

I took a good long look and don't see a copyright anywhere on this, so I'm going to go ahead and stick my neck out. If anyone thinks it's inappropriate, please let me know. I'll keep CONFIG.COM and CONFIG.TXT available for a week or so at:

www.gorksplace.com/Config.zip

535. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 13:38:30 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050127133829.496K@ilba14195.www.blueyonder.co.uk>
Source record: 12940

According to www.atarimuseum.com, the XLF was SECAM only.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

536. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 13:48:41 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Zi6Kd.2112$f62.1390@newsfe5-win.ntli.net>
Source record: 12941

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20050127133829.496K@ilba14195.www.blueyonder.co.uk...
> According to www.atarimuseum.com, the XLF was SECAM only.

In that case it is wrong.

I had one, it had a Freddy in it, it did drive a PAL TV.
And it also had the chroma output and I got it driving S-video.

537. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 14:01:22 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctas7i$u3c$1@blue.rahul.net>
Source record: 12942

"Gork" <nokraygienspam@hotmail.com> writes:

>Very interesting, indeed. I'd *say* there's a misconception floating
>around! Everything I've read has indicated the first three sectors are
>actually formatted in SD. When I boot a DD disk, the first three sectors
>"sound like" SD, so I assumed this was correct. Additionally, when I used
>DiskRX, a hex editor for SpartaDOS, to read a DD disk it showed the first
>three sectors of the disk with 128 bytes and the other sectors on the disk
>with 256 bytes. More "proof" to me that sectors 1-3 are formatted as SD.

No. Track 0 is exactly the same as any other track on a DD disk. The first
3 sectors are 256 bytes DD (MFM to be more precise) as all the others.

Mixing densities on a track wouldn't make any sense and would be extremely
complicated.

As Matthias said, the first 3 sectors are "transmitted" to the computer as
128 bytes. That's the only difference. Without this trick you wouldn't be
able to boot from a DD disk because the ROM cannot read 256 bytes sectors.
So a minimal "standard" bootstrap is needed before "switching" to 256
bytes per sector.

538. Re: HAVE YOU HEARD THE GOOD NEWS!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 15:30:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.27.15.30.35.251533@charter.net>
Source record: 12850

On Thu, 27 Jan 2005 03:25:20 +0000, Greg.Goodwin wrote:

> Back to my seven move games of Archon....
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

Aw now Greg, you got me intrigued - how do you do a 7 move game of Archon?

(I'm assuming your going for the power points but you still have to *win*
each, right?) (and are you playing Dark or Light?)

Love that game, BTW. :-)

539. Re: AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 15:30:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270722260.11650-100000@onyx.spiritone.com>
Source record: 12943
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Sorry Erik, that wont happen. I need to keep my WebSite simple. So I can
continue to maintain on my Atari Computer. I cant/wont rely on someone
else to maintain/add to it. And if I need someone, The Shadow of Shadow
Software can do that for me. Sorry. Thanx! ===Ben===

On Tue, 25 Jan 2005, VastFear wrote:

> I can never find anything on the site though.
>
> He really needs me to design him a really nice website :D
>
> ... maybe for trade with selected Atari products? nudge nudge
>
> Erik
>
>
> "FireflyST" <fireflyst@earthlink.net> wrote in message
> news:1106151531.558492.6960@z14g2000cwz.googlegroups.com...
> > I hate you Ben Smith. If I ever meet you at a computer show, I will
> > punch you very hard in the face. Don't come to the VCF if you don't
> > want to get any uglier.
> >
> > Bravo Sierra Computers wrote:
> > > 1) Friendly, honest, helpful and fast with service (24 hours
> > turnaround
> > > after payment)! 2) Very knowlegeable of Atari products and skilled at
> > > helping customers choose the items that best meet their needs. 3) The
> > > inventory changes regularly and often there are many hard to find
> > items
> > > that are unavailable anywhere else. 4) Prices are usually less than
> > on
> > > auction sites. 5) Very huge and sorted (alphabetized) list of Atari
> > items
> > > (old and new). 6) Ordering is very easy, no dozens of clicks on
> > several
> > > HTML pages, just read and then copy+paste the ASCII text into your
> > e-mail
> > > to order something. 7) I avoid making promises I cant keep!
> > >
> > > Questions? You can E-Mail me or ask other Atari Users. You probably
> > know
> > > 1 or 2 who bought from me. Quite a few have over the Years!
> > (503)256-9974.
> > >

> > > http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
> > > http://www.aracnet.com/~atari/shipping.htm How I can save you
> > Money!
> > > http://www.aracnet.com/~atari/specials.htm Details on Holiday
> > Sales!
> > > http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
> > >
> > > I've got a fast turnaround rate. Usually, Once I receive payment your
> >
> > > order goes out the same day. Customers love the speedy service! I
> > have
> > > lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
> > >
> > > Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> > > Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

540. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 15:40:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270737520.11650-100000@onyx.spiritone.com>
Source record: 12944
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

541. FS: Brand New Atari stuff! $20. each!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 15:47:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270742540.11650-100000@onyx.spiritone.com>
Source record: 12945
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've added the following BRAND NEW Avalon Hill/MicroComputer Games Titles for the Atari 8 Bit Computer line. Controller, Shootout at the OK Galaxy, TAC (Tactical Armor Command) and Tank Arkade! And the following BRAND NEW Atari Cartridge Games such as ARCHON, Ballblazer, Final Legacy, GATO, Millipede, Moon Patrol, Rescue on Fractalus, Star Raiders II & Star Wars-Return of the Jedi. Any Title for $20 each! Call 24Hrs. (503)256-9974! My catalogs are Updated. Get my FREE Atari Catalogs at BenSells@Atari.org or

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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542. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 15:53:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0501270747280.11650-100000@onyx.spiritone.com>
Source record: 12946
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

543. Re: Wanted: XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 16:38:56 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ctb5f0$85i$1@news.xmission.com>
Source record: 12847

Do you know if Abbuc would accept Paypal payments for the XEP80?

Andreas Magenheimer <magea000@students.uni-mainz.de> spit out...:
> Well,
> they are sold in Germany at ABBUC (www.abbuc.de), just take a look at
> their online shop... the items they sell are like brand new (no
> yellowing) and if you like to pay a higher p&p you can even get the
> XEP80 with original package (otherwise you only get the XEP80 with
> software, cables and manual - but not the original package)...
> -Andreas Magenheimer.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

544. Re: FREE MINI MACS - CAN IT BE TRUE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 16:41:08 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10vi6c8djobmu94@news.supernews.com>
Source record: 12848

[snipped]

http://www.gumstix.com/ is my idea of a small computer.

--
Terry Ross | qnr | <MyFirstName@aliboom.com> | http://linux.aliboom.com
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

545. Microsoft Basic II

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 16:57:50 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0501270857.6257bff2@posting.google.com>
Source record: 12849

Morning, please i got Atari Microsoft Basic II on cart from e-bay but need the extension disk if someone can e-mail me a copy i would be thankfull.
Greetings from Mexico.

546. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-27 22:33:51 UTC
From: rjespino@hotmail.com
Message-ID: <1106865231.402670.166800@f14g2000cwb.googlegroups.com>
Source record: 12851

William Kendrick wrote:
> ONE of these days, I'm going to create a C program (or something) for
Linux
> that can pick the best Atari colors to generate particular colors via
> Super IRG blending, and another C program (or something) that can
convert
> an arbitrary image (e.g., a PNG or GIF) into a Super IRG font...

I have something of this ilk working in assembler on an 8-bit, it will take colours from a JPEG and convert them into Atari colours, it finds the closest Atari colour available, calculates the difference between the original colour and the Atari colour, and then uses that to modify the colours in the surrounding pixels. So, for example, if the closest Atari colour happens to be a bit redder than the original colour, the surrounding pixels will have a bit or red subtracted from them. It ends up producing checkboard like patterns that blend together to get as close to the original colour as possible.

-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

547. Re: What has happened in here the last few months?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 00:37:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <SOfKd.4146$m31.55266@typhoon.sonic.net>
Source record: 12852

rjespino@hotmail.com wrote:
> I have something of this ilk working in assembler on an 8-bit, it will
> take colours from a JPEG and convert them into Atari colours, it finds
> the closest Atari colour available, calculates the difference between
> the original colour and the Atari colour, and then uses that to modify
> the colours in the surrounding pixels.

Cool!

The problem with doing this with Super IRG mode is that you need to pick the best 4 (or 5 colors) to produce the ~13 displayed colors, based on the content of the image.

So instead of picking from 128 Atari palette colors, you're actually picking out of a much larger sample, but one which is restricted by your OTHER choice of colors. D'oh! :^)

I never did sit down and figure this out properly. I'm not so good with math, or graphics, really... :^/

I can see SuperIRG mode being used for slightly lighter-weight fullscreen images by using DLIs to produce different color 'zones' (a la the old paint programs on the Atari that had DLI support). You'd still need a lot of font data to get the actual pixels (unless you were extra-clever, which I know some folks out there are, as I've seen this done w/o SuperIRG ;^))

> So, for example, if the closest
> Atari colour happens to be a bit redder than the original colour, the
> surrounding pixels will have a bit or red subtracted from them. It ends
> up producing checkboard like patterns that blend together to get as
> close to the original colour as possible.

That's very neat!

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

548. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 01:34:28 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <239217.3b9c4e@fmlynet.org>
Source record: 12853

> From: bill@newbreedsoftware.com (William Kendrick)

>> (No... I would not call MP3 a simple format.) :)

>MP3 is not a /music/ format. (Not like MOD, AMS, MIDI, etc. are.) It's simply
> an audio format. There's no music data... just one long sample. :)

> -bill!

Agreed about the MP3's. So have you ever tried listening to a mod on the
Atari 8 bit? I think I did once. And a small one at that. It went ok. I
think it was Tom Hunt's player.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

549. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 01:44:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <839218.3b9d91@fmlynet.org>
Source record: 12854

> From: bill@newbreedsoftware.com (William Kendrick)

> Greg.Goodwin@family-news.org wrote:
>> And this was just the coolest thing I ever saw. Years apon years before
>> Mr. Atari would convert full movies to play on the Atari 800xl, here it
>> was... a crackly AM sounding music file. LOL!
>>
>> I'm still amazed. How did they do that?

>The "Parrot" was a sampling device for the Atari that connected to the joystic
> port(s). That's definitely one way to get the sample into the Atari
> (especially way back then).

Oh yehhh.. I remember hearing about that. Was that commercial or home made?

>> How can we do it now? How could
>> I take a 16 meg APE drive and play a whole song... or a whole album?

> Probably. There might be an issue with loading, but if Mr. Atari's streaming
> both video and audio off an HD, it's probably possible, at least with a MyIDE
> setup.

>The big issue (just as with streaming music on the net) is bandwidth... can yo
>load fast enough to keep playing the audio? (And at what point do you have to
> downsample the audio SO much to get it off the disk that it sounds like crap,
> and isn't worth the trouble? ;))

> -bill!

Good point. So the size limit of the original samples was more a limit of
the ram of the Atari computer and what it could be loaded into rather than
the limitation of disk space?

Streaming of Mr. Atari's movies... well, didn't look too bad.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

550. Re: FREE MINI MACS - CAN IT BE TRUE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 01:49:06 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <839219.3b9e23@fmlynet.org>
Source record: 12856

> From: bill@newbreedsoftware.com (William Kendrick)

> He gave it to me for free. ;)

>Mac Mini... FEH! I'll take a free PC (twice as fast as my old desktop, even!)
> with Linux and KDE over a Mac any day!

> (What, do I look like I'm made of money!?)

My favorite line from the Plucky Duck show,

"Hey, don't complain it's free."

I try to tell that anytime someone makes a cool program for an Atari
computer and release it for free and people decide to gripe.

Especially ST users it seems. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

551. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 01:58:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <73921a.3b9f51@fmlynet.org>
Source record: 12855

Oh no way! I can come up with a game.

Let's see... I'm thinking of a game. You know, the one that uses the
joystick. Ok.. go! >:)

Doc Clu 800

> From: "Gork" <nokraygienspam@hotmail.com>

> ESPECIALLY when someone else has done all the work for you, huh? :)

> <Greg.Goodwin@family-news.org> wrote in message
> news:1391ef.3aaa76@fmlynet.org...
>> I just love playing "Name that game" :)
>>
>> Doc Clu 800
>>
>>
>>
>>
>>> From: "Glenn" <noemail@nospam.com>
>>
>>> Thanks for the help. Appears that Final Legacy was the game he was
>>> looking
>>> for.
>>
>>> Glenn
>>
>>
>>> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
>>> news:pZvJd.6663$cZ1.5280@newsread2.news.atl.earthlink.net...
>>>> BeachHead had many of those attributes except for maybe the ICBMs...
>>>> Jess
>>>>
>>>> "Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
>>>> news:ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE...
>>>> > Hi,
>>>> >
>>>> > > Hi there. My question concerns not this game, but instead an other.
>>> Back
>>>> in
>>>> > > about '84 i borrowed from a neighbor who had a special connect to
>>> ATARI
>>>> (As
>>>> > > i [VAGUEly] remember, he had a relative who worked at ATARI.) a game
>>> for

>>>> the
>>>> > > ATARI 800XL home-computer system that involved military action in
>>> three
>>>> or
>>>> > > four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
>>>> > > spatial --involvin' inter-continental ballistic missiles--, ?(4)
>>> aerial?
>>>> (As
>>>> > > i've said, my remembrance of that situation is VAGUE.). He told me
>>> that
>>>> it
>>>> > > was a RE'ly RARE game, because there had been a big dispute between
>>>> ATARI
>>>> > > and Commodore about that game, involvin' allegation that that game
>>> were
>>>> in
>>>> > > effect intellectual property stolen by the one from the other.
>>>> > > (Which
>>>> > > allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in
>>>> playing
>>>> > > at that game, but now many years later i can't remember what the
>>>> > > title
>>>> of it
>>>> > > is. Have YE any notion what the title of that game is?
>>>> >
>>>> > Sounds like "Final Legacy" to me.
>>>> >
>>>> > So long,
>>>> > Thomas
>>>>
>>>>
>>>>
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

552. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 02:03:18 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c3921b.3ba069@fmlynet.org>
Source record: 12857

> From: ilaskeyNOT@cix.co.uk (Iain Laskey)

>In article <z91Kd.3902$m31.54795@typhoon.sonic.net>, bill@newbreedsoftware.com
> (William Kendrick) wrote:

>> Greg.Goodwin@family-news.org wrote:
>> > And this was just the coolest thing I ever saw. Years apon
>> > years before
>> > Mr. Atari would convert full movies to play on the Atari 800xl,
>> > here it
>> > was... a crackly AM sounding music file. LOL!
>> >
>> > I'm still amazed. How did they do that?
>>
>> The "Parrot" was a sampling device for the Atari that connected to the
>> joystick port(s). That's definitely one way to get the sample into the
>> Atari (especially way back then).
> There was also one in the UK from I think 2-bit systems that went in the cart
> port.

>off on a tangent, I just remembered a 'scanner' I had on my 8bit. It was a car
> with a long fibre optic wire that you taped to the print head on a 1029
>printer. The print head moved back and forth and the printer moved the paper i
> small increments which together made a basic but usable scanner for pictures,
> text etc.

> Iain Laskey
> Practical PC Online www.practicalpc.co.uk

Two bit systems eh? Interesting name.

I believe I have heard of that scanner. It always amazed me getting koala
pictures that were real pictures and the mention of a scanner then was like
"Whoa!". The mention of a 10 meg hard drive then was like "whoa!"

Now you can run a program that will convert gifs and jpegs to micro
illustrator format. But a scanner on the Atari is interesting.

So tell the tragic end, what became of that scanner?

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

553. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 03:01:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <2lajv0ddgmqbo2qu3nrqbv7s1di78htneu@4ax.com>
Source record: 12858

On Thu, 27 Jan 2005 13:48:41 GMT, "Kryten"
<kryten_droid_obfusticator@ntlworld.com> wrote:

>I had one, it had a Freddy in it, it did drive a PAL TV.
>And it also had the chroma output and I got it driving S-video.

My question is, did Atari actually use the label "800XLF" on the outside of
the machine, or on the box? Or did we the public just adopt the name "800XLF"
to differentiate these late-model 800XL's from earlier designs?

Anyone have a picture of something labeled "800XLF" by Atari?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

554. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 05:44:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1106890994@rtfm.mit.edu>
Source record: 12859
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 18, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
ftp://ftp.cs.uu.nl/pub/NEWS.ANSWERS/atari-8-bit/vendev
ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev
news:comp.sys.atari.8bit
news:comp.answers
news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2005.01.18 Mirage Interactive, much updated
2005.01.17 Atarimuseum (Fred Meijer) added
2005.01.17 Sikor Soft added
2005.01.16 Preston Crow added
2005.01.16 Nick Kennedy URL and other updates
2005.01.16 Artur Burzynski (j131) URL updates
2005.01.16 Lantronix, MSS100 added
2005.01.15 Shawn Jefferson, MyIDE Image Manager v2.0, MyIDE Config v1.0
2005.01.15 MicroUSB.org updated with software list
2005.01.05 Lantronix added
2004.12.31 Petr Stehlik (maintainer), Atari800 1.3.4
2004.12.01 UKretro (vendor of hardware/new software) added

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Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624

Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/04
USA
http://www.ataritimes.com/

Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 1/05
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including
many exclusive original ANG/Mirage titles new in original packaging

ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany

http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 4/04
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,

Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Preston Crow 1/05
USA
http://www.crowcastle.net/preston/atari/

Developer: binload (with Chad Wagner - Atari binary load format file analyzer v2.5, atr2unix (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file) v1.2, unix2atr (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file) v0.9, dcmtoatr (written by Chad Wagner) v1.4, MyDos Binary Menu, Atari Floppy Emulator / SIO2Linux (with Pavel Machek - a rewrite of SIO2PC software for Linux)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a 65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler

Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari
arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave

Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer

(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast), 8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0 -- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro, Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 11/04
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.02 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not

complete version)

Shawn Jefferson 1/05
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/myide/
Developer: MyIDE Image Manager v2.0, MyIDE Config v1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom

http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803

USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/05
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany

http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: Base HID Driver, USB Device Driver Development Kit Disk, Atari USB Enduser Driver Disk, Keyboard Driver, Digital Joypad Driver, Analog Joystick Driver, Steering Wheel Driver, Logitech Formula GP Wheel Driver, Speedlink Competition Pro Driver

Mirage Interactive 1/05
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
NIP 113-22-71-802
REGON 016613397
http://www.mirageinteractive.com/
Developer: over 100 published titles. games: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Banzai, Barahir, Battleships, Bertyx, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Five to Five, Helix, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Missile Action, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Reverse, Robal, Rockman, Roderic, Rycerz, Sexversi, Ship, Special Forces - Operation Blood II, Starball, Super Fortuna, Super Fortuna - Edytor, T-34 the Battle, T*T - Tank vs Tank, Tanks, Tawernia, Technus, Thinker, Top Secret, Tron - Cykl Swietlny, Tusker, Wladca, Wyprawy Kupca, ZBIR. non-games: Audio Master, Geografia Polski, Historia Polski, Kleks, Ortografia, SN-360 Utility, MOD-file converter Soundtracker v 2.00, Trzmiel, Video Interface, Videograph 2.0

MMSoft (Marek Mikolajewski) 8/04
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.2 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: P

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification

(updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ

SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/04
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.38, CVS Snapshot 1.40, atari++ 1.40 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 12/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.4 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 10/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4
(Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3,
HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,
DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari
Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of
Atari 6502 processor), Raster Music Tracker (RMT) 1.17 - cross-plaftorm XL/XE
music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,

ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650

41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 11/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash
Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,

KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
USA
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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End of atari-8-bit/vendev
==========

555. Re: FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 08:44:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.28.08.44.03.121295@charter.net>
Source record: 12870

On Fri, 28 Jan 2005 10:10:20 +0000, Greg.Goodwin wrote:
>
> Ok, did I say seven? Hw about five?

Ah - as I thought - you still have to keep and hold the power points. :-)

What joystick are you using Greg? That game just cries out for a top notch one and it seems they are hard to find these days.

I sure do miss the Wico joysticks. :-(

556. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 09:15:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <TonKd.4214$m31.56979@typhoon.sonic.net>
Source record: 12862

Greg.Goodwin@family-news.org wrote:
> > The "Parrot" was a sampling device for the Atari that connected to the
> > joystick port(s). That's definitely one way to get the sample into the
> > Atari (especially way back then).

> Oh yehhh.. I remember hearing about that. Was that commercial or home made?

Commercial.

> Good point. So the size limit of the original samples was more a limit of
> the ram of the Atari computer and what it could be loaded into rather than
> the limitation of disk space?

Yep. Though there wasn't much of a difference back then, unless you had
a hard drive, I suppose. ;)

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

557. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 09:16:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <npnKd.4215$m31.56840@typhoon.sonic.net>
Source record: 12860

Greg.Goodwin@family-news.org wrote:
> Oh no way! I can come up with a game.

> Let's see... I'm thinking of a game. You know, the one that uses the
> joystick. Ok.. go! >:)

Star Raiders!

-bill!

558. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 09:19:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <bsnKd.4217$m31.56834@typhoon.sonic.net>
Source record: 12861

Greg.Goodwin@family-news.org wrote:
> Agreed about the MP3's. So have you ever tried listening to a mod on the
> Atari 8 bit? I think I did once. And a small one at that. It went ok. I
> think it was Tom Hunt's player.

Yeah, a few times. It was actually pretty good, once you find MODs that
worked right. ;^) (Talk about a diverse format!)

The STARWORX demo on the Atari is really just a little MOD player that
plays a MOD of the same name. (I happen to have both on my Linux box;
it seems the MOD was tracked by "4-mat" in 1992 or earlier. One of the
instruments inside is called "robhubbard-snare" ;^))

I can put 'em both somewhere online, if you want to compare. ;)

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

559. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 09:21:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <9unKd.4218$m31.56968@typhoon.sonic.net>
Source record: 12863

William Kendrick <bill@newbreedsoftware.com> wrote:
> The STARWORX demo on the Atari is really just a little MOD player that
> plays a MOD of the same name.

That is... I /believe/ that's the case. I _could_ be wrong. ;)

Also, I believe the Atari demo "STARWORX" was created by someone named
"Friday." (At least, it has "FRIDAY" down the screen in big letters ;))

-bill!
bill@newbreedsoftware.com April shower bring Kompressor power!
http://newbreedsoftware.com/

560. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 09:32:45 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050128093244.496M@ilba14195.www.blueyonder.co.uk>
Source record: 12864

In article <c3921b.3ba069@fmlynet.org>, Greg.Goodwin@family-news.org ()
wrote:
> So tell the tragic end, what became of that scanner?
I suspect it got sold with all my other 8bit stuff back around 1990. In
hindsite I had loads of rare and unusual stuff but back then I was just
glad to get anything for it. The lot included a 1029 printer with
3rd party enhanced rom, than Suncom trivia game with additional
controllers, the digitiser, scanner, an oddball 1050 gofaster mod that
seems pretty uncommon (can't remember the name now but it copied like a
Happy and went in to warp mode with a wide range of DOS's plus had DD. It
was a brit release only I think.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

561. FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 10:10:20 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <d39223.3c214a@fmlynet.org>
Source record: 12867

> From: "Ronald J. Hall" <dark_lord@charter.net>

> On Thu, 27 Jan 2005 03:25:20 +0000, Greg.Goodwin wrote:

>> Back to my seven move games of Archon....
>>
>> Doc Clu 800
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

> Aw now Greg, you got me intrigued - how do you do a 7 move game of Archon?

>(I'm assuming your going for the power points but you still have to *win* each
> right?) (and are you playing Dark or Light?)

> Love that game, BTW. :-)

Ok, did I say seven? Hw about five?

Move the Djinni to the middle power point. The archers take the top and
bottom power points. Naturally the dark side will try to counter this.
Take the Djinni and take the sorceress. This will get countered by either
the shape shifter or the dragon. Win that, play the Phoenix on the middle
power point, win the game. :)

Dark side, similar strategy. Just tested this. :)

Doc Clu 800

Yeh... yeh... Archon, Star Raiders, Joust, Wizard of Wor... played these games
for 20 years, hopefully I would be good by now. :D

Been trying to pick up new games now that I have APE working. So far,
Archon][confuses me.

Oh... ever play Archon and the computer switches one of his players for one
of yours, taking control of your character and using it against you?
Weirdest thing.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

562. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 10:15:08 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c39224.3c21e4@fmlynet.org>
Source record: 12865

> From: bill@newbreedsoftware.com (William Kendrick)

>Yep. Though there wasn't much of a difference back then, unless you had a har
> drive, I suppose. ;)

True. So back then you could actually have the ram disk exceed your floppy
drive? :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

563. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 10:23:46 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <739225.3c22f7@fmlynet.org>
Source record: 12866

> From: ilaskeyNOT@cix.co.uk (Iain Laskey)

>In article <c3921b.3ba069@fmlynet.org>, Greg.Goodwin@family-news.org () wrote:
>> So tell the tragic end, what became of that scanner?
> I suspect it got sold with all my other 8bit stuff back around 1990. In
>hindsite I had loads of rare and unusual stuff but back then I was just glad t
> get anything for it. The lot included a 1029 printer with 3rd party enhanced
> rom, than Suncom trivia game with additional controllers, the digitiser,
> scanner, an oddball 1050 gofaster mod that seems pretty uncommon (can't
>remember the name now but it copied like a Happy and went in to warp mode with
> a wide range of DOS's plus had DD. It was a brit release only I think.

> Iain Laskey
> Practical PC Online www.practicalpc.co.uk

I remember around 1986 a lot of 8-bit users in the Dallas area were selling
heaps of Atari 8-bit stuff for the ST. I was a broke high school student,
so I had to stick with what I had.

They were overjoyed at first to have the Atari ST 520 or 1040 with it's
one med of ram. They were happy with the graphics, and there was a lot
of talk of Sundog, and other games. And then... silence.

One thing I heard a lot back then was how they regretted selling their
8-bit setups in hind sight. Said they came to know and rely on the
8-bit file system, and that they didn't trust ST disk management. And
then, one by one, they faded from the Atari scene. By 1989, sice I
stopped going to the Infomart, and lost track of Atari activity in the
user groups, and there were no readily visible Atari BBS's, I figured
Atari was all but gone and that I was the last Atari 400 user in Dallas.
:D Probably was. Hehehe.. Anyway, your story reminds me of theirs.

Hey, tell me more about this suncom trivia game. Got me curious. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

564. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 11:57:45 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vka5pdmg0pj33@corp.supernews.com>
Source record: 12868

```
Nah, that was just too easy... :)

<Greg.Goodwin@family-news.org> wrote in message
news:73921a.3b9f51@fmlynet.org...
> Oh no way! I can come up with a game.
>
> Let's see... I'm thinking of a game. You know, the one that uses the
> joystick. Ok.. go! >:)
>
> Doc Clu 800
>
>
>
>
>> From: "Gork" <nokraygienspam@hotmail.com>
>
>> ESPECIALLY when someone else has done all the work for you, huh? :)
>
>> <Greg.Goodwin@family-news.org> wrote in message
>> news:1391ef.3aaa76@fmlynet.org...
>>> I just love playing "Name that game" :)
>>>
>>> Doc Clu 800
>>>
>>>
>>>
>>>
>>>> From: "Glenn" <noemail@nospam.com>
>>>
>>>> Thanks for the help. Appears that Final Legacy was the game he was
>>>> looking
>>>> for.
>>>
>>>> Glenn
>>>
>>>
>>>> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
>>>> news:pZvJd.6663$cZ1.5280@newsread2.news.atl.earthlink.net...
>>>>> BeachHead had many of those attributes except for maybe the ICBMs...
>>>>> Jess
>>>>>
>>>>> "Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
>>>>> news:ct5s9c$3j8$1@mamenchi.zrz.TU-Berlin.DE...
>>>>> > Hi,
```

>>>>> >
>>>>> > > Hi there. My question concerns not this game, but instead an
>>>>> > > other.
>>>> Back
>>>>> in
>>>>> > > about '84 i borrowed from a neighbor who had a special connect to
>>>> ATARI
>>>>> (As
>>>>> > > i [VAGUEly] remember, he had a relative who worked at ATARI.) a
>>>>> > > game
>>>> for
>>>>> the
>>>>> > > ATARI 800XL home-computer system that involved military action in
>>>> three
>>>>> or
>>>>> > > four modes of operation: (1) naval, (2) ?terrestrial? (3) aerial/
>>>>> > > spatial --involvin' inter-continental ballistic missiles--, ?(4)
>>>> aerial?
>>>>> (As
>>>>> > > i've said, my remembrance of that situation is VAGUE.). He told me
>>>> that
>>>>> it
>>>>> > > was a RE'ly RARE game, because there had been a big dispute
>>>>> > > between
>>>>> ATARI
>>>>> > > and Commodore about that game, involvin' allegation that that game
>>>> were
>>>>> in
>>>>> > > effect intellectual property stolen by the one from the other.
>>>>> > > (Which
>>>>> > > allegedly stole it i'm not rememb'rin'.) I RE'ly enjoyed meself in
>>>>> playing
>>>>> > > at that game, but now many years later i can't remember what the
>>>>> > > title
>>>>> of it
>>>>> > > is. Have YE any notion what the title of that game is?
>>>>> >
>>>>> > Sounds like "Final Legacy" to me.
>>>>> >
>>>>> > So long,
>>>>> > Thomas
>>>>>
>>>>>
>>>>>
>>>
>>> --- BBBS/NT v4.01 Flag-5
>>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
>>> (8:8/2)
>
> --- BBBS/NT v4.01 Flag-5

> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

565. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 12:01:15 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <10vkacb675rhbad@corp.supernews.com>
Source record: 12869

Makes PERFECT sense to me. And thank you for the extra explanation...

Sean

"Jorge" <user@nospam.com> wrote in message
news:ctas7i$u3c$1@blue.rahul.net...
> "Gork" <nokraygienspam@hotmail.com> writes:
>
>>Very interesting, indeed. I'd *say* there's a misconception floating
>>around! Everything I've read has indicated the first three sectors are
>>actually formatted in SD. When I boot a DD disk, the first three sectors
>>"sound like" SD, so I assumed this was correct. Additionally, when I used
>>DiskRX, a hex editor for SpartaDOS, to read a DD disk it showed the first
>>three sectors of the disk with 128 bytes and the other sectors on the disk
>>with 256 bytes. More "proof" to me that sectors 1-3 are formatted as SD.
>
> No. Track 0 is exactly the same as any other track on a DD disk. The first
> 3 sectors are 256 bytes DD (MFM to be more precise) as all the others.
>
> Mixing densities on a track wouldn't make any sense and would be extremely
> complicated.
>
> As Matthias said, the first 3 sectors are "transmitted" to the computer as
> 128 bytes. That's the only difference. Without this trick you wouldn't be
> able to boot from a DD disk because the ROM cannot read 256 bytes sectors.
> So a minimal "standard" bootstrap is needed before "switching" to 256
> bytes per sector.
>
>
>

566. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 16:53:15 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050128165313.3480A@ilba14195.www.blueyonder.co.uk>
Source record: 12871

In article <739225.3c22f7@fmlynet.org>, Greg.Goodwin@family-news.org ()
wrote:
> I remember around 1986 a lot of 8-bit users in the Dallas area were
> selling heaps of Atari 8-bit stuff for the ST.
Much the same here although in Europe there was far more for the ST. Went
from a 520STF (2.5MB) to a 4mb Mega STe then a Falcon. I had 3rd party
desktops, OS's, etc plus external HD, modem, scanners, twin monitors
(colour & B&W), games and utilities galore. Kept me going until about 1992
when I moved over to PCs. By then I'd rebought a couple of 8bits and a
floppy drive, mainly to play MrDo!

> Hey, tell me more about this suncom trivia game. Got me
> curious. :)
It was a trivial pursuits clone that came with four seperate
hand controllers with 1,2,3,4,5 or maybe a,b,c,d,e buttons. A question
came up and you had to answer it before anyone else. Not much more to
tell. It did get a mention here fairly recently so a google would probably
find it.

Iain Laskey
Practical PC Online www.practicalpc.co.uk

567. Re: FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-28 18:25:23 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <yktdjq0wd90i$.dlg@dilgar.de>
Source record: 12872

On Fri, 28 Jan 2005 08:44:03 +0000 "Ronald J. Hall"
<dark_lord@charter.net> wrote:
> On Fri, 28 Jan 2005 10:10:20 +0000, Greg.Goodwin wrote:
>>
>> Ok, did I say seven? Hw about five?
>
> Ah - as I thought - you still have to keep and hold the power points. :-)
>
> What joystick are you using Greg? That game just cries out for a top notch
> one and it seems they are hard to find these days.
>
> I sure do miss the Wico joysticks. :-(

I'd recommend "Competition Pro" joysticks for any title on the Atari
8-bit and ST series.

Thorsten

568. MSS1-T to BlackBox cabling help!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 00:06:23 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ctek1v$q94$1@news.xmission.com>
Source record: 12873

I'm trying to create a new cable from my BlackBox to my MMS1-T.

According to the BB manual, the pin outs are:

Transmit Data, Pin 3
Receive Data, Pin 5
Req to Send, Pin 7
Clear to Send, Pin 9
Data Set Ready, Pin 11
Signal Ground, Pin 13
Carrier Detect Modem, Pin 15
Data Term Ready, Pin 14

Now, if I read my MSS manual correctly, the pins for the MSS1-T are:

TX Out, Pin 2
RX In, Pin 3
RTS Out, Pin 4
CTS, Pin 5
DSR In, Pin 6
Ground, Pin 7
CD In, Pin 8
DTR Out, Pin 20

I'm using DB25 to RJ45 headers, so there will be a CAT5 cable (8 pair)
connecting the two together.

If any of you guru's out there can map out the pin outs (from one DB25 to
the other), I'd be most appreciative.

I've already tried a one to one (pin 2 to pin 2, etc) and a direct mapping
(Pin 3 on the BB to Pin 2 on the MSS).

The only way the MMS works (using it now) is to connect a Null modem
adapter between the Blackbox cable and the MSS's 25pin serial interface.

Any assistance greatly appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

569. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 02:21:25 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <FqCKd.1577$S3.524@newsread2.news.atl.earthlink.net>
Source record: 12874

Both great apps; have not played the trivia in about 15 years, but we had MrDo out weekend before last - seem to have lost my touch; I once rolled the score over past the limit to zero at about level 90 but have lost the photo we took of the screen.
Jess

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message news:memo.20050128165313.3480A@ilba14195.www.blueyonder.co.uk...
> In article <739225.3c22f7@fmlynet.org>, Greg.Goodwin@family-news.org ()
> wrote:
> Kept me going until about 1992
> when I moved over to PCs. By then I'd rebought a couple of 8bits and a
> floppy drive, mainly to play MrDo!
>
> > Hey, tell me more about this suncom trivia game. Got me
> > curious. :)
> It was a trivial pursuits clone that came with four seperate
> hand controllers with 1,2,3,4,5 or maybe a,b,c,d,e buttons. A question
> came up and you had to answer it before anyone else. Not much more to
> tell. It did get a mention here fairly recently so a google would probably
> find it.
>
> Iain Laskey
> Practical PC Online www.practicalpc.co.uk

570. Re: FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 10:10:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.01.29.10.10.51.442226@charter.net>
Source record: 12877

On Fri, 28 Jan 2005 19:25:23 +0100, Thorsten Gï¿½nther wrote:

>> I sure do miss the Wico joysticks. :-(
>
> I'd recommend "Competition Pro" joysticks for any title on the Atari
> 8-bit and ST series.
>
> Thorsten

Thanks Thorsten - are they pretty easy to find? I'm in the US.

571. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 11:34:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41fb78265611c1@comcast.net>
Source record: 12879

>The war between 8-bit Atari and Commodore 64 is over, but anyway.
>Which one is better? ;) All around performance ratio and stuff...

Actually if you look inside both computers, the Atari 8-bit is the better hardware. A computer geek in our area said the C64 was a stupid computer hack and did not have the necessary chips to call it a computer. I had a C64 for a short period of time. It was nice, but I finally got rid of it and stuck with the Atari.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

572. Re: Atari 800 keys needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 11:40:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <41fb78265611c2@comcast.net>
Source record: 12880

> Trying to fix up two Atari 800's right now.
>
> One needs a keyboard that has the crosshair pegs and Springs.
> (The whole keyboard on that one)
>
> The other is the type of 800 keyboard with the square slot removable keys.
> That keyboard is working fine, but missing...
>
> Escape, 1,2,4,5
> W,e,r,p
> Cntl, a,s,j
> , .
>
> Why were there so many physical varients to the 800? LOL!
>
> Doc Clu 800
>
>--- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

Did you try Best Electronics or B&C?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

573. Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 13:53:11 UTC
From: diomedes@siol.net
Message-ID: <f032c4f2.0501290553.19d2d339@posting.google.com>
Source record: 12875

The war between 8-bit Atari and Commodore 64 is over, but anyway.
Which one is better? ;) All around performance ratio and stuff...

574. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 14:31:36 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <361l28F4tltcgU1@individual.net>
Source record: 12876

Firemover/Diomedes/Zagor wrote:
> The war between 8-bit Atari and Commodore 64 is over, but anyway.
> Which one is better? ;) All around performance ratio and stuff...

Apple IIgs.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

575. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 16:39:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <E_OKd.1086$cl1.51@newsread3.news.pas.earthlink.net>
Source record: 12878

Firemover/Diomedes/Zagor wrote:

> The war between 8-bit Atari and Commodore 64 is over, but anyway.
> Which one is better? ;) All around performance ratio and stuff...

It was always a stupid comparison: An Atari that came out in 1979 with a C64 that came out 3 years later. People that did that kind of thing and try to draw conclusions have no intellectual honesty. The real comparison was a VIC20 to Atari 800. The Atari side didn't do ST vs. C64 and try to hang their hat on it even though the ST came out only 3 years after the C64, by then the targets were ST vs. Mac.

576. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 18:03:26 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <ikpj1m0p2ciu$.dlg@dilgar.de>
Source record: 12881

On Sat, 29 Jan 2005 16:39:00 GMT Rick Cortese <ricortes@earthlink.net>
wrote:
> Firemover/Diomedes/Zagor wrote:
>
>> The war between 8-bit Atari and Commodore 64 is over, but anyway.
>> Which one is better? ;) All around performance ratio and stuff...
>
> It was always a stupid comparison: An Atari that came out in 1979 with a
> C64 that came out 3 years later. People that did that kind of thing and
> try to draw conclusions have no intellectual honesty. The real
> comparison was a VIC20 to Atari 800.

Well, the Atari 800 wins against both the VIC=20 and the C=64, so why
bother?

Thorsten

577. Re: FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 18:11:01 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1w96mf6bauna7$.dlg@dilgar.de>
Source record: 12882

On Sat, 29 Jan 2005 10:10:52 +0000 "Ronald J. Hall"
<dark_lord@charter.net> wrote:
> On Fri, 28 Jan 2005 19:25:23 +0100, Thorsten Gï¿½nther wrote:
>
>>> I sure do miss the Wico joysticks. :-(
>>
>> I'd recommend "Competition Pro" joysticks for any title on the Atari
>> 8-bit and ST series.

> Thanks Thorsten - are they pretty easy to find? I'm in the US.

Uh, could become a problem. Shipping such a beast to the U.S. would cost
EUR 12.90 in postage (not to mention packing/handling costs). As
Dynamics (the producer) were located in Hamburg, Germany, I guess it's
hard to find these sticks outside of Europe.

Nonetheless these joysticks were so popular that a USB replica has just
been published here and they still are sold well on eBay (a local flea
market may of course be the much cheaper source, but apparently this is
not common knowledge :-)).

Thorsten

578. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 19:36:43 UTC
From: kev242nospam@gmail.com
Message-ID: <jponv0hh1766tf3dhv6bolfggqf7amkbpr@4ax.com>
Source record: 12883

On Sat, 29 Jan 2005 12:34:48 +0100 (MET), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>Actually if you look inside both computers, the Atari 8-bit is the better
>hardware.

I agree, but both systems have their advantages. The Commodre could
display more sprites and the Atari had more colors. The Atari was
limited to monochrome in it's highest res as well while the Commie
could do some colors, but the Atari could do some amazing shading with
it's built in GTIA. The Pokey cannot do the types of instruments as
easily as the SID does, so is not as adept at music, however, it does
special FX better.

The Atari seemed to have all the best ports of games in the early 80's
but by the mid 80's and beyond the Commie was getting the preferred
treatment and many games for the 8bit were weak ports from that
system.

Another thing to consider, the 800xl was less expensive then the c64
(in the US at least) so 8bit Atari's were more affordable. I think
most people will agree the black/white industrial looking XL series
was much cooler looking then the ugly C64 "breadbox" look.

In the end the computers are pretty evenly matched (which gives the
edge to the Atari hardware considering it was designed 4 yrs before
the C64 was released) and there is no real winner. It comes down to a
matter of preference.

579. Re: FREE MINI MACS - CAN IT BE TRUE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 22:28:50 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <C6UKd.35530$IV5.19454@attbi_s54>
Source record: 12884

William Kendrick wrote:
> Greg.Goodwin@family-news.org wrote:
>
>> I guess the difference here is that computer was probably in the thousands
>> then, and the Mac Mini is half a grand. Ok, that I could see. :D
>
>
> I was at a friend's house, and he had a PC lying on his floor that looked
> no bigger than the Mac Mini. (I had to ask to make sure it was a computer,
> and not just some stand-alone DVD burner or something.)
>
> He gave it to me for free. ;)
>
>
> Mac Mini... FEH! I'll take a free PC (twice as fast as my old desktop, even!)
> with Linux and KDE over a Mac any day!
>
>
> (What, do I look like I'm made of money!?)
>
> -bill!

Thats the whole point of the minimac.. for those of us that arent made
of money but dont want 'yet another ix86 box'.. (though you can get a
used G3 these days for pretty cheap).

And dont forget, OSX has a BSD UNIX heritage..

580. Re: FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 22:55:44 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <439237.3d86f6@fmlynet.org>
Source record: 12885

Was going to offer you one, but I have noticed no one takes me up on
offers... but when I sell it they believe me. More on that another time.

Wico joystick... log in to the Atari BBS's or join the Tuesday, Thursday,
or Sunday chats and maybe you will win one. That is one of the prizes I
will put in the mix to be chosen as a prize.

January's chat and BBS's winners will be announced in three days.

And to answer your question... have many Atari game controllers and
controllers I've adapted from other systems. Even "The Best Joystick" a
modified CX 34 (7800) stick with auto fire. But I really like the basic
Atari joysticks that came with the 2600 400/800 best. And don't really
care for Wicos strangely.

Doc Clu 800

> From: "Ronald J. Hall" <dark_lord@charter.net>

> On Fri, 28 Jan 2005 10:10:20 +0000, Greg.Goodwin wrote:
>>
>> Ok, did I say seven? Hw about five?

> Ah - as I thought - you still have to keep and hold the power points. :-)

>What joystick are you using Greg? That game just cries out for a top notch one
> and it seems they are hard to find these days.

> I sure do miss the Wico joysticks. :-(

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

581. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 23:01:54 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <f39238.3d883b@fmlynet.org>
Source record: 12887

> From: ilaskeyNOT@cix.co.uk (Iain Laskey)

>In article <739225.3c22f7@fmlynet.org>, Greg.Goodwin@family-news.org () wrote:
>> I remember around 1986 a lot of 8-bit users in the Dallas area were
>> selling heaps of Atari 8-bit stuff for the ST.
>Much the same here although in Europe there was far more for the ST. Went from
> a 520STF (2.5MB) to a 4mb Mega STe then a Falcon. I had 3rd party desktops,
> OS's, etc plus external HD, modem, scanners, twin monitors (colour & B&W),
>games and utilities galore. Kept me going until about 1992 when I moved over t
>PCs. By then I'd rebought a couple of 8bits and a floppy drive, mainly to play
> MrDo!

That was one of my favs for the Coleco vision. Just get Venture on the
Atari 800 (Space Dungeon is kinda close for me) and I will no longer need a
Coleco vision. Get TRON deadly discs on the Atari 800, and the
Intellivision will no longer be needed. And get Atari 2600 Warlords on the
Atari 800, and I will no longer... well, I would probably keep a 2600
around.

Castle Crisi is good BTW.. just bought it and love it.

>> Hey, tell me more about this suncom trivia game. Got me
>> curious. :)
> It was a trivial pursuits clone that came with four seperate hand controllers
> with 1,2,3,4,5 or maybe a,b,c,d,e buttons. A question came up and you had to
>answer it before anyone else. Not much more to tell. It did get a mention here
> fairly recently so a google would probably find it.

> Iain Laskey
> Practical PC Online www.practicalpc.co.uk

I think when I got a collection from Chicago there were a pair of these
controllers in it that went to that game. Cybernoid and I were looking at
it going "What the heck?!" And was thinking of putting a picture of it up
on some JYBOLAC picture archive. Maybe we'll get around to it one day.

Now just to find the game to go with the controllers and we can try it
out.

Doc Clu 800

/

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

582. Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 23:11:12 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <d39239.3d8966@fmlynet.org>
Source record: 12886

> From: diomedes@siol.net (Firemover/Diomedes/Zagor)

>The war between 8-bit Atari and Commodore 64 is over, but anyway. Which one is
> better? ;) All around performance ratio and stuff...

Funny you should mention that, since I will be releasing, for the first
time since the 80's, "THE ATARIANS", which is a GI Joe style story where
Atarians fight Commodore Users. Lot of cheese and fun, and a lot of
laughs. It was written by Atari users on the JYBOLAC BBS in Dallas,
TX-USA, and will be available on a Atari BBS starting February. :D

(And they'll be released in monthly episodes.)

Atari Vs. Commodore. Being that both are still alive in development by
the fan base, I would say both.

Commodore by far has the largest fan base.

Both have made great achivements since they were discontinued by their
parent companies.

I am glad Commodore is still out there. They inspire us, and at times,
we have inspired them. May we continue to be rivals and contemoraries
for years to come I say. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

583. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-29 23:18:16 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a3923a.3d8a48@fmlynet.org>
Source record: 12888

> From: Rick Cortese <ricortes@earthlink.net>

> Firemover/Diomedes/Zagor wrote:

>> The war between 8-bit Atari and Commodore 64 is over, but anyway.
>> Which one is better? ;) All around performance ratio and stuff...

> It was always a stupid comparison: An Atari that came out in 1979 with a C64
>that came out 3 years later. People that did that kind of thing and try to dra
> conclusions have no intellectual honesty. The real comparison was a VIC20 to
>Atari 800. The Atari side didn't do ST vs. C64 and try to hang their hat on it
> even though the ST came out only 3 years after the C64, by then the targets
> were ST vs. Mac.

I would say 800 vs Vic-20
800xl vs C=64
130xe vs C128
ST vs Amiga vs Mac
All trumped by Silicon graphics, PC, and sometimes Mac. :D

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

584. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 00:32:31 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <362o91F4sd1gnU1@individual.net>
Source record: 12889

Greg.Goodwin@family-news.org wrote:

> I would say 800 vs Vic-20
> 800xl vs C=64
> 130xe vs C128

Nah. C128 was pushed as the 'next generation' of C64. 130XE hardly compared in price or demographic terms to the C128/D which was uniquely isolated (and frankly, crap) in the market.

I like pitching C128 vs. Apple IIgs. IIgs kicks it's arse in every way ;). Commodore people like pitching Amiga vs. IIgs, where the competition is a little tougher on account of the Amiga being a Mac competitor.

> ST vs Amiga vs Mac
> All trumped by Silicon graphics, PC, and sometimes Mac.

And the Mac won, really, as Commodore and Atari were brands as much as platforms.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

585. Re: Atari 800 keys needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 04:06:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e3923c.3db0d3@fmlynet.org>
Source record: 12890

Figured I would try here first. Possibly cheaper. ;)

Doc Clu 800

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

>> Trying to fix up two Atari 800's right now.
>>
>> One needs a keyboard that has the crosshair pegs and Springs.
>> (The whole keyboard on that one)
>>
>> The other is the type of 800 keyboard with the square slot removable
> keys.
>> That keyboard is working fine, but missing...
>>
>> Escape, 1,2,4,5
>> W,e,r,p
>> Cntl, a,s,j
>> , .
>>
>> Why were there so many physical varients to the 800? LOL!
>>
>> Doc Clu 800
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

> Did you try Best Electronics or B&C?

> --
> Edward S. Baiz Jr.
> (Gamer)

> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

586. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 04:11:14 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e3923d.3db167@fmlynet.org>
Source record: 12891

> From: kev242nospam@gmail.com

>In the end the computers are pretty evenly matched (which gives the edge to th
> Atari hardware considering it was designed 4 yrs before the C64 was released)
> and there is no real winner. It comes down to a matter of preference.

Matter of preference... completely agree.

(atari rules...) >:)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

587. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 04:28:20 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e3923e.3db38a@fmlynet.org>
Source record: 12892

> From: RichardK-PB <atari@NOSPAMbtconnect.com>

> Greg.Goodwin@family-news.org wrote:

>> I would say 800 vs Vic-20
>> 800xl vs C=64
>> 130xe vs C128

>Nah. C128 was pushed as the 'next generation' of C64. 130XE hardly compared in
> price or demographic terms to the C128/D which was uniquely isolated (and
> frankly, crap) in the market.

How was the 130 XE and C128 not compeditors? Had the same memory, and both
just trumped up versions of their platforms. What is not the same
parallel wise about them?

> I like pitching C128 vs. Apple IIgs. IIgs kicks it's arse in every way
> ;)

Which makes this a bad matchup.

. Commodore people like pitching Amiga vs. IIgs, where the competition
> is a little tougher on account of the Amiga being a Mac competitor.

LOL... I think the IIgs can pull a few surprise punches though. How about
a fun fight.... the Commodore 4 verses the Apple]|[. :) Which one of
these edsels will win? LOL

>> ST vs Amiga vs Mac

You mentioned that Mac won since Atari & Commdore were brands as much as they
were computers. Technically, isn't Mac as well? Mac really odd... a
computer company that makes it's own OS, has it's own platform... and made a
name for itself with this 80's computer mentality that it is actually
thriving now. (While all other companies making computers are just PC clones
for the most part). There is little difference between Atari ST, Commodore
Amiga, or Apple Macintosh, except that Apple was more stubborn and marketed
better? Well, at least more stubborn.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

588. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 05:48:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1107064072@rtfm.mit.edu>
Source record: 12893
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 17, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

589. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 07:29:45 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <m8o9jw0tkqa.dlg@dilgar.de>
Source record: 12894

On 30 Jan 2005 04:28:20 GMT <Greg.Goodwin@family-news.org> wrote:
> How was the 130 XE and C128 not compeditors? Had the same memory, and both
> just trumped up versions of their platforms. What is not the same
> parallel wise about them?

Well, the C=128 was enhanced in many more ways than the 130XE, e.g. it had an 80 columns video mode, CBM Basic 7.0, a second (Z80) CPU for CP/M apps and an all-new case. Nonetheless, it was quite a flop, making it an expensive beast on eBay nowadays :-) (not quite as expensive as a PAL Atari 800 though).

The 130XE just had more RAM and sold much better at least here in Europe, obviously being carried to success by the ST series. And more and more European programmers - mostly from the UK and Poland, but also some from Germany - published software in the late eighties (some titles worth mentioning are "Druid" by Firebird (the XL conversion of Gauntlet is a heap of shit in comparison), "Elektraglide" by English Software, "Zybex" and "Draconus" by Zeppelin, "Amaurote" by Mastertronic, "Unicum" by Andre Christiansen and of course the most mentionable non-game title "Turbo-Basic XL" by Frank Ostrowski. Sorry for not mentioning any Polish titles here, but I already had an ST when they washed into the German market.

Thorsten

590. ATR8000 Article in BYTE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 15:04:36 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0501300704.1fa4b80d@posting.google.com>
Source record: 12895

...Still on the trail of ATR8000/8500 info. Supposedly there was a
very informative ATR8000 article written by Dave Small in the
December, 1983 issue of BYTE. Does anyone recall reading this
article, and if so, was it actually in the December, 1983 issue?
Thanks,
Larry

591. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 17:03:18 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <364iaoF4thm8sU1@individual.net>
Source record: 12896

Greg.Goodwin@family-news.org wrote:

> How was the 130 XE and C128 not compeditors? Had the same memory, and both
> just trumped up versions of their platforms. What is not the same
> parallel wise about them?

The 130XE is nowt but a 65XE with more RAM in it. The 128/D is a vastly
different machine - the DCR has 64K of video memory, they have /3/ CPUs
IIRC (two in the 128), the 128 offers 80 column modes and so forth.

Hence, my 128 vs. Apple IIgs - like the IIgs, the 128 was considered the
'next generation' and was very compatible with the previous model. The
130XE /was/ the previous model, basically.

> Which makes this a bad matchup.

Indeed. But it's on market, not technology. The 128D was totally aimed
at the same market the IIgs was.

> LOL... I think the IIgs can pull a few surprise punches though. How about
> a fun fight.... the Commodore 4 verses the Apple]|[. :) Which one of
> these edsels will win? LOL

Hmm, tricky. Does usefullness as a doorstop come into play?

Actually, I reckon the /// wins, but it's an unfair comparison for both.
Really, it should be CBM MMF or 8256-SK vs. the ///.

Why does the /// win? Well, it's fully backwards compatible with the][,
when the Plus/4 wasn't compatible with anything really. And it is well
made and actually quite reliable (if you remember to drop it), whereas
TED death is so commonplace, working Plus/4s are probably rarer than
///s. And the /// had decent colour graphics, but most people never even
realised it. Not as many colours as the Plus/4, but very sharp.

Enterprise beats the lot in terms of real 8-bit supremacy, though.

> You mentioned that Mac won since Atari & Commdore were brands as much as they
> were computers. Technically, isn't Mac as well? Mac really odd... a
> computer company that makes it's own OS, has it's own platform... and made a
> name for itself with this 80's computer mentality that it is actually
> thriving now. (While all other companies making computers are just PC clones
> for the most part). There is little difference between Atari ST, Commodore
> Amiga, or Apple Macintosh, except that Apple was more stubborn and marketed
> better? Well, at least more stubborn.

That's what I mean. Ultimately, PC won. But PC is a 'standard' sort of.
Apple, Commodore and Atari did their own thing, but Apple is the only

one remaining and impressively it survived by not trying to make PCs, which Atari and Commodore tried.

Though the sarcastic amongst us say Apple died in 1998 and NeXT is thriving, I actually consider Apple of 2005 to be closer in spirit and product to Apple of 1977 or 1983, than Apple in the mid 90s.

Plus - my big rant, you've seen it elsewhere I think - Apple did maintain the link between the][range and the Mac. My Apple IIgs shares files - not with null modem cables and third-party programs, but with AppleTalk and Apple's own OS - with a Macintosh server. It reads Mac disks, as well as the other way around.

Atari and Commodore both made their 16/32bit ranges almost utterly incompatible with their 8-bit ranges.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

592. Re: ATR8000 Article in BYTE

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-30 20:36:36 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <60hqv010e101ga639qac1rm1vu5pmea11f@4ax.com>
Source record: 12947

On 30 Jan 2005 07:04:36 -0800, LLppwhite@aol.com (Larry) wrote:

>...Still on the trail of ATR8000/8500 info. Supposedly there was a
>very informative ATR8000 article written by Dave Small in the
>December, 1983 issue of BYTE. Does anyone recall reading this
>article, and if so, was it actually in the December, 1983 issue?

I was able to verify the citation using H.W. Wilson's Applied Science &
Technology Full Text database:

Title: The ATR8000
Other Titles: Z80 computer/peripheral
Personal Author: Small, Dave; Small, Sandy
Source: Byte v. 8 (December 1983) p. 329-30+
ISSN: 0360-5280
Subject(s): Computers/Peripheral equipment; Computer operating systems
Document Type: Product Evaluation

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

593. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 02:14:32 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <Gradnb1Xea8TCWDcRVn-qA@adelphia.com>
Source record: 12948

Both certainly have their advantages. Although an Atari user all along, I have to admit the C64 has better graphics.

On the other hand, as far as a computing platform, I like the Atari OS and DOSes (like SpartaDOS) much better than using basic commands to access DOS functions built into the disk drive's firmware.

As far as performance, I know the NTSC Atari 8bits ran at 1.8 Mhz vs the 1.0 Mhz of the C64 and Apple II. I don't know if that translates directly into 1.8x the computing speed of a C64, but others may have more info on this.

"Firemover/Diomedes/Zagor" <diomedes@siol.net> wrote in message news:f032c4f2.0501290553.19d2d339@posting.google.com...
> The war between 8-bit Atari and Commodore 64 is over, but anyway.
> Which one is better? ;) All around performance ratio and stuff...

594. double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 03:45:53 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <2ShLd.104525$Wo.80574@lakeread08>
Source record: 12949

I convert the games from single density to double density. When the game is loaded, it is always locked up. Most the games do not work with the double density disk. I dont understand why... Can anyone tell me a reason?

Thanks!
Jack Tseng

595. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 03:49:57 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <FVhLd.4661$wA5.3679@newssvr33.news.prodigy.com>
Source record: 12950

How did you convert from dbl to sngl density?
It could be as simple as copying files from a sngl disk to a dbl.
Or did you try to sector copy from sngl to dbl?
Some boot loaders require to be a certain density.
Jack <tseng4@hotmail.com> wrote in message
news:2ShLd.104525$Wo.80574@lakeread08...
> I convert the games from single density to double density. When the game
is
> loaded, it is always locked up. Most the games do not work with the double
> density disk. I dont understand why... Can anyone tell me a reason?
>
> Thanks!
> Jack Tseng
>
>
>

596. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 03:55:03 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <r_hLd.4666$wA5.3597@newssvr33.news.prodigy.com>
Source record: 12951

They were/are both great computers (C64/128, A8) I would say this, tho, the
C64 was really slow disk accesses, I'd say the Atari is/was an order of
magnitude faster (10X). I didn't try the speeding up solutions available
for C64, I guess it is sorta like the US Dblr increase in speed.
Jason Harmon <jharmon@us.net> wrote in message
news:Gradnb1Xea8TCWDcRVn-qA@adelphia.com...
> Both certainly have their advantages. Although an Atari user all along, I
> have to admit the C64 has better graphics.
>
> On the other hand, as far as a computing platform, I like the Atari OS and
> DOSes (like SpartaDOS) much better than using basic commands to access DOS
> functions built into the disk drive's firmware.
>
> As far as performance, I know the NTSC Atari 8bits ran at 1.8 Mhz vs the
1.0
> Mhz of the C64 and Apple II. I don't know if that translates directly
into
> 1.8x the computing speed of a C64, but others may have more info on this.
>
>
>
> "Firemover/Diomedes/Zagor" <diomedes@siol.net> wrote in message
> news:f032c4f2.0501290553.19d2d339@posting.google.com...
> > The war between 8-bit Atari and Commodore 64 is over, but anyway.
> > Which one is better? ;) All around performance ratio and stuff...
>
>

597. Format ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 04:06:16 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ctkaro$1k1$1@news.xmission.com>
Source record: 12952

With age, I've obviously lost a few brain cells.

But... from SpartaDos (or SDX), how do I go about formatting (erasing) ATR images loaded via APE?

Seems I cant erase any files or wipe the ATR image. On APE, it shows the ATR is unlocked too.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

598. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 06:06:25 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <10vrin03fveab56@corp.supernews.com>
Source record: 12953

"RichardK-PB" <atari@NOSPAMbtconnect.com> wrote in message
news:361l28F4tltcgU1@individual.net...
> Firemover/Diomedes/Zagor wrote:
>> The war between 8-bit Atari and Commodore 64 is over, but anyway.
>> Which one is better? ;) All around performance ratio and stuff...
>
> Apple IIgs.
>
Amiga 1000.

599. Re: Format ATR images

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 07:06:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ctklt7$f87$1@reader11.wxs.nl>
Source record: 12954

Are you sure you have a registered version of APE?

If not: set ape to 1x speed. Then it will work. Ape (shareware) do not write/erase/format etc. in highspeed sio.

When you want to have 100% fun of ape, please register. It is really a great program.

Marius

"James King" <jamesk@ATxmissionDOT.com> schreef in bericht news:ctkaro$1k1$1@news.xmission.com...
> With age, I've obviously lost a few brain cells.
>
> But... from SpartaDos (or SDX), how do I go about formatting (erasing) ATR
> images loaded via APE?
>
> Seems I cant erase any files or wipe the ATR image. On APE, it shows the
> ATR is unlocked too.
>
> Thanks.
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

600. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 11:05:45 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <366ho9F4t257pU5@individual.net>
Source record: 12955

Tim wrote:
> "RichardK-PB" <atari@NOSPAMbtconnect.com> wrote in message
> news:361l28F4tltcgU1@individual.net...
>
>>Firemover/Diomedes/Zagor wrote:
>>
>>>The war between 8-bit Atari and Commodore 64 is over, but anyway.
>>>Which one is better? ;) All around performance ratio and stuff...
>>
>>Apple IIgs.
>>
>
> Amiga 1000.

Bzzt. You're in the '16 bit product line' now. Apple
IIs-Atari800-Commodore PET/VIC/C64. Amiga-ST-Macintosh.

Richard (hey, just because Apple happened to use a few extra bits -
still runs the same software as a 1977 Apple II :D).

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

601. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 11:37:36 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <1HoLd.6729$SI3.161221@news4.e.nsc.no>
Source record: 12956

"Firemover/Diomedes/Zagor" <diomedes@siol.net> skrev i melding
news:f032c4f2.0501290553.19d2d339@posting.google.com...
> The war between 8-bit Atari and Commodore 64 is over, but anyway.
> Which one is better? ;) All around performance ratio and stuff...

I like the Atari's sound chip, when it's done right, ie Rob Hubbard and
stuff. The colors is much better on the Atari and the processor is faster.
The sprites on the C64 is better than the PM's on the Atari, but not always.
I've done things with PM that the C64 sure couldn't do.

Atari all the way in my opinion!

602. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 11:39:19 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <FIoLd.6730$SI3.161230@news4.e.nsc.no>
Source record: 12957

> > The war between 8-bit Atari and Commodore 64 is over, but anyway.
> > Which one is better? ;) All around performance ratio and stuff...
>
> Apple IIgs.

But, that was not in the equation, was it? ;-)

603. A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 12:08:35 UTC
From: Blake Patterson <blakespot@gmail.com>
Message-ID: <1107173315.002652.278190@z14g2000cwz.googlegroups.com>
Source record: 12958
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

I recently received my own C-One (Commodore One) reconfigurable
computer that currently has cores for the Commodore 64 and several
Amstrad 8-bits, and put a smallish review / photo collection online at:

http://www.bytecellar.com (Currently the top story on page)

May be of interest to those beyond Commodore / Amstrad as it is a 20MHz
65C816-based machine and other cores will be forthcoming. (A "native"
core and an Apple IIgs core down the road is rumored.) At any rate -
just an FYI to those interested.

Thanks.

bp

604. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 12:09:24 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41fe1ff4$1@news.inet.com.pl>
Source record: 12959

Vidar Olavesen wrote:
>>>The war between 8-bit Atari and Commodore 64 is over, but anyway.
>>>Which one is better? ;) All around performance ratio and stuff...
>>
>>Apple IIgs.
>
> But, that was not in the equation, was it? ;-)
>
So what - if the answer is correct? :-P

605. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 12:19:54 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41fe2269@news.inet.com.pl>
Source record: 12960

>> Both certainly have their advantages. Although an Atari user all
>> along, I have to admit the C64 has better graphics.
>>
>> On the other hand, as far as a computing platform, I like the Atari
>> OS and DOSes (like SpartaDOS) much better than using basic
>> commands to access DOS functions built into the disk drive's
>> firmware.

russg wrote:

> They were/are both great computers (C64/128, A8) I would say this,
> tho, the C64 was really slow disk accesses, I'd say the Atari is/was
> an order of magnitude faster (10X). I didn't try the speeding up
> solutions available for C64, I guess it is sorta like the US Dblr
> increase in speed.

SIO transfer from floppy was 19200 bps AFAIR? This would make it abt. five times faster than the C64s standard transfer from a 1541 floppy drive. With software only solutions the speed was easily bumped up that five to six times. This was however quite uncomfortable (similarly to the need of "booting" the DOS in Atari) in a sense that was not available immediately after power-up. The hardware add-ons were much more comfortable and faster. The fastest (DolphinDOS, PrologicDOS, ProfessionalDOS) were loading up to 25KiB/s, which kicked ass out of every _standard_ SIO transfers. I don't know what were the fastest Atari h/w floppy speeders (of the eighties last century) and how they performed. Any reliable data on those?

606. DGS Atari 8-bit CD compilations - banned by eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 12:48:00 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0501310448.54805c87@posting.google.com>
Source record: 12961

Further to what I already said, it would apear that Ebay's business dealings with Dean are not consistant, after all if Dean was selling exactly the same s/w on ebay now, as he was 2 years ago, and that 2 years ago and since then, ebay has has no problems and now qualms about doing business and taking money from dean for selling his software collections on ebay

Also the fact that dean had originally sent ebay all the documentary evidence to prove that he has rights/licences to selling these compilations etc any which way he sees fit (either as a business or privately) and also that the fact that ebay accepted these documents unchallenged 2 years ago, its strange how ebay are now in effect saying that dean is now selling illegally obtained software, illegal/copied software or pirated software, and yet this is the same software that dean's been selling on ebay's internet service for the last 2 years unchallenged

If it's the same Dean Garratty that I know of (remember AMS 94 in stafford, How is Richard G., by the way I hope Richard's still enjoying the 810 (or was it a 1050) that he bought from Peter) then Dean and I both know that in the UK we have some of the worlds strongest and strictist libel, slander and defamation laws

I bring this late point up because, if you read bettween the lines, Ebay (in their infinite wisdom) are in effect in/directly accusing Dean of selling and offering illegally obtained software, illegal/copied software or pirated software (either privately/commercially) and as dean as supplied (originally) documentary evidence to prving that he isn't dealing in illegally obtained software, illegal/copied software or pirated software and that ebay accepted this for two years unchallenged

And as ebay are accusing dean of pirating software and offering it on ebay's website then technically and from a legal standpoint Ebay is aiding and abetting software piracy, allowing others to sell their pirated software through eaby's service and therefore allowing them to infringe int'l copyright laws, and in addition,m as this is also taking place through an ebay service, then ebay is equally liable under internation copyright laws, and subsequently infringing them

And also the libel, slander and defamation law aspect of this pertains to ebay making what can be construde in certain circles as libelous and slanderous accusations, and altimately defaming deans 'good character', i say this because ebay (going by dean's original posting) have not a shred or evidence or anything to substanciate their original accusation that dean is selling/offering illegally obtained

software, illegal/copied software or pirated software (either privately/commercially), and subsequently, i am assuming that dean was approaching them (ebay) in a comnmercial sence (as a business/sole trader) therefore dean can prove in court that ebay's claims andf accusation's has serverely damaged his business and his business reputation and also sue ebay for restraint of trade, and added to that would be the libel, slander and defamation law (from a business point of view)

I will heartly suggest or advise that Dean seek indep't legal council (solicitor/lawyer/barrister type bod) preferably legal council willing to work on a no win no fee basis and sue ebay for every penny they've got (yes, i guess like the americans, i'm a believer in the 'compensation fee' culture... or litigation culture'

If you do decide to go down this route Dean, don't forget that if you are successful and you get a judgement in your favour, dont forget to share the wealth (as it was me that suggested this to you in the first instance)

607. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 14:43:12 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <4urLd.12167$2e7.10692@newssvr12.news.prodigy.com>
Source record: 12962
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Blake Patterson" <blakespot@gmail.com> wrote in message
news:1107173315.002652.278190@z14g2000cwz.googlegroups.com...

> May be of interest to those beyond Commodore / Amstrad as it is a 20MHz
> 65C816-based machine and other cores will be forthcoming. (A "native"
> core and an Apple IIgs core down the road is rumored.) At any rate -
> just an FYI to those interested.

Thanks! I personally appreciate your time in doing this. Once a GS core is
out, I'll order one.

608. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 16:05:13 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <ZGsLd.148$fA6.40@newsfe2-gui.ntli.net>
Source record: 12963
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Blake Patterson" <blakespot@gmail.com> wrote in message
news:1107173315.002652.278190@z14g2000cwz.googlegroups.com...
>I recently received my own C-One

Nice.

I guess it boots the C64 core, displays the menu, and jumps to the C64 ROM
if you select C64.

Do the Z80 machines require you to change the CPU card,
or is the Z80 implemented in FPGA?

The 65C816 could have been put in the FPGA if there is room for a Z80.

Jeri uses two Altera FPGA in the C1, and these use non-volatile
configuration memory. I assume there is a finite number of reprogramming
before it wears out?

> Apple IIgs

Interesting. I'm looking at cloning an early Apple Mac, and I see it uses
the same Integrated Woz Machine FDC as used in the 6502 based machines. I am
looking at the logic in the six PAL chips which is hard enough but there
isn't much info about the IWM. Then again, Apple-format disks are fairly
dead, and even floppies are being replaced with CF and SD memory cards.

I'd like to chat with Jeri again but I haven't been able to contact her for
ages.

She don't write no more :-<

609. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 16:55:49 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14brb5h71m.fsf@panini.cling.gu.se>
Source record: 12964
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

>>>>> "K" == Kryten <kryten_droid_obfusticator@ntlworld.com> writes:

K> I guess it boots the C64 core, displays the menu, and jumps to the
K> C64 ROM if you select C64.

Actually, it boots the Amstrad core - but it comes with a risc cpu
that's also capable of running 6502 code (which is what the boot rom
is written in).

K> Do the Z80 machines require you to change the CPU card,

No.

K> or is the Z80 implemented in FPGA?

Yes. It's actually a small RISC CPU that interprets Z80 and 6502
opcodes.

K> The 65C816 could have been put in the FPGA if there is room for a
K> Z80.

Sure, but that would take up a lot of precious space that is better
spent on graphics and sound.

K> Jeri uses two Altera FPGA in the C1, and these use non-volatile
K> configuration memory. I assume there is a finite number of
K> reprogramming before it wears out?

No, they are SRAM based.

K> I'd like to chat with Jeri again but I haven't been able to contact
K> her for ages. She don't write no more :-<

She's getting a ton of mail these days, I'm not sure she even reads
her old email address anymore.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

610. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 17:07:32 UTC
From: Riccardo Rubini <rubini@despammed.com>
Message-ID: <oBtLd.476782$b5.22642304@news3.tin.it>
Source record: 12965
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Kryten wrote:
> "Blake Patterson" <blakespot@gmail.com> wrote in message

> Jeri uses two Altera FPGA in the C1, and these use non-volatile
> configuration memory. I assume there is a finite number of
> reprogramming before it wears out?

No, what you are talking about are PROMS, that have limited life cycle, of n reading/writing operations (ie. 10,000). An FPGA is made out of SRAM elements, and you don't have to live with any limitation.

> Interesting. I'm looking at cloning an early Apple Mac,
[...]
> I am looking at the logic in the six PAL chips which is
> hard enough.

If the PAL's security chip hasn't been blown on those, it's very simple to read the equations and duplicate them. I mean, if you send them to me, I'd do it for you. Just gift me a few empty ones :-)

> I'd like to chat with Jeri again but I haven't been able to contact
> her for ages.
>
> She don't write no more :-<

Jeri pops up now and then in comp.sys.cbm. I think the girl is just very busy with her projects. She's achieved more than some people would even if a day was made out of 48 hours! :-)

Riccardo

611. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 18:33:03 UTC
From: Prodatron / SymbiosiS <mika@falkag.com>
Message-ID: <1107196383.356423.117550@c13g2000cwb.googlegroups.com>
Source record: 12967
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Hi,

BTW, thanx to Tobiflex at the moment it's more a CPC-ONE than anything else. Now even the third CPC Core is available, but the one C64 core is still NOT ABLE to read D64 images! So you shouldn't call it "Commodore One" anymore...
The C64-part of the C-ONE is still more or less useless. It seems that Jeri changed her main focus to other projects and let Jens alone. Note, that the C-ONE is ready since two years, but the C64 core is still not finished, which is very strange!...
But good luck for the CPC scene, that Tobiflex entered the project and created the first full running core - the CPC core! :-)
I am a lucky owner of a C-ONE and it's really fascinating!! :-)
Regards,
Prodatron

612. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 18:43:08 UTC
From: "White Flame (aka David Holz)" <NOSPAMwhiteflame52@yahoo.com>
Message-ID: <367avnF4sisiqU1@individual.net>
Source record: 12966
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:ZGsLd.148$fA6.40@newsfe2-gui.ntli.net...
> I'd like to chat with Jeri again but I haven't been able to contact her
for
> ages.

Try the #c64friends chat on saturdays, she's often there and talks C1 and
DTV. There's a posting on comp.sys.cbm every saturday detailing when/where
it happens.

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

613. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 19:15:03 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <XsvLd.4862$wA5.4072@newssvr33.news.prodigy.com>
Source record: 12968

Hey, Silver.
25kbps isn't a whole lot faster than 19kbps. I guess you're saying you could get hardware speed-ups, as well as software ones, but the software ones still required a slow boot-up. 19.2kbd was satisfactory to me. The Atari had hardware speed-ups, but I didn't like them, as they weren't as reliable as standard speed. I think up to 56kbps is the speed of the US dblr mod. APE can do up to 4X speed I think. But I'm talking the stock, native speed.
silverdr <silverdr@inet.remove.it.pl> wrote in message news:41fe2269@news.inet.com.pl...
> >> Both certainly have their advantages. Although an Atari user all
> >> along, I have to admit the C64 has better graphics.
> >>
> >> On the other hand, as far as a computing platform, I like the Atari
> >> OS and DOSes (like SpartaDOS) much better than using basic
> >> commands to access DOS functions built into the disk drive's
> >> firmware.
>
> russg wrote:
>
> > They were/are both great computers (C64/128, A8) I would say this,
> > tho, the C64 was really slow disk accesses, I'd say the Atari is/was
> > an order of magnitude faster (10X). I didn't try the speeding up
> > solutions available for C64, I guess it is sorta like the US Dblr
> > increase in speed.
>
> SIO transfer from floppy was 19200 bps AFAIR? This would make it abt.
> five times faster than the C64s standard transfer from a 1541 floppy
> drive. With software only solutions the speed was easily bumped up that
> five to six times. This was however quite uncomfortable (similarly to
> the need of "booting" the DOS in Atari) in a sense that was not
> available immediately after power-up. The hardware add-ons were much
> more comfortable and faster. The fastest (DolphinDOS, PrologicDOS,
> ProfessionalDOS) were loading up to 25KiB/s, which kicked ass out of
> every _standard_ SIO transfers. I don't know what were the fastest Atari
> h/w floppy speeders (of the eighties last century) and how they
> performed. Any reliable data on those?

614. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 19:21:11 UTC
From: Matthias Reichl <usenet-200501@hias.horus.com>
Message-ID: <slrncvt197.1is.usenet-200501@camel.hias.horus.com>
Source record: 12969

On Mon, 31 Jan 2005 13:19:54 +0100, silverdr wrote:
> The fastest (DolphinDOS, PrologicDOS,
> ProfessionalDOS) were loading up to 25KiB/s, which kicked ass out of
> every _standard_ SIO transfers. I don't know what were the fastest Atari
> h/w floppy speeders (of the eighties last century) and how they
> performed. Any reliable data on those?

The 1050 Turbo used some 70kbit/s, the Happy and Speedy were
running at approx. 50-55kbit/s. The Speedy also supported a
special highspeed mode at some 80kbit/s, but this mode was
only available with the highspeed sector copier that came with
the Speedy.

If you need more accurate values I could try to search for them.
But anyways, 50-70 kbit/s is a little bit faster than 25kbit/s :-)

so long,

Hias

615. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 19:44:33 UTC
From: Riccardo Rubini <rubini@despammed.com>
Message-ID: <BUvLd.800678$35.31138800@news4.tin.it>
Source record: 12970
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Prodatron / SymbiosiS wrote:
> Hi,
>
> BTW, thanx to Tobiflex at the moment it's more a CPC-ONE than anything
> else. Now even the third CPC Core is available, but the one C64 core
> is still NOT ABLE to read D64 images! So you shouldn't call it
> "Commodore One" anymore...

Well, you certainly have a point :-)

> The C64-part of the C-ONE is still more or less useless. It seems that
> Jeri changed her main focus to other projects and let Jens alone.

I don't know, I can't comment on this.

> Note, that the C-ONE is ready since two years, but the C64 core is
> still not finished, which is very strange!...

Probably it's difficult to implement a perfect emulation of the C64. Don't forget that one of the reasons the C65 (an "updated C64" that never made it to shelves) was cancelled, was it's lack of compatibility with the C64. Even Commodore itself had problems implementing a faithful emulation of a C64 in the short time a team of engineers and consultants worked on the C65 - less or more one year.

I personally don't find it strange, Jeri works alone. It's incredible what she's been able to put together on her own.

> But good luck for the CPC scene, that Tobiflex entered the project and
> created the first full running core - the CPC core! :-)

This is nothing but good news for CPC users, but to potential C-One customers as well. I find the reconfigurable option THE amazing feature of Jeri's project. Other cores surely will be implemented, after more C-One will land on good developer's desktops around the world.

> I am a lucky owner of a C-ONE and it's really fascinating!! :-)

Congratulations, I think you did a good buy.

Riccardo

616. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 20:05:30 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41fe8f89$1@news.inet.com.pl>
Source record: 12971

russg wrote:
>>> They were/are both great computers (C64/128, A8) I would say
>>> this, tho, the C64 was really slow disk accesses, I'd say the
>>> Atari is/was an order of magnitude faster (10X). I didn't try
>>> the speeding up solutions available for C64, I guess it is sorta
>>> like the US Dblr increase in speed.
>>
>> SIO transfer from floppy was 19200 bps AFAIR? This would make it
>> abt. five times faster than the C64s standard transfer from a 1541
>> floppy drive. With software only solutions the speed was easily
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>> uncomfortable (similarly to the need of "booting" the DOS in Atari)
>> in a sense that was not available immediately after power-up. The
>> hardware add-ons were much more comfortable and faster. The fastest
>> (DolphinDOS, PrologicDOS, ProfessionalDOS) were loading up to
>> 25KiB/s, which kicked ass out of every _standard_ SIO transfers. I
>> don't know what were the fastest Atari h/w floppy speeders (of the
>> eighties last century) and how they performed. Any reliable data on
>> those?
>

> Hey, Silver. 25kbps isn't a whole lot faster than 19kbps.

I was saying 19200 bps vs. 25KiB/s transfer speed. This means I was able
to load the full memory in about four seconds. No standard SIO could
come even close to that. Dunno about the h/w sped up rigs as I wrote in
my previous post.

> I guess
> you're saying you could get hardware speed-ups, as well as software
> ones, but the software ones still required a slow boot-up.

Kind of. One had to load the speeder software first, then the actual data.

> 19.2kbd
> was satisfactory to me. The Atari had hardware speed-ups, but I
> didn't like them, as they weren't as reliable as standard speed. I
> think up to 56kbps is the speed of the US dblr mod.

Hm, interesting. That's still quite a bit of speed but what you mean by
"not reliable"? Transfers? Data longevity?

> APE can do up to
> 4X speed I think.

APE AFAIR wasn't available in the 1980ies.

> But I'm talking the stock, native speed.

The stock speed of C64 with 1541 was as I wrote already. With 1570/71
was _slightly_ faster. The C128 with 1571/81 was somewhat (guessing not
stating as I didn't really measured those) 2.5 times faster, which still
makes it well below standard SIO.

617. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 20:07:12 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41fe8fef@news.inet.com.pl>
Source record: 12972

Matthias Reichl wrote:
> On Mon, 31 Jan 2005 13:19:54 +0100, silverdr wrote:
>
>>The fastest (DolphinDOS, PrologicDOS,
>>ProfessionalDOS) were loading up to 25KiB/s, which kicked ass out of
>>every _standard_ SIO transfers. I don't know what were the fastest Atari
>>h/w floppy speeders (of the eighties last century) and how they
>>performed. Any reliable data on those?
>
>
> The 1050 Turbo used some 70kbit/s, the Happy and Speedy were
> running at approx. 50-55kbit/s. The Speedy also supported a
> special highspeed mode at some 80kbit/s, but this mode was
> only available with the highspeed sector copier that came with
> the Speedy.
>
> If you need more accurate values I could try to search for them.

I would be happy to know them. Both the transfer and the actual load
speed would be perfect.

> But anyways, 50-70 kbit/s is a little bit faster than 25kbit/s :-)

You also misread what I wrote. That makes me thinking what I wrote wrong ;-)

618. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 20:33:10 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <367j07F4tq03qU1@individual.net>
Source record: 12973
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14brb5h71m.fsf@panini.cling.gu.se...

> K> or is the Z80 implemented in FPGA?
>
> Yes. It's actually a small RISC CPU that interprets Z80 and 6502
> opcodes.

What's the compatibility like for the z80 side of things? Meaning the
undocumented opcodes and flag behaviour?

D.

619. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 20:45:31 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctm5dbqgk1@blue.rahul.net>
Source record: 12974

silverdr <silverdr@inet.remove.it.pl> writes:

>> The 1050 Turbo used some 70kbit/s, the Happy and Speedy were
>> running at approx. 50-55kbit/s. The Speedy also supported a

>I would be happy to know them. Both the transfer and the actual load
>speed would be perfect.

The standard "warp" seed as implemented in the US Doubler, Happy and
clones is ~52.6 Kbps. There is a slight difference in each direction (when
transfer by the drive or by the computer), and the latter also slightly
differs between PAL & NTSC systems. The drive to computer speed is exactly
19 microseconds.

The actual "load time" would depend on many factors. For example the Happy
is a buffered device but the US Doubler is not. Sector size, etc.

Btw, I've found warp speed to be very reliable. Never had any problems.

620. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 21:03:29 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <B2xLd.4307$S3.2252@newsread2.news.atl.earthlink.net>
Source record: 12975

Need more info... are these boot disks or simple binary files? Are you using
a bootstrap loader? These game 'dos'es are density specific because they use
raw SIO and extract the link bytes from expected offsets into the sectors
rather than utilizing the file management system.
Jess

"Jack" <tseng4@hotmail.com> wrote in message
news:2ShLd.104525$Wo.80574@lakeread08...
> I convert the games from single density to double density. When the game
is
> loaded, it is always locked up. Most the games do not work with the double
> density disk. I dont understand why... Can anyone tell me a reason?
>
> Thanks!
> Jack Tseng

621. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 21:53:13 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41fea8c7$1@news.inet.com.pl>
Source record: 12976

Jorge wrote:

> The standard "warp" seed as implemented in the US Doubler, Happy and
> clones is ~52.6 Kbps. There is a slight difference in each direction (when
> transfer by the drive or by the computer), and the latter also slightly
> differs between PAL & NTSC systems. The drive to computer speed is exactly
> 19 microseconds.
>
> The actual "load time" would depend on many factors.

I know. How we used to measure "load time" some ages ago was to store a
long enough file on a freshly formatted diskette and then read it back.
It had to be freshly formatted to allow the same practical conditions
for all measurements i.e. "starting from scratch". If you could measure
e.g. load (and save) time of 30KiB file and give the results in seconds?

> For example the Happy
> is a buffered device but the US Doubler is not.

Sure. This is why "load time" != data_size/bps and this is of course a
factor for eveluating the speeder.

> Sector size, etc.

That's more tricky I guess, but just take the fastest then.

>
> Btw, I've found warp speed to be very reliable. Never had any problems.

I was wondering what could be unreliable in that. Maybe over a very
long, low quality cable...

622. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 22:40:13 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <dno2d2-j1e.ln1@speaker.rodsbooks.com>
Source record: 12977
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

In article <ZGsLd.148$fA6.40@newsfe2-gui.ntli.net>,
"Kryten" <kryten_droid_obfusticator@ntlworld.com> writes:
>
> Interesting. I'm looking at cloning an early Apple Mac, and I see it uses
> the same Integrated Woz Machine FDC as used in the 6502 based machines. I am
> looking at the logic in the six PAL chips which is hard enough but there
> isn't much info about the IWM. Then again, Apple-format disks are fairly
> dead, and even floppies are being replaced with CF and SD memory cards.

I can't promise this would lead you anywhere, but various products have
emerged over the years that can read and write Apple- and Mac-style disks.
I know there were ISA boards for PCs that could do this, for instance, and
there was also the Spectre GCR Mac emulator for Atari STs. You might dig
up some relevant information by trying to research these products.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

623. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 23:37:05 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ctmfu2aik1@reader11.wxs.nl>
Source record: 12978

The MD8 format is almost equal to mod isn't it?

And I believe I had some cool mod players for atari 8bit. Written by The Missing Link (ANG)

Marius

"William Kendrick" <bill@newbreedsoftware.com> schreef in bericht news:9unKd.4218$m31.56968@typhoon.sonic.net...
> William Kendrick <bill@newbreedsoftware.com> wrote:
>> The STARWORX demo on the Atari is really just a little MOD player that
>> plays a MOD of the same name.
>
> That is... I /believe/ that's the case. I _could_ be wrong. ;)
>
> Also, I believe the Atari demo "STARWORX" was created by someone named
> "Friday." (At least, it has "FRIDAY" down the screen in big letters ;))
>
> -bill!
> bill@newbreedsoftware.com April shower bring Kompressor power!
> http://newbreedsoftware.com/

624. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 23:44:10 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <epzLd.15287$Vj3.808@newssvr17.news.prodigy.com>
Source record: 12979

Ok, sorry KBps is bytes ps, not bits.
No, Ape wasn't available. I was saying that high speed on the hardware side wasn't reliable, ie. read/write errors. I never used them. I did use a very fast alternative, there was a device called an MIO, it had RAMdisks in it that could boot a 13K byte DOS in about 2 seconds, I guess that makes it 6.5 KBytes/s. But... I'm talking about a stock computer, using 'standard' drives.
What was the serial port speed limit? For Ataris I'd say it was 9600 baud, 19.2 Kbaud theoretical.
silverdr <silverdr@inet.remove.it.pl> wrote in message news:41fe8f89$1@news.inet.com.pl...
> russg wrote:
> >>> They were/are both great computers (C64/128, A8) I would say
> >>> this, tho, the C64 was really slow disk accesses, I'd say the
> >>> Atari is/was an order of magnitude faster (10X). I didn't try
> >>> the speeding up solutions available for C64, I guess it is sorta
> >>> like the US Dblr increase in speed.
> >>
> >> SIO transfer from floppy was 19200 bps AFAIR? This would make it
> >> abt. five times faster than the C64s standard transfer from a 1541
> >> floppy drive. With software only solutions the speed was easily
> >> bumped up that five to six times. This was however quite
> >> uncomfortable (similarly to the need of "booting" the DOS in Atari)
> >> in a sense that was not available immediately after power-up. The
> >> hardware add-ons were much more comfortable and faster. The fastest
> >> (DolphinDOS, PrologicDOS, ProfessionalDOS) were loading up to
> >> 25KiB/s, which kicked ass out of every _standard_ SIO transfers. I
> >> don't know what were the fastest Atari h/w floppy speeders (of the
> >> eighties last century) and how they performed. Any reliable data on
> >> those?
> > >
> >
> > Hey, Silver. 25kbps isn't a whole lot faster than 19kbps.
>
> I was saying 19200 bps vs. 25KiB/s transfer speed. This means I was able
> to load the full memory in about four seconds. No standard SIO could
> come even close to that. Dunno about the h/w sped up rigs as I wrote in
> my previous post.
>
> > I guess
> > you're saying you could get hardware speed-ups, as well as software
> > ones, but the software ones still required a slow boot-up.
>
> Kind of. One had to load the speeder software first, then the actual data.

>
> > 19.2kbd
> > was satisfactory to me. The Atari had hardware speed-ups, but I
> > didn't like them, as they weren't as reliable as standard speed. I
> > think up to 56kbps is the speed of the US dblr mod.
>
> Hm, interesting. That's still quite a bit of speed but what you mean by
> "not reliable"? Transfers? Data longevity?
>
> > APE can do up to
> > 4X speed I think.
>
> APE AFAIR wasn't available in the 1980ies.
>
> > But I'm talking the stock, native speed.
>
> The stock speed of C64 with 1541 was as I wrote already. With 1570/71
> was _slightly_ faster. The C128 with 1571/81 was somewhat (guessing not
> stating as I didn't really measured those) 2.5 times faster, which still
> makes it well below standard SIO.

625. Datasoft Premier Arcades Dig Dug ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-01-31 23:45:50 UTC
From: "S.A.M." <yoradoofus@iphosting.net>
Message-ID: <muzLd.3709$aY5.129@fe07.lga>
Source record: 12980

I saw this auction on eBay (no relation):

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=74945&item=5161554
679&rd=1

Says it's for both the C64 and Atari.

Which version of Dig Dug is Datasoft using?

The first Atari home computer version?

The version that came out on the 5200?

Or a complete rewrite? If so, anybody know where it is on the internet?
I'd like to see it.

626. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 00:10:12 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <ENzLd.108067$Wo.46577@lakeread08>
Source record: 12981

I use Double Density DOS, like Atari DOS 2.0D, MachDOS, MyDOS, etc.... to
copy the files from Single Density to Double Density.

Jack

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:FVhLd.4661$wA5.3679@newssvr33.news.prodigy.com...
> How did you convert from dbl to sngl density?
> It could be as simple as copying files from a sngl disk to a dbl.
> Or did you try to sector copy from sngl to dbl?
> Some boot loaders require to be a certain density.
> Jack <tseng4@hotmail.com> wrote in message
> news:2ShLd.104525$Wo.80574@lakeread08...
> > I convert the games from single density to double density. When the game
> is
> > loaded, it is always locked up. Most the games do not work with the
double
> > density disk. I dont understand why... Can anyone tell me a reason?
> >
> > Thanks!
> > Jack Tseng
> >
> >
> >
>
>

627. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 01:00:28 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrncvtl5c.1e8.usenet-200502@camel.hias.horus.com>
Source record: 12982

On Mon, 31 Jan 2005 19:10:12 -0500, Jack wrote:
> I use Double Density DOS, like Atari DOS 2.0D, MachDOS, MyDOS, etc.... to
> copy the files from Single Density to Double Density.

Did you then load the files directly from within DOS?

If yes, it could well be that the DOS you used needs more memory than
your old single density DOS and/or is not fully "compatible".

BTW: You could try using MyPicoDos from my homepage
http://www.horus.com/~hias/atari/

MyPicoDos is a "gamedos" that works with both single and double
density disks, and as far as I tested it can start most of the
game files you can find on the 'net.

so long,

Hias

628. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 01:04:01 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctmki1$52u$1@blue.rahul.net>
Source record: 12983

"russg" <russgilb@MUNGEsbcglobal.net> writes:

> I was saying that high speed on the hardware side
> wasn't reliable, ie. read/write errors.

I used high speed with Happy drives for virtually my whole "Atari life",
and never had any problems. What kind of errors you got and using which
kind of device/upgrade?

There was a known issue with some XE computers and some 1050 drives that
had a couple of extra capacitors. You had to remove them to make high
speed work.

Yes, the MIO is great. Perhaps the most powerful 3rd party add-on.

629. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 01:19:05 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <dOALd.3112$B64.1761@trnddc07>
Source record: 12984
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"MagerValp" wrote ...

> >>>>> "K" == Kryten <kryten_droid_obfusticator@ntlworld.com> writes:
>
> K> or is the Z80 implemented in FPGA?
>
> Yes. It's actually a small RISC CPU that interprets Z80 and 6502
> opcodes.

IIRC, the Z80 emulation (or lack thereof) was one of the reasons given why a
C128 core could not be implemented for on the C-1. Does this mean that a
C128 core has become a possibility?
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

630. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 01:19:06 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <eOALd.3113$B64.3026@trnddc07>
Source record: 12985
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Prodatron / SymbiosiS" wrote ...
>
> BTW, thanx to Tobiflex at the moment it's more a CPC-ONE than anything
> else. Now even the third CPC Core is available, but the one C64 core is
> still NOT ABLE to read D64 images! So you shouldn't call it "Commodore
> One" anymore...

I would like to point out that .d64 images are for use on _emulators_, and
are not for use on the "Real Thing"(tm) C64. ;-)

Although .d64 images can be used directly on a _software_ C64 emulator, the
fact that they can not be used directly on a _hardware_ C64 emulator is an
indication that the C64 core is closer to the "Real Thing"(tm) than some of
the software emulators.

The reason I used the term "directly" above is that software is available for
the C64 that enable it to either create .d64 disk images, or dissolve them.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

631. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 01:48:32 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctmn5g$770$1@blue.rahul.net>
Source record: 12986

silverdr <silverdr@inet.remove.it.pl> writes:

>I know. How we used to measure "load time" some ages ago was to store a
>long enough file on a freshly formatted diskette and then read it back.
>It had to be freshly formatted to allow the same practical conditions
>for all measurements i.e. "starting from scratch".

You are thinking in terms of the c-64. This doesn't apply too much for the Atari.

The limitation of the SIO speed on the Atari is fixed by the peripheric firmware. You can't change the SIO speed without a hardware modification on the drive. Once you upgrade the drive's hardware, the modifications needed at the computer are more or less the same for every drive upgrade. As a matter of fact the same software was usually used disregarding the specific hardware modification.

This means that for comparing one hardware mod to the other, the dominant parameters for the overall speed are basically two, the xfer speed and whether the drive upgrade is buffered or not (if it has enough memory to buffer a whole track or not). There is of course some overhead and other factors, but they are not significant.

So that kind of measurement you mention you used to do, was rarely done on the Atari. There wasn't much need to do that. Furthermore, there weren't too many variations of transfer speeds or hardware mods. And of course, the faster speed was useless for most original copy-protected disks anyway.

632. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 01:51:58 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <2hBLd.767$JG.439@newsfe3-gui.ntli.net>
Source record: 12987
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14brb5h71m.fsf@panini.cling.gu.se...

> Actually, it boots the Amstrad core - but it comes with a risc cpu
> that's also capable of running 6502 code (which is what the boot ROM
> is written in).

Intriguing. I guess that bit is in one of the non-volatile FPGAs?

I've been puzzling over the FPGA booting process for my own project.
I have a hard 65C02 and Flash ROM already, so I could them to config the
FPGA, but then I'd need some RAM and a small CPLD for minimal memory / io
decoding.
In the end I think I may just use a small AVR to do the job.

> Yes. It's actually a small RISC CPU that interprets Z80 and 6502
> opcodes.

I presume the Daniel Wallner T65 is just a part of the CPC project.

> K> The 65C816 could have been put in the FPGA Sure, but that would take up
> a lot of precious space that is better
> spent on graphics and sound.

Agreed. MikeJ is working on a 68K design, but I suspect that will take up a
lot of FPGA logic. AFAIK, you can still get 68K CPUs fairly easily and
cheaply. I saw them for about £7 each in packs of 18.

> She's getting a ton of mail these days,
> I'm not sure she even reads
> her old email address anymore.

:-<

Prodatron / SymbiosiS wrote:
> The C64-part of the C-ONE is still more or less useless.
It can't be that bad if people are buying it.

> CPC

Hmm. I don't remember that as a popular or brilliant machine.

633. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 02:03:27 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <PrBLd.790$JG.113@newsfe3-gui.ntli.net>
Source record: 12988
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:dno2d2-j1e.ln1@speaker.rodsbooks.com...
> I can't promise this would lead you anywhere, but various products have
> emerged over the years that can read and write Apple- and Mac-style disks.
> I know there were ISA boards for PCs that could do this, for instance, and
> there was also the Spectre GCR Mac emulator for Atari STs. You might dig
> up some relevant information by trying to research these products.

I don't want to work on cloning the IWM to write to media that I can't read
on my laptop, in formats I can't read with a USB FDD.

In fact, most 'vintage' machines have incompatible disk formats (esp. CP/M
machines!) so that's another good reason to avoid them.

Thanks for the tip though :-)

634. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 02:20:59 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0501312116190.5927@shell1>
Source record: 12989
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

On Mon, 31 Jan 2005, Kryten wrote:

> I'd like to chat with Jeri again but I haven't been able to contact her for
> ages.
>
> She don't write no more :-<

If you can make it to the #c64friends chat on irc.eskimo.com every
Saturday, you can chat with her there. She frequently frequents the chat.
:-) Of course, the subject she'd like to talk about... hardware!

More info at
http://www.geocities.com/c64friends ,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
The Other Group of Amigoids
http://www.calweb.com/~rabel1/

635. Re: Datasoft Premier Arcades Dig Dug ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 02:34:28 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <UUBLd.6195$lx.5232@newsread3.news.atl.earthlink.net>
Source record: 12990

These disks were flippies with one platform on each side; definitely for the
A8 home
computers. Not certain if this was before or after Atari had it on cart;
likely before
as they had several titles on disk which later became Atari Corp carts with
little change.
Probably compatible to all 8-bit, but not the 5200; might need translator
on XL/XE.
Jess

"S.A.M." <yoradoofus@iphosting.net> wrote in message
news:muzLd.3709$aY5.129@fe07.lga...
> I saw this auction on eBay (no relation):
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=74945&item=5161554
> 679&rd=1
>
> Says it's for both the C64 and Atari.
>
> Which version of Dig Dug is Datasoft using?
>
> The first Atari home computer version?
>
> The version that came out on the 5200?
>
> Or a complete rewrite? If so, anybody know where it is on the internet?
> I'd like to see it.

636. Re: Datasoft Premier Arcades Dig Dug ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 02:54:54 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <2cCLd.79246$re1.30586@fe2.columbus.rr.com>
Source record: 12991

"S.A.M." <yoradoofus@iphosting.net> wrote in message
news:muzLd.3709$aY5.129@fe07.lga...
>I saw this auction on eBay (no relation):
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=74945&item=5161554
> 679&rd=1
>
> Says it's for both the C64 and Atari.
>
> Which version of Dig Dug is Datasoft using?
>
> The first Atari home computer version?
>
> The version that came out on the 5200?
>
> Or a complete rewrite? If so, anybody know where it is on the internet?
> I'd like to see it.

The one I have is like the 5200 version. It would have came out after the
Atari version I think. I bought it the same time I bought Mr. Do and they
are both Atari/Commodore flippies.

637. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 03:08:15 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <zoCLd.5003$wA5.428@newssvr33.news.prodigy.com>
Source record: 12992

OK. Someone already mentions that some game 'boot' disks, ie. menu loaders
are density specific. I suspect you're copying from a game disk to a DOS
disk and these are games that don't load with DOS because they require
memory that DOS uses. Mathias suggests a game loader, MyPicoDOS. Many,
most commercial games need such a boot DOS.
Jack <tseng4@hotmail.com> wrote in message
news:ENzLd.108067$Wo.46577@lakeread08...
> I use Double Density DOS, like Atari DOS 2.0D, MachDOS, MyDOS, etc.... to
> copy the files from Single Density to Double Density.
>
> Jack
>
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:FVhLd.4661$wA5.3679@newssvr33.news.prodigy.com...
> > How did you convert from dbl to sngl density?
> > It could be as simple as copying files from a sngl disk to a dbl.
> > Or did you try to sector copy from sngl to dbl?
> > Some boot loaders require to be a certain density.
> > Jack <tseng4@hotmail.com> wrote in message
> > news:2ShLd.104525$Wo.80574@lakeread08...
> > > I convert the games from single density to double density. When the
game
> > is
> > > loaded, it is always locked up. Most the games do not work with the
> double
> > > density disk. I dont understand why... Can anyone tell me a reason?
> > >
> > > Thanks!
> > > Jack Tseng
> > >
> > >
> > >
> >
> >
>
>

638. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 03:11:02 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <tmstv05k47a1fl1ogcqacqd0vac1vgub2e@4ax.com>
Source record: 12993

"russg" <russgilb@MUNGEsbcglobal.net>:
>Ok, sorry KBps is bytes ps, not bits.
>No, Ape wasn't available. I was saying that high speed on the hardware side
>wasn't reliable, ie. read/write errors. I never used them. I did use a
>very fast alternative, there was a device called an MIO, it had RAMdisks in
>it that could boot a 13K byte DOS in about 2 seconds, I guess that makes it
>6.5 KBytes/s. But... I'm talking about a stock computer, using 'standard'
>drives.

I never had any problems using high speed SIO with my Happy drive and I
used it with SpartaDOS all the time. I'd say whatever problems you had
were specific to your setup.

Shawn Jefferson
(fix reply to for email)

639. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 03:16:10 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <_vCLd.5007$wA5.1@newssvr33.news.prodigy.com>
Source record: 12994

I only ever used ICD US Doubler, and APE for any high speed stuff.
My Indus wouldn't work at higher sector numbers, above 650.
The US dblr ultra-speed sector skew is what I'm talking about, on real
drives. I may have screwed up just one disk and came to the conclusion
never to use high speed again. I remember the high speed with SpartaX would
consistently screw up. The disk gives a sick 'pffft' instead of a 'honk
honk honk', you know it is sick. And this disk is unusable, can't re-format
it. My drives, like everyones, are old and cranky. My RANA wouldn't load
certain commercial game disks because the copy protection wouldn't get the
right error. Some commercial games wouldn't load if an 850 was attached.
Those who get good results with high speed, well, I don't know what my
problem is.
Jorge <user@nospam.com> wrote in message news:ctmki1$52u$1@blue.rahul.net...
> "russg" <russgilb@MUNGEsbcglobal.net> writes:
>
> > I was saying that high speed on the hardware side
> > wasn't reliable, ie. read/write errors.
>
> I used high speed with Happy drives for virtually my whole "Atari life",
> and never had any problems. What kind of errors you got and using which
> kind of device/upgrade?
>
> There was a known issue with some XE computers and some 1050 drives that
> had a couple of extra capacitors. You had to remove them to make high
> speed work.
>
> Yes, the MIO is great. Perhaps the most powerful 3rd party add-on.
>

640. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 03:25:57 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <9FCLd.622$nn4.276@trnddc08>
Source record: 12995
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Chris Baird" wrote ...

> Here's a hint: if you believe everyone must love the C1, so you -must-
> crosspost its news everywhere, people will get sick of your spamming
> and be turned off.

Off topic to some groups, perhaps. Spam, no way.

BTW, be careful replying to this Chris Baird troll. He has replies set to go
to the abuse email of his ISP. A real lowlife he is!
--

Sam Gillett

Change is inevitable,
except from vending machines!

641. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 06:52:47 UTC
From: brad <mrbrad@ll.net>
Message-ID: <10vu9k6imni1i88@corp.supernews.com>
Source record: 12996
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Sean Fahey" <a2fan@hotmail.com> wrote in message
news:4urLd.12167$2e7.10692@newssvr12.news.prodigy.com...
>
> "Blake Patterson" <blakespot@gmail.com> wrote in message
> news:1107173315.002652.278190@z14g2000cwz.googlegroups.com...
>
> > May be of interest to those beyond Commodore / Amstrad as it is a 20MHz
> > 65C816-based machine and other cores will be forthcoming. (A "native"
> > core and an Apple IIgs core down the road is rumored.) At any rate -
> > just an FYI to those interested.
>
> Thanks! I personally appreciate your time in doing this. Once a GS core is
> out, I'll order one.
>
>

i'd like to order one too... and prob would with a gs core...but at $298.90
(incl serial card option at $20.90eur) that is $298.90 without shipping
i'd guess from europe..duh...well when you convert it to usa dollars as of
todays date 1/31/05....it is according to my converter $$$ to eruo web page
$390.13 and again you have to add shipping on top of that and of course
case, power supply, scandisk card, memory etc etc

ouch...

so yeah if it had a //gs core ...but you better save your pennies now..it
might take a bit of saving...

brad
former sysop lost-gonzo.com..

642. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 07:05:01 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <10vuagm4cpplgd1@news.supernews.com>
Source record: 12747

On Mon, 31 Jan 2005 06:09:24 -0600, silverdr wrote:

>>
> So what - if the answer is correct? :-P

But that's the problem, it isn't correct, because the IIgs wasn't the
a subject of the debate :) Same as if I were to say "Cray XMP"

--
Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

643. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 08:01:13 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14mzuoogja.fsf@panini.cling.gu.se>
Source record: 12748
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
>>>>> "D" == Dunny <paul.dunn4@ntlworld.com> writes:

D> What's the compatibility like for the z80 side of things? Meaning
D> the undocumented opcodes and flag behaviour?

No idea, I'm not a Z80 guy :) However, the CPC core runs in the 1k30,
the smaller of the two FPGAs, and is tuned towards performance and
features rather than 100% compatibility (though it runs the games that
I've tested). If someone was so inclined, they could put a cycle exact
Z80 core with undocumented opcodes in the 1k100 for better compatibi-
lity.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

644. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 08:03:34 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14is5cogfd.fsf@panini.cling.gu.se>
Source record: 12749
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
>>>>> "SG" == Sam Gillett <samgillettnospam@diespammermsn.com> writes:

SG> IIRC, the Z80 emulation (or lack thereof) was one of the reasons
SG> given why a C128 core could not be implemented for on the C-1.
SG> Does this mean that a C128 core has become a possibility?

Well, the interaction between the Z80 and the 8502 in the C128 is
different from how Tobias' RISC CPU deals with it, but it certainly
shows that it's possible to have boths CPUs available at the same time
in a C1 core.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

645. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 08:07:38 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14ekg0og8l.fsf@panini.cling.gu.se>
Source record: 12750
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

>>>>> "K" == Kryten <kryten_droid_obfusticator@ntlworld.com> writes:

K> Intriguing. I guess that bit is in one of the non-volatile FPGAs?

Nope, they're both SRAM based.

K> I've been puzzling over the FPGA booting process for my own
K> project. I have a hard 65C02 and Flash ROM already, so I could them
K> to config the FPGA, but then I'd need some RAM and a small CPLD for
K> minimal memory / io decoding. In the end I think I may just use a
K> small AVR to do the job.

Jeri uses a CPLD (a 3032 iirc) with a state machine to load data from
rom into the 1k30. Once the 1k30 core is bootstrapped, it takes over
the boot process.

K> I presume the Daniel Wallner T65 is just a part of the CPC project.

No, the RISC CPU is Tobias' own design, and the Z80/6502 opcode tables
are just RISC instructions.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

646. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 09:48:05 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3691ikF4udd2qU1@individual.net>
Source record: 12751
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

brad wrote:

> i'd like to order one too... and prob would with a gs core...but at $298.90
> (incl serial card option at $20.90eur) that is $298.90 without shipping
> i'd guess from europe..

Yeah, I know. These Eurodollars always seem to mount up quickly.

647. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:11:28 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <3692ugF4ttndkU4@individual.net>
Source record: 12752

qnr wrote:
> On Mon, 31 Jan 2005 06:09:24 -0600, silverdr wrote:
>
>
>
>>So what - if the answer is correct? :-P
>
>
>
> But that's the problem, it isn't correct, because the IIgs wasn't the
> a subject of the debate :) Same as if I were to say "Cray XMP"
>
>
IIgs still had better sound :P

grins

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

648. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:17:58 UTC
From: Prodatron / SymbiosiS <mika@falkag.com>
Message-ID: <1107253078.195540.157110@c13g2000cwb.googlegroups.com>
Source record: 12753
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Isn't this just playing around with terms? I like to load discs from
the CF-card or harddisc. How else could this be done, if the "disc"
isn't a D64-image file? Of course if would be great if you could
connect an original C64 disc drive to the C-One, but that would only be
an other option.

Regards,
Prodatron

649. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:21:09 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0502010518520.17544@shell1>
Source record: 12754
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

On Tue, 1 Feb 2005, Prodatron / SymbiosiS wrote:

> Of course if would be great if you could
> connect an original C64 disc drive to the C-One, but that would only be
> an other option.

Yes, you can connect a Commodore disk drive to the C1 via its
serial port.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

650. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:26:37 UTC
From: Tobiflex <gutobix@gmx.de>
Message-ID: <a38ebcab1e23d30ac494cb24208f3b2c$1@www.cconline.com.pl>
Source record: 12755
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

MagerValp napisaďż˝:

>>>>>> "D" == Dunny <paul.dunn4@ntlworld.com> writes:

> D> What's the compatibility like for the z80 side of things? Meaning
> D> the undocumented opcodes and flag behaviour?

Yes and Yes. The Risc can run Z80-Software with undocumented Opcodes. Its
full softwarecompatible but not cycle exact. The 6502-Software runs only
with documented 6502 opcodes and any special C-One-Stuff Opcodes.
The Risc needs about 500LC's of the FPGA and needs support RAM of 64Kb for
the Z80 and 6502 Tables.

> No idea, I'm not a Z80 guy :) However, the CPC core runs in the 1k30,
> the smaller of the two FPGAs, and is tuned towards performance and
> features rather than 100% compatibility (though it runs the games that
> I've tested). If someone was so inclined, they could put a cycle exact
> Z80 core with undocumented opcodes in the 1k100 for better compatibi-
> lity.

The startup system and the CPC-Cores works without a hardcoded Z80 in the
1K30.
Currenly I'm working on a TurboCPC with Daniel Wallner's T80. The TurboCPC
is an own Design for the big FPGA(1K100) on the C-One. The CPU clock is
16MHz.
look here http://c64upgra.de/c-one/download/cpc_study.zip
There is an early version of the core. I hope to finish the work on it in
the end of february.
Grďż˝dż˝e Tobiflex

651. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:31:45 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14y8e8fu5q.fsf@panini.cling.gu.se>
Source record: 12756
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
>>>>> "T" == Tobiflex <gutobix@gmx.de> writes:

T> Currenly I'm working on a TurboCPC with Daniel Wallner's T80. The
T> TurboCPC is an own Design for the big FPGA(1K100) on the C-One. The
T> CPU clock is 16MHz. look here
T> http://c64upgra.de/c-one/download/cpc_study.zip There is an early
T> version of the core. I hope to finish the work on it in the end of
T> february.

Cool :) This is the CPC equivalent of the 20 Mhz C64 core I guess? Are
you also adding hires graphics modes?

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

652. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:33:21 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14sm4gfu32.fsf@panini.cling.gu.se>
Source record: 12757
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
>>>>> "P" == Prodatron / SymbiosiS <mika@falkag.com> writes:

P> Isn't this just playing around with terms? I like to load discs
P> from the CF-card or harddisc. How else could this be done, if the
P> "disc" isn't a D64-image file?

You'll be able to load standard program files. D64s are only useful if
you want to emulate a 1541, and for simple file loading and saving
there's no need for that.

P> Of course if would be great if you could connect an original C64
P> disc drive to the C-One, but that would only be an other option.

Of course you can, that's what the IEC port is for.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

653. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 10:41:54 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41ff5cef$1@news.inet.com.pl>
Source record: 12758

Jorge wrote:
> silverdr <silverdr@inet.remove.it.pl> writes:
>
>
>>I know. How we used to measure "load time" some ages ago was to store a
>>long enough file on a freshly formatted diskette and then read it back.
>>It had to be freshly formatted to allow the same practical conditions
>>for all measurements i.e. "starting from scratch".
>
>
>
> You are thinking in terms of the c-64.

There must be something with this ;-)

> This doesn't apply too much for the
> Atari.

Hm... What I asked is something like "how long would it take for the
particular setup to load 30KiB of contiguous file". Doesn't loading of
the files from floppy apply enough to Atari as well as any other machine
of the said era?

>
> The limitation of the SIO speed on the Atari is fixed by the peripheric
> firmware. You can't change the SIO speed without a hardware modification
> on the drive. Once you upgrade the drive's hardware, the modifications
> needed at the computer are more or less the same for every drive upgrade.
> As a matter of fact the same software was usually used disregarding the
> specific hardware modification.
>

OK. But this doesn't tell me anything about what is the real-life
performance.

> This means that for comparing one hardware mod to the other, the dominant
> parameters for the overall speed are basically two, the xfer speed and
> whether the drive upgrade is buffered or not (if it has enough memory to
> buffer a whole track or not). There is of course some overhead and other
> factors, but they are not significant.

Yes. In the CBM world similar factors were to be considered but still
what was of the highest interest, was not really what the mod/add-on had
in its guts but rather how it performs. This is what I am tring to get
to know (out of curiosity).

>
> So that kind of measurement you mention you used to do, was rarely done on
> the Atari. There wasn't much need to do that.

Sure. There wasn't any practical need on C= either. It was done to
eveluate the soft/hardware add-ons and extensions. To get an idea which
does its basic job better. I am sure that if one had to load e.g. 30KiB
of assembler source 20 times per hour - it would surely count (even on
the Atari) how quickly he gets his file loaded.

> Furthermore, there weren't
> too many variations of transfer speeds or hardware mods.

OK, so they were more close to each other but I still don't know how
they performed in real life. I read that the fastest, which one could
get was about 4x19200bps. This makes the teoretical transfer time
required to load a 30KiB file to be:

19200*4=76800; 76800/8=9600; 32768/9600~=3.4s

but I am sure the necessary overhead made it slower than that. The
question is "how much slower". Right now I can only wildly guess it to
be somewhere between 1.5 - 4 times the theroretical value.

> And of course,
> the faster speed was useless for most original copy-protected disks
> anyway.
>

Sure. The same here.

654. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 11:04:14 UTC
From: Prodatron / SymbiosiS <mika@falkag.com>
Message-ID: <1107255854.537532.58420@z14g2000cwz.googlegroups.com>
Source record: 12759
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

> > The C64-part of the C-ONE is still more or less useless.
> It can't be that bad if people are buying it.
So do you have one, too? If yes, what are you doing with it?
The C64 part seems to work fine (NTSC) but without disc support you
only can type some small basic lines and some funny peek and pokes...
Btw, you really should buy one, as who knows for how long they will be
available! For the whole project I only hope, that the C64 disc support
will come as fast as possible.

> > CPC
> Hmm. I don't remember that as a popular or brilliant machine.
The Amstrad CPC came later (1984) than the C64, was quite faster (2-3
times) and had a much more modern architecture (FDC, Z80 etc...). It
was a brilliant machine (screen resolution of up to 768x270, fastes
floppy for 8bit machines etc) but not popular, because the C64 came
earlier and had better capabilities for many type of games (SID sound
and hardware sprites).

Regards,
Prodatron

655. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 11:06:39 UTC
From: Prodatron / SymbiosiS <mika@falkag.com>
Message-ID: <1107255999.907086.69230@z14g2000cwz.googlegroups.com>
Source record: 12760
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Wow, I didn't know, that the current C64 core is already supporting it!
Regards,
Prodatron

656. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 11:21:16 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <369719F4s0rm0U1@individual.net>
Source record: 12761
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Tobiflex" <gutobix@gmx.de> wrote in message
news:a38ebcab1e23d30ac494cb24208f3b2c$1@www.cconline.com.pl...
> MagerValp napisa:
>
>>>>>>> "D" == Dunny <paul.dunn4@ntlworld.com> writes:
>
>> D> What's the compatibility like for the z80 side of things? Meaning
>> D> the undocumented opcodes and flag behaviour?
>
> Yes and Yes. The Risc can run Z80-Software with undocumented Opcodes. Its
> full softwarecompatible but not cycle exact. The 6502-Software runs only
> with documented 6502 opcodes and any special C-One-Stuff Opcodes.
> The Risc needs about 500LC's of the FPGA and needs support RAM of 64Kb for
> the Z80 and 6502 Tables.

This gets better. I may be interested in one of these - but would I be right in saying that the DivIDE (Speccy expansion bus IDE interface and programmable ROM) would not be compatible? Or does the C1 provide the speccy expansion port too?

Must have a look at the specs.

D.

657. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 11:22:58 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <36974fF4qso65U1@individual.net>
Source record: 12762
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:9FCLd.622$nn4.276@trnddc08...
>
> "Chris Baird" wrote ...
>
>> Here's a hint: if you believe everyone must love the C1, so you -must-
>> crosspost its news everywhere, people will get sick of your spamming
>> and be turned off.
>
> Off topic to some groups, perhaps. Spam, no way.
>
> BTW, be careful replying to this Chris Baird troll. He has replies set to
> go
> to the abuse email of his ISP. A real lowlife he is!

Well, i'd hope that they read what ends up in their inbox. Anyhow, I'd
certainly not class this as SPAM, as it spans the whole 8bit range (or the
more popular models anyhow). I'd be interested in one of these for obvious
reasons :)

D.

658. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 11:23:40 UTC
From: tobiflex <gutobix@gmx.de>
Message-ID: <ac5ca8e0e34879146a69f55bb2fb7709$1@www.cconline.com.pl>
Source record: 12763
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

MagerValp napisaďż˝:

>>>>>> "T" == Tobiflex <gutobix@gmx.de> writes:

> T> Currenly I'm working on a TurboCPC with Daniel Wallner's T80. The
> T> TurboCPC is an own Design for the big FPGA(1K100) on the C-One. The
> T> CPU clock is 16MHz. look here
> T> http://c64upgra.de/c-one/download/cpc_study.zip There is an early
> T> version of the core. I hope to finish the work on it in the end of
> T> february.

> Cool :) This is the CPC equivalent of the 20 Mhz C64 core I guess? Are
> you also adding hires graphics modes?

My first goal is to make a TurboCPC with two switchable Modes: Turbo Mode -
so fast as possible and Clone Mode - so compatible as possible. A second
goal could bee a hires Mode or more memory. I have some Ideas but no special
plans. I will wait for the feedback of the TurboCPC.
Grďż˝ďż˝e Tobiflex

659. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 11:33:04 UTC
From: tobiflex <gutobix@gmx.de>
Message-ID: <c30f27652b2c75385c46f1174bb91d01$1@www.cconline.com.pl>
Source record: 12764
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

>>>>>>>> "D" == Dunny <paul.dunn4@ntlworld.com> writes:
> I may be interested in one of these - but would I be right
> in saying that the DivIDE (Speccy expansion bus IDE interface and
> programmable ROM) would not be compatible? Or does the C1 provide the
> speccy
> expansion port too?

> Must have a look at the specs.

I don't know the DivIDE. The CPC has a Symbiface IDE Interface. The C-One
has only Ports from the C64 on Board. But it sould bee possible to make
adapters for other 8bit computers.

Grďż˝dż˝e Tobiflex

660. Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 12:57:21 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0502010457.634432fb@posting.google.com>
Source record: 12765

The reason for the commodore (vic20/c64 etc) and atari 8bit line being so similar so far as hardware technology is concerned is because, according to my contact with one of the principles behind one of the better kknown atari related websites, they said/stated that they were longtime friends with one of the original main hardware designers of the vic20/c64 hardware (the designer was Bob Yannes) and Bob told this person that i was in contact with that the directive that CBM gave him was 'tear into' the atari 800 hardware and come up with a similar technology at a lower pricepoint, tear into, i guess is an engineering term for 'reverse engineering' or 'cloning' hack job etc

After all, shortly after the release of the vic 20, Atari tried to sue CBM, over CBM's use of the joystick ports

661. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 12:58:54 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14is5cfnch.fsf@panini.cling.gu.se>
Source record: 12766
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

>>>>> "P" == Prodatron / SymbiosiS <mika@falkag.com> writes:

P> So do you have one, too?

I'm not Kryten, but yes.

P> If yes, what are you doing with it?

Developing the boot rom :)

P> The C64 part seems to work fine (NTSC) but without disc support you
P> only can type some small basic lines and some funny peek and
P> pokes...

But it does support diskdrives - real ones. Loading from IDE drives
will be implemented when Jeri's finished with the DTV core.

And yes, the C1 is only for early adopters right now - that's why they
are sold as beta boards. The HW is done, but the cores aren't.

P> The Amstrad CPC came later (1984) than the C64, was quite faster
P> (2-3 times)

Actually, more like 1.5-2x as fast as a 1 MHz 6502.

P> and had a much more modern architecture (FDC, Z80 etc...).

While I would agree that the CPC OS is more modern than the C64's, I'd
hesitate to do so when it comes to the hardware. It has twice the
memory bandwidth for video, but it lacks sprites and hw scroll, and
the video addressing is a bit wonky. Calling the Z80 a more modern
design than the 6502 is also a bit of a stretch - the 6502 came out in
1975, and the Z80 in 1976, but was a clone of the 8080 which came out
in 1974.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

662. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 13:14:00 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrncvv04o.1eb.usenet-200502@camel.hias.horus.com>
Source record: 12767

On Mon, 31 Jan 2005 21:07:12 +0100, silverdr wrote:
> Matthias Reichl wrote:
>> If you need more accurate values I could try to search for them.
>
> I would be happy to know them. Both the transfer and the actual load
> speed would be perfect.

I can't tell you anything about the actual load speed, but the
raw transfer speed can be calculated if one knows the value that
is used to set the POKEY frequency.

Standard disk IO uses a factor of 40. Some drives (like the Turbo
1050, the XF551, and the IndusGT) also use this speed when transmitting
the command frame. The data frame is then transmitted in high speed.

I've looked up the value for the Turbo 1050 in the source code,
and took the other values from Jindroush's page. The value for
AtariSIO comes directly from my source code, and I'm quite sure
SIO2PC/APE also use the same value because the PC serial port
can only do 19.2/38.4/57.6 kBit/sec (9.6k and below and 115.2k
aren't useful here).

Next thing you need to know is how to calculate the exact frequency
from the POKEY value.

For PAL machines this is: 1773447 / (2*(value+7))
and for NTSC: 1789772.5 / (2*(value+7))

So, now here's the table. I hope I didn't make any mistakes
an it is correct :-)

Drive | POKEY value | PAL speed | NTSC speed
------------------------------+-------------+-----------+------------
Stock 1050 | 40 | 18866.46 | 19040.13
US-Doubler, Happy | 10 | 52160.21 | 52640.37
Speedy | 9 | 55420.22 | 55930.39
AtariSIO, APE 3x? | 8 | 59114.90 | 59659.08
Turbo 1050, IndusGT Syncromesh | 6 | 68209.50 | 68837.40

so long,

Hias

663. DGS Atari 8-bit CD-ROM - Special offer for newsgroup readers!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 13:20:34 UTC
From: dgs@clara.net
Message-ID: <3568e886.0502010520.33fe8256@posting.google.com>
Source record: 12768

Hello All,

As you may have read from my previous postings, eBay have banned me from selling my own Atari 8-bit CD-ROM collections on eBay. This has blown a bit of a hole in my plans for this product, and the figures we worked through with the original copyright holders are now, basically, fiction! As a result of this, we have decided to try and meet targets by reducing the price for a limited period.

For the rest of this week only (until 4th Feb 2005), we have been able to reduce the cost of the full combo CD (Commercial and PD collection) down to $6 including airmail shipping. That's a $4 saving. UK buyers only may pay in Pounds, at a cost of ï¿½2. These prices are basically covering our costs only. You can pay using PayPal.

We have set up a special page just for newsgroup readers. This isn't available as a link on our main site, so go straight to the following to get the discount:

http://www.dgs.clara.net/cdrom-a8.htm

All orders will be shipped on the 5th Feb.

Dean Garraghty

664. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 13:59:09 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <NWLLd.21609$wi2.336@newssvr11.news.prodigy.com>
Source record: 12769
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Matthew Westcott" <gasman@raww.org> wrote in message
news:3691ikF4udd2qU1@individual.net...

> > i'd like to order one too... and prob would with a gs core...but at
$298.90
> > (incl serial card option at $20.90eur) that is $298.90 without shipping
> > i'd guess from europe..
>
> Yeah, I know. These Eurodollars always seem to mount up quickly.

Euro-not-a-kidding.

665. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 14:17:37 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <5cMLd.342$Uj3.170@newsfe5-gui.ntli.net>
Source record: 12770
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Prodatron / SymbiosiS" <mika@falkag.com> wrote

> do you have one, too?

No, got too much to do right now.
Find new work, new home, shed a load of possessions to ease moving, etc.
Plus I got my own FPGA project to do.

> BTW, you really should buy one

I'm fighting to minimise my stuff.

> The Amstrad CPC came later (1984) than the C64,
> was quite faster (2-3 times)

My mate wrote a Z80 to 6502 translation and he said the resulting code ran
several times faster on the 6502 although had larger code.

It is possible to slow systems through poor coding.
Maybe the C64 had a slow BASIC interpreter.
If they just chucked the source through a compiler,
then I would not be surprised if it were slow.

The Atom and BBC BASIC interpreters were hand optimised and were pretty
fast, even though CPU clock rate was nothing unusual.

> CPC was a brilliant machine
> but not popular

It doesn't seem to have as big a cult as Atari/Apple/Commodore.
Amstrad is usually associated with low-quality products.

666. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 14:40:51 UTC
From: Prodatron / SymbiosiS <mika@falkag.com>
Message-ID: <1107268851.954329.10380@f14g2000cwb.googlegroups.com>
Source record: 12771
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

> Actually, more like 1.5-2x as fast as a 1 MHz 6502.
Hm, I don't know. I just have some values like this:
Data transfer to/from the IDE-Interface: CPC: 162KB/s, C64: 60KB/s
Floppy speed: CPC: 20KB/s, I don't know the speed on C64, but I heard
something about 9KB/s, when you use tricks.

> But it does support diskdrives - real ones.
That are good news! I didn't know it. Hope I can organize one soon to
try it.

> It has twice the memory bandwidth for video, but it
> lacks sprites and hw scroll, and the video addressing
> is a bit wonky.
The lack of hardware sprites was one of the biggest disadvantages of
the CPC, I totally agree. Maybe that was the main reason, why many
games were better on C64 than on CPC.
CPC was also able to do HW scrolling, but not many games used it. The
video addressing was a little bit complicated, but you are still able
to do very fast screen output on CPC when you know how, so that doesn't
cost any performance at the end.

> Calling the Z80 a more modern design than the 6502
> is also a bit of a stretch - the 6502 came out in
> 1975, and the Z80 in 1976, but was a clone of the
> 8080 which came out in 1974.
Well, the Z80 had many improvements comparing to the 8080.
And as a spoiled Z80 programmer I am in a shock, when I see 6502
assembler ;-) It's a little bit different, if you have 3x8Bit Registers
at all (6502) to work with, or 18x8Bit Registers (Z80), from which you
can use 16 as 8x16Bit Registers. Ok, the Z80 doesn't have a zeropage.
Regards,
Prodatron

667. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 14:54:13 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <pKMLd.345$Uj3.264@newsfe5-gui.ntli.net>
Source record: 12772
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14ekg0og8l.fsf@panini.cling.gu.se...

> Jeri uses a CPLD (a 3032 iirc) with a state machine to load data from
> rom into the 1k30. Once the 1k30 core is bootstrapped, it takes over
> the boot process.

Hmm, so it has to drive the address lines of a Flash PROM.

I'm a bit short of real estate, I thought I could do this:

- small CPLD puts nop-codes on a (hard) CPU (65C02/Z80) data bus in a 16K
space.
- and routes the data to the FPGA
- CPU jumps to FPGA boot data and tries to 'run'
- CPU sees nop codes and thus increments address lines through 16K
- FPGA sees 16K of config bytes
- CPU selects next 16K page of config ROM
- Repeats until FPGA loaded

The advantage of this is that the config data sits in the same ROM as used
for 6502 firmware.

Using a hard CPU like this might avoid the cost of a separate config ROM,
and free valuable FPGA resources.

668. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 15:06:11 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrncvv6n3.19n.usenet-200502@camel.hias.horus.com>
Source record: 12773

On Tue, 01 Feb 2005 11:41:54 +0100, silverdr wrote:
> Hm... What I asked is something like "how long would it take for the
> particular setup to load 30KiB of contiguous file".

OK, here are the results of my test, reading a full 180k DD disk
(3*128 + 717*256 = 183936 bytes) with a sector copier:

Speedy 1050: 53 sec. -> 3.5kB/sec
Speedy 1050/highspeed copy: 44 sec. -> 4.2kB/sec
AtariSIO: 34 sec. -> 5.4kB/sec

Although the Speedy 1050 highspeed mode is faster than the AtariSIO
transfer mode, a lot of time is lost with track stepping (which
AtariSIO/APE/... obviously don't need to do).

so long,

Hias

669. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 16:19:35 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctoa6n$m3n$1@blue.rahul.net>
Source record: 12774

Matthias Reichl <usenet-200502@hias.horus.com> writes:

>I can't tell you anything about the actual load speed, but the
>raw transfer speed can be calculated if one knows the value that
>is used to set the POKEY frequency.

>Next thing you need to know is how to calculate the exact frequency
>from the POKEY value.

>For PAL machines this is: 1773447 / (2*(value+7))
>and for NTSC: 1789772.5 / (2*(value+7))

This is exact only for the computer-to-drive direction. The exact xfer
speed when reading a sector/frame (drive-to-computer direction), is
determined by the drive (or the PC if emulating one). Of course they both
must be close enough or the xfer will fail. But thanks to the start/stop
bit mechanism, there is always a fair tolerance in async serial transmissions.

670. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 17:18:42 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrncvvefi.1m6.usenet-200502@camel.hias.horus.com>
Source record: 12775

On Tue, 1 Feb 2005 16:19:35 +0000 (UTC), Jorge wrote:
> Matthias Reichl <usenet-200502@hias.horus.com> writes:
>>For PAL machines this is: 1773447 / (2*(value+7))
>>and for NTSC: 1789772.5 / (2*(value+7))
>
> This is exact only for the computer-to-drive direction. The exact xfer
> speed when reading a sector/frame (drive-to-computer direction), is
> determined by the drive (or the PC if emulating one). Of course they both
> must be close enough or the xfer will fail. But thanks to the start/stop
> bit mechanism, there is always a fair tolerance in async serial transmissions.

ACK, you are right. When testing PC-to-Atari communication I observed
that a tolerance of approximately 3.5% worked quite fine.

Furthermore it should be noted that the 1050 doesn't have a dedicated
serial I/O chip but that the serial communication is done purely in
software.

When it comes to the SIO protocol, things get even more complicated.
The SIO standard specifies several minimum and maximum times. For
example a device has up to 16 msec time to respond to a command
frame. In case the floppy doesn't have a track buffer (or if a
sector needs to be read from/written to disk or if a track seek
has to be done) the raw I/O speed becomes more and more unimportant.

so long,

Hias

671. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 18:03:02 UTC
From: Themistocles <gryzor@spammm.gryzor.info>
Message-ID: <369uimF4vjopiU1@individual.net>
Source record: 12776
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Kryten wrote:
> "Prodatron / SymbiosiS" <mika@falkag.com> wrote

> It doesn't seem to have as big a cult as Atari/Apple/Commodore.
> Amstrad is usually associated with low-quality products.

Actually, Amstrad had perhaps the lowest return/repair rate on their CPC machines... Really well built, from the early 464 to the last 6128+ (I can't guarantee about the GX400; looks solid enough, but it's not very much tested...).

Simply enough, the user base was smaller.

Cheers
Th

672. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 18:05:15 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <41ffc4d9@news.inet.com.pl>
Source record: 12777

Matthias Reichl wrote:
> On Tue, 01 Feb 2005 11:41:54 +0100, silverdr wrote:
>
>>Hm... What I asked is something like "how long would it take for the
>>particular setup to load 30KiB of contiguous file".
>
>
> OK, here are the results of my test, reading a full 180k DD disk
> (3*128 + 717*256 = 183936 bytes) with a sector copier:
>
> Speedy 1050: 53 sec. -> 3.5kB/sec
> Speedy 1050/highspeed copy: 44 sec. -> 4.2kB/sec
> AtariSIO: 34 sec. -> 5.4kB/sec
>
> Although the Speedy 1050 highspeed mode is faster than the AtariSIO
> transfer mode, a lot of time is lost with track stepping (which
> AtariSIO/APE/... obviously don't need to do).
>

Thank you very much for this and the previous post. Although your test is not exactly the same what I often used to do (store and reload the 30 or 50 KiB file using a freshly formatted diskette), it now says much more. I think if I take the linear approach and come up with the result for the said 30KiB file being loaded in around nine seconds from Speedy1050 (I guess the highspeed copy mode can't be used for loading files, can it?), it won't be an order of magnitude different from what would really happen.

673. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 18:43:27 UTC
From: Jorge <user@nospam.com>
Message-ID: <ctoikf$s6a$1@blue.rahul.net>
Source record: 12778

Matthias Reichl <usenet-200502@hias.horus.com> writes:

>When it comes to the SIO protocol, things get even more complicated.
>The SIO standard specifies several minimum and maximum times. For
>example a device has up to 16 msec time to respond to a command
>frame. In case the floppy doesn't have a track buffer (or if a
>sector needs to be read from/written to disk or if a track seek
>has to be done) the raw I/O speed becomes more and more unimportant.

Absolutely. That's why, within some limits, a buffered drive upgrade will
outperform a drive with faster xfer speed, but without track buffer.

674. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 19:12:09 UTC
From: AndyC <andyc69@tiscal.co.uk>
Message-ID: <36a2k6F4u1qg3U1@individual.net>
Source record: 12779
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Themistocles" <gryzor@spammm.gryzor.info> wrote in message
news:369uimF4vjopiU1@individual.net...
> Actually, Amstrad had perhaps the lowest return/repair rate on their CPC
> machines... Really well built, from the early 464 to the last 6128+ (I
> can't guarantee about the GX400; looks solid enough, but it's not very
> much tested...).

The GX4000 is a pretty robust bit of kit. The sheer number of working ones
for sale on ebay (given how few were ever sold) should be a testament to
that.

Now if someone did a GX/CPC+ core, even I might get a C-1

AndyC

675. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 19:45:56 UTC
From: Themistocles <gryzor@spammm.gryzor.info>
Message-ID: <36a4jkF50qpf3U1@individual.net>
Source record: 12780
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

AndyC wrote:

> The GX4000 is a pretty robust bit of kit. The sheer number of working ones
> for sale on ebay (given how few were ever sold) should be a testament to
> that.

Yes, that may be correct indeed. I've got a perfectly working one, and
the insides of it look very nice and tidy, but I don't know about the facts.

> Now if someone did a GX/CPC+ core, even I might get a C-1

Mmm... well, not GX, since it was the same thing as the CPC+, but you're
right -if they go for a CPC why not go all the way for a CPC+? Oohhh
4096 colours, ahhhh hardware sprites, mmmmm! DMA sound! :)

Cheers
Themis

676. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 20:18:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050201201759.3884A@ilba14195.www.blueyonder.co.uk>
Source record: 12781

I'm confused. I always thought the 19.2k SIO limit was in the computer itself - are people saying that's not the case?

Iain Laskey
Practical PC Online www.practicalpc.co.uk

677. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 20:35:40 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrncvvq0s.1ss.usenet-200502@camel.hias.horus.com>
Source record: 12782

On Tue, 01 Feb 2005 19:05:15 +0100, silverdr wrote:
> I think if I take the linear approach and come up with the result
> for the said 30KiB file being loaded in around nine seconds from
> Speedy1050

You'll have to add a second or so for the directory access at the
beginning of the load procedure (usually the file will start at
sector 4 and the directory is located at sector 361, so this
means two half-disk seeks). But the magnitude is right.

> (I guess the highspeed copy mode can't be used for loading
> files, can it?)

Yes, that's correct.

so long,

Hias

678. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 20:46:39 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14sm4gj9e8.fsf@panini.cling.gu.se>
Source record: 12783
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
>>>>> "P" == Prodatron / SymbiosiS <mika@falkag.com> writes:

P> Hm, I don't know. I just have some values like this: Data transfer
P> to/from the IDE-Interface: CPC: 162KB/s, C64: 60KB/s Floppy speed:
P> CPC: 20KB/s, I don't know the speed on C64, but I heard something
P> about 9KB/s, when you use tricks.

Yes, the C64's disk interface is crippled, due to management insisting
on backwards compatibility with the VIC-20 :/

P> CPC was also able to do HW scrolling, but not many games used it.

Well, it can move the base of the bitmap screen, which shifts the
screen by 2 pixels at a time (if you're using 160x200), but can it do
single pixel scrolling?

P> The video addressing was a little bit complicated, but you are
P> still able to do very fast screen output on CPC when you know how,
P> so that doesn't cost any performance at the end.

Sure, just like the C64 can overcome the bitmap addressing using
tables, but the complete lack of a character/tile based video modes is
a huge drawback for action games. The CPC has to set 16000 bytes to
redraw the whole screen, which is a lot more than the C64's 2000.

P> And as a spoiled Z80 programmer I am in a shock, when I see 6502
P> assembler ;-) It's a little bit different, if you have 3x8Bit
P> Registers at all (6502) to work with, or 18x8Bit Registers (Z80),
P> from which you can use 16 as 8x16Bit Registers. Ok, the Z80 doesn't
P> have a zeropage.

Yes, the zeropage makes all the difference. The 6502 is minimalistic,
but quite comfortable to work with once you get used to it.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

679. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 20:51:40 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14oef4j95v.fsf@panini.cling.gu.se>
Source record: 12784
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

>>>>> "K" == Kryten <kryten_droid_obfusticator@ntlworld.com> writes:

K> Maybe the C64 had a slow BASIC interpreter.

Well, it's no speed demon, that's for sure. The biggest drawback is
that it lacks commands to utilize the hardware it runs on - no
graphics commands, no sounds commands, no disk commands.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

680. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 20:57:05 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrncvvr91.1ss.usenet-200502@camel.hias.horus.com>
Source record: 12785

On Tue, 01 Feb 2005 20:18:00 GMT, Iain Laskey wrote:
> I'm confused. I always thought the 19.2k SIO limit was in the computer
> itself - are people saying that's not the case?

The fastest speed supported by the SIO routine in the Atari OS is
indeed ~19.2k. If you want to go higher you'll either need to use
a special SIO routine or a modified OS.

IMO one of the most elegant solutions was the Turbo 1050: If you
boot your Atari with the drive door open, a short menu was loaded
from the floppy drive which allowed you to install a small
highspeed SIO routine either in the stack area ($100) or in
page 6 ($600). This was not a complete SIO routine (which would
have used some 500 bytes), it was just a very small routine
(some 100 bytes) that was hooked into the IRQ routine of the
Atari OS and changed speed just after sending the command frame.

This method worked with most of the programs, except some copy
protected disks of course.

The maximum reliable speed you can achieve is maybe 70-80kbps
or so. This highly depends on the SIO routine (there are badly
designed routines that won't do 56kbps reliably) and on what's
going on besides SIO (eg DLIs, the Antic stealing CPU cycles
etc.).

so long,

Hias

681. atari worm drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:12:11 UTC
From: "(ProteanThread)" <rtdos@rtdos.com>
Message-ID: <1107292333.92f62a9ce57a2a740411bd67dd677162@teranews>
Source record: 12786

any information on the supposed atari worm drive that never existed ?

682. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:15:14 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <CjSLd.12687$2e7.2041@newssvr12.news.prodigy.com>
Source record: 12787
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Hey, can you guys please stop cross-posting - or at least look at the newsgroups and remove the ones you're not topical in? Some of you are beginning to wind off the C-One topic, and back to your special interests.

683. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:21:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41FFF2DC.521B7413@students.uni-mainz.de>
Source record: 12788

Well,
the funny thing is that the inventor of the ATR format Nick Kennedy and
his SIO2PC program use 256 bytes in the boot sectors (sectors 1-3).
Thus, SIO2PC 180k images have a length of 184,3xx bytes, whereas most
other emulators have a length of 183,9xx bytes. Some time ago this WAS a
problem, since Atari 800 did not accept the longer ATR images (whereas
SIO2PC accepts both the longer and shorter images)... but nowadays
even Atari 800 accepts both formats, so no mor e trouble here...
-Andreas.

684. Re: Ramdisk Info...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:25:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41FFF3D9.DD9CCAA2@students.uni-mainz.de>
Source record: 12789

Yep,
Protracker 1.5 is a program by polish group MadTeam. It is a nice MOD player and editor that supports 4Bit Pokey playback as well as 8Bit Covox playback of any MOD sounds. But it requires a minimum of 128k RAM... -Andreas.

685. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:31:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41FFF52E.EFA2E790@students.uni-mainz.de>
Source record: 12790

Hmmm,
I am absolutely unable to create / write any AMS (or other) sound files myself. Luckily my sound collection is already so big, I do not have to worry about that. My collection of AMS files is currently approx. 20 disks (enhanced density) with files sorted from a-z and an autoplayer. Besides I converted most of these AMS files into the newer AMP format... I love converting sounds and grafix (but not texts)... If you are interested in any sound format let me know. My collection features: AMS, AMP, BAS, CMC, MPT, MOD, MD8, NEO, DIG, TMC, WAV and some more formats (all with a player program)... -Andreas.

686. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:36:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41FFF647.2E43ACE2@students.uni-mainz.de>
Source record: 12791

Well,
simply use any of the many available 2Bit or 4Bit Atari sound samplers / digitizers out there. Most of them were commercial products (now to be found at ebay), but some magazines like antic, analog, atari magazine, etc. did also have their own program listings (type-ins) and hardware-schematics to create your own sampler/digitizer. Alas, none of them would ever support as much as 16MB of memory or disk space and I guess it would be completely mad to load/save such a sound...

Think of the low quality and the time that is required to load/save such a digi sound - meaning a 16 MB digisound. Better stay with sounds shorter than 128kbytes... -Andreas.

687. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:38:09 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <5FSLd.59$uc.14@trnddc08>
Source record: 12792
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Dunny" wrote ...

> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
> news:9FCLd.622$nn4.276@trnddc08...
>>
>> Off topic to some groups, perhaps. Spam, no way.
>
> Well, i'd hope that they read what ends up in their inbox. Anyhow, I'd
> *certainly* not class this as SPAM, as it spans the whole 8bit range (or
> the more popular models anyhow). I'd be interested in one of these for
> obvious reasons :)

That is something we can agree about. Although the C-One started as a C64
project, it has become much more than that. Other 6502 groups, such as Apple
and Atari, became interested early in the life of the project. Now, with Z80
cores being developed it really is becoming a universal 8-bit project.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

688. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:38:09 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <5FSLd.60$uc.23@trnddc08>
Source record: 12793
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"MagerValp" wrote ...

> Well, the interaction between the Z80 and the 8502 in the C128 is
> different from how Tobias' RISC CPU deals with it, but it certainly
> shows that it's possible to have boths CPUs available at the same time
> in a C1 core.

A step in the right direction, at least. ;-) Perhaps someday a C128
core will become a reality for the C=1.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

689. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:40:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <41FFF763.49AFAD5A@students.uni-mainz.de>
Source record: 12794

Well,
it is just because the Atari OS does not allow 256 bytes for the boot sectors (they must be 128 Bytes, otherwise: BOOT Error), that the drive has to emulate 128 Bytes allthough the sectors are 256 bytes. But, the problem for the emulators is HOW to emulate this. The floppy drive just does not send more than 128 bytes and then moves to the next sector.

Many emulators handle that differently... -Andreas.

690. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 21:48:56 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <cPSLd.26119$iC4.10957@newssvr30.news.prodigy.com>
Source record: 12795
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Eh, by cross-posting you're foisting the topic on everyone, welcomed or not.
If the C-One is that popular, someone should create a new group.

691. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 22:06:26 UTC
From: Mark McDougall <msmcdoug@no.spam.iinet>
Message-ID: <41fffd63$0$15100$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 12796
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Kryten wrote:

> I'm a bit short of real estate, I thought I could do this:
> - and routes the data to the FPGA
> - FPGA sees 16K of config bytes

Umm, you'll find that the FPGA probably requires a serial bitstream to configure. So you'd have to at least have a state machine in a CPLD that bit-bashes the config pins on the device.

And if you're planning on storing the config image in a flash rom, you'll need to drive the flash addressing without a large pin count on your cpld (say, a counter?!?).

Of course Altera have flash-based config devices especially for this purpose, but they're expensive and programmed via JTAG.

Regards,

--
| Mark McDougall | "Electrical Engineers do it
| <http://members.iinet.net.au/~msmcdoug> | with less resistance!"

692. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 22:57:04 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <4PTLd.566$Uj3.283@newsfe5-gui.ntli.net>
Source record: 12797
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Mark McDougall" <msmcdoug@no.spam.iinet> wrote in message
news:41fffd63$0$15100$5a62ac22@per-qv1-newsreader-01.iinet.net.au...

> Umm, you'll find that the FPGA probably requires a serial bitstream to
> configure. So you'd have to at least have a state machine in a CPLD that
> bit-bashes the config pins on the device.

No problem, but not essential.

The Xilinx chip I use can be configured by a stream of bytes.

> And if you're planning on storing the config image in a flash ROM, you'll
> need to drive the flash addressing without a large pin count on your CPLD
> (say, a counter?!?).

When configuring, the CPU provides the sequence of flash addresses.

If I ever want to change the flash contents, I just boot up the system and
tell the CPU to reprogram the flash ROM.

That's how I managed to program my flash ROM without a programmer.
I loaded my FPGA (via JTAG) with a minimal system and BASIC ROM in the FPGA.
Then I just downloaded a BASIC program to program the Flash.

Cute trick huh?

> Of course Altera have flash-based config devices especially for this
> purpose, but they're expensive and programmed via JTAG.

JTAG is no problem.

> "Electrical Engineers do it with less resistance!"

Mechanical engineers find women with the most streamlined bodies put up the
most resistance.

693. adventure construction set - instructions ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 23:01:33 UTC
From: Mad Scientist Jr <usenet_daughter@yahoo.com>
Message-ID: <1107298580.935633.203460@o13g2000cwo.googlegroups.com>
Source record: 12798

does anyone have a link to the instruction manual for adventure
construction set (electronic arts, 1985) in pdf format or can provide
a photocopy ? thanks lots...

694. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 23:54:05 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrnd005kt.2bk.usenet-200502@camel.hias.horus.com>
Source record: 12799

On Tue, 01 Feb 2005 22:21:32 +0100, Andreas Magenheimer wrote:
> the funny thing is that the inventor of the ATR format Nick Kennedy and
> his SIO2PC program use 256 bytes in the boot sectors (sectors 1-3).

I also thought this was the case at first sight, but actually this is
just a small bug in SIO2PC:

The first three sectors are stored with 128 bytes each, but somehow 384
(random) bytes are appended at the end of the ATR image.

If you have a look at the SIO2PC documentation by Nick Kennedy
(file readme.txt, lines 586-593), you'll find the following:

---- 8< -------- 8< -------- 8< -------- 8< -------- 8< -------- 8< ----
You could compute some standard sizes like this:

Number of Sectors = (#TRACKS * #SIDES * # SECTORS/TRACK)

Size in Bytes = (Number of Sectors) * (#Bytes/Sector)

(For the Size in Bytes, subtract 384 for double density, because the first 3
sectors are always 128 bytes.)
---- 8< -------- 8< -------- 8< -------- 8< -------- 8< -------- 8< ----

So, to put this discussion to an end: A program which
creates/accesses/... an ATR image in such a way that the first three
sectors are stored with 256 bytes each is broken and needs to be fixed.

so long,

Hias

695. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-01 23:56:00 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4200170e@news.inet.com.pl>
Source record: 12800

Matthias Reichl wrote:
> On Tue, 01 Feb 2005 19:05:15 +0100, silverdr wrote:
>
>>I think if I take the linear approach and come up with the result
>>for the said 30KiB file being loaded in around nine seconds from
>>Speedy1050
>
>
> You'll have to add a second or so for the directory access at the
> beginning of the load procedure

I added abt. half a second or so ;-)

> (usually the file will start at
> sector 4 and the directory is located at sector 361, so this
> means two half-disk seeks).

I see. That has to take longer than half a second. The CBM DOS stores
the files closest to the directory first thus in case of the first file
on the freshly formatted diskette it is only one track away from directory.

> But the magnitude is right.

That's what I wanted to know. Thank you once more.

696. SpartaDos 3.x manual..

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 01:37:03 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ctparvovp1@news.xmission.com>
Source record: 12801

Looking to emulate some of my SDX functionality in SpartaDos 3.3c..

Specifically:

Want to set a custom PROMPT at bootup, set environment variables for batch files, etc.

I have all that working great in SDX, but only have a SpartaDos construction & toolkit manual.

If you know how, or can point me to an online manual, I'd appreciate it.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

697. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 02:12:05 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <42003644$0$91166$45beb828@newscene.com>
Source record: 12802
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Sean Fahey" <a2fan@hotmail.com> writes:

>Eh, by cross-posting you're foisting the topic on everyone, welcomed or not.

Then put it in your killfile. By that same token, any topic in your own
groups you're not reading is being foisted on you, too.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

698. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 06:52:28 UTC
From: Azrael <afn04314@cfl.rr.com>
Message-ID: <MM_Ld.17039$Q72.217@tornado.tampabay.rr.com>
Source record: 12803

In message <364iaoF4thm8sU1@individual.net>, RichardK-PB
<atari@NOSPAMbtconnect.com> wrote:
>

> Hence, my 128 vs. Apple IIgs - like the IIgs, the 128 was considered the
> 'next generation' and was very compatible with the previous model. The
> 130XE /was/ the previous model, basically.
>
> > Which makes this a bad matchup.
>
> Indeed. But it's on market, not technology. The 128D was totally aimed
> at the same market the IIgs was.
>

I don't think this is true. The C-128 was just the next iteration of Commodore
8-bit computers. The IIgs was a 16-bit computer. Wasn't the IIgs closer to
the price of an Amiga than a C-128? The IIgs, Amiga and ST were always grouped
together when it game to entertainment software.

Apple had the right idea with the IIgs though. It was a 16-bit successor to
an 8-bit computer that maintained 100% backwards compatability.

--
http://dinosaur-act.ath.cx:8000

699. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 06:52:28 UTC
From: Azrael <afn04314@cfl.rr.com>
Message-ID: <MM_Ld.17038$Q72.2853@tornado.tampabay.rr.com>
Source record: 12804

In message <362o91F4sd1gnU1@individual.net>, RichardK-PB
<atari@NOSPAMbtconnect.com> wrote:
> Nah. C128 was pushed as the 'next generation' of C64. 130XE hardly
> compared in price or demographic terms to the C128/D which was uniquely
> isolated (and frankly, crap) in the market.
>

I think the Commodore 128 was a nice machine but probably a poor choice of
design as an upgrade path to the C64.

> I like pitching C128 vs. Apple IIgs. IIgs kicks it's arse in every way
> ;). Commodore people like pitching Amiga vs. IIgs, where the competition
> is a little tougher on account of the Amiga being a Mac competitor.
>
> > ST vs Amiga vs Mac
> > All trumped by Silicon graphics, PC, and sometimes Mac.
>

--
http://dinosaur-act.ath.cx:8000

700. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 09:43:34 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <36blm8F51qp90U1@individual.net>
Source record: 12805

Azrael wrote:

> I don't think this is true. The C-128 was just the next iteration of Commodore
> 8-bit computers. The IIgs was a 16-bit computer. Wasn't the IIgs closer to
> the price of an Amiga than a C-128?

I don't make the definition of bits - after all, MSX also evolved from Z80 to R-series - but of applications. The IIgs was the next generation of Apple II, the C128 was the next generation (at the time) of the VIC/C64 etc. lines. It's not like Commodore hadn't experimented with other CPUs, so if they chose to screw up (a little) with this stage, it's kind of inexcusable ;)

Yes, the IIgs was closer to the price of an Amiga - well, I think at launch they fall nearly between 128D and Amiga 1000 price levels - but the Apple //e was also considerably more expensive than an Atari 800 or C64. That's just Apple pricing.

> The IIgs, Amiga and ST were always grouped
> together when it game to entertainment software.

IIgs software never sold in the UK, really - you never found Apple software in stores.

> Apple had the right idea with the IIgs though. It was a 16-bit successor to
> an 8-bit computer that maintained 100% backwards compatability.

It's a damn good machine. If they hadn't crippled the CPU speed (myth) or had bothered to upgrade the CPU speed as the system evolved (reality), it could have gone on to be a nice alternative system. That market died, though - the LCII was targetted at the low-cost Apple market, hence the //e card, and so the 15-channel sound, 4096 colours and fantastic GS/OS and AppleWorks GS were lost forever.

I mean, I was joking about it being the right answer for Atari vs. C64 - the correct answer there would be "Enterprise 128" - an expandable (can handle 4Mb RAM) Z80-based 8 bit from the UK that was to sell for ï¿½200-300 (priced closer to a Spectrum than a C64 at launch) with soft video modes (672 x 512 max res, 256 colours, but not in that mode obviously), 4 channel stereo sound... and so forth.

Except being British, they screwed up making it, screwed up marketing it, and in the end the last ones went to give Hungarians a taste of what could have been whilst in the UK the C64 continued to offend shoppers until 1992, the Atari XE:VGS having been justifiably put to death officialy 2 years previously, but still hanging around stores right up to the point where the Jaguar came out.

And in classic Atari style, 3 years ago, I bought a brand new Jaguar. One of the computer game chain stores was saturated with new Lynx and Jaguar consoles and games around 2002. Systems which died far, far earlier in theory.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

701. Re: ATR8000 Article in BYTE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 12:09:21 UTC
From: Jerry <jerry_glenwright@hotmail.com>
Message-ID: <1107346161.553030.105110@o13g2000cwo.googlegroups.com>
Source record: 12806

Larry wrote:
> ...Still on the trail of ATR8000/8500 info. Supposedly there was a
> very informative ATR8000 article written by Dave Small in the
> December, 1983 issue of BYTE. Does anyone recall reading this
> article, and if so, was it actually in the December, 1983 issue?
> Thanks,
> Larry

Larry, I have that issue and yes, it is December '83. The article is typical of the stuff written by Dave Small in that it is reasonably in-depth and technical and also, as with everything Dave did it seems, also credited to Sandy Small.

The review's conclusion is that the ATR8000 is a fine piece of kit and Dave suggests it is, in fact, the only real turnkey system he's seen. There are some (small) pictures of the interior showing the various boards.

Is there anything specific you need to know?

Regards
Jerry

702. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 14:42:59 UTC
From: Blake Patterson <blakespot@gmail.com>
Message-ID: <1107355379.201508.3570@o13g2000cwo.googlegroups.com>
Source record: 12807
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

For those that feel this is off-topic for the various groups I posted to, there is a C-One Yahoo group with a message forum here:

http://groups.yahoo.com/group/CommodoreOne/

But it is highly moderated and posts that get through are rather slow to make it into the forums. At any rate I should have posted a direct article link to the C-One article that I started this thread talking about, rather than a site mainpage link, as the article will roll off. Here's a direct article link to that C-One article:

http://www.bytecellar.com/archives/000036.php

Cheers. I also have a C-One area in my message forums - but they are going under graphical redesign so they look pretty generic at the moment, but are fully functional. FYI.

bp

703. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 14:52:01 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <lO5Md.5284$wA5.4937@newssvr33.news.prodigy.com>
Source record: 12808

I found it and it works, gork says. It uses SIO commands 78 and 79, not documented in 'Mapping the Atari'. I don't know where I learned about these commands. Anyone wishing to have it can e-mail me, remove 'MUNGE'.

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message news:fAzJd.9381$G%3.8077@newssvr31.news.prodigy.com...
> Ho, Gork.
> I once wrote a program to test and change density for a RANA drive. The
> program would set single, double or 'enhanced' density. I don't remember
> much about it and I'm not at my archives at the moment to let someone try
> it. I believe I named it 'SD.COM'. It is on some utilities disks I made.
> So, it is possible to change density from a program, I just don't remember
> how at the moment. It may have been SmartDOS/DOS 2/2.5/MyDOS only, I don't
> remember if it worked for SpartaDOS 3.2d. I'll be back home in about a week
> and would be glad to let someone try it then.
> Gork <nokraygienspam@hotmail.com> wrote in message
> news:10v99ht1pkbub12@corp.supernews.com...
> > Ok... I have decided that, indeed, replying to oneself is the same thing
> as
> > talking to oneself. However, posting a reply to one's own posts often
> > renders additonal comments from readers whereas talking to oneself
> normally
> > renders an empty room. So, here goes.
> >
> > I was contacted off board by someone who explained exactly what was
> > happening and between examination of his information and running through
> the
> > process myself I now understand the basics of what XINIT.551 is doing
> > differently than the normal SpartaDOS XINIT command. SpartaDOS just does
> > not play well with the XF551. The biggest problem is not being able to
> > force the XF551 to switch densities. Someone mentioned they wrote a
> utility
> > to change densities in the XF551... IF ANYONE KNOWS OF A SPARTADOS
> PROGRAM
> > WHICH WILL CHANGE DENSITIES OF THE XF551 ON THE FLY, do let me know? And,
> > for those who have been following this entire thread: If the solution is
> > something simple like "hold down select and hit reset" I'll just DIE. :)
> >

```
> > In order to make a DSDD SpartaDOS disk boot on the XF551 there are only
> > three bytes which need to be changed in the first boot sector, sector
one
> of
> > the disk. The bytes which need to be changed are EE, EF & F0. These
> bytes
> > need to be changed from 4C, EE, 30 to A0, FF 60.
> >
> > Now for an explanation. First off I'm going to post some of the
> information
> > in the file "Changes.txt" which I posted a download link to earlier in
> this
> > thread. This information is best viewed with a fixed-pitch font such as
> > Courier:
> >
> > NonXF:
> > [001:26] $3026 00 BRK
> > [001:27] $3027 D4 SKB
> > [001:28] $3028 00 BRK
> > [001:29] $3029 00 BRK
> > [001:2A] $302A 00 BRK
> >
> > XF:
> > [001:26] $3026 00 BRK
> > [001:27] $3027 FF 00 00 INS LGFLAG,X <$0000>
> > [001:2A] $302A 00 BRK
> >
> > *****
> > *****
> >
> > NonXF:
> > [001:2F] $302F 00 BRK
> > [001:30] $3030 45 72 EOR COLAC <$72>
> > [001:32] $3032 72 CIM
> > [001:33] $3033 6F 72 3A RRA $3A72
> > [001:36] $3036 20 4E 6F JSR $6F4E
> > [001:39] $3039 20 44 4F JSR $4F44
> > [001:3C] $303C 53 9B LSE ($9B),Y
> > [001:3E] $303E AD 28 30 LDA $3028
> >
> > XF:
> > [001:2F] $302F 00 BRK
> > [001:30] $3030 42 CIM
> > [001:31] $3031 6F 6F 74 RRA $746F
> > [001:34] $3034 20 45 72 JSR $7245
> > [001:37] $3037 72 CIM
> > [001:38] $3038 6F 72 3F RRA $3F72
> > [001:3B] $303B 20 20 9B JSR $9B20
> > [001:3E] $303E AD 28 30 LDA $3028
> >
```

```
> > *****
> > *****
> >
> > NonXF:
> > [001:EB] $30EB 20 56 E4 JSR CIOV <$E456>
> > [001:EE] $30EE 4C EE 30 JMP $30EE
> > [001:F1] $30F1 A0 40 LDY #$40
> >
> > XF:
> > [001:EB] $30EB 20 56 E4 JSR CIOV <$E456>
> > [001:EE] $30EE A0 FF LDY #$FF
> > [001:F0] $30F0 60 RTS
> > [001:F1] $30F1 A0 40 LDY #$40
> >
> > This information represents the differences between disassembled bytes
of
> > sector 1 of two disk images formatted in SpartaDOS. The lines marked
> > "NonXF" were taken from bytes on a disk formatted with the normal
> SpartaDOS
> > XINIT command. The lines marked "XF" were taken from bytes on a disk
> > formatted with the altered SpartaDOS XINIT.551 command. This command,
as
> > noted previously in this thread, formats a disk which allows for a DSDD
> (or
> > presumably simply a DD as well) bootable SpartaDOS disk to boot properly
> > when the drive is initially in SD mode. Without this change, any
attempt
> to
> > boot the disk in this fashion fails with an error similar to "Error: No
> > DOS."
> >
> > The above information is divided into three sections. The differences
in
> > the first two sections are irrelevant to the process. It was explained
to
> > me that the differences in the first section only indicate the volume
> random
> > number which is supposed to be different on different disks. The second
> > section only changes the message which displays on the screen during a
> boot
> > error.
> >
> > The part which does the work is in the third section. You'll notice
three
> > bytes are different: bytes EE, EF and F0. This is where we end up in
the
> > code upon a "boot error" situation. In the NonXF version, you can see
the
> > the command loaded into memory at $30EE is JMP $30EE - this creates an
> > endless loop. As I understand it, this is the reason for one difference
```

> > between a bad boot in AtariDOS (at least 2/2.5) and SpartaDOS. AtariDOS
> > scrolls "BOOT ERROR" over and over down the screen until the problem is
> > corrected. SpartaDOS simply gives it's "boot error" message once and
> stops.
> > And when it stops, it does so because it has reached the endless loop at
> > $30EE.
> >
> > The three byte change in the code in the XF version indicates the
command
> > JMP $30EE command has been replaced with two commands: LDY #$FF and
RTS.
> > Here's where my green shows, but basically, the way I understand it, LDY
> > #$FF loads the Y register with the number $FF which indicates an SIO
error
> > and the RTS command causes the process to start over and attempt to boot
> the
> > disk again. If the disk is truly not bootable, as in no DOS present or
> the
> > like, SpartaDOS will act more like AtariDOS where a "boot error" type of
> > message will scroll down the screen as the computer keeps trying to
access
> > the drive.
> >
> > What does this do for the problem with the XF551 not being able to boot
a
> DD
> > disk when it starts in SD mode? Apparently an error in the boot process
> is
> > what triggers the XF551 to switch density. So, after a few attempts at
> > booting with a resulting error, the XF551 eventually tries DD and is
then
> > able to boot the DD disk.
> >
> > Another problem which drove me insane through all this though... I did
> all
> > this using the emulator to create an ATR image which I then wrote out to
a
> > physical floppy with the XF551 and APE. (It's much quicker to deal with
> all
> > the copying, formatting, changing bytes etc with the PC and the emulator
> as
> > opposed to strictly using the Atari.) I was unable to use the SpartaDOS
> > sector copy command DSKDUP to duplicate the altered ATR image over to
the
> > XF551 on numerous occasions. SpartaDOS would give me an error similar
to
> > "unable to write boot sector." I *finally* figured out that if the
XF551
> > was in SD mode I was unable to copy the DD ATR image to the XF551, and
> that

> > is what was causing my grief. (I ended up with this happening on
numerous
> > occasions because I booted the 130XE from a SpartaDOS ATR image through
> APE
> > since it's so much faster. I have my XF551 set as D1:, so I had to turn
> > that off to boot the ATR image. After disabling virtual APE D1: I would
> > turn the XF551 on to enable it as D1: and disable virtual D1: in APE.
And
> > upon power on, the XF551 is apparently configured as SD.) The only way
I
> > could figure out how to make SpartaDOS set the XF551 to DD mode was to
> > format the floppy as DD. At this point DSKDUP would copy the altered
ATR
> > over to the floppy in the XF551 and I was able to verify that the
> > alterations in the three bytes to to the ATR did indeed fix the booting
> > issue. Yea!
> >
> > Anyway, you can see why I'm interested in finding some way to more
quickly
> > set the density on the XF551 from SpartaDOS. I even tried looking for a
> > secotr copier for SpartaDOS which might handle this situation more
> > appropriately, but to no avail. I'm understanding more and more about
> what
> > people are telling me about the XF551's little quirks and how software
> must
> > be written to specific "standards" to deal with these issues.
> >
> > I'm really hoping for lots of questions, rants, comments and additional
> > solutions. And many thanks to my "offline mentor," as well as to
everyone
> > else who has contributed to this fairly lengthy thread!
> >
> > Sean
> >
> >
> > "Gork" <nokraygienspam@hotmail.com> wrote in message
> > news:10v7ce6l1pdnv8b@corp.supernews.com...
> > > "Matthias Reichl" <usenet-200501@hias.horus.com> wrote in message
> > >> It seems the disassembler got a little bit out of sync (there are
quite
> > >> some illegal opcodes in the listing). Could you please upload a raw
> > >> binary file (384 bytes) containing the contents of sectors 1-3
> > >> (one file with the original sectors, one file after XINIT.551).
> > >>
> > > I'm pretty green here and tried to do as you asked but didn't get
> > > anywhere. I have, however, uploaded a new file to
> > > www.gorksplace.com/XF551&BootFix2.zip with some new contents. I
> > > disassembled the boot sectors again, this time setting the disassembly
> to
> > > 3000. I included NonXF.txt, XF.txt and Changes.txt which contain the

> > > disassembled information and the changes, just like before, but this
> time
> > > in text documents. In trying to include a raw binary of the three
> sectors
> > > I used a Windows hex editor to pull the information from the first
three
> > > sectors of each disk and ended up with nonXF.hex (the information from
> the
> > > XINIT disk) and XF551.hex (the information from the XINIT.551 disk).
I
> > > don't think this is what you're asking for, but it's the closest I
could
> > > figure out?? I also included copies of the two ATR images this time
as
> > > well... The zip file is actually smaller than it was before now.
> > >
> > >> Using a DSDD disk created in an XF551 will most certainly not work
> > >> in another (non-XF551) DSDD drive. The XF551 uses a very strange
method
> > >> to write DSDD disks:
> > >
> > > Yes, yes... Something obvious I missed. I have also read that the
> XF551,
> > > in double sided mode, writes the reverse side in reverse order -
meaning
> > > the reverse of the way the disk would have been written on if it had
> been
> > > turned over like a "flippy" and written as a single sided disk...
> > >
> > > Anyway, your point is well taken. If I write disks on the XF551 in
DSDD
> > > mode, they will only work on XF551 drives, so there is no need to even
> be
> > > concerned about whether using XINIT.551 will cause compatibility
issues
> > > with other drives...
> > >
> > > Sean
> > >
> > >
> >
> >
>
>

704. SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 18:37:31 UTC
From: AtariMark <nospam.markknight_999@hotmail.com>
Message-ID: <L59Md.1134$uL5.171@fe2.texas.rr.com>
Source record: 12809

Years ago there was an issue of Analog magazine that featured a build your own voice synthesizer for the 8bits. It used the SPO256A Ti Chip and plugged directly into the joystick ports.

Does any one have by chance have those schematics? I would love to build another one to replace the one I lost so many years ago. Thanks in advance.

```
| | | A
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/ | \ i
```

705. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 20:37:00 UTC
From: gary@tsnc.net
Message-ID: <1107376620.958445.178390@f14g2000cwb.googlegroups.com>
Source record: 12810

Here are 2 articles (1 Antic, 1 Analog):

- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);

- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");

I will check when I get home to see if I have the Analog issue above.
Maybe someone else here has the schematics, or can point you to them.
If not, I can scan them (provided that I have this issue).

AtariMark wrote:
> Years ago there was an issue of Analog magazine that featured a build
your
> own voice synthesizer for the 8bits. It used the SPO256A Ti Chip and
plugged
> directly into the joystick ports.
>
> Does any one have by chance have those schematics? I would love to
build
> another one to replace the one I lost so many years ago. Thanks in
advance.
>
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706. JellyBeans!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-02 22:16:47 UTC
From: cmartin@ti.com
Message-ID: <1107382607.525868.141390@l41g2000cwc.googlegroups.com>
Source record: 12811

All,

I have *mostly* completed my game, JellyBeans. The networking code
needs to be debugged, but the one-player only mode works great.

If you would like to give it a try or looking for more information,
check it out here:
http://geocities.com/vlastaar/jellybeans

C ya,
Chris

707. Re: JellyBeans!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 00:01:25 UTC
From: stephensheppard@hotmail.com
Message-ID: <1107388885.154603.195650@l41g2000cwc.googlegroups.com>
Source record: 12812

cmar...@ti.com wrote:
> All,
>
> I have *mostly* completed my game, JellyBeans. The networking code
> needs to be debugged, but the one-player only mode works great.
>
> If you would like to give it a try or looking for more information,
> check it out here:
> http://geocities.com/vlastaar/jellybeans
>
> C ya,
> Chris

Nice game, difficult but very nice.

My CTIA equipped 800 has never shown this many colors! How did you get
so many? It seems like you have more than 5 colors per scan line. Or
is that an optical illusion? artifacting?

Steve Sheppard

708. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 00:09:02 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <42016b52$0$12361$45beb828@newscene.com>
Source record: 12813
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Chris Baird <abuse@brushtail.apana.org.au> writes:

>>>Eh, by cross-posting you're foisting the topic on everyone,
>>>welcomed or not.

>>Then put it in your killfile.

>So, net.etiquette doesn't apply to C=One fanatics?

So, subjects you don't read don't occur in any other newsgroups?

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

709. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 00:15:53 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <42016D34.3050503@spurgeon.net>
Source record: 12839
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Cameron Kaiser wrote:

>>So, net.etiquette doesn't apply to C=One fanatics?
>
>
> So, subjects you don't read don't occur in any other newsgroups?

Apparently not for Cameron on the net etiquette...

710. Is sex between C64 and ATARI users allowed ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 00:15:59 UTC
From: pain_wheels@hotmail.com
Message-ID: <fbbaa058.0502021615.625bed36@posting.google.com>
Source record: 12814
Cross-posted to: alt.c64,comp.sys.atari.8bit,is.matur

I wonder what society thinks about sex between C64 users and ATARI users ???

711. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 00:22:28 UTC
From: Blake Patterson <blakespot@gmail.com>
Message-ID: <1107390148.210141.32680@f14g2000cwb.googlegroups.com>
Source record: 12815
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Well, I felt few are aware of the C-One and all the groups that I posted to could benefit from it. It didn't seem untoward. I am just trying to spread the word. I don't profit from this. (My site, ByteCellar, that hosts the original story makes $1 / month - I have no illusion that it could do much better! I have other sites that fill that need.)

bp

712. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 01:02:36 UTC
From: aiiadict@gmail.com
Message-ID: <1107392556.162055.58900@g14g2000cwa.googlegroups.com>
Source record: 12816
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

I would buy a C-One if there was an
Apple IIe core.

Is anyone working on this?

All I need is HGR and Text screen display,
and for the associated softswitches to work.

Rich

713. Re: Is Dan Simper a troll ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 01:07:51 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <HPeMd.1312$uc.562@trnddc04>
Source record: 12817
Cross-posted to: alt.c64,comp.sys.atari.8bit

"Dan Simper" wrote ...

> I wonder what society thinks about sex between C64 users and ATARI users
> ???

This troll seems to be trying to flood the is.matur group with replies to his inflammatory posts.

If you must feed this troll, give him indigestion by removing is.matur from list of groups crossposted to.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

714. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 01:24:49 UTC
From: Jim Brain <brain@jbrain.com>
Message-ID: <42017BB1.2020307@jbrain.com>
Source record: 12818
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Blake Patterson wrote:
> Well, I felt few are aware of the C-One and all the groups that I
> posted to could benefit from it. It didn't seem untoward. I am just
> trying to spread the word. I don't profit from this. (My site,
> ByteCellar, that hosts the original story makes $1 / month - I have no
> illusion that it could do much better! I have other sites that fill
> that need.)

Please don't leave in a huff. Sadly, the state of spam abuse lately has made cross-posting a liability. I inferred you were just trying to spread the word. The Yahoo group had moderation turned on recently, due to the flame wars erupting on it.

To stay on topic, it seems there are folks looking into a Apple II (not sure what variant) option, but I don't know of any Atari or Sinclair work. Both should be doable. I know the designer is an Atari fan (and was approached to do the Flashback, but InfoGrames (or whatever their name is) didn;t think she could pull it off. She was interested in an Atari version of the idea that became the C64DTV (Commodore 64 30-in-1 Joystick unit). The opportunity may have passed though, as she's in demand now, and redoing a 80's platform in FPGA costs a lot if you count all the hours up. The DTV happened mainly because the core had mostly been developed in "hobby time", which didn't have to be paid for by the manufacturers. The Apple line was elegant in it's simplicity, but the Atari custom ICs I would assume are not trivial to re-implement.

Jim

--
Jim Brain, Brain Innovations
brain@jbrain.com http://www.jbrain.com
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

715. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 04:50:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502022048000.31606-100000@onyx.spiritone.com>
Source record: 12820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

716. FS: Brand New Atari stuff! $20.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 04:53:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502022050450.31606-100000@onyx.spiritone.com>
Source record: 12821
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've added the following BRAND NEW Avalon Hill/MicroComputer Games Titles for the Atari 8 Bit Computer line. Controller, Shootout at the OK Galaxy, TAC (Tactical Armor Command) and Tank Arkade! And the following BRAND NEW Atari Cartridge Games such as ARCHON, Ballblazer, Final Legacy, GATO, Millipede, Moon Patrol, Rescue on Fractalus, Star Raiders II & Star Wars-Return of the Jedi. Any Title for $20 each! Call 24Hrs. (503)256-9974! My catalogs are Updated. Get my FREE Atari Catalogs at BenSells@Atari.org or

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

717. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 04:56:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502022053520.31606-100000@onyx.spiritone.com>
Source record: 12822
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

718. Re: SpartaDos 3.x manual..

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 05:06:04 UTC
From: secretspam@ihatespam.net
Message-ID: <4202b11b.9588812@nntp.charter.net>
Source record: 12819

The specific things you mention were only possible in 'X' I believe.

On Wed, 2 Feb 2005 01:37:03 +0000 (UTC), jamesk@ATxmissionDOT.com
(James King) wrote:

>Looking to emulate some of my SDX functionality in SpartaDos 3.3c..
>
>Specifically:
>
>Want to set a custom PROMPT at bootup, set environment variables for batch
>files, etc.
>
>I have all that working great in SDX, but only have a SpartaDos
>construction & toolkit manual.
>
>If you know how, or can point me to an online manual, I'd appreciate it.

719. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 05:45:13 UTC
From: gary@tsnc.net
Message-ID: <1107409513.969218.85970@g14g2000cwa.googlegroups.com>
Source record: 12823

Found 'Analog Computing - Issue 29 - Apr.1985 - pp.59-67'

Here are the raw scanned pages (sorry OCR just didn't agree with the
darkness of all the pictures).
http://www.atarian.net/~gary/CheepTalk/index.html

720. O.T. Killing a message

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 06:27:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <IvjMd.13910$A_.1295@okepread03>
Source record: 12824

Is there a way to kill a message I sent to the newsgroups? I heard years ago there was a way but I can't remember if it was true or not.

Thomas

721. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 06:28:51 UTC
From: Mike Paull <mike351@removethis.ozemail.com.au>
Message-ID: <p5f301lm782mhlsh68feomif8r9kblfuth@4ax.com>
Source record: 12825
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

On Tue, 01 Feb 2005 01:19:06 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"Prodatron / SymbiosiS" wrote ...
>>
>> BTW, thanx to Tobiflex at the moment it's more a CPC-ONE than anything
>> else. Now even the third CPC Core is available, but the one C64 core is
>> still NOT ABLE to read D64 images! So you shouldn't call it "Commodore
>> One" anymore...
>
>I would like to point out that .d64 images are for use on _emulators_, and
>are not for use on the "Real Thing"(tm) C64. ;-)

Not true. I use .D64 images with my real C64 more often than I use a real
floppy disk, Nick Coplins 64HDD program allows this. Maurice Randall has
also said that CMD HD DOS+ will also support mounting of D64 images too.

>Although .d64 images can be used directly on a _software_ C64 emulator, the
>fact that they can not be used directly on a _hardware_ C64 emulator is an
>indication that the C64 core is closer to the "Real Thing"(tm) than some of
>the software emulators.

Vice seems to handle this situation very well, if the C1 C64 core can have
the same level of compatability then we should all be happy.

Mike

722. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 09:41:04 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <ctsrjg$eq1$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 12826

Hi,

> Years ago there was an issue of Analog magazine that featured a build your
> own voice synthesizer for the 8bits. It used the SPO256A Ti Chip and plugged
> directly into the joystick ports.

> Does any one have by chance have those schematics? I would love to build
> another one to replace the one I lost so many years ago. Thanks in advance.

Not to the original layout, though for a "slightly modified and
improved"(tm) version that connected to the parallel port of the XL
series. It used an additional VIA chip to address the SPO256AL2 and
feed the speach back into the audio out of the system. If you need the
schematics, I think I might still have them somewhere as a GIF. Back
then I also sent them to ABBUC (IIRC), so they might have them at
their pages as well.

So long,
Thomas

723. Re: Is Dan Simper a troll ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 11:53:03 UTC
From: Freeloader <lovsanger@gmail.com>
Message-ID: <wgoMd.96842$Vf.3844388@news000.worldonline.dk>
Source record: 12827
Cross-posted to: alt.c64,comp.sys.atari.8bit

I would say, YES!
as long as the machines is not a part of it. Remember, they are both old, so
it's a bit discusting! :-)

Freeloader

"Sam Gillett" <samgillettnospam@diespammermsn.com> skrev i en meddelelse
news:HPeMd.1312$uc.562@trnddc04...
>
> "Dan Simper" wrote ...
>
> > I wonder what society thinks about sex between C64 users and ATARI users
> > ???
>
> This troll seems to be trying to flood the is.matur group with replies to
his
> inflammatory posts.
>
> If you must feed this troll, give him indigestion by removing is.matur
from
> list of groups crossposted to.
> --
> Best regards,
>
> Sam Gillett
>
> Change is inevitable,
> except from vending machines!
>
>
>
>

724. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 11:59:06 UTC
From: AtariMark <nospam.markknight_999@hotmail.com>
Message-ID: <emoMd.6154$uA.4439@fe1.texas.rr.com>
Source record: 12828

I would like to thank EVERY ONE who responded and say that I am overwhelmed with all the
assistance people have given me on this subject. I have all the pages printed out now, and have
either ordered online or bought from radio shack all the parts required. Construction has already begun and I will post some pix of the finished product as soon as its completed.

Thanks again every one... You guys (an gals) are truely a class act.

Mark

"AtariMark" <nospam.markknight_999@hotmail.com> wrote in message news:L59Md.1134$uL5.171@fe2.texas.rr.com...
> Years ago there was an issue of Analog magazine that featured a build your
> own voice synthesizer for the 8bits. It used the SPO256A Ti Chip and
> plugged directly into the joystick ports.
>
> Does any one have by chance have those schematics? I would love to build
> another one to replace the one I lost so many years ago. Thanks in
> advance.
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725. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 12:16:08 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14u0otn8jb.fsf@panini.cling.gu.se>
Source record: 12829
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
>>>>> "MP" == Mike Paull <mike351@removethis.ozemail.com.au> writes:

MP> Vice seems to handle this situation very well, if the C1 C64 core
MP> can have the same level of compatability then we should all be
MP> happy.

The C1 is not an emulator. If you want to use D64s, you'll have to use
64HDD just like on a real C64.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

726. A look at the C-One (Commodore One) reconfigurable c...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 12:31:07 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502030431.2e827eaf@posting.google.com>
Source record: 12830
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I've followed this project with interest for a couple of years. It is clearly a superb technical achievement, and I'll probably buy one after it is a released product. But I do have a difficult time understanding how the C-One is functionally anything other than another emulator? Is there something that it can do that well-executed emulator(s) can't do on a PC platform? Perhaps I'm missing something here (and I'm sure someone can enlighten me. :-)?
-Larry

727. Re: JellyBeans!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 14:39:13 UTC
From: cmartin@ti.com
Message-ID: <1107441553.284640.217960@c13g2000cwb.googlegroups.com>
Source record: 12831

> My CTIA equipped 800 has never shown this many colors! How did
> you get so many? It seems like you have more than 5 colors per
> scan line. Or is that an optical illusion? artifacting?

It is not an optical illusion and it is not artifacting. I am using Priority Zero CTIA/GTIA mode. In this mode Players 1/2 will be ORed with Playfield 1/2 and Players 3/4 will be Ored with Playfield 3/4. If you turn on the "Players generated third color" bit, the players will mix with each other.

JellyBeans shows a maximum of 12 color changes per line, even on a CTIA. I then use DLIs to change brightness every line, so 90 colors are possible on screen at one time.

Interestingly enough, I found that it is possible to have 24 different colors on one line at a time with Priority zero mode without interlacing - you just cannot have the colors everywhere on screen. If you mess with the color registers and/or the horizontal position registers during the scan line, it may be possible to generate more colors...

-Chris

728. Re: A look at the C-One (Commodore One) reconfigurable c...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 15:06:49 UTC
From: Blake Patterson <blakespot@gmail.com>
Message-ID: <1107443209.514024.220160@f14g2000cwb.googlegroups.com>
Source record: 12832
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The FPGA's on the motherboard are loaded with a core file that
describes an actual hardware configuration that the FPGA's take on.
With this technology, it is possible to create a clock-perfect replica
of a target platform (not that all the cores out there right now are
clock perfect). Regardless of the machine it is running on, all
software emulators have some degree of latency that "breaks the spell"
of trying to experience _perfect_ emulation.

I am primarily interested in the C64 core and while it seems to to a
pretty good job right now, it's not at 100% (yet). Read more about
FPGA's here, to grasp it:

http://en.wikipedia.org/wiki/FPGA
(though Wiki has been slow lately)

bp

729. Re: A look at the C-One (Commodore One) reconfigurable c...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 16:00:59 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p148y65ocp0.fsf@panini.cling.gu.se>
Source record: 12833
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>>>>> "L" == Larry <LLppwhite@aol.com> writes:

L> But I do have a difficult time understanding how the C-One is
L> functionally anything other than another emulator?

From a user's perspective, there's not a huge difference, both allow
you to use different platforms with the same keyboard and monitor.
Under the hood there's a huge difference. An emulator looks at the
program code, simulates the instructions being executed, and presents
the results in a window on your PC that looks more or less like the
real deal. In an FPGA the electrons move around just like they would
in a real computer - for all intents and purposes there's an actual
6510 and VIC chip inside it. It enables you to do things like connect
actual C64 cartridges and disk drives - something an emulator can't
do. While vice allows you to load from a real 1541, it still emulates
the drive, but fetches the data from the 1541 instead of a d64 file
(correct me if I'm wrong here Spiro :).

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

730. Re: JellyBeans!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 16:11:17 UTC
From: stephensheppard@hotmail.com
Message-ID: <1107447076.970088.85500@z14g2000cwz.googlegroups.com>
Source record: 12834

cmartin@ti.com wrote:
> > My CTIA equipped 800 has never shown this many colors! How did
> > you get so many? It seems like you have more than 5 colors per
> > scan line. Or is that an optical illusion? artifacting?
>
> It is not an optical illusion and it is not artifacting. I am using
> Priority Zero CTIA/GTIA mode. In this mode Players 1/2 will be ORed
> with Playfield 1/2 and Players 3/4 will be Ored with Playfield 3/4.
If
> you turn on the "Players generated third color" bit, the players will
> mix with each other.

Ahh. It's been a long time 20+ years. I forgot about the possibility
of player and playfield color combinations.

> JellyBeans shows a maximum of 12 color changes per line, even on a
> CTIA. I then use DLIs to change brightness every line, so 90 colors
> are possible on screen at one time.

I noticed the brightness changes and assumed you used DLIs.

I became curious while waiting for your reply so I hooked up my 800 to
my old ATI All-in-Wonder (original) and used the zoom mode. Hard to
see with magnification degredation, noise and so forth but I was able
to count at least 8 colors. That was enough to know I wasn't imagining
things. LOL!

I'm impressed by how smoothly you have managed this.

> Interestingly enough, I found that it is possible to have 24
different
> colors on one line at a time with Priority zero mode without
> interlacing - you just cannot have the colors everywhere on screen.
If
> you mess with the color registers and/or the horizontal position
> registers during the scan line, it may be possible to generate more
> colors...
>
> -Chris

Wow! 24 colors!

Kudos to you and thanks for sharing JellyBeans.

Steve Sheppard

731. Re: O.T. Killing a message

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 16:29:35 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1104kbct2vssk17@news.supernews.com>
Source record: 12835

On Thu, 03 Feb 2005 00:27:47 -0600, Docrotcod wrote:

> Is there a way to kill a message I sent to the newsgroups? I heard
> years ago there was a way but I can't remember if it was true or not.
>
> Thomas

I don't know how Outlook Express handles it, but I would "cancel" the
message. Generally, you open the message that you sent by mistake, then
select cancel (for example, using Pan, I'd select: Articles >> Cancel.) I
don't think you can do it if anyone has replied to your message though.

--
Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

732. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 19:56:33 UTC
From: GB <nntp@graham-briggs.co.uk>
Message-ID: <420281A1.40105@graham-briggs.co.uk>
Source record: 12836
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Prodatron / SymbiosiS wrote:

> The Amstrad CPC came later (1984) than the C64, was quite faster (2-3
> times)

The 6502 can do more per clock cycle than a Z80 though. Also the C64 did have tiled displays, hardware scrolling and sprites, which helped a lot.

> and had a much more modern architecture (FDC, Z80 etc...).

It was a good example of a company putting a lot of off the shelf components together with a small amount of custom logic to make things work well and have a nice display, even if a lot of work was required to handle it because of its relatively large size (16KB).

> It
> was a brilliant machine (screen resolution of up to 768x270, fastes
> floppy for 8bit machines etc) but not popular, because the C64 came
> earlier and had better capabilities for many type of games (SID sound
> and hardware sprites).

Graham

733. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 20:01:37 UTC
From: GB <nntp@graham-briggs.co.uk>
Message-ID: <BqvMd.2273$Ck4.1836@newsfe2-gui.ntli.net>
Source record: 12837
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

MagerValp wrote:

> P> CPC was also able to do HW scrolling, but not many games used it.
>
> Well, it can move the base of the bitmap screen, which shifts the
> screen by 2 pixels at a time (if you're using 160x200), but can it do
> single pixel scrolling?

Not until the CPC+, which basically fixed all the problems with the CPC
by adding smooth scrolling and hardware sprites amongst other things.

> Sure, just like the C64 can overcome the bitmap addressing using
> tables, but the complete lack of a character/tile based video modes is
> a huge drawback for action games. The CPC has to set 16000 bytes to
> redraw the whole screen, which is a lot more than the C64's 2000.

Yeah, a lot of the CPCs top games aren't scrollers, but flip screen, and
especially isometric which worked well with the bitmapped display. It
meant the CPC had some great graphics applications like Advanced OCP Art
Studio, and great loading screens, heh. Then the game area would be
shrunk down so they could update it at 25fps or so. Shame really, the
CPC did have smooth vertical scroll, but hardly any games that could
have benefitted from it used it.

Graham

734. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-03 21:53:06 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <63xMd.8800$uc.8442@trnddc03>
Source record: 12838
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Mike Paull" <mike351@removethis.ozemail.com.au> wrote ...

> On Tue, 01 Feb 2005 01:19:06 GMT, "Sam Gillett"
> <samgillettnospam@diespammermsn.com> wrote:
>
>>I would like to point out that .d64 images are for use on _emulators_, and
>>are not for use on the "Real Thing"(tm) C64. ;-)
>
> Not true. I use .D64 images with my real C64 more often than I use a real
> floppy disk, Nick Coplins 64HDD program allows this. Maurice Randall has
> also said that CMD HD DOS+ will also support mounting of D64 images too.

But can you use .d64 images on your C64 _directly_ from a 1541, 1571, or 1581
drive?

Is 64HDD a real CBM drive or does it emulate a CBM drive?

Don't get me wrong... I think 64HDD is a good thing for the Commodore
community, and certainly one good solution to the mass storage problem.
And, I appreciate all the long hours and hard work Nick put in to make 64HDD
happen.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

735. Re: SpartaDOS 32g & XF551

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 01:35:59 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <1105kc1r1kk1a23@corp.supernews.com>
Source record: 12840

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:lO5Md.5284$wA5.4937@newssvr33.news.prodigy.com...
>I found it and it works, gork says. It uses SIO commands 78 and 79, not

Indeed, he does say it works great... It had no problem setting DD, ED and SD on my XF551. It also read the current density setting of the drive with no problem. It doesn't include any double sided settings, just FYI.

Now I'm trying out the XF551 with a Hyper-X upgrade ROM chip. I'm running into an interesting issue, but the drive changes density much better with this ROM chip.

Sean

736. Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 02:16:39 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1107483399.624915.92580@f14g2000cwb.googlegroups.com>
Source record: 12841

I'm curious about the status of the Web browser Contiki
(http://www.sics.se/~adam/contiki/apps/webbrowser.html) on Atari 8-bit
machines. Reading around the Web, I've seen positive reports - that
home page there has a screen shot - and negative ones saying that the
presence of the ANTIC chip essentially prevents Contiki from
functioning. What's the real scoop - does this thing run?

737. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 02:23:43 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <n2n501t5hkoqdis6st6g2cic3vpnk3bo2n@4ax.com>
Source record: 12842

"The Wanderer" <wandererstill@yahoo.com>:
>I'm curious about the status of the Web browser Contiki
>(http://www.sics.se/~adam/contiki/apps/webbrowser.html) on Atari 8-bit
>machines. Reading around the Web, I've seen positive reports - that
>home page there has a screen shot - and negative ones saying that the
>presence of the ANTIC chip essentially prevents Contiki from
>functioning. What's the real scoop - does this thing run?

Here:
http://geocities.com/vlastaar/a8ether/

Chris' effort seems to be the current state of the art for Contiki on the
Atari 8-bit. I think the next big problem is going to be memory. The
Atari has quite a bit less free than the C64.

Shawn Jefferson
(fix reply to for email)

738. Interviews with Scott Adams and Mike Potter

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 04:36:03 UTC
From: Farb <google@atari8bit.org>
Message-ID: <1107491763.800804.255490@o13g2000cwo.googlegroups.com>
Source record: 12843

Hi all,

I have posted new interviews with Scott Adams (Adventure International)
and Mike Potter (Synapse) on atari8bit.org. And there are more to come!

Enjoy!

->Dan

http://www.atari8bit.org

739. Re: Interviews with Scott Adams and Mike Potter

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 05:28:41 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ctv169$103$1@news.xmission.com>
Source record: 12844

Just curious how you're going about tracking these folks down? Are you
doing something as simple as 'googling' for them?

Farb <google@atari8bit.org> spit out...:
> Hi all,

> I have posted new interviews with Scott Adams (Adventure International)
> and Mike Potter (Synapse) on atari8bit.org. And there are more to come!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

740. Re: Is sex between C64 and ATARI users allowed ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 05:40:58 UTC
From: 2000man@wongfaye.com
Message-ID: <92f8438f.0502032140.41334bfd@posting.google.com>
Source record: 12845
Cross-posted to: alt.c64,comp.sys.atari.8bit,is.matur

pain_wheels@hotmail.com (Dan Simper) wrote in message
news:<fbbaa058.0502021615.625bed36@posting.google.com>...
> I wonder what society thinks about sex between C64 users and ATARI users ???

i dont think anyone has a commodore 64 without owning an atari of some sort

my system list looks like this
atari2600
atari5200
nintendo nes
commodore64
sega genesis
pcclone 386
gameboy
atari lynx
super nes
pcclone486
pcclonepentium90
pcclone amdk6200mhz
gamecom (kbtoys closeout)
gameboy color
pentium 400mhz
pentium 1.6ghz

and my garage has all these thing in boxes

i pity the fool that has to deal with my crap when i die

741. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:06:58 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <3392dd.4400dd@fmlynet.org>
Source record: 12648

Oh yeh, MD8.. forgot about that.

Where are the Atari 8 mod players out there to be downloaded?

Doc Clu 800

> From: "Marius Diepenhorst" <grover25@zonnet.nl>

> The MD8 format is almost equal to mod isn't it?

> And I believe I had some cool mod players for atari 8bit. Written by The
> Missing Link (ANG)

> Marius

> "William Kendrick" <bill@newbreedsoftware.com> schreef in bericht
> news:9unKd.4218$m31.56968@typhoon.sonic.net...
>> William Kendrick <bill@newbreedsoftware.com> wrote:
>>> The STARWORX demo on the Atari is really just a little MOD player that
>>> plays a MOD of the same name.
>>
>> That is... I /believe/ that's the case. I _could_ be wrong. ;)
>>
>> Also, I believe the Atari demo "STARWORX" was created by someone named
>> "Friday." (At least, it has "FRIDAY" down the screen in big letters ;))
>>
>> -bill!
>> bill@newbreedsoftware.com April shower bring Kompressor power!
>> http://newbreedsoftware.com/

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

742. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:13:00 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <c392de.4401a0@fmlynet.org>
Source record: 12647

> From: Andreas Magenheimer <magea000@students.uni-mainz.de>

> grafix (but not texts)... If you are interested in any sound format let me
>know. My collection features: AMS, AMP, BAS, CMC, MPT, MOD, MD8, NEO, DIG, TMC
> WAV and some more formats (all with a player program)... -Andreas.

Sure... would love to try all of the above. :) Love music on the Atari.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

743. JellyBeans!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:29:30 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <7392df.4403af@fmlynet.org>
Source record: 12846

As I've said before, cute game, and I'm wanting to try the multiplayer gmae
in the future. :)

Doc Clu 800

> From: cmartin@ti.com

> All,

>I have *mostly* completed my game, JellyBeans. The networking code needs to be
> debugged, but the one-player only mode works great.

> If you would like to give it a try or looking for more information, check it
> out here:
> http://geocities.com/vlastaar/jellybeans

> C ya,
> Chris

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

744. Is sex between C64 and ATARI users allowed ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:38:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <2392e1.4404d3@fmlynet.org>
Source record: 12650

LOL! I love these topics.

This is difficult to say since I wasn't into that sort of thing back when C=64 users and Atari users were more prominent.

However, for the interest of science I would be willing to be the Atari User test subject to try this with some nubile blond (etc etc) C=64 user.

It's a difficult job... I know... but don't weep for me. Know I bravely volunteer for the hours and hours of experimenting that will be required. Heck, probably days to iron out the equation.

(Ahem... and yes, I should mention nubile blond FEMALE. Well, brings up an interesting question of how many models out there used a C=64. Bo Derek? Farrah Faccett? Taaffe O'Oconnell?

I bet Phoebe Kates from the Gremlins and Fast Times at Ridgemount High movies used a C=64.) LOL!

Yes... science! ;) (Music from "Blinded Me With Science" playing in background.)

Doctor Clu 800

(Science!)

> From: pain_wheels@hotmail.com (Dan Simper)

> I wonder what society thinks about sex between C64 users and ATARI users ???

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

745. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:45:02 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <f392e2.4405a1@fmlynet.org>
Source record: 12652

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
>Chris' effort seems to be the current state of the art for Contiki on the Atar
> 8-bit. I think the next big problem is going to be memory. The Atari has
> quite a bit less free than the C64.

Brought Contiki up a time or two. I can say from the Atari 800 side of the
house that the telnet came up fine (as fine as things went without having a
working ethernet module), the web browser never loaded for me... yet. And
I tried that one on the 800 and a 256K 800xl. Both claimed to not have
enough memory.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

746. Re: Is sex between C64 and ATARI users allowed ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:52:06 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <f392e3.440683@fmlynet.org>
Source record: 12651

> From: 2000man@wongfaye.com (2000man@wongfaye.com)

> and my garage has all these thing in boxes

> i pity the fool that has to deal with my crap when i die

Take your list, substitute any PC with a Mac era equivalent, and the list
is about the same. :)

I am working to weed out my collection as I go, but I just seem to be
replacing non Atari stuff with Atari stuff.

And about dying.. well... I've tried writing it into my will that should I
die my Atari stuff will be donated to the Atari 8-bit newsgroup to pass it
on, but we will see how that goes.

Honestly, it is funny to think about it. I mean, we really are the glue
that holds our stuff together and give it significiance. I saw a
collection of electronics parts and things that had been assembled by a man
who had passed away and everything was being sold by the dollar at the
First Saturday Sidewalk Sale here in Dallas. It was interesting how
everyone looked at the stuff saying "Huh?" And after we all go, that is
how our stuff will be treated.

Getting too deep... getting back to my resolution... must play another
180,000 point game of Wizard of Wor. ;)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

747. Models posing with Atari Computers?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 06:59:14 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <f392e4.440767@fmlynet.org>
Source record: 12653

I told my wife about my willingness to volunteer for the scientific cause of finding out if sex between Commodore Users and Atari Users was possible and she got a good laugh out of it.

She suggested that we should have have like the classic and hot rod car magazines where you see the car and a model in a swimsuit (or other arrangement) :)

So classic computers with some model standing nearby it. I like my wife's thinking. :D

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

748. FA:Atari 5200 Upright Store Demo Video Game

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 07:05:55 UTC
From: Jimmy Hefner <jimmyhefner@sbcglobal.net>
Message-ID: <n9FMd.15173$2e7.6050@newssvr12.news.prodigy.com>
Source record: 12649

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=13716&item=6150408592

749. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 12:41:52 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrnd06rcg.20s.usenet-200502@camel.hias.horus.com>
Source record: 12654

```
On Wed, 02 Feb 2005 14:52:01 GMT, Russ Gilbert wrote:
> I found it and it works, gork says. It uses SIO commands 78 and 79, not
> documented in 'Mapping the Atari'. I don't know where I learned about these
> commands.

These commands are the "get configuration/percom block" (78=$4e) and
"put configuration" (79=$4f) commands. This is the standard way to
get/set drive density and size (geometry).

so long,

Hias
```

750. Re: A look at the C-One (Commodore One) reconfigurable c...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 13:05:40 UTC
From: Michael Klein <michael.klein@puffin.lb.shuttle.de>
Message-ID: <Pine.LNX.4.61.0502041337560.17371@skua.puffin.lb.shuttle.de>
Source record: 12655
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Thu, 3 Feb 2005, MagerValp wrote:

>>>>>> "L" == Larry <LLppwhite@aol.com> writes:
>
> L> But I do have a difficult time understanding how the C-One is
> L> functionally anything other than another emulator?
>
> From a user's perspective, there's not a huge difference, both allow
> you to use different platforms with the same keyboard and monitor.
> Under the hood there's a huge difference. An emulator looks at the
> program code, simulates the instructions being executed, and presents
> the results in a window on your PC that looks more or less like the
> real deal. In an FPGA the electrons move around just like they would
> in a real computer - for all intents and purposes there's an actual
> 6510 and VIC chip inside it. It enables you to do things like connect
> actual C64 cartridges and disk drives - something an emulator can't
> do. While vice allows you to load from a real 1541, it still emulates
> the drive, but fetches the data from the 1541 instead of a d64 file
> (correct me if I'm wrong here Spiro :).

No, there is actually no drive emulation involved: VICE traps calls to
the IEC kernal routines (LISTEN, TALK, etc.) and calls the corresponding
driver function in cbm4{linux,win}, so it is really an emulated C64
talking to a 1541 (or any other device) ;-)

Cheers,

--
Michael

michael@skua:~ > ps -ef | grep msblast.exe
michael 19808 19805 0 13:37 pts/2 00:00:00 grep msblast.exe

Puh, that was lucky!

751. Re: Atari Times 2005 Compendium, Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 13:31:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.04.13.31.20.347446@charter.net>
Source record: 12663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Mon, 31 Jan 2005 05:20:20 +0000, Gregory D. George wrote:

> THE ATARI TIMES ANNOUNCES THE AVAILABILITY OF THE 2005 COMPENDIUM
> January 31, 2005

Just wanted to say I just got my copy in, and I love it. Thanks to
everyone at involved in producing this. :-)

752. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 13:52:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.04.13.52.48.648444@charter.net>
Source record: 12664

On Fri, 04 Feb 2005 16:17:12 +0100, Marius Diepenhorst wrote:

Hmm, I've tried a couple of times under Mandrake Linux to connect
(Konqueror - opens up a console) and this is what I get everytime:

Trying 213.10.217.144...
Connected to atari-inside.kicks-ass.net (213.10.217.144).
Escape character is '^]'.

A.P.E. Atari 8-bit Internet Modem
http://www.atarimax.com/
Copyright 2005 Steven J Tucker

Waiting for Atari to answer...

Atari Connected!

19200 baud connection

Press <Enter>..Connection closed by foreign host.

So...what am I doing wrong? Thanks.

753. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 15:17:34 UTC
From: Leif Bloomquist <spam@127.0.0.1301>
Message-ID: <1107529938.39c169622ee83c8d74c73f51d900bec0@teranews>
Source record: 12656
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:63xMd.8800$uc.8442@trnddc03...

> But can you use .d64 images on your C64 _directly_ from a 1541, 1571, or
1581
> drive?

I use .d64 images on my C64 and 1541 easily, by making the images into real
disks and back again with my PC. I have one (1) floppy disk that I use
regularily any more, and its only purpose is to temporarily hold .d64
images. The point is, the lines have become blurred.

> Is 64HDD a real CBM drive or does it emulate a CBM drive?

What do you mean by 'real'? You could say that about any third-party device
(CMD, MSD, etc...) that it isn't a real CBM drive, it's just emulating one.
CMD drives aren't real CBM drives, but they run software that talks the CBM
serial protocol and store the data in CBM-friendly format.

So by that definition, 64HDD is as much a CBM drive as any other third-party
peripheral.

-Leif

--
Call Jamming Signal BBS - Hosted on a real C64!
Telnet to bbs.jammingsignal.com Port 23
www.jammingsignal.com

754. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 15:20:19 UTC
From: The Wanderer <wandererstill@yahoo.com>
Message-ID: <1107530419.874876.164660@l41g2000cwc.googlegroups.com>
Source record: 12657

Maybe this is a stupid question, but while the 800 has quite a bit less free memory than the C64, what about the 130XE and XLs with pumped-up RAM? Why can't Contiki run on those?

I'm looking at doing Contiki with an actual 850 and a WiBox rather than an Ethernet cartridge - my cartridge slot is full - so I'll have to ask Chris whether his 1.1 port requires his Ethernet solution or whether it works over R: - unless someone here knows.

Greg.Goodwin@family-news.org wrote:
> > From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
> >Chris' effort seems to be the current state of the art for Contiki on the Atar
> > 8-bit. I think the next big problem is going to be memory. The Atari has
> > quite a bit less free than the C64.
>
> Brought Contiki up a time or two. I can say from the Atari 800 side of the
> house that the telnet came up fine (as fine as things went without having a
> working ethernet module), the web browser never loaded for me... yet. And
> I tried that one on the 800 and a 256K 800xl. Both claimed to not have
> enough memory.
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

755. Re: A look at the C-One (Commodore One) reconfigurable c...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 15:38:45 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14brb0jpx6.fsf@panini.cling.gu.se>
Source record: 12658
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>>>>> "MK" == Michael Klein <michael.klein@puffin.lb.shuttle.de> writes:

MK> No, there is actually no drive emulation involved: VICE traps
MK> calls to the IEC kernal routines (LISTEN, TALK, etc.) and calls
MK> the corresponding driver function in cbm4{linux,win}, so it is
MK> really an emulated C64 talking to a 1541 (or any other device) ;-)

Ah.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

756. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 15:44:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42039d6c103a311@comcast.net>
Source record: 12667

>In the end the computers are pretty evenly matched (which gives the
>edge to the Atari hardware considering it was designed 4 yrs before
>the C64 was released) and there is no real winner. It comes down to a
>matter of preference.

I agree. Both computers are amazing in their owns right just to still be
around today and to be still be used to a great extent.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

757. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 15:52:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42039d6c103a312@comcast.net>
Source record: 12666

>I'm curious about the status of the Web browser Contiki
>(http://www.sics.se/~adam/contiki/apps/webbrowser.html) on Atari 8-bit
>machines. Reading around the Web, I've seen positive reports - that
>home page there has a screen shot - and negative ones saying that the
>presence of the ANTIC chip essentially prevents Contiki from
>functioning. What's the real scoop - does this thing run?
>

According to the author, yes it works. I have gotten it to load on a 130XE
that was not actually connected to the Net. This version needs the 850
interface. I was told another version was coming out that did not need this.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

758. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 16:20:16 UTC
From: GarberStreet <willy46pa@comcast.net>
Message-ID: <ermdnQ9M3teJPJ7fRVn-rw@comcast.com>
Source record: 12659
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Leif Bloomquist" <spam@127.0.0.1301> wrote in message
news:1107529938.39c169622ee83c8d74c73f51d900bec0@teranews...
: "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
: news:63xMd.8800$uc.8442@trnddc03...
:
: > But can you use .d64 images on your C64 _directly_ from a 1541, 1571, or
: 1581
: > drive?
:
: I use .d64 images on my C64 and 1541 easily, by making the images into
real
: disks and back again with my PC. I have one (1) floppy disk that I use
: regularily any more, and its only purpose is to temporarily hold .d64
: images. The point is, the lines have become blurred.

I've made a few disks from images using the special cable and only
the 1541 drive connected to my PC, but there is supposed to be
a type of server in the software package that allows you to connect
the C64 directly and load the D64 images. Am I wrong? I have yet
to try it this way. My space is limited and I just can't have 3-4 vintage
machines connected to my PC at the same time or I would have by now.
If anyone has insight into this, I'd appreciate hearing what they've been
capable of accomplishing.

Thanks,

Apple II Forever, and Apple II Together,
Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

759. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 17:26:38 UTC
From: cmartin@ti.com
Message-ID: <1107537998.305619.167050@z14g2000cwz.googlegroups.com>
Source record: 12660

The Wanderer wrote:
> Maybe this is a stupid question, but while the 800 has quite a bit
less
> free memory than the C64, what about the 130XE and XLs with pumped-up
> RAM? Why can't Contiki run on those?
>

There is no reason that the 130XE couldn't run more Contiki
Applications other than I have limited time to work on Contiki. :(

I did run out of RAM to make the Web browser work on version 1.1, but
there is no reason that more tricks couldn't be done like turn the OS
off and use memory under the OS ROM for the XL version. The CS8900a
driver doesn't use the OS and I have written simple screen and keyboard
drivers that do not use the OS for JellyBeans, so it is possible to do
all sorts of things. In fact, the JellyBeans screen/character set
could be used for a 4 color mode GUI, but this would of course take
more RAM...

I am sorry that Contiki and the EtherCart are not widely available at
the moment, but with work, a new daughter, and all sorts of
time-sucking things on my hands at the moment, Contiki development on
the Atari has stalled. BUT, what I can say is that it IS possible to
run Contiki without many packet drops and it should be possible to have
the web browser working with a little bit more software debug work. I
have posted my source code, and the hardware schematics, so anyone can
work on the project.

I wish I had more time, but of course if some one would pay me $80+k a
year to develop Atari hardware and/or software I would quit my job in a
second. *sigh* but this is the real world. I have several other Atari
Hardware projects that I have started, including a full Verilog
representation of an 800XL (maybe for use in the C-one), and an FPGA
device to plug into the PBI port that acts like an ANTIC/GTIA with VGA
outputs, BUT.... none are complete. :(

What I can say is that I know new Atari hardware will come in the
future...!!!! There is always something new, just look at the USB
Cart. I find it interesting that some people always say at the
beginning that it is impossible to connect this or that to the Atari
because it doesn't have enough processing power, data bus, etc to do
Ethernet, USB, VGA, etc. But, if you wait, programmable logic prices
come down, software development tools become better, and before you
know it, it is possible to do these things. What I have learned from
the hardware design industry is that it is always possible to push data
from one device to another, it is just a matter of how much hardware is

needed to do it. There is a solution to anything as long as you do not violate the laws of physics, but even that is debatable! :) (Did someone see a small soapbox around here somewhere... :)

Cheers,
Chris

760. Re: Models posing with Atari Computers?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 17:45:27 UTC
From: cmartin@ti.com
Message-ID: <1107539127.136227.252940@o13g2000cwo.googlegroups.com>
Source record: 12661

Never been to a Gaming Convention, eh?

http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg
http://www.e3girls.com/display.cfm?type=companyyear&company=47&year=6

And, Atari drawings of Women enjoying arcades:
http://www.safestuff.com/atariart.htm

http://ryangenno.tripod.com/sub_pages/AtariImagepage.htm

761. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 18:32:10 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <KcPMd.1182$ng6.399@newssvr17.news.prodigy.com>
Source record: 12662

"Matthias Reichl" <usenet-200502@hias.horus.com> wrote in message
news:slrnd06rcg.20s.usenet-200502@camel.hias.horus.com...
> On Wed, 02 Feb 2005 14:52:01 GMT, Russ Gilbert wrote:
> > I found it and it works, gork says. It uses SIO commands 78 and 79, not
> > documented in 'Mapping the Atari'. I don't know where I learned about
these
> > commands.
>
> These commands are the "get configuration/percom block" (78=$4e) and
> "put configuration" (79=$4f) commands. This is the standard way to
> get/set drive density and size (geometry).
>
> so long,
>
> Hias
OK, so the SIO commands 78 and 79 are standard. I just never saw a program
that used them. I don't know where I found them, maybe a SpartaDOS manual,
or my RANA manual. They aren't in 'Mapping the Atari' for SIO. I find that
the 78 command doesn't seem to work exactly, but the 79 does work fairly
reliably. I just tested on RANA and US Dblr 1050.

762. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-04 19:03:48 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <oGPMd.26276$by5.9414@newssvr19.news.prodigy.com>
Source record: 12665

Ronald J. Hall wrote:
> On Fri, 04 Feb 2005 16:17:12 +0100, Marius Diepenhorst wrote:
>
> Hmm, I've tried a couple of times under Mandrake Linux to connect
> (Konqueror - opens up a console) and this is what I get everytime:

> Press <Enter>..Connection closed by foreign host.
>
> So...what am I doing wrong? Thanks.

After you get the 'Press <Enter>' prompt, try pressing Ctrl-] to
escape to command mode, then type 'unset binary'. After that press
enter a few times and see if it recognizes you.

Steve

763. A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 00:56:23 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0502041656.1442a20b@posting.google.com>
Source record: 12668

Hy, good night kind fellows, now on topic:

Does anyone knows for how many issues actually exist of analog magazine??
For how long it was published??

Thank you very much... Saludos desde la ciudad mas grande del mundo.

Javier Rojas.

764. Re: A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 02:22:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1107570121.814252.277090@c13g2000cwb.googlegroups.com>
Source record: 12669

Javier. wrote:
> Hy, good night kind fellows, now on topic:
>
> Does anyone knows for how many issues actually exist of analog
magazine??
> For how long it was published??
>
> Thank you very much... Saludos desde la ciudad mas grande del mundo.
>
> Javier Rojas.

Funny, I was just wondering that myself while perusing my collection,
today in fact.

The last issue that I own is number 45, dated August 1986. Issue
number 1 is dated January/February 1981. I'm missing numbers 27 and
40-44.

By the way, A.N.A.L.O.G. became ANALOG Computing after just 6 issues.

Steve Sheppard

765. Re: A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 03:20:47 UTC
From: gary@tsnc.net
Message-ID: <1107573647.705992.102140@o13g2000cwo.googlegroups.com>
Source record: 12670

My newest (latest?) issue is #77 - Oct 1989.

I'm missing issues 1-13.

I believe that A.N.A.L.O.G went from bi-monthly (every-other-month) to
monthly starting with issue #15 - Jan 1984

Between Issue #18 - Apr 1984 and Issue #19 - Jun 1984, there is not a
May issue.

Issue #56 was a combo Jul/Aug 1987

Between Issue #58 - Oct 1987 and Issue #59 - Apr 1988, there were no
issues.
This is a 5-month gap.

If anyone is willing to part with one or more of the first 13 issues,
drop me a line.

I'm also interested in the answer to the original post about the last
issue published. Thanks

Javier. wrote:
> Hy, good night kind fellows, now on topic:
>
> Does anyone knows for how many issues actually exist of analog
magazine??
> For how long it was published??
>
> Thank you very much... Saludos desde la ciudad mas grande del mundo.
>
> Javier Rojas.

766. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 03:55:57 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <1108gudqv4mscdc@corp.supernews.com>
Source record: 12671

"Matthias Reichl" <usenet-200502@hias.horus.com> wrote in message
news:slrnd06rcg.20s.usenet-200502@camel.hias.horus.com...
> These commands are the "get configuration/percom block" (78=$4e) and
> "put configuration" (79=$4f) commands. This is the standard way to
> get/set drive density and size (geometry).

Thanks for clarifying... This answers the question you asked earlier on in the thread that I was far too dumb to answer. (That was you, no?) By asking initially you did send me down a path whre I've learned a bit about this stuff, and I appreciate that.

Sean

767. Re: A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 04:39:36 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <c6YMd.679$hU7.532@newssvr33.news.prodigy.com>
Source record: 12672

Complete List of ANALOG magazines

Atari News and Lots of Games.
ANALOG published 79 8-bit magazines. They also published
'The 8-bit Extra' and 'The ANALOG Compendium' books. The
first issues were about bi-monthly. The first issue was
1-2/81. The last issue, #79, was 12/89. Starting with
issue #15, ANALOG became monthly. There were no dates put
on the covers of issues #4 to #11. ANALOG missed a month
5/84. In 1988, ANALOG Inc. was bought by Larry Flint
Publishing (LFP) and Mike Deschenes was no longer listed as
co-publisher with Lee Papas. ANALOG/LFP also published an
ST magazine called ST-Log in the later years (about '87 to
'90).

List of ANALOGS:
#1 - 1-2/81
#2 - 3-4/81
#3 - 5-6-7/81
#4 - 8-9-10/81
#5 - 11-12-1/81-82
#6 - 2-3-4/82
#7 - 5-6-7/82
#8 - 8-9/82
#9 - 10-11-12/82
#10 - 1-2/83
#11 - 3-4-5/83
#12 - 7-8/83
#13 - 9-10/83
#14 - 11-12/83
Issue #15 starts monthly publication of ANALOG. The first
14 issues took 34 months.
#15 to #18 (1/84 to 4/84).
#19 was 6/84, no 5/84. Two month issue
#19 to #25 (6/84 to 12/84)
#26 to #37 (1-12/85)
#38 to #49 (1-12/86)
#50 to #55 (1-6/87)
#56 7-8/87, two month issue
#57 9/87
#58 10/87
Then there was a 6 month hiatus, from 11/87 to 3/88 when no
ANALOGS were published. Larry Flint Publishing bought
ANALOG (LFP).
#59 to #67, 4/88 to 12/88

#68 to #79, 1/89 to 12/89
#79 was the last issue of ANALOG. Subscribers were then
transferred to Antic.

Russ Gilbert
(and I also have this)....
A little history:
ANALOG published their first issue 1-2/81 (#1) and their
last issue was 12/89 (#79). They were supposed to be
bi-monthly at first, but were more like tri-monthly, taking
3 years to publish the first 14 issues. The months were not
put on the cover of most of the first 14 issues. Then,
beginning 1/84 (issue #15), they went monthly for 45 months
until 10/87 (#58). There were 44 issues during that 45 month
period. Then, from 10/87 to 3/88 there was a six month gap.
LFP bought them and published monthly for 21 issues
beginning 4/88 (#59) until the last issue #79 12/89. ANALOG
then 'sold' or 'gave' their subscribers to Antic for an
'equivalent' number of remaining magazines. I'd like to
know who now owns the rights to ANALOG.

Antic started 4/82 (Vol. 1 No. 1) and was bi-monthly for
the first year, until Vol. 2 No. 1 (4/83), when they went
monthly. Antic published monthly pretty regularly until 9/89
and went bi-monthly from 10-11/89 to 6-7/90 (Vol. 9 #2, last
issue of separate Antic.) Antic was then put as a
department in STart for four months and then STart published
their last two combined ST and 8-bit magazines 2-3/91 and
4-5/91, which was the last issue of both Antic and STart.
There were about 94 Antics, including the Antic section of
STarts.

Finally, I recently saw a ANALOG issue #1 go for about $44.00
on ebaY, a little steep for me. I lack #1, #3, #4, and only have a copy of
#5.have #2 and a copy of #5. I have all issues of Antic.
But I ramble.
Russg

"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0502041656.1442a20b@posting.google.com...
> Hy, good night kind fellows, now on topic:
>
> Does anyone knows for how many issues actually exist of analog magazine??
> For how long it was published??
>
> Thank you very much... Saludos desde la ciudad mas grande del mundo.
>
> Javier Rojas.

768. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 04:50:24 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <kgYMd.683$hU7.42@newssvr33.news.prodigy.com>
Source record: 12673

```
While we're on this. My program used a ML BASIC USR call to
$E459. Can one just use a BASIC XIO command? Like..
CLOSE #1
OPEN #1, ?(STATUS) 13 ?, 0, "D1:"
or STATUS #1, X
XIO 79, #1, 0, 0, "D1:"
CLOSE #1
"Gork" <nokraygienspam@hotmail.com> wrote in message
news:1108gudqv4mscdc@corp.supernews.com...
> "Matthias Reichl" <usenet-200502@hias.horus.com> wrote in message
> news:slrnd06rcg.20s.usenet-200502@camel.hias.horus.com...
> > These commands are the "get configuration/percom block" (78=$4e) and
> > "put configuration" (79=$4f) commands. This is the standard way to
> > get/set drive density and size (geometry).
>
> Thanks for clarifying... This answers the question you asked earlier on
in
> the thread that I was far too dumb to answer. (That was you, no?) By
> asking initially you did send me down a path whre I've learned a bit about
> this stuff, and I appreciate that.
>
> Sean
>
>
```

769. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 04:52:35 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <6qj801duapcgcotg5rduh4990dc242aqpk@4ax.com>
Source record: 12674

cmartin@ti.com:

>I did run out of RAM to make the Web browser work on version 1.1, but
>there is no reason that more tricks couldn't be done like turn the OS
>off and use memory under the OS ROM for the XL version. The CS8900a
>driver doesn't use the OS and I have written simple screen and keyboard
>drivers that do not use the OS for JellyBeans, so it is possible to do
>all sorts of things. In fact, the JellyBeans screen/character set
>could be used for a 4 color mode GUI, but this would of course take
>more RAM...

I looked at the Contiki system and I think it would also be possible to swap in extended memory in the dispatcher module to get around the low memory problem on the Atari. As far as I could see, the only things that need be in main ram are the dispatcher, the gui modules and of course screen ram.

It seems that it would be fairly trivial to code some small wrappers that switch in the proper bank of memory when an application's event handler is called from the dispatcher.

I haven't had time to go further into myself either, and it seemed you had it well in hand. The new version of Contiki uses loadable modules which may be a way around this problem too.

Shawn Jefferson
(fix reply to for email)

770. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 05:30:59 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <nSYMd.1180$oO.741@newsread2.news.atl.earthlink.net>
Source record: 12675

Sorry, no can do... XIO is the Basic command to perform CIO functions
thru a device handler such as DOS or RS232 defined in HATABS and
giving the necessary support.

The Resident Disk Handler and the device control block are at the SIO level;
you must declare a buffer address and size plus the data direction and
device
code and number before calling the SIO vector.
Jess

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:kgYMd.683$hU7.42@newssvr33.news.prodigy.com...
> While we're on this. My program used a ML BASIC USR call to
> $E459. Can one just use a BASIC XIO command? Like..
> CLOSE #1
> OPEN #1, ?(STATUS) 13 ?, 0, "D1:"
> or STATUS #1, X
> XIO 79, #1, 0, 0, "D1:"
> CLOSE #1
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:1108gudqv4mscdc@corp.supernews.com...
> > "Matthias Reichl" <usenet-200502@hias.horus.com> wrote in message
> > news:slrnd06rcg.20s.usenet-200502@camel.hias.horus.com...
> > > These commands are the "get configuration/percom block" (78=$4e) and
> > > "put configuration" (79=$4f) commands. This is the standard way to
> > > get/set drive density and size (geometry).
> >
> > Thanks for clarifying... This answers the question you asked earlier on
> in
> > the thread that I was far too dumb to answer. (That was you, no?) By
> > asking initially you did send me down a path whre I've learned a bit
about
> > this stuff, and I appreciate that.
> >
> > Sean

771. Re: DGS Atari 8-bit CD-ROM - Special offer for newsgroup readers!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 09:06:23 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <b139015fmdrf6a99soovk7uvjspabcu95m@4ax.com>
Source record: 12676

On 1 Feb 2005 05:20:34 -0800, dgs@clara.net (Dean Garraghty) wrote:

>As you may have read from my previous postings, eBay have banned me
>from selling my own Atari 8-bit CD-ROM collections on eBay. This has

Those jerks!

I guess they have a problem with piracy, but they should find a way to deal with it without stomping on people with perfectly legal alternative CD-R products like you!

772. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 10:01:49 UTC
From: Mike Paull <mike351@removethis.ozemail.com.au>
Message-ID: <6669019sgbmh28f0d0jpijrhdu6fc9tehq@4ax.com>
Source record: 12677
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
On Thu, 03 Feb 2005 21:53:06 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"Mike Paull" <mike351@removethis.ozemail.com.au> wrote ...
>
>> On Tue, 01 Feb 2005 01:19:06 GMT, "Sam Gillett"
>> <samgillettnospam@diespammermsn.com> wrote:
>>
>>>I would like to point out that .d64 images are for use on _emulators_, and
>>>are not for use on the "Real Thing"(tm) C64. ;-)
>>
>> Not true. I use .D64 images with my real C64 more often than I use a real
>> floppy disk, Nick Coplins 64HDD program allows this. Maurice Randall has
>> also said that CMD HD DOS+ will also support mounting of D64 images too.
>
>But can you use .d64 images on your C64 _directly_ from a 1541, 1571, or 1581
>drive?
>
>Is 64HDD a real CBM drive or does it emulate a CBM drive?
>
>Don't get me wrong... I think 64HDD is a good thing for the Commodore
>community, and certainly one good solution to the mass storage problem.
>And, I appreciate all the long hours and hard work Nick put in to make 64HDD
>happen.

No you can't mount a .d64 file from a 1541/71/81 and whether 64hdd is a
real drive or emulation wasn't being questioned, I was simply replying that
some of us do use .d64 images directly on a real c64 thanks to the magic of
Nick Coplin.

Mike
```

773. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 10:05:26 UTC
From: Mike Paull <mike351@removethis.ozemail.com.au>
Message-ID: <af6901191jud0m544d3346mdp10lu8dd84@4ax.com>
Source record: 12678
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

On 03 Feb 2005 13:16:08 +0100, MagerValp <MagerValp@cling.gu.se> wrote:

>>>>>> "MP" == Mike Paull <mike351@removethis.ozemail.com.au> writes:
>
>MP> Vice seems to handle this situation very well, if the C1 C64 core
>MP> can have the same level of compatability then we should all be
>MP> happy.
>
>The C1 is not an emulator. If you want to use D64s, you'll have to use
>64HDD just like on a real C64.

I never said it was. The comment about the C1 and Vice was just my way of
saying i'd love it if the C64 core of the C1 was as compatible. I'd also
love it if the PAL C64 core was released soon :)

Mike

774. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 10:38:43 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <4204A226.4030801@spurgeon.net>
Source record: 12679
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

Mike Paull wrote:
> I'd also love it if the PAL C64 core was released soon :)

The rest of us would love it if you wouldn't keep crossposting.

Try this:

Reply to the group you read it in, *only*...

775. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 11:29:31 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <36jp0tF526c9qU1@individual.net>
Source record: 12680
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

"Mike Spurgeon" <mike@spurgeon.net> wrote in message
news:4204A226.4030801@spurgeon.net...
> Mike Paull wrote:
>> I'd also love it if the PAL C64 core was released soon :)
>
> The rest of us would love it if you wouldn't keep crossposting.
>
> Try this:
>
> Reply to the group you read it in, *only*...

Oh, I like the crossposting - I'd never have read this if he hadn't
crossposted. And If I reply in only the ng I'm reading, then how do I know
anyone else from the other groups will see my replies?

Just because you don't like it, doesn't mean that nobody does. And let's
face it, it's not often you get a crosspost that's actually on topic, is it?

D.

776. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 12:15:23 UTC
From: spike1@freenet.co.uk
Message-ID: <rvped2-4hi.ln1@ridcully.fsnet.co.uk>
Source record: 12681
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

```
Dunny <paul.dunn4@ntlworld.com> did eloquently scribble:
> "Tobiflex" <gutobix@gmx.de> wrote in message
> news:a38ebcab1e23d30ac494cb24208f3b2c$1@www.cconline.com.pl...
>> MagerValp napisa?:
>>
>>>>>>>> "D" == Dunny <paul.dunn4@ntlworld.com> writes:
>>
>>> D> What's the compatibility like for the z80 side of things? Meaning
>>> D> the undocumented opcodes and flag behaviour?
>>
>> Yes and Yes. The Risc can run Z80-Software with undocumented Opcodes. Its
>> full softwarecompatible but not cycle exact. The 6502-Software runs only
>> with documented 6502 opcodes and any special C-One-Stuff Opcodes.
>> The Risc needs about 500LC's of the FPGA and needs support RAM of 64Kb for
>> the Z80 and 6502 Tables.
>
> This gets better. I may be interested in one of these - but would I be right
> in saying that the DivIDE (Speccy expansion bus IDE interface and
> programmable ROM) would not be compatible? Or does the C1 provide the speccy
> expansion port too?

Doubtful dunny, after all, it's a different cpu, and the speccy expansion
slot was just most of the z80 pins with a few extra lines for power and
other stuff
--
-------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------
```

777. Re: A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 12:27:52 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502050427.5e2f2567@posting.google.com>
Source record: 12682

While the initial issues of Analog were obviously very important,
there is little of substance (IMO) in the first three issues. By
issue five, the "form" of Analog had been fleshed out, and it was well
on its way to being the premiere English language Atari (print)
magazine. My first "newsstand" issue was #9 -- I couldn't believe how
much good "techie" stuff there was in it!

...And speaking of Analog, does anyone know if the "Digital Analog
Project" is still active?

-Larry

778. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 13:23:00 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <58h90113g13gn50pl11vkavdma4g2h6v5b@4ax.com>
Source record: 12683

On 4 Feb 2005 09:26:38 -0800, cmartin@ti.com wrote:

>> free memory than the C64, what about the 130XE and XLs with pumped-up
>> RAM? Why can't Contiki run on those?
>>
>
>There is no reason that the 130XE couldn't run more Contiki
>Applications other than I have limited time to work on Contiki. :(

Okay, this is totally unacceptable! Have you tried cancelling
vacations to work on this? ;)

>I am sorry that Contiki and the EtherCart are not widely available at
>the moment, but with work, a new daughter, and all sorts of
>time-sucking things on my hands at the moment, Contiki development on

DUH! Have you never heard of orphanages? And can't you just quit your
job and withdraw your 401k for a couple years to perfect Contiki? ;)

>the Atari has stalled. BUT, what I can say is that it IS possible to
>run Contiki without many packet drops and it should be possible to have
>the web browser working with a little bit more software debug work. I
>have posted my source code, and the hardware schematics, so anyone can
>work on the project.

<stuff clipped>

>needed to do it. There is a solution to anything as long as you do not
>violate the laws of physics, but even that is debatable! :) (Did
>someone see a small soapbox around here somewhere... :)

All kidding aside, I'm glad we have a Contiki port for 8bit at all.
You've done real well. We'll see how it goes with other contributors
in the future.

If anyone has his system set up to tinker with this stuff, there are
more Internet projects for Atari 8bit for you to try:
http://home.columbus.rr.com/ksiders/ice.htm

779. Re: A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 14:49:17 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <82n90110io5cc9lgsmtdq0lfop8js7evg1@4ax.com>
Source record: 12684

On 5 Feb 2005 04:27:52 -0800, LLppwhite@aol.com (Larry) wrote:

>...And speaking of Analog, does anyone know if the "Digital Analog
>Project" is still active?

I don't know it's status, but the URL is
http://www.cyberroach.com/analog/default.htm

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

780. Re: SpartaDOS 32g & XF551 **an explanation**

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 15:01:11 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrnd09ntn.256.usenet-200502@camel.hias.horus.com>
Source record: 12685

On Fri, 04 Feb 2005 18:32:10 GMT, Russ Gilbert wrote:
> OK, so the SIO commands 78 and 79 are standard. I just never saw a program
> that used them. I don't know where I found them, maybe a SpartaDOS manual,
> or my RANA manual. They aren't in 'Mapping the Atari' for SIO. I find that
> the 78 command doesn't seem to work exactly, but the 79 does work fairly
> reliably. I just tested on RANA and US Dblr 1050.

You can find a short explanation of these commands on Jindroush's Atari
pages: http://www2.asw.cz/~kubecj/asio.htm

IIRC these two commands were introduced by Percom and were therefore
calld "get/set" percom block. Early Atari drives like the 810 and 1050
don't support these commands, but most of the floppy enhancements and
third party drives, and also the XF551, support them.

The drive configuration consists of 12 bytes, most of them (like
bytes per sector, sectors per track, etc.) are quite obvious
(just note that the number of sides is decremented by one, so
0 means 1 side, 1 means 2 sides, ...), but there are also some
drive specific bytes which can/should not be modified (the last
4 bytes of the config block, and be also careful with the stepping
rate).

So, what you basically do to set the drive configuration is first
read out the current config, then modify the bytes you need, and
then send the new configuration to the drive. Now you can use
the SIO format command $21 to format a disk in the chosen
density/size.

This method is compatible with all drives since the
"unknown/drive specific" bytes are all kept at their default values.

Another note, as already mentioned earlier in this thread: at
least for the XF551 you have to read sector number 4 before reading
the drive config, otherwise it won't be correct.

so long,

Hias

781. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 16:38:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.05.16.38.12.127624@charter.net>
Source record: 12693

On Sat, 05 Feb 2005 18:03:16 +0000, Steven Tucker wrote:

> Works for me on linux. I am pressing enter 2 or 3 times right after it says 'Negotiating network
> ascii mode with remote host.'
>
> Steve

Thanks Steve, I got it working here now - I didn't realize that I needed
to keep on pressing enter right after "unset binary".

Also, here, keypressess are not echoed back.

Works though, thanks again! :-)

782. Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 16:58:39 UTC
From: big_d_316@yahoo.com
Message-ID: <1107622719.003881.85490@l41g2000cwc.googlegroups.com>
Source record: 12686
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Hey,
Everyboady knows Apple II has fastest drive access, commodore has the slowest access, and Atari is in the middle.
With the mods that we find online like parallel enhancement that can be made to commodore drives, high speed routines for apples, and plug-in boards for the Atari then who is the fastest and who is the slowest?

783. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 17:16:32 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <7fKdnfMe2rDsYpnfRVn-vA@comcast.com>
Source record: 12687
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

big_d_316@yahoo.com wrote:
> Hey,
> Everyboady knows Apple II has fastest drive access, commodore has the
> slowest access, and Atari is in the middle.
> With the mods that we find online like parallel enhancement that can
> be made to commodore drives, high speed routines for apples, and
> plug-in boards for the Atari then who is the fastest and who is the
> slowest?

If you intend this to be more than a crossposted troll, you will have
to be much more specific about the kinds of disk operations being
compared (BASIC LOAD/SAVE, binary LOAD/SAVE, etc.) and the kinds of
disks being used (5.25", 3.5", hard drive).

For the Apple II, there were several operating systems and each one
had its own file system. Further, a re-SAVE will, in general, take
less time than an initial SAVE.

-michael

New Applesoft BASIC interface for NadaNet networking!
Home page: http://members.aol.com/MJMahon/

784. Re: Interviews with Scott Adams and Mike Potter

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 17:30:22 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <wa6dnfzwXf0yn5jfRVn-sA@comcast.com>
Source record: 12688

yeah, that's pretty neat i think.
do those guys even know this newsgroup exists???

You'd think maybe some 8bit atari programmers from back in the day might
post every blue moon.

-z-

"Farb" <google@atari8bit.org> wrote in message
news:1107491763.800804.255490@o13g2000cwo.googlegroups.com...
> Hi all,
>
> I have posted new interviews with Scott Adams (Adventure International)
> and Mike Potter (Synapse) on atari8bit.org. And there are more to come!
>
> Enjoy!
>
> ->Dan
>
> http://www.atari8bit.org
>

785. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 17:31:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <IOadnWmI7st8n5jfRVn-vA@comcast.com>
Source record: 12689
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

"Michael J. Mahon" <mjmahon@aol.com> wrote in message
news:7fKdnfMe2rDsYpnfRVn-vA@comcast.com...
: big_d_316@yahoo.com wrote:
: > Hey,
: > Everyboady knows Apple II has fastest drive access, commodore has the
: > slowest access, and Atari is in the middle.
: > With the mods that we find online like parallel enhancement that can
: > be made to commodore drives, high speed routines for apples, and
: > plug-in boards for the Atari then who is the fastest and who is the
: > slowest?
:
: If you intend this to be more than a crossposted troll, you will have
: to be much more specific about the kinds of disk operations being
: compared (BASIC LOAD/SAVE, binary LOAD/SAVE, etc.) and the kinds of
: disks being used (5.25", 3.5", hard drive).
:
: For the Apple II, there were several operating systems and each one
: had its own file system. Further, a re-SAVE will, in general, take
: less time than an initial SAVE.

I tend to agree. Speeds vary from one machine to another
in general in that order, Apple II, Atari, then C64. However,
I also concur with you Michael, in that it depends on whether
you are speaking of 5.25, 3.5, or hard drive. Also, CD drives
are a question of the driver pushing them. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

786. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 17:47:10 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4205069e$1@news.inet.com.pl>
Source record: 12690

```
Steven Tucker wrote:
> Ronald J. Hall wrote:
>
>> On Fri, 04 Feb 2005 16:17:12 +0100, Marius Diepenhorst wrote:
>>
>> Hmm, I've tried a couple of times under Mandrake Linux to connect
>> (Konqueror - opens up a console) and this is what I get everytime:
>
>
>> Press <Enter>..Connection closed by foreign host.
>>
>> So...what am I doing wrong? Thanks.
>
>
> After you get the 'Press <Enter>' prompt, try pressing Ctrl-] to
> escape to command mode, then type 'unset binary'. After that press
> enter a few times and see if it recognizes you.
>
> Steve

ShangHai:~$ telnet 213.10.217.144 8888
Trying 213.10.217.144...
Connected to ipd50ad990.speed.planet.nl.
Escape character is '^]'.
?
A.P.E. Atari 8-bit Internet Modem ?
http://www.atarimax.com/ ?
Copyright 2005 Steven J Tucker ?
?
Waiting for Atari to answer...?
?
Atari Connected!?
?

?
? 19200 baud connection
?
? Press <Enter>..
telnet> unset binary
Negotiating network ascii mode with remote host.
Connection closed by foreign host.
ShangHai:~$
```

787. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 18:03:16 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <ET7Nd.1592$ng6.418@newssvr17.news.prodigy.com>
Source record: 12691

```
silverdr wrote:
> ? Press <Enter>..
> telnet> unset binary
> Negotiating network ascii mode with remote host.
> Connection closed by foreign host.
> ShangHai:~$

Works for me on linux. I am pressing enter 2 or 3 times right after it says 'Negotiating
network
ascii mode with remote host.'

Steve
--
Trying 213.10.217.144...
Connected to 213.10.217.144.
Escape character is '^]'.

A.P.E. Atari 8-bit Internet Modem
http://www.atarimax.com/
Copyright 2005 Steven J Tucker

Waiting for Atari to answer...ï¿½

Atari Connected!ï¿½

19200 baud connection

Press <Enter>..
telnet> unset binary
Negotiating network ascii mode with remote host.

Testing for ANSI Support!

ANSI Detected

ï¿½ï¿½ï¿½
```

```
. . . . . ** .*** .**. . . . . .
. . . . *** *** *** . . . . . .
. . . . . **** . *** **** . . . .
. . . . . *** . *** . *** . . . . .
. . *** . . *** . . .*** . . . . .
. . . . . *** . . *** . . *** . . . .
ï¿½ï¿½ï¿½
```

788. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 18:36:15 UTC
From: megamania
Message-ID: <ab4a01pt7os2983nj88g6sg6ej7tj5jglb@4ax.com>
Source record: 12692

On Thu, 3 Feb 2005 23:51:19 +0100, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>Hi Folks,
>
>I am proud to tell you:
>
>My BBS is officially online.
>
>Running on real atari equipment, 2 lines:
>
>telnet://atari-inside.kicks-ass.net:8888
>
>telnet://atari-inside.kicks-ass.net:8889

Well Marius,

sometimes I wonder why I waste so much time on retro (Atari 8-bit,
Lynx, Jaguar, 7800, ST, TT, Falcon, Apple Newton...), but when I see
masterpieces like yours I realize you don't really need an answer to
this: it's just passion. :-)

Thanks for a nice step into (my) past. :-)

ciao,
gianfranco (Italy)

789. Re: BBS the Atari Inside Officially ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-05 22:33:35 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <420549c0$1@news.inet.com.pl>
Source record: 12694

Steven Tucker wrote:
> silverdr wrote:
>
>> ? Press <Enter>..
>> telnet> unset binary
>> Negotiating network ascii mode with remote host.
>> Connection closed by foreign host.
>> ShangHai:~$
>
>
> Works for me on linux. I am pressing enter 2 or 3 times right after it
> says 'Negotiating network ascii mode with remote host.'

I pressed two or three timest too. But it seemed not to be enough. Now i kept pushing it (more times) and in fact it worked. TNX.

790. Ebay auction - 800xl with IBM floppy????

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 02:11:13 UTC
From: mbrigham@ahfc.org
Message-ID: <7d34fc21.0502051811.68db947@posting.google.com>
Source record: 12695

Hello!
I saw this auction on Ebay
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&category=62054&item=8167936793&rd=1#ebayphotohosting

and noticed this includes an IBM external 3.5' floppy drive.

Was there some hack/mod out there that would allow such a thing to
work with the atari 8-bit computers?

Or is it a possibility that it just wound up in the same box as the
Atari and the auction house simply included it???

Just wondering...

Michael Brigham

791. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 04:56:21 UTC
From: damage_x@hotmail.com
Message-ID: <1107665781.246915.277260@o13g2000cwo.googlegroups.com>
Source record: 12696
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Well... if we are using an IDE harddisk and the disk is less than about 10yrs. old then CPU/bus speed becomes the bottleneck at that point. So, since the Atari has a faster clock...

792. XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 06:28:24 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <fOiNd.10420$2p.9877@lakeread08>
Source record: 12697

I am wondering if XF551 is able to read/write/format IBM 360K disk, like Util for DOS can read the Atari 180K/360K disk. it is because XF551 and IBM 360K disk drive are same as MFM. If XF can read/write IBM, what program and where do I find it? Thanks!

Jack

793. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 09:25:52 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <3JednZCAU949f5jfRVn-sA@comcast.com>
Source record: 12698
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

damage_x@hotmail.com wrote:
> Well... if we are using an IDE harddisk and the disk is less than about
> 10yrs. old then CPU/bus speed becomes the bottleneck at that point. So,
> since the Atari has a faster clock...

If a long transfer is done with DMA, bus speed is an issue--otherwise
there are lots of software and protocol variations that can swamp
bus speed.

Put another way, if your system can come close to sustaining disk
data transfers at bus speed, then you have a _very_ fast storage
system!

-michael

New Applesoft BASIC interface for NadaNet networking!
Home page: http://members.aol.com/MJMahon/

794. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 11:54:12 UTC
From: heuser.marcus@freenet.de
Message-ID: <1107690852.268616.316050@g14g2000cwa.googlegroups.com>
Source record: 12699
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

IIRC the clock of the Atari is indeed nominally higher (ca. 1,78 MHz)
than both the "standard" Apple or a C64 but it is enormously slowed by
the DMA of the screen controller ('ANTIC'), which can halt the cpu at
"will".

I have no exact numbers but I read something about an effective clock
of 0.9-1.0 mhz - in other words: Picture generation eats half the cpu
time thus making it theoretically comparable to the other systems.

795. Re: Ebay auction - 800xl with IBM floppy????

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 13:24:07 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <pe6c01tva34hi41ivpg17nc9krl06136hu@4ax.com>
Source record: 12700

On 5 Feb 2005 18:11:13 -0800, mbrigham@ahfc.org (Michael Brigham)
wrote:

>Hello!
>I saw this auction on Ebay
>http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&category=62054&item=8167936793&rd=1#ebayphot
ohosting
>
>and noticed this includes an IBM external 3.5' floppy drive.
>
>Was there some hack/mod out there that would allow such a thing to
>work with the atari 8-bit computers?
>
>Or is it a possibility that it just wound up in the same box as the
>Atari and the auction house simply included it???

It's not an XF-551 is it? You can see the unit in one of the pictures:

http://www.packratauctions.com/gd-lot_(9).jpg

I'm not sure if that's an XF-551 because I never owned one, but maybe
someone could tell you. Great system there though.

796. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 15:15:56 UTC
From: big_d_316@yahoo.com
Message-ID: <1107702956.015748.105460@z14g2000cwz.googlegroups.com>
Source record: 12701
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

This isn't meant to be a troll message. I am just curious who's 5.25 drive could be faster when powered up. So far my bet is on a Commodore 1541 with Dolphin dos.

797. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 19:03:05 UTC
From: Jorge <user@nospam.com>
Message-ID: <cu5pl9rvc1@blue.rahul.net>
Source record: 12702

It can't, at least not a stock drive. The most important reason is that the sector size is different, 512 bytes on the PC vs. 128 or 256 on Atari disks. I'm not sure if a custom firmware would be enough or you'll need more RAM (don't recall the XF-551 internals). You need more memory to read bigger sectors.

Most 1050 enhancements, such as the Happy, can read/write single sided PC disks. But there is an issue of the different RPM (rotational speed). It is 288 RPM on Atari and 300 RPM on the PC. So unless you modify the 1050 speed, this it is not very reliable. YMMV.

The RPM issue affects the XF-551 as well. Even when the XF-551 RPM is the same as the PC one, the FDC is clocked faster to compensate. So the FDC still gets the data at the wrong rate.

798. Re: Ebay auction - 800xl with IBM floppy????

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 19:17:45 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <p7rc01pk4qv8vde03qq4io69r3ill1ufgt@4ax.com>
Source record: 12703

mbrigham@ahfc.org (Michael Brigham):

>Was there some hack/mod out there that would allow such a thing to
>work with the atari 8-bit computers?
>
>Or is it a possibility that it just wound up in the same box as the
>Atari and the auction house simply included it???

My guess is it just ended up in the same lot, like the monitor base sitting against the wall.

There were solutions available to hook up IBM-type disk drives, The BlackBox being the one I remember, but I don't see one of those in this lot.

The XF551 also could be mod-ed to hold a 3.5" disk, but there isn't one in this lot.

Shawn Jefferson
(fix reply to for email)

799. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 20:45:33 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <M6ednTKNt_RwHJvfRVn-rg@comcast.com>
Source record: 12704
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

heuser.marcus@freenet.de wrote:
> IIRC the clock of the Atari is indeed nominally higher (ca. 1,78 MHz)
> than both the "standard" Apple or a C64 but it is enormously slowed by
> the DMA of the screen controller ('ANTIC'), which can halt the cpu at
> "will".

A curious design choice, in view of the beautiful pecliarity of the
6502 that it accesses RAM on only one phase of the clock, making
zero-interference video DMA trivial (as in the Apple). Of course,
if the ANTIC would otherwise interfere with the video refresh accesses
(in the visible part of the raster), then interfering with the CPU is
the easiest course.

> I have no exact numbers but I read something about an effective clock
> of 0.9-1.0 mhz - in other words: Picture generation eats half the cpu
> time thus making it theoretically comparable to the other systems.

That squares with my informal 1980 benchmarks at the local Computerland.

-michael

New Applesoft BASIC interface for NadaNet networking!
Home page: http://members.aol.com/MJMahon/

800. Re: Ebay auction - 800xl with IBM floppy????

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 21:15:18 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <cu61d6jjb1@news.xmission.com>
Source record: 12705

I would agree. Looks like an ST based floppy drive.. just something mixed
into the collection. I have an XF551 with dual 3.5 inch drives. It takes
modification to get that functionality, but only at 720k, instead of
1.44mb (mine at least).

Shawn Jefferson <shawnjefferson@shaw.caremovepls> spit out...:

> There were solutions available to hook up IBM-type disk drives, The
> BlackBox being the one I remember, but I don't see one of those in this
> lot.

> The XF551 also could be mod-ed to hold a 3.5" disk, but there isn't one in
> this lot.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

801. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 21:16:22 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <8cOdncosw9C4FJvfRVn-tw@comcast.com>
Source record: 12706
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

big_d_316@yahoo.com wrote:
> This isn't meant to be a troll message. I am just curious who's 5.25
> drive could be faster when powered up. So far my bet is on a Commodore
> 1541 with Dolphin dos.

So post some numbers for the operations you're interested in, so that
people can do meaningful comparisons.

-michael

New Applesoft BASIC interface for NadaNet networking!
Home page: http://members.aol.com/MJMahon/

802. Third edition of Atari-Day in Dordrecht, be there!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 22:49:51 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <536d01pf8e10tms5fi2ijpthoc9e8p18vr@4ax.com>
Source record: 12707
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On sunday the 13th of february 2005, the third edition of the Dutch
Atari day will be organized again in Dordrecht, The Netherlands.
The location is the Titus Brandsma-Stedelijk Dalton Lyceum.
Kapteynweg 3
3318 EC Dordrecht
The Netherlands
The event will be held from 10:30 am until 16:30. Admission
is free. It will be organized by Jos Vlietstra, just like the
previous two years. This is an event that we have grown to like a
lot, and if you like Atari, you will want to be there, maybe buy some
things, or just watch some of the MIDI demonstrations.
If you wish to participate contact Jos Vlietstra by E-mail. You can
mail him at this address: jo.vlie*at* hccnet.nl
Of course replace the *at* by the @-sign.
Everyone should bring their own sandwiches and drinks, since there is
no place to buy these close by.

Directions:
By train: go to the station Dordrecht Zuid.
Walk on the left side of the S. van Gijnweg towards the Sterrenburg
district. After 5 minutes, you can see the back of the school. Turn
left walking on the pink Steve Biko bicycle path and follow the green
fence until you reach a gate after about five minutes.
By car: from Rotterdam take the left tube of the Drechttunnel.
Then take exit Papendrecht immediately after the tunnel. At the
traffic lights go straight for a short while, then take a right turn
onto the Laan der Verenigde Naties. At the next traffic lights go
straight on, passing the Shell pump, then take a right turn at the
next traffic light. Follow the road straight on, passing the traffic
lights, take the railroad tunnel then make sure to be in the left
lane.
Take a left onto the kapteynweg and take a left again and park.
Take the pink bicycle path again and find the gate as above.
If coming from the south, follow direction Dordrecht, take the exit
Centrum, take a right onto the Laan der Verenigde Naties and follow
the directions above.

Attention: The front of the school will be closed! Do not be alarmed,
the entrance to this event is on the back.
See you all there!

803. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-06 23:21:44 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4206a687@news.inet.com.pl>
Source record: 12708
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

big_d_316@yahoo.com wrote:
> This isn't meant to be a troll message. I am just curious who's 5.25
> drive could be faster when powered up. So far my bet is on a Commodore
> 1541 with Dolphin dos.
>

Commodore with 1541 and Professional or Prologic DOS would possibly be
even faster. AFAIR the order of speed (immediately after power-up) was:

1. Professional DOS
2. Prologic DOS
3. Dolphin DOS.

All three were fast enough to smoke the rest of the possible competition
out though.

I would also be interested in how the fastest Apple][floppy rigs performed.

As for the Ataris I am already enlightened a bit. ;-)

804. 800xl Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 01:03:30 UTC
From: mbrigham@ahfc.org
Message-ID: <7d34fc21.0502061703.6e5fe0f2@posting.google.com>
Source record: 12709

Hi all, need help with an 800xl. I recently was given a slighty dead 800xl, and I am wondering what could be wrong with it. It is failing in the rom test, and this diagnostic program runs as soon as the 800xl is powered up. Also, it only shows 40 blocks in the ram test, not the normal 48. Both roms show red.

I have removed and reseated the chips which could be removed. Also, if a cartridge is installed, it plays well. It is a Rev D mother board, and seems like it has never been in for repair.

Any ideas?

Also, can anyone send some links for some general info on using the 8-bits. Little things like formatting disks, getting a directory and such. Even better if someone knows of a 1050 drive manual that is either online or downloadable.

I am quite new to the Atari's, and I need all the help I can get! LOL!

Thanks!

Michael Brigham

805. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 01:37:49 UTC
From: damage_x@hotmail.com
Message-ID: <1107740269.385046.108760@o13g2000cwo.googlegroups.com>
Source record: 12710
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Video does eat up a lot of cycles but I think the 40x24 text display
uses up less than a third even on NTSC systems. Most displays wouldn't
use much more than that. The worst case scenario probably is around
half though.

806. question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 01:54:20 UTC
From: damage_x@hotmail.com
Message-ID: <1107741260.530920.166200@o13g2000cwo.googlegroups.com>
Source record: 12711

My DOS-XL manual has a lot of info on this but there is one thing I haven't figured out.

Let's say I have a driver called "W:" and a program calls the OS wanting to write 10,000 bytes to "W:" The driver can look in the IOCB to find the address of the data and then do the whole transfer the first time it is called (faster this way). But how do I get the OS to NOT call the driver 9,999 more times afterward?

With this driver I wrote I can type in COPY D:SOUND.RAW W: at the command line (in SpartaDOS it seems you also need a dummy filename after the W:) and it will play 15KHz 4-bit PCM sound but after it is done there is a long pause before the prompt returns (presumably because of the above issue)

807. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 04:32:42 UTC
From: Jorge <user@nospam.com>
Message-ID: <cu6r1a$u2l$1@blue.rahul.net>
Source record: 12712
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

damage_x@hotmail.com writes:

>Video does eat up a lot of cycles but I think the 40x24 text display
>uses up less than a third even on NTSC systems. Most displays wouldn't
>use much more than that. The worst case scenario probably is around
>half though.

Actually standard text screen (OS mode 0) is the worst case. This is because text screen on the Atari is bitmapped from the point of view of DMA. The "font" is always stored on main RAM. So ANTIC has to fetch the characters bitmaps, same amount of bytes as the highest graphics mode, *plus* the characters themselves. At a standard text screen, ANTIC steals 36% of CPU cycles on NTSC.

The best case is, of course, nothing (blank screen without DMA). But even then ANTIC steals some cycles for RAM refresh.

808. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 04:38:15 UTC
From: Jorge <user@nospam.com>
Message-ID: <cu6rbn$ua0$1@blue.rahul.net>
Source record: 12713
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

damage_x@hotmail.com writes:

>Video does eat up a lot of cycles but I think the 40x24 text display
>uses up less than a third even on NTSC systems. Most displays wouldn't
>use much more than that. The worst case scenario probably is around
>half though.

Forgot to add that a custom text screen might steal even some more. More lines, wide screen, etc. And for the worst case you have to consider player-missiles DMA as well.

809. Re: question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 05:14:38 UTC
From: Jorge <user@nospam.com>
Message-ID: <cu6tfu$vo1$1@blue.rahul.net>
Source record: 12714

damage_x@hotmail.com writes:

>Let's say I have a driver called "W:" and a program calls the OS
>wanting to write 10,000 bytes to "W:" The driver can look in the IOCB
>to find the address of the data and then do the whole transfer the
>first time it is called (faster this way). But how do I get the OS to
>NOT call the driver 9,999 more times afterward?

You can modify the xfer length before returning to the OS. You have to do
it at the z-page copy of the IOCB data that starts at $20. Not at the
specific IOCB at $340,X. So you have to modify the word at $28-$29. I
don't remember if you have to set it to zero or one (try both :)

But this is a bit tricky. In theory a user program can call your driver
directly bypassing CIO. And then the z-page IOCB would not be set.

Every DOS performs this "trick", it is called burst I/O. They normally
have some restrictions on when burst I/O is possible. For example they
check if the return address on the stack points to ROM or not.

810. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 05:17:23 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1107753436@rtfm.mit.edu>
Source record: 12715
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 17, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

811. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 08:50:06 UTC
From: Nicolas Welte <welte_spam@freenet.de>
Message-ID: <36oom2F54qkpaU1@individual.net>
Source record: 12716
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

silverdr wrote:
> Commodore with 1541 and Professional or Prologic DOS would possibly be
> even faster. AFAIR the order of speed (immediately after power-up) was:
>
> 1. Professional DOS
> 2. Prologic DOS
> 3. Dolphin DOS.
>
> All three were fast enough to smoke the rest of the possible competition
> out though.

All three use a parallel connection between the C64 and the 1541. A while ago I took some measurements with a benchmark program published in 64'er magazine long long ago. I'll convert the numbers to kB/s for easier comparison as well. For the C64, the magic program size is 202 blocks, which corresponds to a program that starts at $801 and ends at $CFFF (50kB), so all tests are made with this size, and they include the directory lookup.

For comparison with a harddisk, I also include tests with a CMD HD, connected with a parallel cable as well. The other C64 harddisk, the IDE64 is connected directly to the C64 and said to be much faster.

x-factor time kB/s
CMD HD Parallel 57.7 2.2s 20.0
Professional DOS L2 32.5 3.9s 12.8
Prologic DOS Classic 28.2 4.5s 11.1
Dolphin DOS 2.0 26.5 4.8s 10.4

Professional DOS has some special software switches which can make it even faster. All numbers were taken after power up.

> I would also be interested in how the fastest Apple][floppy rigs
> performed.

Me too.

> As for the Ataris I am already enlightened a bit. ;-)

Did they have a parallel connection at all?

Nicolas

--
--> Email address is valid for replies (requires Re: in the subject) <--
- My Commodore hardware projects and the X1541 Shop at http://x1541.de -

812. Re: question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 09:37:03 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <cu7crv$q95$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 12717

Hi,

> >Let's say I have a driver called "W:" and a program calls the OS
> >wanting to write 10,000 bytes to "W:" The driver can look in the IOCB
> >to find the address of the data and then do the whole transfer the
> >first time it is called (faster this way). But how do I get the OS to
> >NOT call the driver 9,999 more times afterward?

> You can modify the xfer length before returning to the OS. You have to do
> it at the z-page copy of the IOCB data that starts at $20. Not at the
> specific IOCB at $340,X. So you have to modify the word at $28-$29. I
> don't remember if you have to set it to zero or one (try both :)

You've to set it to one. CIO then decrements the pointer, then bails
out. The last byte on reading must be placed in the accumulator as well,
and the first byte on writing will also appear on the accumulator.

> But this is a bit tricky. In theory a user program can call your driver
> directly bypassing CIO. And then the z-page IOCB would not be set.

A program not calling a handler thru CIO is considerably broken.
Unfortunately, Atari BASIC *is* considerably broken due to its usage
of the "PutOneByte" vector. Basic will not set the data pointer or
the length (in neither IOCB nor the zero page) but expects to write
out the byte in the accumulator. Thus, *don't* burst then.

What Dos 2.0S does here is to check the return address on the stack for
the Os location. In case the call does not come from the ROM area, burst
is disabled. Yuck. As a side-remark, Os++ which is part of the Atari++
emulator has another fix: It allows the handler to define a special
put-one-byte routine that is different from the usual write so the
check need not to be performed.

> Every DOS performs this "trick", it is called burst I/O. They normally
> have some restrictions on when burst I/O is possible. For example they
> check if the return address on the stack points to ROM or not.

Well, yes - no - maybe. This "no burst from ROM buffers" is actually a side
condition due to the way how Dos 2.0S performs its burst. It first
copies the last three bytes from the target buffer, then inserts there
the Dos 2.0S "linkage" data you find at the end of each sector on disk
pointing to the next sector, then writes the disk sector directly from the
user location to disk, and then copies the data back. This obviously
doesn't work in case the sectors to be written are in ROM, and thus
burst has to be disabled. Dos 2.5 "fixes" this by manually copying the
byte over to its own disk buffer. This is actually a much better idea -
for example, you cannot only burst from ROM, you can also write parts

of the display-list without confusing Antic by overwriting parts of it
while writing.

So long,
Thomas

813. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 10:24:13 UTC
From: heuser.marcus@freenet.de
Message-ID: <1107771853.614438.301850@c13g2000cwb.googlegroups.com>
Source record: 12718
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Exactly.

Which is why the "technically best" Atari games avoid to directly
manipulate screen memory but instead use the custom chip registers
excessively.
I think Elektra Glide is a prime example for this (among countless
others).

So in a nutshell: One can't really compare Apples and Ataris (oranges)
;-)

814. Re: question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 11:02:48 UTC
From: Jorge <user@nospam.com>
Message-ID: <cu7hsookv1@blue.rahul.net>
Source record: 12719

Thomas Richter <thor@mersenne.math.tu-berlin.de> writes:

>> Every DOS performs this "trick", it is called burst I/O. They normally
>> have some restrictions on when burst I/O is possible. For example they
>> check if the return address on the stack points to ROM or not.
>
>Well, yes - no - maybe. This "no burst from ROM buffers" is actually a side
>condition due to the way how Dos 2.0S performs its burst...

What "ROM from buffers" have to do with the return address on the stack
???

>doesn't work in case the sectors to be written are in ROM, and thus
>burst has to be disabled.

As a matter of fact, DOS 2.0 doesn't disable burst I/O when writing from
ROM. And yes, it corrupts the file.

815. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 12:42:48 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502070442.28efb970@posting.google.com>
Source record: 12720

Jorge <user@nospam.com> wrote in message news:<cu5pl9rvc1@blue.rahul.net>...
> It can't, at least not a stock drive. The most important reason is that
> the sector size is different, 512 bytes on the PC vs. 128 or 256 on Atari
> disks. I'm not sure if a custom firmware would be enough or you'll need
> more RAM (don't recall the XF-551 internals). You need more memory to read
> bigger sectors.
>
> Most 1050 enhancements, such as the Happy, can read/write single sided PC
> disks. But there is an issue of the different RPM (rotational speed). It
> is 288 RPM on Atari and 300 RPM on the PC. So unless you modify the 1050
> speed, this it is not very reliable. YMMV.
>
> The RPM issue affects the XF-551 as well. Even when the XF-551 RPM is the
> same as the PC one, the FDC is clocked faster to compensate. So the FDC
> still gets the data at the wrong rate.

Likewise, I'm pretty sure the Hyper-XF mod can also only read PC/ST
disks. Perhaps if someone makes an XF-551 compatible drive, they can
add more ram that would allow new features.

There is an interesting caveat about the drive speed issue (288 vs.
300). Drives that run at 300 rpm with no compensation (Percom,
et.al.) do a pretty decent job in single density. But my experience
with several Percom's and the ATR8000 is that if you try to read a 288
rpm double density disk on a Percom/ATR or vice-versa, the R/W
reliability is really poor. Of course, reliable DD is always tougher,
especially on 5-1/4" floppy drives.

-Larry

816. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 13:23:59 UTC
From: Azrael <afn04314@cfl.rr.com>
Message-ID: <PZJNd.35938$JF2.24088@tornado.tampabay.rr.com>
Source record: 12721

In message <36blm8F51qp90U1@individual.net>, RichardK-PB
<atari@NOSPAMbtconnect.com> wrote:
>

> I don't make the definition of bits - after all, MSX also evolved from

I don't either but from the gamers (and home computer users in general) point
of view, computers were divided between 8-bit and 16-bit categories much like
the game systems were. The Apple IIgs fit in the latter category. The Commodore
128 did not.

> Z80 to R-series - but of applications. The IIgs was the next generation
> of Apple II, the C128 was the next generation (at the time) of the
> VIC/C64 etc. lines. It's not like Commodore hadn't experimented with
> other CPUs, so if they chose to screw up (a little) with this stage,
> it's kind of inexcusable ;)

But the Commodore 128 wasn't so much a 'next generation' computer as it was
a modest upgrade to the C-64. By your logic, The Atari XE line would have
been the 'next generation' of Atari 8-bit computers from the XL line which
was itself the 'next generation' from the original 400/800 line. But really,
the Atari enhancements were mostly cosmetic and memory related. The 128 was
slightly more of an update only because it had a slightly faster CPU, enhanced
basic and a couple extra video modes. Unlike Commodore and Atari, Apple truly
did make a 'next generation' Apple II with the IIgs and I think Commodore
would have been much better off doing the same kind of thing. To the home
user, the IIgs was a direct competitor to the Amiga and Atari ST lines while
the Commodore 64 and 128 were more in competition with the Atari 8-bits and
Apple II/IIe etc. both in price and performance.

>
> Yes, the IIgs was closer to the price of an Amiga - well, I think at
> launch they fall nearly between 128D and Amiga 1000 price levels - but
> the Apple //e was also considerably more expensive than an Atari 800 or
> C64. That's just Apple pricing.
>
>
> IIgs software never sold in the UK, really - you never found Apple
> software in stores.

Here in the U.S. there was a period of about 2 or 3 years where the IIgs had
a lot of software (games anyway) available for it.

> It's a damn good machine. If they hadn't crippled the CPU speed (myth)
> or had bothered to upgrade the CPU speed as the system evolved
> (reality), it could have gone on to be a nice alternative system. That

> market died, though - the LCII was targetted at the low-cost Apple
> market, hence the //e card, and so the 15-channel sound, 4096 colours
> and fantastic GS/OS and AppleWorks GS were lost forever.
>

Yes, Apple intentionally killed the IIgs in favor of the Macintosh. If they
would have enhanced the IIgs it would have been too much of a competitor to
the Macintosh line.

>
> Except being British, they screwed up making it, screwed up marketing
> it, and in the end the last ones went to give Hungarians a taste of what
> could have been whilst in the UK the C64 continued to offend shoppers
> until 1992, the Atari XE:VGS having been justifiably put to death
> officialy 2 years previously, but still hanging around stores right up
> to the point where the Jaguar came out.
>

Commodore was also notably horrible in their marketing and business decisions.
They were making money on the Amiga but they were losing tons trying to market
and sell PC compatibles. I don't know what happened to Atari. I think they
just had too much of a reputation as a games company (more so than Commodore)
to be succesful in the computer industry.

> And in classic Atari style, 3 years ago, I bought a brand new Jaguar.
> One of the computer game chain stores was saturated with new Lynx and
> Jaguar consoles and games around 2002. Systems which died far, far
> earlier in theory.

I also bought a new Jaguar very late. About 3 or 4 years ago I picked one
up at a popular toy store chain for $24.99 U.S.

--
http://dinosaur-act.ath.cx:8000

817. Re: Ebay auction - 800xl with IBM floppy????

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 13:52:40 UTC
From: mbrigham@ahfc.org
Message-ID: <7d34fc21.0502070552.51ed0b25@posting.google.com>
Source record: 12722

jamesk@ATxmissionDOT.com (James King) wrote in message
news:<cu61d6jjb1@news.xmission.com>...
> I would agree. Looks like an ST based floppy drive.. just something mixed
> into the collection. I have an XF551 with dual 3.5 inch drives. It takes
> modification to get that functionality, but only at 720k, instead of
> 1.44mb (mine at least).

Thanks, now I know! I am new to the Atari scene, so I was not sure
what mods were what. The XF551 mod mentioned above seems real cool
though! (gotta get me one of those!)

Thanks again!
Michael Brigham

818. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 16:29:57 UTC
From: RichardK-PB <atari@NOSPAMbtconnect.com>
Message-ID: <36pjc9F5327kvU1@individual.net>
Source record: 12723

Azrael wrote:
> In message <36blm8F51qp90U1@individual.net>, RichardK-PB
> <atari@NOSPAMbtconnect.com> wrote:
>
>
>>I don't make the definition of bits - after all, MSX also evolved from
>
>
> I don't either but from the gamers (and home computer users in general) point
> of view, computers were divided between 8-bit and 16-bit categories much like
> the game systems were. The Apple IIgs fit in the latter category. The Commodore
> 128 did not.

They put ST/Amiga/Mac together, though. All 68K, all 8MHz. The ST is so
close to a Mac that mine runs System 6.0.4 quite happily with only a
minimal amount of glue logic and some ROMs plugged into the side - most
of that glue is for the drive control, too.

> But the Commodore 128 wasn't so much a 'next generation' computer as it was
> a modest upgrade to the C-64. By your logic, The Atari XE line would have
> been the 'next generation' of Atari 8-bit computers from the XL line which
> was itself the 'next generation' from the original 400/800 line. But really,
> the Atari enhancements were mostly cosmetic and memory related.

They weren't intended to be, though. XEM? Nothing planned actually
happened, of course. Commodor C65 - apart from being too damn late -
never happened.

> The 128 was
> slightly more of an update only because it had a slightly faster CPU, enhanced
> basic and a couple extra video modes. Unlike Commodore and Atari, Apple truly
> did make a 'next generation' Apple II with the IIgs and I think Commodore
> would have been much better off doing the same kind of thing.

But they didn't. The C65 never surfaced in stores.

> To the home
> user, the IIgs was a direct competitor to the Amiga and Atari ST lines while
> the Commodore 64 and 128 were more in competition with the Atari 8-bits and
> Apple II/IIe etc. both in price and performance.

My point though, is that from a corporate point of view (and for many
home users), the Atari ST, Commodore Amiga and Apple Macintosh were
considered contemporary and in competition. Amusingly, it is the Amiga -
the most powerful of the bunch in raw hardware 'out of the box', that is
most often considered to be the Apple IIgs competitor in that lot.

Atari didn't want you to buy an ST instead of an Apple IIgs. They wanted
you to buy it instead of a Mac. Commodore didn't care, they just wanted
you to buy something, anything.

> Here in the U.S. there was a period of about 2 or 3 years where the IIgs had
> a lot of software (games anyway) available for it.

I remember the first time I visited the US, was 1990ish. I had a Mac
IIx, Apple //e and a Tandy 102; the sight of Apple][magazines in
stores, games for the Apple][, Apple IIc+ units on sale. It was like
something else; a shop made just for me!

Still, I remember when I had my Lisa and being taken to the AppleCentre
by my dad, asking about the IIgs on show and being told it was an Apple
II, and not as good as the Mac SE we were buying for the office - I
wanted it instead of the Atari ST I was getting but they wouldn't even
switch it on :/

Richard - I mean, the whole point is moot as out of the pair, the
Commodore is clearly caned by the Atari except where sound is concerned,
and since Pokey is still pretty good it's a fairly shallow victory. I
just think that the Apple][deserves more recognition than it gets.

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera
MidiGuitar, Enterprise 128, AU/X. Apple 77-04. See links ;)

819. Re: 800xl Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 16:30:04 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <cu852cckn2@mamenchi.zrz.TU-Berlin.DE>
Source record: 12724

Hi,

> Hi all, need help with an 800xl. I recently was given a slighty dead
> 800xl, and I am wondering what could be wrong with it. It is failing
> in the rom test, and this diagnostic program runs as soon as the 800xl
> is powered up. Also, it only shows 40 blocks in the ram test, not the
> normal 48. Both roms show red.

As for the ROMs: Might be that they are just screwed. I had a similar
symptom for the XL of a friend of mine: The ROM just went bad due to an
electric discharge at the parallel port.

If the RAM test passes, chances are that the CPU is fine. If you only
see 40 instead of 48 blocks, try holding the OPTION key on power-up,
this will disable the built-in basic.

So long,
Thomas

820. Re: question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 16:32:06 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <cu8566ckn3@mamenchi.zrz.TU-Berlin.DE>
Source record: 12725

Hi,

> What "ROM from buffers" have to do with the return address on the stack
> ???

Nothing, two separate issues. No burst if a) called from anything but the Os-ROM
and b) data transfer from or to the ROM.

> As a matter of fact, DOS 2.0 doesn't disable burst I/O when writing from
> ROM. And yes, it corrupts the file.

Outch. My memory must be fading.

So long,
Thomas

821. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 17:11:57 UTC
From: Andy McFadden <fadden@fadden.com>
Message-ID: <xjNNd.5735$m31.72030@typhoon.sonic.net>
Source record: 12726
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.apple2 Nicolas Welte <welte_spam@freenet.de> wrote:
> silverdr wrote:
> x-factor time kB/s
> CMD HD Parallel 57.7 2.2s 20.0
> Professional DOS L2 32.5 3.9s 12.8
> Prologic DOS Classic 28.2 4.5s 11.1
> Dolphin DOS 2.0 26.5 4.8s 10.4
>
>> I would also be interested in how the fastest Apple][floppy rigs
>> performed.
>
> Me too.

Locksmith "fastcopy" was probably about as fast as it got for 5.25"
floppies. UCSD Pascal did pretty well too -- if you've ever seen it
load an 8K hi-res image you know how fast it can be.

In theory the data came in at exactly 4us/bit. Minimum length for a 4K
track is 6384 8-bit bytes if you use the recommended header padding.
That yields 0.204 seconds to read one track. IIRC, the Apple II is
capable of reading and decoding a track in one pass, though ProDOS
skewed the sectors for a two-pass read because otherwise write performance
was extremely poor.

I don't know how long it takes to seek to a new track. I know the head
can run across 35 tracks in about a second, so if we're conservative and
call it 0.1 seconds to move one track, we get 0.3 seconds to read a track
and move on to the next. That means something like 15KB/sec.

I tried to follow this up with an actual experiment, timing LS5.0 fastcopy
as it read a disk, but couldn't get it to work on my IIgs (perhaps it
doesn't like the smartport interface?). Disk Muncher 1.1 seemed to be
reading about 4 tracks per second, but it didn't read enough at one shot
for me to get an accurate reading.

Perhaps somebody else can do it. In any event, the maximum conceivable
transfer rate for an Apple II 5.25" floppy is 5 tracks/second, or 20KB/s.
(Unless you jack up the speed and write 18 sectors per track, like
Broderbund did for some of its games.)

--
Send mail to fadden@fadden.com (Andy McFadden) - http://www.fadden.com/
CD-Recordable FAQ - http://www.cdrfaq.org/
CiderPress Apple II archive utility for Windows - http://www.faddensoft.com/
Fight Internet Spam - http://spam.abuse.net/spam/ & http://spamcop.net/

822. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 17:27:45 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <lyNNd.2523$mG6.1575@newsread1.news.pas.earthlink.net>
Source record: 12728
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Nicolas Welte wrote:

> silverdr wrote:
<snip>
>> As for the Ataris I am already enlightened a bit. ;-)
>
>
> Did they have a parallel connection at all?

Officially since ~Feb 1983. There were also two non Atari scuzzy
interfaces, one with a 1.4 meg floppy expansion card available.

Unofficially there was a Covus hard drive interface that worked with the
Atari 800's PIA chip even before that IIRC.

Which only proves?

At some point when you start including 3rd party hacks you are no longer
talking about the computer in question but some kind of hybrid. A Chevy
Vega with a Ferrari engine would be fast but it's not really a Chevy
Vega any more. Ultimately you are talking about what a .1 MIP 6502<which
is what all the computers in question perform at> will do which is the
same thing.

823. Re: 800xl Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 17:27:54 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <cu88eq$5ms$1@news.xmission.com>
Source record: 12727

This may sound like a stretch, but I've seen it cause more issues than
not.. If you havent tried yet, try replaceing the Atari made power supply
with a PC based switching PS.

Thomas Richter <thor@mersenne.math.tu-berlin.de> spit out...:

>> Hi all, need help with an 800xl. I recently was given a slighty dead

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

824. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 18:35:58 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <16vbqh8pg3zbo.dlg@dilgar.de>
Source record: 12729

On Mon, 07 Feb 2005 13:23:59 GMT Azrael <afn04314@cfl.rr.com> wrote:
> Commodore was also notably horrible in their marketing and business decisions.
> They were making money on the Amiga but they were losing tons trying to market
> and sell PC compatibles. I don't know what happened to Atari. I think they
> just had too much of a reputation as a games company (more so than Commodore)
> to be succesful in the computer industry.

Nope, Atari also had terrible marketing and made worse decisions in what projects to develop or skip. They deliberately started ignoring the strong German market where the Atari ST line had developed into a tough Mac competitor in the late Eighties (some software projects still actively developed, like Papyrus Office, iCab or Calamus SL, have Atari ST origins). Instead, they half-heartedly marketed the Falcon030, a machine not satisfying the gamer (hardly any titles were ever published) and disappointing the professional - only musicians liked it due to it's integrated DSP.

After that they also made the Atari Jaguar a great flop. Despite having the first 64-bit video game system, far superior to anything available at it's time, they failed to support the few developers able to get something decent out of the great, but hard to program hardware (like Rebellion, who published the first Alien vs. Predator title exclusively on the Jaguar) by properly marketing hard- and software. And they continued this behaviour until Sony's Playstation literally conquered the market and swept the Atari Jaguar and the existing 32- and 16-bit systems away.

This was the end of Atari Corp., the remains were sold to Sega, Hasbro, Infogrames etc..

Thorsten

825. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 19:44:43 UTC
From: dfevans@bcr10.uwaterloo.ca
Message-ID: <cu8gfb$962$1@rumours.uwaterloo.ca>
Source record: 12730
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

In article <cu6r1a$u2l$1@blue.rahul.net>, Jorge <user@nospam.com> wrote:
>
>The best case is, of course, nothing (blank screen without DMA). But even
>then ANTIC steals some cycles for RAM refresh.
>

Don't you also need at least one entry in the display list? My Atari
docs are not near me at the moment so I can't recall and I'm not sure
whether extrapolating "backwards" from the Amiga is accurate in this
case.

--
David Evans dfevans@bbcr.uwaterloo.ca
Research Associate, Ph.D. Candidate http://bbcr.uwaterloo.ca/~dfevans/
University of Waterloo "Default is the value selected by the composer
Ontario, Canada overridden by your command." - Roland TR-707 Manual

826. * PING BILL KENDRICK *

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 20:59:48 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cu8ko9nrb1@reader13.wxs.nl>
Source record: 12731

Hey Bill,

Please contact me.

grover25 *AT* ZONNET DOT NL

Thanks
Marius

p.s. or telnet to my bbs and leave a note there. Thanks

827. Re: * PING BILL KENDRICK *

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 21:14:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <0TQNd.5783$m31.72048@typhoon.sonic.net>
Source record: 12732

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> Hey Bill,

> Please contact me.

Heh, I'm insanely easy to find via Google ya know. ;)

But, I'll email you privately myself anyway, in case you're having trouble emailing me for some reason.

-bill!

828. Re: JellyBeans!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 21:21:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <oZQNd.5784$m31.72031@typhoon.sonic.net>
Source record: 12733

```
cmartin@ti.com wrote:
> Interestingly enough, I found that it is possible to have 24 different
> colors on one line at a time with Priority zero mode without
> interlacing - you just cannot have the colors everywhere on screen. If
> you mess with the color registers and/or the horizontal position
> registers during the scan line, it may be possible to generate more
> colors...

A la the 8-player trick used in some games & demos?

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."
```

829. Re: question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 21:52:26 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <uqRNd.4192$oO.260@newsread2.news.atl.earthlink.net>
Source record: 12734

It is, Tom, on the 'from ROM' situation; I once tried to binary
save a Joust
cart with DOS 2.0 and the first 3 bytes of sectors were the same
as the
last 3 of the previous ones plus the file was too long. I went
thru with Disk
Tool and modified every sector link, but never managed to load
and
execute it.
Jess

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in
message news:cu8566ckn3@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > What "ROM from buffers" have to do with the return address on
the stack
> > ???
>
> Nothing, two separate issues. No burst if a) called from
anything but the Os-ROM
> and b) data transfer from or to the ROM.
>
> > As a matter of fact, DOS 2.0 doesn't disable burst I/O when
writing from
> > ROM. And yes, it corrupts the file.
>
> Outch. My memory must be fading.
>
> So long,
> Thomas
>

830. Re: * PING BILL KENDRICK *

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 22:43:01 UTC
From: "(ProteanThread)" <rtdos@rtdos.com>
Message-ID: <1107816184.58a41ef7ef348acfb031abe894322f7d@teranews>
Source record: 12735

```
William Kendrick wrote:
> Marius Diepenhorst <grover25@zonnet.nl> wrote:
>
>>Hey Bill,
>
>
>>Please contact me.
>
>
> Heh, I'm insanely easy to find via Google ya know. ;)
>
> But, I'll email you privately myself anyway, in case you're having trouble
> emailing me for some reason.
>
> -bill!

or just go to alt.comp.freeware.* :-)
```

831. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-07 23:00:59 UTC
From: Jorge <user@nospam.com>
Message-ID: <cu8rvbqgl1@blue.rahul.net>
Source record: 12736
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

dfevans@bcr10.uwaterloo.ca (David Evans) writes:

>In article <cu6r1a$u2l$1@blue.rahul.net>, Jorge <user@nospam.com> wrote:
>>
>>The best case is, of course, nothing (blank screen without DMA). But even
>>then ANTIC steals some cycles for RAM refresh.
>>

> Don't you also need at least one entry in the display list?

No, you can turn graphics DMA off altogether, including fetching of the
display list.

832. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 05:42:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a39339.47bd51@fmlynet.org>
Source record: 12738

> From: cmartin@ti.com

>What I can say is that I know new Atari hardware will come in the future...!!!
> There is always something new, just look at the USB Cart. I find it
>interesting that some people always say at the beginning that it is impossible
>to connect this or that to the Atari because it doesn't have enough processing
> power, data bus, etc to do Ethernet, USB, VGA, etc. But, if you wait,
>programmable logic prices come down, software development tools become better,
>and before you know it, it is possible to do these things. What I have learne
> from the hardware design industry is that it is always possible to push data
>from one device to another, it is just a matter of how much hardware is needed
> to do it. There is a solution to anything as long as you do not violate the
> laws of physics, but even that is debatable! :) (Did someone see a small
> soapbox around here somewhere... :)

LOL!

Bravo! Bravo! Well said. ;)

Heheh... you know, soapboxes are so commonly used, and yet where do you get
a wooden soapbox these days? Would make a great gag gift. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

833. Re: Models posing with Atari Computers?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 05:53:44 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <93933a.47beb6@fmlynet.org>
Source record: 12737

> From: cmartin@ti.com

> Never been to a Gaming Convention, eh?

> http://www.3drealms.com/caught/e3_2001/3/dsc00019.jpg

Ah yes, I DO remember her. Perhaps the most WOW model in a Atari shirt yet.

> http://www.e3girls.com/display.cfm?type=companyyear&company=47&year=6

Interesting pink hair....

> And, Atari drawings of Women enjoying arcades:
> http://www.safestuff.com/atariart.htm

Interesting REALLY early art. And I would have to say fiction. :D

> http://ryangenno.tripod.com/sub_pages/AtariImagepage.htm

Interesting use of the Atari symbol. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

834. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 07:00:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <e3933b.480813@fmlynet.org>
Source record: 12739

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
>> functioning. What's the real scoop - does this thing run?
>>

>According to the author, yes it works. I have gotten it to load on a 130XE tha
>was not actually connected to the Net. This version needs the 850 interface. I
> was told another version was coming out that did not need this.

An 850 version. News to me. Where can I get this?

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

835. Re: question on adding drivers to OS

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 08:41:51 UTC
From: damage_x@hotmail.com
Message-ID: <1107852111.425220.54990@f14g2000cwb.googlegroups.com>
Source record: 12740

Thanks everyone, now that I know how to accomplish this I can probably
make some other fun device drivers too.

836. Re: A look at the C-One (Commodore One) reconfigurable computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 10:28:07 UTC
From: Mike Paull <mike351@removethis.ozemail.com.au>
Message-ID: <905h011fpul49g4t8dhaqo1ohkd018nsah@4ax.com>
Source record: 12741
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.apple2

On Sat, 05 Feb 2005 10:38:43 GMT, Mike Spurgeon <mike@spurgeon.net> wrote:

>Mike Paull wrote:
>> I'd also love it if the PAL C64 core was released soon :)
>
>The rest of us would love it if you wouldn't keep crossposting.
>
>Try this:
>
>Reply to the group you read it in, *only*...

the original poster was the one doing the crossposting, I just hit reply.
If you dont like it, tough.

mike

837. Ben Poehland?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 15:08:06 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.1c728312cde9877f989680@news-west.newscene.com>
Source record: 12742

Anybody know what happened with him or how to reach him?

Thanks!

838. Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 15:10:05 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.1c7283b87e4f5733989681@news-west.newscene.com>
Source record: 12743

Just noticed this article from Jan 2003:
http://www.extremetech.com/article2/0,3973,854699,00.asp

839. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 16:21:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208E722.F7F50786@students.uni-mainz.de>
Source record: 12744

So,
how exact are those Baud rates given by several floppy drives then ?!?
Just some examples (for more read the A8FAQ!):

- Atari 810 / 1050: 19,200 Baud (1x 19.2 or single speed)
- Atari XF551: 38,400 Baud (2x 19.2 or double speed)
- some ultraspeed drives: 57,600 Baud (3x 19.2 or triple speed)
- some other US drives: 76,800 Baud (4x 19.2 or quad speed)
- Super Speedy (with 192k or 256k RAM onboard): approx. 96,000 Baud

Looks like most of the given Baud rates are only a theoretical value
(and in most cases the maximum value)... in practical use they are not
reached...?!?
-Andreas.

840. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 16:32:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208E9B7.AA53CE66@students.uni-mainz.de>
Source record: 12745

Well,
afaik Analog magazines are available online - so take a look at the
corresponding homepage and maybe you will find the schematics there...
(do not know the URL yet)... -Andreas.

841. Re: SpartaDOS 32g & XF551

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 16:45:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208ECC0.E26DAA36@students.uni-mainz.de>
Source record: 12746

Yep,
normally the XF551 drive hangs up when changing disk densities (from time to time you have to power it off and on again). But with the Hyper-XF OS by Stefan Dorndorf you merely need a second (read/write) try and everything will be fine (no more lock-ups when changing from SD to DD or from DSDD to SSSD). Besides, it is possible to add a kind of switch and connect it to the FDC of the XF drive. It will then automatically detect the density, whenever a disk is changed (just like the 1050 drive)... -Andreas.

842. Re: Does Contiki work?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 16:47:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208ED23.4EE30B34@students.uni-mainz.de>
Source record: 12597

Well,
why not use RAM under the OS ROM then - or simply use extra memory / a
128k machine ?!? Just in case 48k are not enough memory... -Andreas.

843. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 17:00:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208F036.71F76360@students.uni-mainz.de>
Source record: 12598

Well,
visit atariarea.histeria.pl then register and finally download the programs from their "pliki" site. Too complicated ?!? Ok, then simply e-mail me and I will send you all the MOD / NEO / MD8 players and converters I have. Let me know if you also need some demo-sounds (at the moment I have 50 disks with MOD-sounds, 50 disks with NEO sounds and 40 disks with MD8 sounds).

Maybe you do not know, MOD is 16bit (or sometimes 8 bit) sound. NEO is merely converted MOD sound (8bit only) and MD8 is again converted MOD sound (4Bit if I remember correctly)...

Mod players: - Inertia 2.x, 3.x and 4.x all by Madteam (128k or more)
- Protracker 1.5 by MadTeam (128k or more)
- Modplayer by the Gatekeeper (48 or 64k or more)

MD8 players: - Soundtracker 1.x, 2.x and 3.x by various authors (64k or more)
- Fampy 2.3 and Fampy 6.1 by W. Freitag / Friday (64k or more)

NEO-Player: - Neo-tracker 1.5 by EPI/allegresse (128k or more)
(will load MOD files and save them as NEO files!)

there is also a MOD to MD8 converter by Mirage and ANG available in english and polish language. Afaik all these programs can be downloaded at atari-area...
-Andreas.

P.S.: I do not have a 48k machine, so I cannot tell if a program requires a minimum of 48k or 64k RAM...

844. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 17:04:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208F11A.F1398EF8@students.uni-mainz.de>
Source record: 12599

Hello Greg,
since all the mentioned A8 sounds are stored on more than 200 diskettes
(ATR images) and would require more than 16 Megabytes when ZIPped, I
guess it is easier to send you a CD. I am gonna burn my ATR images soon
to 2 CD-ROMs, so simply give me your adress and I will send you copies
of them for free... -Andreas.

845. Re: A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 17:18:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208F44C.4F93DBEF@students.uni-mainz.de>
Source record: 12600

Well,
you mean Analog once had been taken over by Larry Flint Publishing - the one(s) also selling HUSTLER magazine ?!? Now sex and computers is an obvious thing... -andreas.

846. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 17:28:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208F6A6.E90D3123@students.uni-mainz.de>
Source record: 12601

Well,
ask me - I do have these utils in my collection. Two utilities were
written by polish programmers (Read360k.COM and Write360k.COM), while
another utility was written bo Robert "Bob" Puff (READIBM.COM). But I
never tested them, since I do not use 360k floppies on my PC any longer
(allthough it still has a 5,25" HD floppydrive, from time to time used
for Ataridsk by HiasSoft which reads/writes 180k Atari disks)... So,
simply e-mail me to get these programs as zipped ATR images in return.
-Andreas.

847. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 17:35:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208F859.74E90FEE@students.uni-mainz.de>
Source record: 12602

Well,
so why where these utilities made, when this would not be possible ?!? A Happy 1050 can read a 180k IBM disk and a XF551 can read a 360k IBM disk as well !!
Memory does not matter here, both drives simply read the IBM disk-sectors in halfs - meaning first bytes 1-256 and then bytes 257-512 of an IBM disk sector. so the reading and conversion process takes quite some time - but it is possible !! -Andreas.

848. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 17:46:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4208FB11.D890B0AB@students.uni-mainz.de>
Source record: 12603

Yes,
the Hyper-XF can read PC/ST disks (it includes the commands to do so),
but alas it lacks the software. It can only read ST/PC disks, but not
write to them. If the Hyper-XF OS version A is used with a 5,25" drive
it can read 360k PC/ST disks, if version B is used with a 3,5" drive it
can also read 720k. But as said before, the commands are available in
the OS (and explained very detailed in the german manual), but one has
to write some software to do so... -Andreas.

849. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:12:02 UTC
From: Jorge <user@nospam.com>
Message-ID: <cuavdi$k9a$1@blue.rahul.net>
Source record: 12604

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

>how exact are those Baud rates given by several floppy drives then ?!?
>Just some examples (for more read the A8FAQ!):

>- Atari 810 / 1050: 19,200 Baud (1x 19.2 or single speed)
>- Atari XF551: 38,400 Baud (2x 19.2 or double speed)
>- some ultraspeed drives: 57,600 Baud (3x 19.2 or triple speed)
>- some other US drives: 76,800 Baud (4x 19.2 or quad speed)
>- Super Speedy (with 192k or 256k RAM onboard): approx. 96,000 Baud

These numbers are just the serial transmission speed in BPS (bit per second). They just specify the period for a single bit. More precisely, the time it takes from the starting of a bit transmission until ending the transmission for this same bit. Note that with the above definition, there might be a delay from the end of one bit until starting the next one. But there is a lot more than must be done besides transmitting just bits.

In first place those numbers are approximate, and not even close in some cases. The common Warp/HI-Xfer speed used in the U.S.D/Happy, etc is not actually 3x. It is approx. 52,600 Bps, quite slower than 57,600.

In second place SIO uses async serial communication. This means that one start bit and (at least) one stop bit must be added for each byte. So you have a 25% overhead for starters just on this. The hardware on the computer side supports synchronous mode, but this would require special hardware on the peripheral and even a special SIO cable. AFAIK this was never used (any one knows for sure?).

The SIO protocol has its overhead as well. For reading a sector from the drive, the computer must send a command, wait for acknowledgement, perform some delays, add checksum byte, etc.

As Matthias noted here, the 1050 doesn't have serial hardware, it is performed by pure software. This might introduce some significant delays between each byte. Some firmware implementations are more optimized than others, so the overhead is not fixed.

But what is more important, is that the sectors must be actually read (or written to) from the disk. And this of course takes some time. With track-buffered enhanced drives this takes usually a couple of revolutions per track. With stock drives this takes much more. Plus the head must be moved to the right track unless it's already there. Plus some settle delays.

There are some other delays/overhead as well that are less significant.

850. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:12:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42090119.ACD5A566@students.uni-mainz.de>
Source record: 12605

Nope,
they were simply named Atari 800XL, like every other 800XL. The user had to find out the difference by opening the computer and looking at the motherboard (and probably counting the big chips)... Thus the name 800XLF was chosen by the users not by Atari itself... Believe it or not there were even a few Atari 800XL or 800XLF available with 128k of RAM and they were still named 800XL. In France where SCART is much more popular than Super-video (or S-VHS like we germans use to say), Atari even produced 800XL computers with scart connectors instead of the usual monitor ports. They were also named 800XL, but maybe some users call them 800XL (S) where "S" means SCART connector (not sure if that one has a Freddy or not, also not sure if it was available with 128k RAM or not).

Anyways, the 800XL(F) computers are a little bit harder to find here in Europe than normal 800XL computers (let`s say 800XLF are uncommon), but the 128k version of the 800XL and the 800XL with Scart are extremely rare... Me, I would like to get an original 800XL with Freddy, Scart and 128k RAM, grin. Also on my wish list is a 1400XL (not a 1450XLD) and a 65XEM. -Andreas.

851. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:16:53 UTC
From: Jorge <user@nospam.com>
Message-ID: <cuavmlkem1@blue.rahul.net>
Source record: 12606

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

>so why where these utilities made, when this would not be possible ?!? A
>Happy 1050 can read a 180k IBM disk and a XF551 can read a 360k IBM disk
>as well !!

A stock XF551 can't, as said, becasue of the different sector size. You
need a custom firmware at very least.

>Memory does not matter here, both drives simply read the IBM
>disk-sectors in halfs - meaning first bytes 1-256 and then bytes 257-512
>of an IBM disk sector. so the reading and conversion process takes quite
>some time - but it is possible !! -Andreas.

You are right here, more memory is not strictly needed. You still needs
right firmware though.

852. Re: FIVE move Archon game. :)

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:31:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42090572.79A242B4@students.uni-mainz.de>
Source record: 12607

Well,
1) move one figure to the middle of the board (power point);
2) move the same figure to one of the magic figures - kill the Sorceress or the Wizard (no more revive, no more Summon Elemental, simply no more magic!); of course other darkside figures will immediately attack you... hopefully you are a good defender, then...
3), 4) and 5) move three figures to the remaining power points (with or without killing opponent figures). Done !! tatatata - the white/dark side wins...

The game also has a nice gambit cheat: If you have the white figures, let one of your knights die. Then move your wizard to row 2 or 3 or 4 or ... 9 (not to row one, nothing will happen here). Next choose the revive function. don`t choose the knight to revive, instead move the cursor to the bottom and press the fire button. You will see some garbage appear here. move that garbage right beside your Wizard (like you would with any other revived figure). Depending at which row your wizard stands, you get a new figure - even one that you have not lost yet (e.g. a unicorn)...

Of course your surprised dark opponent will immediately try to do the same. Let him or her do so - it is your advantage !! As soon as he/she places the garbage besides his/her Sorceress a white figure will appear. In other words: you get another white figure, since this cheat produces *only* white figures... Finally, make a list, which figures are produced when the wizard or the sorceress stands in a certain row (row 1 = none/nothing, row 2= ..., row 3 = ... and so on). This is a nice cheat to surprise other Archon players or to win a little easier against the computer, if you have never won before... try it out !!
-andreas.

853. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:32:03 UTC
From: Jorge <user@nospam.com>
Message-ID: <cub0j3$l33$1@blue.rahul.net>
Source record: 12608

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

>Memory does not matter here, both drives simply read the IBM
>disk-sectors in halfs - meaning first bytes 1-256 and then bytes 257-512
>of an IBM disk sector. so the reading and conversion process takes quite
>some time - but it is possible !! -Andreas.

As an additional note. You still need more memory for writing 512 bytes
sector. You can read half a sector, but you must write them in whole.

854. Re: Question about a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:33:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42090616.FA7DE45F@students.uni-mainz.de>
Source record: 12609

Well,
there is a little more than *one* A8 game, that uses the joystick ;-)
I am too lazy to create a list... I am also too lazy to create a list
of games that support 2 players a) one after another or b) at the same
time - maybe someone else is willing to do so... -Andreas.

855. Re: AMS tunes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:37:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <420906D5.6C2C9D6A@students.uni-mainz.de>
Source record: 12610

Well,
this was done by the german programmer Wolfgang Freitag, also known as
Friday Software or simply Friday... (not that Friday who had been
living with Robinson Crusoe on an island ;-) -Andreas.

856. Re: Digitized Sound Files...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:40:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42090793.16A2CC92@students.uni-mainz.de>
Source record: 12611

Yes !!
I do have a player program for Parrot DIGitized (*.DIG) sound files in
my collection that uses/supports extended RAM, as well as some samples
that require this extended (130XE) RAM... -Andreas.

857. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 18:55:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42090B35.4941DA73@students.uni-mainz.de>
Source record: 12612

Er well,
and today the PC wins - not the IBM PC but those millions of
"compatibles". Would like to get a time-machine, jump back in time and
avoid *anyone* ever building IBM compatible machines (protect the BIOS
from being dis-assembled and stolen, etc. etc.) ...

What would the PC market look today without any IBM compatibles ?!?
Maybe we would then still have 3-4 competitors not being compatible to
each other (like IBM, Apple, Atari, Commodore, etc.)...
-andreas.

858. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 19:07:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42090DEF.83F745B1@students.uni-mainz.de>
Source record: 12613

Well,
and then there is the Super Speedy with 192k or 256k RAM onboard. works
with approx. 96,000 Baud and includes a built-in copy program that
reads+formats+ writes a SD/DD disk in approx. 9 seconds and an ED disk
in approx. 11 seconds... Well, reading+formatting+writing 180k in only
9 seconds, think no other Atari drive could do that... -andreas.

P.S.: By the way, ABBUC uses these Super Speedy drives to copy their
approx. 400 magazines...

859. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 19:20:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42091117.24A88E3A@students.uni-mainz.de>
Source record: 12614

Well,
when talking of speeders in general we can say (I think) that there were only two types of speeders for the Atari available: 1) with a track/cache buffer (Happy, Speedy and many compatibles) and 2) using some kind of sector skewing but no buffer (a kind of optimized sector layout; like US-Doubler, Turbo, XF551, Hyper-XF, Syncromesh and many similar speeders)... So the first question is, would it have made sense to use both a buffer and sector skewing and would this have increased the data transfer even further ?!?

Besides, how about parallel-bus floppy drives ?!? How fast are they or how fast could they have been if Atari had used them as the new standard (introduced with the 1450 XLD) ?!? And finally how fast can harddrives on the A8 be - via the parallel bus - or what is the highest possible (theoretical) data transfer rate of the parallel bus ?!? -andreas.

860. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 19:30:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42091343.94286ACE@students.uni-mainz.de>
Source record: 12615

Well,
afaik all highspeed/ultraspeed drives that used track buffers were
already faster than normal (since they also included a new floppy OS).
If you wanted to load copy protected games with them, you had to slow
them down (make them unhappy, switch to slow mode, install the original
OS via software, etc.).

Not so with the drives/speeders that used sector skewing. They were as
slow as a normal drive and only jumped to highspeed/ultraspeed mode when
a) a certain driver/OS/DOS was available and b) a disk with sector
skewing was used. Since no commercial disk ever used sector skewing,
these drives always stayed slow.

So, when having lots of copy protected disks, I guess a drive with
sector skewing would be better, because you do not have to slow it down
to load these programs (instead you have to turn it fast via drivers and
sector skewing). But if you do not have much copy protected software a
speeder with track buffer could be better, since it is already faster
than normal drives (and can be made even faster with drivers, but sector
skewing is not required). Therefore these buffered drives have to be
slowed down when loading copy protected stuff...

Well, after all it is another matter of preferences... -Andreas.

861. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 23:00:00 UTC
From: geary@fnord.io.com
Message-ID: <WfGdndAKJojt2ZTfRVn-ow@io.com>
Source record: 12616
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

In article <lyNNd.2523$mG6.1575@newsread1.news.pas.earthlink.net>,
Rick Cortese <ricortes@earthlink.net> wrote:
<
< Ultimately you are talking about what a .1 MIP 6502<which is what
< all the computers in question perform at>

Are you talking standardized VAX-MIPS or native MIPS? IIRC, the
average number of cycles/instruction for the 6502 was a fair bit less
than 10.

Mark Geary
--
"It's going to be a tough one Sam...Ziggy hasn't got a clue and the
guy in the waiting room keeps asking me if I want a jelly baby."

862. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 23:04:36 UTC
From: wduke@sympatico.ca
Message-ID: <1grofda.1t27vrb1bp02psN%wduke@sympatico.ca>
Source record: 12618

If you could go back in time you would only seek to prevent the PC from
being cloned?

If I could go back in time, I would take all of these antiquated PC's
from flea markets, garage sales, landfill's, etc... Take them all back
to the early to mid eighties... Sell them for half to one quarter the
price of the clone manufacturers of the day and put them out of
business... and pocket a handsome little sum of coin as well.

Ah, I can dream...

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:

> Er well,
> and today the PC wins - not the IBM PC but those millions of
> "compatibles". Would like to get a time-machine, jump back in time and
> avoid *anyone* ever building IBM compatible machines (protect the BIOS
> from being dis-assembled and stolen, etc. etc.) ...
>
> What would the PC market look today without any IBM compatibles ?!?
> Maybe we would then still have 3-4 competitors not being compatible to
> each other (like IBM, Apple, Atari, Commodore, etc.)...
> -andreas.

863. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 23:12:29 UTC
From: Jorge <user@nospam.com>
Message-ID: <cubh0t$e4$1@blue.rahul.net>
Source record: 12617

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

>and then there is the Super Speedy with 192k or 256k RAM onboard. works
>with approx. 96,000 Baud

Very interesting. Do you have a pointer that describes what kind of
hardware is used internally (in english).

> and includes a built-in copy program that
>reads+formats+ writes a SD/DD disk in approx. 9 seconds and an ED disk
>in approx. 11 seconds... Well, reading+formatting+writing 180k in only
>9 seconds, think no other Atari drive could do that

Hmm, I suppose it buffered the whole source disk and then wrote target
disks without actually transmitting any data to the computer.

But even then, note that for achieving this speed it must format *without*
verify, usually not a very good idea. Well, in theory you can use double
or triple speed drive mechanisms. They rotate at 600/900 RPM, but they
are/were very expensive even second hand.

864. Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-08 23:27:56 UTC
From: wduke@sympatico.ca
Message-ID: <1grogbx.7xzojn3f6jauN%wduke@sympatico.ca>
Source record: 12619

I have several Atari 800XL's and I currently use several Macintosh computers. I have a PC but I prefer not to use it whenever possible.

Anyway, I've read alot about the various ways of connecting an Atari 8-bit to a PC in order to use the PC's hard drive, printer, internet connection, etc. I am curious to know whether or not such a contraption is available for the Macintosh?

I would love to be able to dust off my Atari 8-bits and connect them to my Mac. Anybody doing this?

Thanks in advance for any possible assistance.

--
U-TOC
Connect To Change

"If you're smart enough, you can beat a system that is unfair."
-- Breaking Vegas

865. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 00:56:39 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <dddOd.30959$2p.15685@lakeread08>
Source record: 12620

Where do I get that?

Jack

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:4208F6A6.E90D3123@students.uni-mainz.de...
> Well,
> ask me - I do have these utils in my collection. Two utilities were
> written by polish programmers (Read360k.COM and Write360k.COM), while
> another utility was written bo Robert "Bob" Puff (READIBM.COM). But I
> never tested them, since I do not use 360k floppies on my PC any longer
> (allthough it still has a 5,25" HD floppydrive, from time to time used
> for Ataridsk by HiasSoft which reads/writes 180k Atari disks)... So,
> simply e-mail me to get these programs as zipped ATR images in return.
> -Andreas.

866. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 01:10:52 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <yqdOd.30960$2p.22943@lakeread08>
Source record: 12621

Okay.. Beyond Castle Wolfenstein and Castle Wolfenstien wont run in double density disk. I use Atari DOS 2.0D, double density DOS to copy the files from the single density disk to double density. when I boot it, nothing or locked up. HOW COME???

Jack

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:zoCLd.5003$wA5.428@newssvr33.news.prodigy.com...
> OK. Someone already mentions that some game 'boot' disks, ie. menu loaders
> are density specific. I suspect you're copying from a game disk to a DOS
> disk and these are games that don't load with DOS because they require
> memory that DOS uses. Mathias suggests a game loader, MyPicoDOS. Many,
> most commercial games need such a boot DOS.
> Jack <tseng4@hotmail.com> wrote in message
> news:ENzLd.108067$Wo.46577@lakeread08...
> > I use Double Density DOS, like Atari DOS 2.0D, MachDOS, MyDOS, etc....
to
> > copy the files from Single Density to Double Density.
> >
> > Jack
> >
> > "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> > news:FVhLd.4661$wA5.3679@newssvr33.news.prodigy.com...
> > > How did you convert from dbl to sngl density?
> > > It could be as simple as copying files from a sngl disk to a dbl.
> > > Or did you try to sector copy from sngl to dbl?
> > > Some boot loaders require to be a certain density.
> > > Jack <tseng4@hotmail.com> wrote in message
> > > news:2ShLd.104525$Wo.80574@lakeread08...
> > > > I convert the games from single density to double density. When the
> game
> > > is
> > > > loaded, it is always locked up. Most the games do not work with the
> > double
> > > > density disk. I dont understand why... Can anyone tell me a reason?
> > > >
> > > > Thanks!
> > > > Jack Tseng
> > > >
> > > >
> > > >
> > >
> > >
> > >

> >
>
>

867. Re: 800xl Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 01:27:20 UTC
From: mbrigham@ahfc.org
Message-ID: <7d34fc21.0502081727.7ba63054@posting.google.com>
Source record: 12622

Hi all, thanks for the info!
I did try holding down the option button, and yes, I do get all 48
blocks!

As for the power, I tried two different atari packs, and same thing.
I haven't tried an AT power supply yet, I just think the chips are
screwed.

I will have to keep an eye out for a cheap 600xl and rip the chip from
it! :-)

Sometimes you have to kill one to save one! HEHE!

Of the two ROM chips, does anyone know which one does what?????

Thanks!

Michael

868. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 02:18:16 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <boKdneUK9od175TfRVn-og@comcast.com>
Source record: 12623
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Big Bird wrote:
> In article <lyNNd.2523$mG6.1575@newsread1.news.pas.earthlink.net>,
> Rick Cortese <ricortes@earthlink.net> wrote:
> <
> < Ultimately you are talking about what a .1 MIP 6502<which is what
> < all the computers in question perform at>
>
> Are you talking standardized VAX-MIPS or native MIPS? IIRC, the
> average number of cycles/instruction for the 6502 was a fair bit less
> than 10.

Right. I'd guess the average CPI is about 3 for the 6502 in most
situations.

And the issue is usually not what the theoretical maximum speed
of data transfer is, but what it is when doing ordinary disk
operations like program loads and saves, random file access, etc.

In these cases, the OS usually has a lot more to do with the realized
data transfer rate than the raw hardware!

I would agree with Andy that the Apple, using ProDOS, accesses 5.25"
floppy disks with an effective transfer rate in the 10-12KB/sec range
when doing typical operations on large files.

If loading a 10KB binary file, almost 3 seconds elapse before the
prompt returns, since the drive must be spun up, a directory lookup
done, a track/sector list read, and then the data read.

(I'm too used to a hard disk. ;-)

-michael

New Applesoft BASIC interface for NadaNet networking!
Home page: http://members.aol.com/MJMahon/

869. Fwd: Re: 800xl Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 03:40:02 UTC
From: wduke@sympatico.ca
Message-ID: <1grorvk.hk6uyy10ce64gN%wduke@sympatico.ca>
Source record: 12625

Which ROM chips do you need? I have come across several non-working Atari 8-bit computers over the years that I have scrounged for parts. I may have the ROM's that you need. Just give me the part numbers and I'll check to see if I have what you're looking for. Chances are that I do.

------- Begin Forwarded Message -------

Subject: Re: 800xl Diagnostics
From: Michael Brigham <mbrigham@ahfc.org>
Newsgroups: comp.sys.atari.8bit
Date: 8 Feb 2005 17:27:20 -0800

Hi all, thanks for the info!
I did try holding down the option button, and yes, I do get all 48 blocks!

As for the power, I tried two different atari packs, and same thing. I haven't tried an AT power supply yet, I just think the chips are screwed.

I will have to keep an eye out for a cheap 600xl and rip the chip from it! :-)

Sometimes you have to kill one to save one! HEHE!

Of the two ROM chips, does anyone know which one does what?????

Thanks!

Michael

-------- End Forwarded Message --------

--
U-TOC
Connect To Change

870. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 03:52:30 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <2OfOd.3705$hU7.1187@newssvr33.news.prodigy.com>
Source record: 12624

Uhm. Jack. Those games are probably needing a game DOS.
I didn't know there was a double dens. DOS 2D. If you get a lock
or nothing happening with boot, then you have no game loader or DOS.
Seems like the same answer. If you are expecting a game to boot when you
copy a file to a disk, you aren't correct. There are only two things that
will boot, a boot disk game, or a DOS, game or regular DOS. I would guess
the Wolfenstein games require a game DOS. If they are ATRs or something
then you can't copy them to a disk and expect them to work.
Russg
"Jack" <tseng4@hotmail.com> wrote in message
news:yqdOd.30960$2p.22943@lakeread08...
> Okay.. Beyond Castle Wolfenstein and Castle Wolfenstien wont run in double
> density disk. I use Atari DOS 2.0D, double density DOS to copy the files
> from the single density disk to double density. when I boot it, nothing or
> locked up. HOW COME???
>
> Jack
>
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:zoCLd.5003$wA5.428@newssvr33.news.prodigy.com...
> > OK. Someone already mentions that some game 'boot' disks, ie. menu
loaders
> > are density specific. I suspect you're copying from a game disk to a
DOS
> > disk and these are games that don't load with DOS because they require
> > memory that DOS uses. Mathias suggests a game loader, MyPicoDOS. Many,
> > most commercial games need such a boot DOS.
> > Jack <tseng4@hotmail.com> wrote in message
> > news:ENzLd.108067$Wo.46577@lakeread08...
> > > I use Double Density DOS, like Atari DOS 2.0D, MachDOS, MyDOS, etc....
> to
> > > copy the files from Single Density to Double Density.
> > >
> > > Jack
> > >
> > > "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> > > news:FVhLd.4661$wA5.3679@newssvr33.news.prodigy.com...
> > > > How did you convert from dbl to sngl density?
> > > > It could be as simple as copying files from a sngl disk to a dbl.
> > > > Or did you try to sector copy from sngl to dbl?
> > > > Some boot loaders require to be a certain density.
> > > > Jack <tseng4@hotmail.com> wrote in message
> > > > news:2ShLd.104525$Wo.80574@lakeread08...
> > > > > I convert the games from single density to double density. When

the
> > game
> > > > is
> > > > > loaded, it is always locked up. Most the games do not work with
the
> > > double
> > > > > density disk. I dont understand why... Can anyone tell me a
reason?
> > > > >
> > > > > Thanks!
> > > > > Jack Tseng
> > > > >
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

871. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 04:31:27 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <110j4h7fhhtue2a@corp.supernews.com>
Source record: 12626

Now that's just plain weird. I'd never heard of such a thing!

"Oscar Fowler" <oscar@justified.com> wrote in message
news:MPG.1c7283b87e4f5733989681@news-west.newscene.com...
> Just noticed this article from Jan 2003:
> http://www.extremetech.com/article2/0,3973,854699,00.asp

872. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 04:50:04 UTC
From: Aries Decimal <aries@decimal.net>
Message-ID: <MPG.1c7343f4f4342b71989682@news-west.newscene.com>
Source record: 12627

In article <110j4h7fhhtue2a@corp.supernews.com>,
nokraygienspam@hotmail.com says...
> Now that's just plain weird. I'd never heard of such a thing!

Just another one of the really interesting ideas Atari had that never
got produced. =(

873. Re: SpartaDOS 32g & XF551; Hyper-XF

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 04:51:40 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <110j5n58s77npb8@corp.supernews.com>
Source record: 12628

Actually, my experience has differed. My original XF551 would boot a DD disk on the second try, and since I upgraded to the Hyper-XF chip it boots on the FIRST try each and every time. I've never experienced the lock up you're referring to.

Sean

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:4208ECC0.E26DAA36@students.uni-mainz.de...
> Yep,
> normally the XF551 drive hangs up when changing disk densities (from
> time to time you have to power it off and on again). But with the
> Hyper-XF OS by Stefan Dorndorf you merely need a second (read/write) try
> and everything will be fine (no more lock-ups when changing from SD to
> DD or from DSDD to SSSD). Besides, it is possible to add a kind of
> switch and connect it to the FDC of the XF drive. It will then
> automatically detect the density, whenever a disk is changed (just like
> the 1050 drive)... -Andreas.

874. Re: 800xl Diagnostics

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 08:58:50 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <cucjca$77m$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 12629

Hi,

> Of the two ROM chips, does anyone know which one does what?????

The smaller one holds basic, the larger one is the Os.

So long,
Thomas

875. Re: Microsoft and Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 10:03:51 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050209100350.3672A@ilba14195.www.blueyonder.co.uk>
Source record: 12630

In article <MPG.1c7283b87e4f5733989681@news-west.newscene.com>,
oscar@justified.com (Oscar Fowler) wrote:

> Just noticed this article from Jan 2003:
> http://www.extremetech.com/article2/0,3973,854699,00.asp
Wow, I have never heard of that before - one for Curt V to comment on I
think!

Iain Laskey
Practical PC Online www.practicalpc.co.uk

876. Re: Turbo Basic instructions

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 20:05:50 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <y2uOd.6035$oO.6000@newsread2.news.atl.earthlink.net>
Source record: 12631

I never actually saw the auf deutsch originals, but a midwest
(Ohio?)
ACE group managed to cobble together a translater text file on
the
distribution disk in the late '80s. It was not very heavy in
technical
specifics, just allowed minimal usability. Perhaps one of the
European
fellas could get you what you need.
Jess

<polbit@comcast.net> wrote in message
news:1107964944.373222.246740@g14g2000cwa.googlegroups.com...
> Does anybody know where can I get the full manuals/docs for the
> interpreter/compiler for the Turbo Basic? In particular, I
would like
> to find out how exactly does it use the memory, what changes
are done
> to the system, etc...
>
> Thanks!
>
> Polbit

877. Cassette Operating System by Alpha Systems

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-09 22:44:57 UTC
From: "(ProteanThread)" <rtdos@rtdos.com>
Message-ID: <1107989098.50e1deff3fa60c2d5fb6e865f4ddc4fc@teranews>
Source record: 12632

does anyone have any info on this program by Alpha Systems - Cassette
Operating System?

* REPLY REQUESTED WHEN CONVENIENT *

Woodzy
http://rtdos.com/forum

878. Re: Atari 800 XL (F) to buy / trade

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 01:59:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <eofl01lqa907tsitt5kjdjq8ihke8tjhl0@4ax.com>
Source record: 12633

Thanks for clearing that up about the "800XLF", I've been wondering for years!

Very interesting info on the 128K and SCART variations as well.

Time to update the FAQ once again...

-Michael

On Tue, 08 Feb 2005 19:12:41 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Nope,
>they were simply named Atari 800XL, like every other 800XL. The user had
>to find out the difference by opening the computer and looking at the
>motherboard (and probably counting the big chips)... Thus the name
>800XLF was chosen by the users not by Atari itself... Believe it or not
>there were even a few Atari 800XL or 800XLF available with 128k of RAM
>and they were still named 800XL. In France where SCART is much more
>popular than Super-video (or S-VHS like we germans use to say), Atari
>even produced 800XL computers with scart connectors instead of the usual
>monitor ports. They were also named 800XL, but maybe some users call
>them 800XL (S) where "S" means SCART connector (not sure if that one has
>a Freddy or not, also not sure if it was available with 128k RAM or
>not).
>
> Anyways, the 800XL(F) computers are a little bit harder to find here in
>Europe than normal 800XL computers (let`s say 800XLF are uncommon), but
>the 128k version of the 800XL and the 800XL with Scart are extremely
>rare... Me, I would like to get an original 800XL with Freddy, Scart
>and 128k RAM, grin. Also on my wish list is a 1400XL (not a 1450XLD) and
>a 65XEM. -Andreas.

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

879. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 02:17:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <m0hl01tglve6tbji14poem6vmpjkhkca0h@4ax.com>
Source record: 12634

On Tue, 8 Feb 2005 18:27:56 -0500, wduke@sympatico.ca (Managed Resistance)
wrote:

>Anyway, I've read alot about the various ways of connecting an Atari
>8-bit to a PC in order to use the PC's hard drive, printer, internet
>connection, etc. I am curious to know whether or not such a
>contraption is available for the Macintosh?

The site hasn't been updated in a while, but this still may be the most
current and complete info on Mac/Atari 8-bit linkups:

http://www2.bitstream.net/~marksim/atarimac/

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

880. Re: Turbo Basic instructions

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 05:30:38 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1108013438.863777.202490@f14g2000cwb.googlegroups.com>
Source record: 12635

Check with Alan Sharkis.
One of the members of his Long Island Atari User group
(LIAUG) used to offer a two or three disk TurboBasic
package,with documentation.

881. Re: SpartaDOS 32g & XF551; Hyper-XF

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 05:46:24 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1108014384.916086.126950@z14g2000cwz.googlegroups.com>
Source record: 12636

Where can I learn about this HyperXF chip and where to obtain it?

882. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 13:02:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502100459460.9056-100000@onyx.spiritone.com>
Source record: 12637
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

883. FS: Brand New Atari stuff! $20.

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 13:05:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502100502240.9056-100000@onyx.spiritone.com>
Source record: 12638
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've added the following BRAND NEW Avalon Hill/MicroComputer Games Titles for the Atari 8 Bit Computer line. Controller, Shootout at the OK Galaxy, TAC (Tactical Armor Command) and Tank Arkade! And the following BRAND NEW Atari Cartridge Games such as ARCHON, Ballblazer, Final Legacy, GATO, Millipede, Moon Patrol, Rescue on Fractalus, Star Raiders II & Star Wars-Return of the Jedi. Any Title for $20 each! Call 24Hrs. (503)256-9974! My catalogs are Updated. Get my FREE Atari Catalogs at BenSells@Atari.org or

http://BensCatalogs.Atari.org Get my latest Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm See my NEW ATARI stuff!
http://www.aracnet.com/~atari/specials.htm Details on Atari Specials!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

884. AD: Why Buy Atari from Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 13:09:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502100505400.9056-100000@onyx.spiritone.com>
Source record: 12639
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

1) Friendly, honest, helpful and fast with service (24 hours turnaround after payment)! 2) Very knowlegeable of Atari products and skilled at helping customers choose the items that best meet their needs. 3) The inventory changes regularly and often there are many hard to find items that are unavailable anywhere else. 4) Prices are usually less than on auction sites. 5) Very huge and sorted (alphabetized) list of Atari items (old and new). 6) Ordering is very easy, no dozens of clicks on several HTML pages, just read and then copy+paste the ASCII text into your e-mail to order something. 7) I avoid making promises I cant keep!

Questions? You can E-Mail me or ask other Atari Users. You probably know 1 or 2 who bought from me. Quite a few have over the Years! (503)256-9974.

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Sales on Atari Goods!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

885. Re: Turbo Basic instructions

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 15:40:54 UTC
From: polbit <polbit@comcast.net>
Message-ID: <1108050054.239600.46620@f14g2000cwb.googlegroups.com>
Source record: 12641

Thanks guys for the responses. I have a document describing all commands/functions in English, however what I'm looking for the a technical, behind the scenes look... So far nobody has anything like that :)

How do I get in contact with Alan, by the way? I would hope that a 2-3 disk package has more info than just a short command summary...

Otherwise, I'll have to do it the long way, and I'm a little rusty on my 6502 code...

886. Re: Turbo Basic instructions

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 15:48:22 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <cufvo6cvi1@mamenchi.zrz.TU-Berlin.DE>
Source record: 12640

Hi,

> Thanks guys for the responses. I have a document describing all
> commands/functions in English, however what I'm looking for the a
> technical, behind the scenes look... So far nobody has anything like
> that :)

So what you expect to find, in the technical sector? Turbo-Basic is
more or less a hacked-up Atari basic, with some important changes, though:

1) On for/next loops and Gosubs, Turbo-basic keeps the address of
the last token on the stack, and not the line number. Loops and
subroutines are faster for that reason.

2) It comes with its own floating-point package that gains speed basically
by unrolling the loops of the fp-ROM ("MathPack"). The methods of computation
are actually identical.

3) Additional instructions. This is rather "straight-forward" (-;

So long,
Thomas

887. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 21:58:22 UTC
From: wduke@sympatico.ca
Message-ID: <1grrzfh.b3xc2farjijyN%wduke@sympatico.ca>
Source record: 12642

Thanks... I'll check out that webpage.

Michael Current <hunmanik@earthlink.net> wrote:

> On Tue, 8 Feb 2005 18:27:56 -0500, wduke@sympatico.ca (Managed Resistance)
> wrote:
>
> >Anyway, I've read alot about the various ways of connecting an Atari
> >8-bit to a PC in order to use the PC's hard drive, printer, internet
> >connection, etc. I am curious to know whether or not such a
> >contraption is available for the Macintosh?
>
> The site hasn't been updated in a while, but this still may be the most
> current and complete info on Mac/Atari 8-bit linkups:
>
> http://www2.bitstream.net/~marksim/atarimac/
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

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U-TOC
Connect To Change

888. XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 23:24:14 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <z2SOd.35355$2p.31996@lakeread08>
Source record: 12643

I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I flipped to second side. I tried to format it. XF551 could not... The error message is Error-173. I thought 1050 can format both side but does XF551 ?

Thanks!
Jack

889. Re: SpartaDOS 32g & XF551; Hyper-XF

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-10 23:29:42 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <110nrj7kmkru8c5@corp.supernews.com>
Source record: 12644

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:1108014384.916086.126950@z14g2000cwz.googlegroups.com...
> Where can I learn about this HyperXF chip and where to obtain it?

I don't know where to obtain it. A reader of this newsgroup contacted me
off board and was kind enough to offer me a chip.

I've only seen two pieces of information written on it - even a Google comes
up pretty short. One place is the FAQ for this newsgroup and the other is
mixed in with some instructions for the QMEG OS that were translated from
German and is a bit messed up. I don't see a problem with posting that, so
it follows:

*****
*****

The hyper+ XF ROM - a new development f?r the XF551

In time to the ABBUC JHV I finished a new operating system f?r the XF551,
mentioned hyper+ XF. There are two variants, one f?r to 5,25"-Floppys and
one, which are intended f?r converted XFs with a 3,5"-Laufwerk. The
installation of the hyper+ XF ROM is very easy, one mu? only the XF?ffnen,
which lever old ROM chip from its base and which new use. Also the change
in a 3,5"-Laufwerk is m?glich without L?ten. It l??t itself however only
single -, medium or double Density uses (max. 720KB), High Density (1,4MB)
is not m?glich, since the floppy CONTROLLER does not control WD1772 into
the XF this format.

Here the extensions built in the hyper+ XF ROM in the comparison with the
XF551-ROM:

1. Ultra speed and hyperspeed

All OS and many DOS version f?r the XL/XE unterst?tzen the Ultra speed of
the Speedy and Happy (e.g. SPOS, QMEG-OS, US+OS, Bibo DOS, Sparta DOS).
Now also the XF551 understands Ultra speed, what continues to accelerate
diskette operation, here a comparison:

XF551 normally: 100%
XF551 High speed: 160%
XF551 Ultra speed: 200%

Should have you still no Ultra speed f?higes OS in your computer,
hyperspeed is used: Hyperspeed is just as quick, has gegen?ber Ultra speed
however the advantage, there? daf?r the n?tige routine is very small (only
128 byte) and into the ATARI XL/XE operating system latch themselves l??t.
This routine is already contained of the 1050-TURBO-Erweiterung in the

hyper+ XF ROM and can be already loaded?hnlich as with before that boats of a disk into the ATARI (through boats without disk in the drive assembly). Au?erdem l??t itself software f?r the XF551 easily in such a way patchen, there? Hyperspeed is unterst?tzt.

In order to use the high speed also with a DOS, as with the normal XF551 the disks m?ssen being particularly formatted (Ultra speed second gate Skew). That happens?brigens automatically, if the formatting command is sent by the DOS in Ultra ultra-oder hyperspeed to the XF. For copying disks I will develop still another special disk copier (hypercopy), which reads and writes the sectors also with normally formatted disks quickly.

2. Formats, partitions and operatings mode

Disks k?nnen in single, medium or double to be formatted alternatively on one side (with 3,5"-Laufwerken only 40 TRACKS) or bilaterally (whole disk). E.G. 2880 sectors with 256 byte stand to the Verf?gung, make together 720KB. one need a suitable DOS (MYDOS, SpartaDOS, BeweDOS) to only use with the bilateral double Density format on 3,5"-Disketten.

With the hyper+ XF can one in addition, a 3,5"-Diskette in four partitions divide, with 5,25"-Disketten stand for only two partitions to the Verf?gung. On each partition contents of a 5,25"-Diskseite (single/medium or double) l??t themselves accommodate and nat?rlich also with each DOS work on. Au?erdem can be gebootet each partition.

F?r the administration of the partitions gives itself it the following eight operatings mode, more?ber the Bootmen built in the hyper+ XF ROM? to adjust leave:

Mode A,B,C,D:
Access to one of the four partitions of a 3,5"-Disk. With these four modes one knows the appropriate partition boats.

Mode M,F: (multi, multi-format)
The four partitions can be accessed with ascending drive numbers (abh?ngig of that
Switch attitude in the back on the drive assembly). If the XF is adjusted e.g. as drive assembly #1, then become with D1: to D4: the partitions A to D addressed. One has quasi four drive assemblies to the Verf?gung, which is zusammengefa?t on a disk. Thus one can access with each DOS the entire disk or copy together also e.g. the four data disk side of " Alternate Reality - The Dungeon " on a 3,5"-Disk, which makes diskette change?berfl?ssig when playing.

In the f-mode zus?tzlich with each partition change an inquiry of the Density is durchgef?hrt, so there? one also without special software between differently formatted partitions to change can.

Mode S: (ST/IBM/HDI/Standard mode)
Serves for the access to double-sided disks in the old standard format, as it is used e.g. by the HDI. Also ST/IBM-720KB-Disks do not k?nnen in this mode to be read, letters go however.

Mode X: (XF mode)
This mode is active when switching on of the XF on, it corresponds to the normal XF551-Betrieb. The mode X differs from the mode S only by the format on the R?ckseite the disk (the XF551 stores the sectors on the R?ckseite " wrongly around ", e.g. the logical sector 1441 in the s-format on TRACKS 0, sector 1, in the x-format against it on TRACK 79, is sector 18 with a 3,5"-Double-Density-Disk).

3. Bootmen?

Bootet one the hyper+ XF without a disk, becomes a Men? indicated, with which one knows the operating mode?ndern or which can load hyperspeed routine into the computer. When leaving the Men?s an inserted disk is then gebootet.

4. TRACK analysis and formatting instruction

Hereby many kopiergesch?tzte disks (single or medium) can be copied, a fast sector map function use (?hnlich Speedy Diskmapper, in 10 seconds to become 40 TRACKS scanned) and own arbitrary formats to produce.

The TRACK analysis is at least as well as the MS copy f?r the Speedy, to be copied k?nnen disks also
- ver?ndertem sector Skew
- ver?nderten sector Abst?nden
- DATA CRC error
- header CRC error
- record type error
- record emergency found errors (zerst?rte sectors)
- doubled sectors (phantom sector)
- are enough for sectors (draw DATA error)
- short sectors (up to 44 on a TRACK)

5. Improved Density inquiry

The hyper+ XF can change without special software (like DOS with XF Unterst}tzung) of single or medium on doubles. However as with the XF551 only after the first access to a disk the density is correctly adjusted. If one calls the directory thus e.g. with a DOS without XF Unterst?tzung after a disk change, then folds only with the second time (only if one from single/medium on doubles or changes in reverse). With DOS version, which reads with a?ffnen file the sector 1 (Sparta DOS, MYDOS), gives it against it no problems.

The hyper+ XF offers however the M?glichkeit to insert with something L?ten a contact at the drive assembly flap then the Density inquiry functions?hnlich as fully automatic with the 1050. That can be done however only with 5,25"-Laufwerken, with 3,5 " because of the lack of space in the drive assembly will probably fail.

The disk utility (sector copier, TRACK copier for copying gesch?tzter disks, disk map by, partition Auswahlmen?, ST/IBM disk readers) are not finished yet. I become it therefore gradually on the ABBUC disks ver?ffentlichen.

Price of the hyper+ XF ROM (zun?chst without disk utility):
Collection: 25 DM
Order with v-cheque: 30 DM
Order by cash on delivery: 30 DM + NN Geb?hren (at present 6.50 DM)

Order:
Stefan thorn village
Ringstr.22
30966 Hemmingen

Please with an order indicate whether the 5,25"-Version or the 3,5"-Version
want to have you.

Stefan thorn village

*****
*****

Sean

890. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 01:56:15 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <110o4603hdsne15@corp.supernews.com>
Source record: 12645

This is normal for the XF551. Use a 810/1050.

Tim

"Jack" <tseng4@hotmail.com> wrote in message
news:z2SOd.35355$2p.31996@lakeread08...
>I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> flipped to second side. I tried to format it. XF551 could not... The error
> message is Error-173. I thought 1050 can format both side but does XF551
> ?
>
> Thanks!
> Jack
>
>

891. Re: SpartaDOS 32g & XF551; Hyper-XF

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 02:48:29 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <807o015jk1u0q81obq1rd73i6ub035okrp@4ax.com>
Source record: 12646

On Thu, 10 Feb 2005 14:29:42 -0900, "Gork" <nokraygienspam@hotmail.com> wrote:

>"Ed Shepherd" <dinosaur@corner.net> wrote in message
>news:1108014384.916086.126950@z14g2000cwz.googlegroups.com...
>> Where can I learn about this HyperXF chip and where to obtain it?
>
>I don't know where to obtain it. A reader of this newsgroup contacted me
>off board and was kind enough to offer me a chip.
>

I found a photo of it. :)

http://ftp.atari.art.pl/stuff/collections/nir_dary_cds/Pictures2/035%20Hyper%20XF.jpg

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

892. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 03:20:13 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <RvVOd.35418$2p.543@lakeread08>
Source record: 12547

Cant!!?? it sucks! 1050 cannot format double density second side. How?

Jack

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:110o4603hdsne15@corp.supernews.com...
> This is normal for the XF551. Use a 810/1050.
>
> Tim
>
> "Jack" <tseng4@hotmail.com> wrote in message
> news:z2SOd.35355$2p.31996@lakeread08...
> >I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> > flipped to second side. I tried to format it. XF551 could not... The
error
> > message is Error-173. I thought 1050 can format both side but does
XF551
> > ?
> >
> > Thanks!
> > Jack
> >
> >
>
>

893. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 04:23:48 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0502102023.b1abc36@posting.google.com>
Source record: 12548

"Jack" <tseng4@hotmail.com> wrote in message news:<z2SOd.35355$2p.31996@lakeread08>...
> I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> flipped to second side. I tried to format it. XF551 could not... The error
> message is Error-173. I thought 1050 can format both side but does XF551 ?
>
> Thanks!
> Jack

You can't, the align hole is the guilty part, i think it was another design
flaw courtesy of Atari... Why???
you'll never know for sure...

894. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 06:09:54 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <110oj1k61r4i21b@corp.supernews.com>
Source record: 12549

I did read that you can actually punch a second timing hole in the disk to use it as a "flippy" in the XF551 - also, disks which come with two timing holes (and some apparently do) will work as flippies...

Sean

"Jack" <tseng4@hotmail.com> wrote in message news:z2SOd.35355$2p.31996@lakeread08...
>I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> flipped to second side. I tried to format it. XF551 could not... The error
> message is Error-173. I thought 1050 can format both side but does XF551
> ?
>
> Thanks!
> Jack
>
>

895. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 08:56:30 UTC
From: wduke@sympatico.ca
Message-ID: <1grstfa.1dzogaz1863d8gN%wduke@sympatico.ca>
Source record: 12550

You can punch a second timing hole in a floppy disk?

I know that you can punch a second write protect hole in a floppy so
that the drive doesn't see the reverse side of the disk as being write
protected. But the timing hole? I'm not sure that I would want to be
punching holes through the actual floppy medium. Punching such a hole
can't be too good for the integrity of the medium.

Gork <nokraygienspam@hotmail.com> wrote:

> I did read that you can actually punch a second timing hole in the disk to
> use it as a "flippy" in the XF551 - also, disks which come with two timing
> holes (and some apparently do) will work as flippies...
>
> Sean
>
> "Jack" <tseng4@hotmail.com> wrote in message
> news:z2SOd.35355$2p.31996@lakeread08...
> >I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> > > flipped to second side. I tried to format it. XF551 could not... The error
> > > message is Error-173. I thought 1050 can format both side but does XF551
> > > ?
> > >
> > > Thanks!
> > > Jack
> > >
> > >

--
U-TOC
Connect To Change

896. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 09:37:09 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <110ov669e80vsfe@corp.supernews.com>
Source record: 12551

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1grstfa.1dzogaz1863d8gN%wduke@sympatico.ca...
> You can punch a second timing hole in a floppy disk?

Yup... I ran across a web page which had step by step instructions... It suggested you use an old floppy disk as a template... Cut down the edge and remove the magnetic media inside then place it upside down on the media you want to turn into an XF551 compatible flippy. Mark the timing hole, which now marks the other side of the flippy we're creating. Do the same with the other side of the disk. Then place a strip of paper inside the sleeve from the hub to protect the actual meda as you insert the paper punch first on one side of the plastic sleeve then on the other...

Sounds like kind of a pain, and though I haven't actually tried it (yet), it sounds like it should work...

Sean

897. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 10:02:36 UTC
From: wduke@sympatico.ca
Message-ID: <1grsz61.38vk3fudlvdnN%wduke@sympatico.ca>
Source record: 12552

Gork <nokraygienspam@hotmail.com> wrote:

> "Managed Resistance" <wduke@sympatico.ca> wrote in message
> news:1grstfa.1dzogaz1863d8gN%wduke@sympatico.ca...
> > You can punch a second timing hole in a floppy disk?
>
> Yup... I ran across a web page which had step by step instructions... It
> suggested you use an old floppy disk as a template... Cut down the edge and
> remove the magnetic media inside then place it upside down on the media you
> want to turn into an XF551 compatible flippy. Mark the timing hole, which
> now marks the other side of the flippy we're creating. Do the same with the
> other side of the disk. Then place a strip of paper inside the sleeve from
> the hub to protect the actual meda as you insert the paper punch first on
> one side of the plastic sleeve then on the other...
>
> Sounds like kind of a pain, and though I haven't actually tried it (yet), it
> sounds like it should work...
>
> Sean

Sounds like a surefire reason to ensure that you have backups of
anything you place on those modified floppies.

Are 5.25" floppies difficult to buy new? It's been a long time since
I've purchased 5.25" floppies. Are they still readily available?

--
U-TOC
Connect To Change

898. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 12:06:07 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502110406.6ad93a37@posting.google.com>
Source record: 12553

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:<110oj1k61r4i21b@corp.supernews.com>...
> I did read that you can actually punch a second timing hole in the disk to
> use it as a "flippy" in the XF551 - also, disks which come with two timing
> holes (and some apparently do) will work as flippies...
>
> Sean
>

The XF uses the timing hole for formatting, but for most U.S. XF's,
they will still write to an already-formatted disk. If you just have
few disks, making a "flippy" is the way to go.

Several XF mods have been created to allow "back-side writing" to be
done electronically, but except for the CSS "Enhancer" (no longer
available), they are difficult to install (IMO). These either use
LED's/photo-receptors or a small magnet/reed-switch. I'm not aware of
any others. What you need is a timing "pulse" that mimics the timing
hole.

FWIW -- have you considered converting the XF-551 to a 3-1/2" mech?
There are no "back-side" issues, and you get double the storage with
more reliable media.

OTOH -- adding a U.S. Doubler to a 1050 is pretty easy and quite
inexpensive, although depending on your board jumper settings, it can
require soldering a couple of jumper wires.

-Larry

899. Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 12:31:03 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502110431.17b731c3@posting.google.com>
Source record: 12554

I know very little about SD, but I have a Sparta-format disk that I
want to copy the files from to an Atari-format disk. I successfully
used XCOPY to transfer them, but the files are corrupt after transfer
(and all show up erronously as 66 sectors long on the Atari disk.)
Repeated with the same results. Does XCOPY have "issues", or perhaps
there is something I'm not doing correctly? Or maybe there is a
better alternative?
Thanks,
Larry

900. Re: Turbo Basic instructions

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 12:49:38 UTC
From: polbit <polbit@comcast.net>
Message-ID: <1108126178.505800.72910@z14g2000cwz.googlegroups.com>
Source record: 12555

thanks GFA! I will certainly do that. My goal is to, as a project,
improve upon the Turbo Basic and add full string handling and sprite
and scroll commands. Best way to get back into 6502 programming, and on
a new machine to boot! I'm an ex-C64 guy, having been dabling with the
Atari for a short while now, and it's a lot of fun having to play with
display lists, etc.

Anyway, thanks for all the help, hopefully in few months I'll be able
to report back with some success!

Polbit

901. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 17:16:29 UTC
From: Jorge <user@nospam.com>
Message-ID: <cuip9d$4j3$1@blue.rahul.net>
Source record: 12556

wduke@sympatico.ca (Managed Resistance) writes:

>You can punch a second timing hole in a floppy disk?

>I know that you can punch a second write protect hole in a floppy so
>that the drive doesn't see the reverse side of the disk as being write
>protected. But the timing hole? I'm not sure that I would want to be
>punching holes through the actual floppy medium. Punching such a hole
>can't be too good for the integrity of the medium.

You don't punch the medium, just the jacket. Still probably dangerous.

I seem to recall there was a special puncher specifically for making a
second index hole on the jacket. I never actually saw or used one of
those. But I think I saw them advertised in magazines. And if I remember
correctly, there was a picture and it was shaped more or less like a
nutcracker.

Anybody remember this, or actually seen one? Not sure for what system this
was targeted, certainly not for Atari (was much older than the XF-551).
Might be PC single sided drives?

Note: Not talking about the small puncher for write enabling the second
side.

902. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 18:55:25 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <xc7Pd.29462$by5.12462@newssvr19.news.prodigy.com>
Source record: 12557

I don't know XCOPY. But to copy files from a DOS 2/2.5/MYDOS type disk to a Sparta disk, boot Sparta (3.2d, 3.2g) and type the command:
COPY D2:*.* D1: (DOS 2 disk in D2, Sparta disk in D1:)
"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0502110431.17b731c3@posting.google.com...
> I know very little about SD, but I have a Sparta-format disk that I
> want to copy the files from to an Atari-format disk. I successfully
> used XCOPY to transfer them, but the files are corrupt after transfer
> (and all show up erronously as 66 sectors long on the Atari disk.)
> Repeated with the same results. Does XCOPY have "issues", or perhaps
> there is something I'm not doing correctly? Or maybe there is a
> better alternative?
> Thanks,
> Larry

903. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 19:01:20 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <4i7Pd.29471$by5.5217@newssvr19.news.prodigy.com>
Source record: 12558

OK, the XF551 uses the timing hole and can only access a disk
that is in 'upside'. With other drives, you can cut a notch on the
left side of the disk and turn it over to format and use the back side.
ie. if you want to use both sides in a XF drive, you have to format
using both sides. SpartaDOS probably has this ability, and maybe MyDOS.
Getting into punching a second timing hole is problematic, I would think.
"Jack" <tseng4@hotmail.com> wrote in message
news:z2SOd.35355$2p.31996@lakeread08...
> I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> flipped to second side. I tried to format it. XF551 could not... The error
> message is Error-173. I thought 1050 can format both side but does XF551
?
>
> Thanks!
> Jack
>
>

904. (OT) Free to a good home.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 19:33:09 UTC
From: Robert Berry <dont.look@my-ar.se>
Message-ID: <VL7Pd.427$ZL6.20@newsfe3-gui.ntli.net>
Source record: 12559

I have a 600 XL which powers up but that's it. I'm in the UK, but I'll ship anywhere if the person who wants this much-loved baby and also arranges collection or pays the postage. I'd prefer an Atari user to have it and maybe fix it (beyond my capabilities) rather than the dustbin. Find me at me@robertberry.dot.co.dot.uk if you'e interested.

Rob :-)

905. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 20:57:57 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <p%8Pd.9461$oO.1053@newsread2.news.atl.earthlink.net>
Source record: 12560

Never saw the device or the ads, but there is an article in an
old,
old Analog with that trace, cut and punch procedure to use with
some Atari drives made by Percom...
Jess

"Jorge" <user@nospam.com> wrote in message
news:cuip9d$4j3$1@blue.rahul.net...
> wduke@sympatico.ca (Managed Resistance) writes:
>
> Anybody remember this, or actually seen one? Not sure for what
system this
> was targeted, certainly not for Atari (was much older than the
XF-551).
> Might be PC single sided drives?
>
> Note: Not talking about the small puncher for write enabling
the second
> side.
>

906. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-11 22:55:02 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <gJaPd.37181$2p.16007@lakeread08>
Source record: 12561

Atari 1050 and the most 3rd party drive use something instead of the timing
hole. Something measures the speed. Do you know what it is called?
Magntic.......

Jack

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:4i7Pd.29471$by5.5217@newssvr19.news.prodigy.com...
> OK, the XF551 uses the timing hole and can only access a disk
> that is in 'upside'. With other drives, you can cut a notch on the
> left side of the disk and turn it over to format and use the back side.
> ie. if you want to use both sides in a XF drive, you have to format
> using both sides. SpartaDOS probably has this ability, and maybe MyDOS.
> Getting into punching a second timing hole is problematic, I would think.
> "Jack" <tseng4@hotmail.com> wrote in message
> news:z2SOd.35355$2p.31996@lakeread08...
> > I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
> > flipped to second side. I tried to format it. XF551 could not... The
error
> > message is Error-173. I thought 1050 can format both side but does
XF551
> ?
> >
> > Thanks!
> > Jack
> >
> >
>
>

907. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 00:04:45 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cujh6t$id6$1@hercules.btinternet.com>
Source record: 12562

Hi AtariMark

> with all the
> assistance people have given me on this subject. I have all the pages
> printed out now, and have
> either ordered online or bought from radio shack all the parts required.
> Construction has already begun and I will post some pix of the finished
> product as soon as its completed.

I've missed most of this thread as I've only recently re-subscribed to it
after some years of lurking-absence.

I built one of these devices and used to Print to it via my RS232 port to
get it to speak. I've only recently given it away after years of non-use.

I built my own PCB after knocking up my own schematics with reference to the
Tandy supplied manufacturers data sheet that came with the speech-pro.

Actually whilst rabbiting away i recall that Maplins made a PCB to fit into
a Sinclair computer expansion port and supplied a kit of parts to complete
the project.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

908. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 00:25:05 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502111625.57e4cb09@posting.google.com>
Source record: 12563

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:<xc7Pd.29462$by5.12462@newssvr19.news.prodigy.com>...
> I don't know XCOPY. But to copy files from a DOS 2/2.5/MYDOS type disk to a
> Sparta disk, boot Sparta (3.2d, 3.2g) and type the command:
> COPY D2:*.* D1: (DOS 2 disk in D2, Sparta disk in D1:)

Hi Russ-

Thanks for the info. I'm going the other way (SD -->MyDos), but
reading further in the SD manual, SD 3.X should recognize the
Atari-Dos type disk format. I did try the COPY command and my system
locked up. I'll try a couple of variations with COPY, and if those
don't work I'll try SDX.

-Larry

909. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 01:04:47 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <PCcPd.6389$hU7.5807@newssvr33.news.prodigy.com>
Source record: 12564

Hey, Larry.
You might want to try to COPY just one file at a time. I suspect, if you're getting a lock up, that there's a problem with one or more of the files, ie. some sectors are bad within a file. Sometimes, disk drive may be the problem, it may not be functioning correctly at high sector numbers for instance.
When you get a lock-up, can you recover with a RESET, or is a 'hard' lock-up that requires power off/on?
"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0502111625.57e4cb09@posting.google.com...
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:<xc7Pd.29462$by5.12462@newssvr19.news.prodigy.com>...
> > I don't know XCOPY. But to copy files from a DOS 2/2.5/MYDOS type disk to a
> > Sparta disk, boot Sparta (3.2d, 3.2g) and type the command:
> > COPY D2:*.* D1: (DOS 2 disk in D2, Sparta disk in D1:)
>
> Hi Russ-
>
> Thanks for the info. I'm going the other way (SD -->MyDos), but
> reading further in the SD manual, SD 3.X should recognize the
> Atari-Dos type disk format. I did try the COPY command and my system
> locked up. I'll try a couple of variations with COPY, and if those
> don't work I'll try SDX.
>
> -Larry

910. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 01:07:34 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <qFcPd.6390$hU7.1000@newssvr33.news.prodigy.com>
Source record: 12565

```
I dunno what keeps the speed of most Atari drives.
I do know Atari drives are smart, and probably the speed is regulated within
the drive.
"Jack" <tseng4@hotmail.com> wrote in message
news:gJaPd.37181$2p.16007@lakeread08...
> Atari 1050 and the most 3rd party drive use something instead of the
timing
> hole. Something measures the speed. Do you know what it is called?
> Magntic.......
>
> Jack
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:4i7Pd.29471$by5.5217@newssvr19.news.prodigy.com...
> > OK, the XF551 uses the timing hole and can only access a disk
> > that is in 'upside'. With other drives, you can cut a notch on the
> > left side of the disk and turn it over to format and use the back side.
> > ie. if you want to use both sides in a XF drive, you have to format
> > using both sides. SpartaDOS probably has this ability, and maybe MyDOS.
> > Getting into punching a second timing hole is problematic, I would
think.
> > "Jack" <tseng4@hotmail.com> wrote in message
> > news:z2SOd.35355$2p.31996@lakeread08...
> > > I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk.
I
> > > flipped to second side. I tried to format it. XF551 could not... The
> error
> > > message is Error-173. I thought 1050 can format both side but does
> XF551
> > ?
> > >
> > > Thanks!
> > > Jack
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> >
> >
>
>
```

911. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 01:08:35 UTC
From: Jorge <user@nospam.com>
Message-ID: <cujkuj$mh9$1@blue.rahul.net>
Source record: 12566

"Jack" <tseng4@hotmail.com> writes:

>Atari 1050 and the most 3rd party drive use something instead of the timing
>hole. Something measures the speed. Do you know what it is called?
>Magntic.......

No. The 1050 doesn't use anything at all to measure the disk rotation speed. Furthermore the 1050 is not even aware if there is a disk actually inserted or not. Only indirectly by reading a sector you can, if you want, measure the speed. But of course you can't do that on a virgin unformatted disk.

The 1050 simulates the index hole pulse internally. One output of the RIOT goes to the IP input on the FDC. RIOT stands for Ram/Input/Output/Timer, it's a chip in the 1050 similar to the PIA but with the addition of Ram and timer. Precisely the output of the timer is used to simulate the index hole pulse after a period equivalent to one disk rotation.

>"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>news:4i7Pd.29471$by5.5217@newssvr19.news.prodigy.com...
>> OK, the XF551 uses the timing hole and can only access a disk
>> that is in 'upside'.

Most XF551 drives can access the flippy side for both reading and for writing, it can't format that side without some kind of hardware mod though. Some cannot access the flippy side at all, it depends on the drive mechanism. Some drive mechanisms will not become ready if the don't detect the index. Formatting is a different issue, it is the FDC that will not start the format operation without receiving an index pulse.

912. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 05:17:06 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <mjgPd.1$P07.0@newsfe1-gui.ntli.net>
Source record: 12567

"Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
news:cujh6t$id6$1@hercules.btinternet.com...

> Actually whilst rabbiting away I recall that Maplins made a PCB to fit
> into a Sinclair computer expansion port and supplied a kit of parts to
> complete the project.

I know, I bought one. Though I can't recall ever using it...
It is still in my bits box somewhere.

913. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 05:21:16 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns95FAD948B7FABjlodoenthegridnet@216.196.97.140>
Source record: 12568

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in
news:4i7Pd.29471$by5.5217@newssvr19.news.prodigy.com:

> OK, the XF551 uses the timing hole and can only access a disk
> that is in 'upside'. With other drives, you can cut a notch on the
> left side of the disk and turn it over to format and use the back
> side. ie. if you want to use both sides in a XF drive, you have to
> format using both sides. SpartaDOS probably has this ability, and
> maybe MyDOS. Getting into punching a second timing hole is
> problematic, I would think.

Yeah you can format a 360K DSDD disk with the XF, but
a SSDD drive (Indus, douled 1050) won't be able to read
the back.

914. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 06:46:43 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <nDhPd.19641$uc.18236@trnddc08>
Source record: 12569

Punch the case only - not the media.

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1grstfa.1dzogaz1863d8gN%wduke@sympatico.ca...
> You can punch a second timing hole in a floppy disk?
>
> I know that you can punch a second write protect hole in a floppy so
> that the drive doesn't see the reverse side of the disk as being write
> protected. But the timing hole? I'm not sure that I would want to be
> punching holes through the actual floppy medium. Punching such a hole
> can't be too good for the integrity of the medium.
>
>
> Gork <nokraygienspam@hotmail.com> wrote:
>
>> I did read that you can actually punch a second timing hole in the disk
>> to
>> use it as a "flippy" in the XF551 - also, disks which come with two
>> timing
>> holes (and some apparently do) will work as flippies...
>>
>> Sean
>>
>> "Jack" <tseng4@hotmail.com> wrote in message
>> news:z2SOd.35355$2p.31996@lakeread08...
>> >I use SuperDOS 5.1 and SmartDOS 6.1. I formatted a first side of disk. I
>> > flipped to second side. I tried to format it. XF551 could not... The
>> > error
>> > message is Error-173. I thought 1050 can format both side but does
>> > XF551
>> > ?
>> >
>> > Thanks!
>> > Jack
>> >
>> >
>
>
> --
> U-TOC
> Connect To Change

915. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 06:47:40 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <gEhPd.19642$uc.16401@trnddc08>
Source record: 12570

I find them at thrift stores from time to time... I buy all I find when they
are DSDD.

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1grsz61.38vk3fudlvdnN%wduke@sympatico.ca...
> Gork <nokraygienspam@hotmail.com> wrote:
>
>> "Managed Resistance" <wduke@sympatico.ca> wrote in message
>> news:1grstfa.1dzogaz1863d8gN%wduke@sympatico.ca...
>> > You can punch a second timing hole in a floppy disk?
>>
>> Yup... I ran across a web page which had step by step instructions...
>> It
>> suggested you use an old floppy disk as a template... Cut down the edge
>> and
>> remove the magnetic media inside then place it upside down on the media
>> you
>> want to turn into an XF551 compatible flippy. Mark the timing hole,
>> which
>> now marks the other side of the flippy we're creating. Do the same with
>> the
>> other side of the disk. Then place a strip of paper inside the sleeve
>> from
>> the hub to protect the actual meda as you insert the paper punch first on
>> one side of the plastic sleeve then on the other...
>>
>> Sounds like kind of a pain, and though I haven't actually tried it (yet),
>> it
>> sounds like it should work...
>>
>> Sean
>
> Sounds like a surefire reason to ensure that you have backups of
> anything you place on those modified floppies.
>
> Are 5.25" floppies difficult to buy new? It's been a long time since
> I've purchased 5.25" floppies. Are they still readily available?
>
>
> --
> U-TOC
> Connect To Change

916. OmniMon and Rampower 128

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 11:48:59 UTC
From: gary@tsnc.net
Message-ID: <1108208939.782382.104850@c13g2000cwb.googlegroups.com>
Source record: 12571

Hello all,

Just aquired an 800 to go with my two 800XLs.

The 800 came with OmniMon (w/ 3 position switch on back of case) and has two Rampower boards by Axlon, 128k and 32k each. Also has a 16k RAM board.

I have not had any luck getting a ramdisk set up. Tried instructions from OmniMonXL users guide, but have not gotten a ramdisk on DOS 2.0s or 2.5. The board I have is an OmniMon, not an OmniMonXL. Are the instructions different between the plain and XL versions?

Also, the 3-position switch allows me to get to OmniMon with the key sequence of either 'Select'-'Reset' or 'Select'-'Option'-'Reset' when the switch is in the 'down' position. The other 2 positions for the switch seem to disable OmniMon. What do the other two switch positions designate?

This 800 does not have OmniView. I went ahead and read the OmniView docs regardless, but still didn't find what I needed.

Anyone have the docs for the plain OmniMon? (not OmniMonXL)
How about docs for the Rampower upgrade(s)?

917. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 13:28:49 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502120528.6b3476e2@posting.google.com>
Source record: 12572

Jorge <user@nospam.com> wrote in message news:<cujkuj$mh9$1@blue.rahul.net>...
> "Jack" <tseng4@hotmail.com> writes:
> ...
> The 1050 simulates the index hole pulse internally. One output of the RIOT
> goes to the IP input on the FDC. RIOT stands for Ram/Input/Output/Timer,
> it's a chip in the 1050 similar to the PIA but with the addition of Ram
> and timer. Precisely the output of the timer is used to simulate the index
> hole pulse after a period equivalent to one disk rotation. ...

Could something similar (but relatively simple) be created for the XF?
The CSS "Enhancer" mod was connected with a few solder points and a
hole for a switch to change the type operation from XF to "1050".

-Larry

918. Re: MSS1-T to BlackBox cabling help!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:07:05 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e6ffe$0$1352$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12573

Howdy James

I can not imagine why nobody has given this a try, so I will:

> According to the BB manual, the pin outs are:
>
> Transmit Data, Pin 3
> Receive Data, Pin 5
> Req to Send, Pin 7
> Clear to Send, Pin 9
> Data Set Ready, Pin 11
> Signal Ground, Pin 13
> Carrier Detect Modem, Pin 15
> Data Term Ready, Pin 14
>
> Now, if I read my MSS manual correctly, the pins for the MSS1-T are:
>
> TX Out, Pin 2
> RX In, Pin 3
> RTS Out, Pin 4
> CTS, Pin 5
> DSR In, Pin 6
> Ground, Pin 7
> CD In, Pin 8
> DTR Out, Pin 20

From what I can see, just connect the first one of the first list to the
first one on the second list, then repeat this till you get to the end.

BTW what is an MSS1-T?

CU Mathy

919. Re: Ramdisk Info...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:10:19 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e70be$0$1353$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12574

Howdy Andreas

I've found an error in your list. My URL doesn't have dashes (this character: "-"). Could you please remove them?

CU Mathy van Nisselroy

920. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:21:05 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e7346$0$1354$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12575

Howdy Slor

> Is there such thing out there as a switch box for SIO devices?

Check out this site: http://www.abbuc-raf.de/2ri_e.htm

CU Mathy van Nisselroy

921. Re: I further improved my new site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:26:53 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e74a1$0$1353$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12576

Howdy Jess

"RetroJess" <RJH4JHH2@peoplepc.com> schreef in bericht
news:NWUGd.1750$Rs.1549@newsread3.news.atl.earthlink.net...
> Enjoyed the site and noticed mention of MyDos 5.0 in Charles M's letters;
> have you evaluated it and is it available and where?
> Jess

It's probably a hick up from ANALOG. More then one thing in their articles
about MyDOS isn't correct. As far as I know, there never was a version 5.0.
But somebody is working on 4.55.

CU Mathy

922. Re: upgrading RAM for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:45:58 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e79d9$0$1353$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12577

Howdy Jack

"Jack" <tseng4@hotmail.com> schreef in bericht
news:HWoEd.20733$Wo.14851@lakeread08...
> Hi, I am wondering if XEGS can upgrade more ram? I know that both 800XL
and
> 130XE can upgrade more ram.

Check out: http://www.holyoak.com/atari/8bitcomp.html
And: http://www.myatari.net/issues/may2001/memory.htm

And it's mentioned on my site on thios page:
www.mathyvannisselroy.nl/blackbox.htm
From there search for: "Fixing Phi2, the proper way"

CU Mathy van Nisselroy

923. Re: ping Mathy v. N: what's your current email address?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:54:59 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e7b37$0$1355$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12578

Howdy Chris

"Christopher Lang" <christoxyz231pher.lang@plus.cab098qaylesurf.de> schreef
in bericht news:cqk9g8aq1@news.gatel.net...
> Mathy,
>
> for some reason your "landgraaf" email address does not work. Would you
mind
> mailing your current email address?
>
> many thanks
> Chris

I've sent you an email after I first read this, but obviously you have not
read/received it.

The "landgraaf address has a little spam trap in it. But you can forget
about that address, it belongs to my brother. He let me use it, but now I
have my own. Have a look at my name. The email address is: firstname at
fullnamewithoutspaces dot nl

CU Mathy van Nisselroy

924. (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 21:59:14 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e7c36$0$1356$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12579

Howdy folks

I need a computer that has more then 8 bits. And since I like Bill Gates and his software/company as much as I like 14 days of diarrea, the choice has come down to either a PC with Linux or (and I am tending to this option) the new G5 IMAC by Apple.

What do you guys think?

Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC has written onto?

CU Mathy van Nisselroy

925. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 22:11:34 UTC
From: Jorge <user@nospam.com>
Message-ID: <culuum$l7k$1@blue.rahul.net>
Source record: 12580

I don't know for sure. Probably yes, but I don't think it would be worth.
You need special firmware and this will only solve the FDC formatting
issue. It sill won't work if the drive mechanism itself requires the index
hole. So a mod that works at the drive sensor level seems a better choice.

LLppwhite@aol.com (Larry) writes:

>Jorge <user@nospam.com> wrote in message news:<cujkuj$mh9$1@blue.rahul.net>...
>> "Jack" <tseng4@hotmail.com> writes:
>> ...
>> The 1050 simulates the index hole pulse internally. One output of the RIOT
>> goes to the IP input on the FDC. RIOT stands for Ram/Input/Output/Timer,
>> it's a chip in the 1050 similar to the PIA but with the addition of Ram
>> and timer. Precisely the output of the timer is used to simulate the index
>> hole pulse after a period equivalent to one disk rotation. ...

>Could something similar (but relatively simple) be created for the XF?
> The CSS "Enhancer" mod was connected with a few solder points and a
>hole for a switch to change the type operation from XF to "1050".

926. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-12 22:22:53 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.02.12.22.22.52.388234@strotmann.de>
Source record: 12581

On Sat, 12 Feb 2005 22:59:14 +0100, Mathy van Nisselroy wrote:

> Howdy folks
>
> I need a computer that has more then 8 bits. And since I like Bill Gates
> and his software/company as much as I like 14 days of diarrea, the choice
> has come down to either a PC with Linux or (and I am tending to this option)
> the new G5 IMAC by Apple.
>
> What do you guys think?
>
> Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC
> has written onto?
>
> CU Mathy van Nisselroy

Yes, Apple Mac OS X is like Linux (a full unix with
Samba/Apache/MySQL/LDAP/CUPS...) with the best GUI you can get for an Unix
System today.

And yes, Mac OS X can read FAT/VFAT Mass Storage Devices, no problem....

Atari800Mac is the best Atari800 Emulator I know.

And it seems that SIO2PC is not also coming to the Mac.

But Linux is also nice if you like to do more "diving deep into the
system".

But you can also dual-boot Linux/PPC on a Mac. Or OpenBSD/NetBSD ....

Carsten

927. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 00:08:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.02.13.00.08.52.207668@charter.net>
Source record: 12587

On Sat, 12 Feb 2005 22:59:14 +0100, Mathy van Nisselroy wrote:

> Howdy folks
>
> I need a computer that has more then 8 bits. And since I like Bill Gates
> and his software/company as much as I like 14 days of diarrea, the choice
> has come down to either a PC with Linux or (and I am tending to this option)
> the new G5 IMAC by Apple.
>
> What do you guys think?

I'd vote for Linux. As was mentioned in another response to this thread,
the Mac OS running on the 'Nix core is slick and pretty, but you can delve
further and deeper with a "pure" Linux distro.

Also, unless prices have really changed in the Mac world, you can get an
awful lot of PC hardware for what you'd pay for a Mac.

Honestly, I don't think you can "lose" with either choice. :-)

> Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC
> has written onto?
>
> CU Mathy van Nisselroy

928. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 00:16:24 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <420e9c5c$0$1357$3a628fcd@reader1.nntp.hccnet.nl>
Source record: 12582

Howdy Carsten

"Carsten Strotmann" <cas_news@strotmann.de> schreef in bericht
news:pan.2005.02.12.22.22.52.388234@strotmann.de...
> On Sat, 12 Feb 2005 22:59:14 +0100, Mathy van Nisselroy wrote:
>
> > Howdy folks
> >
> > I need a computer that has more then 8 bits. And since I like Bill
Gates
> > and his software/company as much as I like 14 days of diarrea, the
choice
> > has come down to either a PC with Linux or (and I am tending to this
option)
> > the new G5 IMAC by Apple.
> >
> > What do you guys think?
> >
> > Only question I have is: Can the IMAC read "Mass Storage Devices" that
a PC
> > has written onto?
> >
> > CU Mathy van Nisselroy
>
> Yes, Apple Mac OS X is like Linux (a full unix with
> Samba/Apache/MySQL/LDAP/CUPS...) with the best GUI you can get for an Unix
> System today.
>
> And yes, Mac OS X can read FAT/VFAT Mass Storage Devices, no problem....
>
> Atari800Mac is the best Atari800 Emulator I know.
>
> And it seems that SIO2PC is not also coming to the Mac.
>
> But Linux is also nice if you like to do more "diving deep into the
> system".
>
> But you can also dual-boot Linux/PPC on a Mac. Or OpenBSD/NetBSD ....

This sounds almost to good to be true. :-)

If the MAC can read FAT/VFAT Mass Storage Devices, I can use it to set up my
SIO2IDE interface. Today I received the version 4.x PCB, I already have the
harddrive and the 2.5" to 3.5" convertor. The Atmel ATmega32-61PI has been
ordered and should be on it's way to me as we speak. And yes, I plan to

write an article on it for the ABBUC magazin. I've seen a very nice case for it, I hope I can still buy that one.

Thanks for the quick response.

CU Mathy van Nisselroy

929. Daytona Beach

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 00:25:12 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <I7xPd.365$SO.299@newsread3.news.atl.earthlink.net>
Source record: 12583

```
Received email from George looking for 8-bitters in his area;
anyone
know of groups or individuals in Florida?
Jess
```

930. Re: I further improved my new site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 00:27:22 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <K9xPd.368$SO.57@newsread3.news.atl.earthlink.net>
Source record: 12584

OOOoooh!
Jess

"Mathy van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote
in message
news:420e74a1$0$1353$3a628fcd@reader1.nntp.hccnet.nl...
> As far as I know, there never was a version 5.0.
> But somebody is working on MyDos 4.55.
>
> CU Mathy

931. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 00:45:38 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cum7vi$2m5$1@hercules.btinternet.com>
Source record: 12585

Hi

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:mjgPd.1$P07.0@newsfe1-gui.ntli.net...
>
> "Steve Sweet" <steve.sweet@no-spam.btopenworld.com> wrote in message
> news:cujh6t$id6$1@hercules.btinternet.com...
>
>> Actually whilst rabbiting away I recall that Maplins made a PCB to fit
>> into a Sinclair computer expansion port and supplied a kit of parts to
>> complete the project.
>
> I know, I bought one. Though I can't recall ever using it...
> It is still in my bits box somewhere.

That sounds familiar!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

932. 130xe not working

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 04:18:01 UTC
From: alfonso lopez <alfonsol@vtr.net>
Message-ID: <cumkbgnac1@news1.nivel5.cl>
Source record: 12586

```
when it is powered up it starts the memory test and the ram is one green,
one red........
```

933. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 06:40:21 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <110ttiom9spip64@corp.supernews.com>
Source record: 12588

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0502110406.6ad93a37@posting.google.com...
>
> The XF uses the timing hole for formatting, but for most U.S. XF's,
> they will still write to an already-formatted disk. If you just have
> few disks, making a "flippy" is the way to go.

Now that you mention it, I have read the same thing - that the XF551 will write to the back side of "flippies," just not format them. I guess it would be easier to just use the 1050 to format the disk on each side and go from there.

Sean

934. Re: OmniMon and Rampower 128

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 08:00:28 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <wODPd.6570$m31.80643@typhoon.sonic.net>
Source record: 12589

I still have my Omnimon and Omniview on a Ramrod OS board in one of my
800's with an Axlon 128, it works great! I have the original docs, but I
think you can find what you need here;
http://www.atarimax.com/freenet/freenet_material/12.AtariLibrary/2.MiscellaneousTextFiles/showarticle.php?145

Let me know if you need the originals,

Ben Corr

gary@tsnc.net wrote:
> Hello all,
>
> Just aquired an 800 to go with my two 800XLs.
>
> The 800 came with OmniMon (w/ 3 position switch on back of case) and
> has two Rampower boards by Axlon, 128k and 32k each. Also has a 16k
> RAM board.
>
> I have not had any luck getting a ramdisk set up. Tried instructions
> from OmniMonXL users guide, but have not gotten a ramdisk on DOS 2.0s
> or 2.5. The board I have is an OmniMon, not an OmniMonXL. Are the
> instructions different between the plain and XL versions?
>
> Also, the 3-position switch allows me to get to OmniMon with the key
> sequence of either 'Select'-'Reset' or 'Select'-'Option'-'Reset' when
> the switch is in the 'down' position. The other 2 positions for the
> switch seem to disable OmniMon. What do the other two switch positions
> designate?
>
> This 800 does not have OmniView. I went ahead and read the OmniView
> docs regardless, but still didn't find what I needed.
>
> Anyone have the docs for the plain OmniMon? (not OmniMonXL)
> How about docs for the Rampower upgrade(s)?
>

935. Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 12:02:56 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1108296393.23524.0@spandrell.news.uk.clara.net>
Source record: 12590

Hello All,

I've just put together an Atari 8-bit monitor socket to s-video (4-pin mini-DIN) cable for my own use. Tried it on my 800XL, 130XE, and 800 (PAL machines). It didn't work fully on any of them. The 800XL was in colour, but the colours bled badly. White came out with green and blue shadowing, with a thick green stripe down the left hand side of the screen, and a blue one at the right hand side when on the standard Atari blue background with READY at the top. The 130XE was better (no stripes) but still had a degree of colour bleed around the white text. The 800 was the worst of the lot. It looked like black&white at first, but it was in colour, but faded. Tried on 2 different TVs with the same effect.

Anybody had this problem? It appears that not all machines have the chroma/luma connected, but I've not read of any problems of this nature.

Dean Garraghty

936. Turbo Basic Cartridge Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 12:21:08 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502130421.247ca094@posting.google.com>
Source record: 12591

A question for those owning a Turbo Basic cart: Will the cart version
allow you to go to Dos, and then return with your BASIC program
intact? (No copy functions, of course.)
-Larry

937. XF551 IC's

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 14:04:32 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502130604.6e7468af@posting.google.com>
Source record: 12592

I have two dead, stock 551's. One had broken SIO traces, but I have successfully repaired them. The other's traces are fine (riveted jacks). But still neither will work -- they power up and "seek", but will not boot.

On U.S. models there are only 6 chips:
The 8040/8050 mcu; the WD1772 FDC; the system ROM; a 74LS14P; a HD74LS38P; and a SN74LS373N. The numbers stenciled on the board for the 3 smaller chips are just the "generic" versions of the IC's. Can anyone explain how these chips differ from standard versions -- specifically the "HD" and the "SN"? Finding these specific versions of the chips looks like it could be tough/expensive. Has anyone in our group successfully fixed a 551 with something more seriously amiss than broken SIO traces?
Thanks,
Larry

938. [Probably OT] "Activision" games in Burger King kids meals

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 14:27:41 UTC
From: MrShoujo@webtv.net
Message-ID: <27659-420F63DD-23@storefull-3278.bay.webtv.net>
Source record: 12593

Sorry if this isn't exactly the right place, but the 2600 VCS newsgroups were more spam ridden and this group is cleaner in spam. Plus you can spread the word if ya want, move or delete this post. ^_^

Anywho, I didn't know this until yesterday, but BK has for their kids meal premiums these little "Activision" LCD games - Barnstorming, Tennis, Kaboom!, and Grand Prix - based on the Atari 2600 games (sorta). In Kaboom! (the one I got), you catch hamburgers, and in levels 3 and 4 (the last 2 levels) you have 2 mad bombers tossing them down. Not too easy like McDonald's LCD thingies last year Anywho, each game comes in 2 colors. Annoyingly, the Burnit King we had stop at (one friend in the car felt sick) didn't have all 4 in stock at the same time. Any Activision nuts out there should be on the look out also for the 3 and under kids toys, too. At least it looked like they had "Activision" young kids toys...

Enjoy and share.

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

939. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 14:55:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <1108306555.021839.204690@f14g2000cwb.googlegroups.com>
Source record: 12594

Dean Garraghty wrote:
> Hello All,
>
> I've just put together an Atari 8-bit monitor socket to s-video
(4-pin
> mini-DIN) cable for my own use. Tried it on my 800XL, 130XE, and 800
(PAL
> machines). It didn't work fully on any of them. The 800XL was in
colour, but
> the colours bled badly. White came out with green and blue shadowing,
with a
> thick green stripe down the left hand side of the screen, and a blue
one at
> the right hand side when on the standard Atari blue background with
READY at
> the top. The 130XE was better (no stripes) but still had a degree of
colour
> bleed around the white text. The 800 was the worst of the lot. It
looked
> like black&white at first, but it was in colour, but faded. Tried on
2
> different TVs with the same effect.
>
> Anybody had this problem? It appears that not all machines have the
> chroma/luma connected, but I've not read of any problems of this
nature.
>
> Dean Garraghty
I've been planning to do the same thing for a few days now (for an 800,
NTSC). I just haven't gotten around to it yet.

>From light reading on this subject I've learned that some or all 800XLs
had chrominance disconnected substituting composite video instead at
pin 5 (or disconnected, not sure which) on the DIN connector.

I assume you only built a simple cable, Atari DIN to S-Video, and
didn't look into Ben Poehland's Super Video mods 2.0 and 2.1 for the
800XL or Charles Cole's mod for the 130XE (see links).

I think the mods are necessary to obtain satisfactory S-Video output
(no bleeding) with the 800XL and 130XE.

Your result of seeing only Black & White output from the 800 seems to
indicate you just have a basic wiring problem. I got that same result
when I accidentally reversed two connections of an S-Video connector

(for a different project). I don't recall which pins I
cross-connected, though.

I haven't been able to find equivalents of the Super Video mods for the
800 so I'm just going to try making a basic S-Video cable for my 800
and hope for the best. I'm starting it right now.

I'll let you know my results.

Links to the aforementioned articles can be found at Clarence Dyson's
Atarimods page.

http://www.geocities.com/atarimods/atari.html

Steve Sheppard

940. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 17:50:58 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <6sMPd.1620$dK1.1508@newsfe5-gui.ntli.net>
Source record: 12595

Hi Dean.

http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

Sounds like your TV is trying to lock onto a chroma signal that isn't there.

It may be that the chroma signal is not on the right pin, but bit of it leaks into the luma signal so that it doesn't turn off it's colour circuits.

The cable is easy enough to make.

You will have to check the cable and that the chroma is wired to the socket. Atari only wired it on their late machines, so that is highly likely to be a cause.

941. Re: SIO switch box?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 19:42:40 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95FC95A704F38emuslor@130.133.1.4>
Source record: 12596

Despite all prevention efforts, "Mathy van Nisselroy"
<firstname@fullnamewithoutspaces.nl> wrote in news:420e7346$0$1354
$3a628fcd@reader1.nntp.hccnet.nl:

> http://www.abbuc-raf.de/2ri_e.htm

Thanks for the link.

--
Slor

942. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 19:52:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1108324353.697591.41970@z14g2000cwz.googlegroups.com>
Source record: 12497

Dean Garraghty wrote:
> Hello All,
>
> I've just put together an Atari 8-bit monitor socket to s-video
(4-pin
> mini-DIN) cable for my own use. Tried it on my 800XL, 130XE, and 800
(PAL
> machines). It didn't work fully on any of them. The 800XL was in
colour, but
> the colours bled badly. White came out with green and blue shadowing,
with a
> thick green stripe down the left hand side of the screen, and a blue
one at
> the right hand side when on the standard Atari blue background with
READY at
> the top. The 130XE was better (no stripes) but still had a degree of
colour
> bleed around the white text. The 800 was the worst of the lot. It
looked
> like black&white at first, but it was in colour, but faded. Tried on
2
> different TVs with the same effect.
>
> Anybody had this problem? It appears that not all machines have the
> chroma/luma connected, but I've not read of any problems of this
nature.
>
> Dean Garraghty

My cable is done. Just as with my other project I got pins 3 and 4 mixed and was greeted with a ugly, rolling, B & W image. When I got the connection right the picture was beautiful.

This S-Video connection is far superior to the RF and composite video connections I was using earlier. There is far less noise, almost none.

My situation may be unique. I'm using an original ATI All-in-Wonder video card, part of one of my PCs, not a standalone television or monitor. The RF and composite video connections using the AIW were producing unacceptable herring bone patterns with one and random noise with the other. This is why I wanted to try the S-Video modification.

Dean, none of what I said answers your question. I don't know the answer. Sorry.

Steve Sheppard

943. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 19:52:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95FC9756A9CEEemuslor@130.133.1.4>
Source record: 12498

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1108306555.021839.204690@f14g2000cwb.googlegroups.com:

>
>>From light reading on this subject I've learned that some or all 800XLs
> had chrominance disconnected substituting composite video instead at
> pin 5 (or disconnected, not sure which) on the DIN connector.
>

There is a very simple mod to connect the chroma line on the 800XL. It
won't be as good as the 130XE picture (or the supervideo mod), but it looks
substantially better than composite output. I did this by simply running a
jumper from the R66/R67/R68 junction to the croma lead on the video port.

Also, I have found that, at least with my setup, S-video cable quality
makes a WORLD of difference in the picture I get, so make sure you use the
best components you can get your hands on!

--
Slor

944. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 20:42:15 UTC
From: stephensheppard@hotmail.com
Message-ID: <1108327335.439209.55310@o13g2000cwo.googlegroups.com>
Source record: 12499

Slor, you should be able to tell me, once and for all, what is the
default connection at pin 5 of the 800XL's video connector? It's
supposed to be composite chroma but is it actually composite video? or
or no connection?

Steve Sheppard

945. Re: Daytona Beach

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 21:14:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <2pgv01p73h4emd0oovtpiu8asm44ubtj44@4ax.com>
Source record: 12500

On Sun, 13 Feb 2005 00:25:12 GMT, "RetroJess" <RJH4JHH2@peoplepc.com> wrote:

>Received email from George looking for 8-bitters in his area;
>anyone
>know of groups or individuals in Florida?

There MIAUG in Miami, or at least there was for a while last year..

http://miaug.atari-users.net/

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

946. Re: OmniMon and Rampower 128

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 22:15:24 UTC
From: gary@tsnc.net
Message-ID: <1108332924.551913.322830@g14g2000cwa.googlegroups.com>
Source record: 12501

After more reading on DOS versions, I found that MyDos had a ramdisk setup for both the 800 and 130XE. What a difference the ramdisk makes. Loading DUP.SYS or assembly source files now take a second or less to load. It's beautiful!

Also, I had to slow down the speed on my APE interface for the 800.

Gary Cude

947. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-13 22:23:33 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns95FCB0ED89360emuslor@130.133.1.4>
Source record: 12502

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1108327335.439209.55310@o13g2000cwo.googlegroups.com:

> Slor, you should be able to tell me, once and for all, what is the
> default connection at pin 5 of the 800XL's video connector? It's
> supposed to be composite chroma but is it actually composite video? or
> or no connection?
>

This article should answer some questions, including the "pin with no
connection" and "color smear with a green tinge" if you try using what's
there.

http://www.atarimagazines.com/v5n7/xlcolorboost.html

--
Slor

948. Re: OmniMon and Rampower 128

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 00:54:10 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <SESPd.12117$oO.6744@newsread2.news.atl.earthlink.net>
Source record: 12503

Usually that triple switch is for alternate OS such as OmniMon,
stock 800, OmniView or whatever the APE guy calls his. The
OS is removed from its socket and replaced with a board which
accomodates multiple switchable chips; just plug yours into one
of the slots.

2.0s and 2.5 did not support those boards; Axlon included a
utility to patch 2.0s and give a 707 ramdisk as D4 (24k waste).
I think one of the A8 magazines printed a patch to use with 2.5
for a 112k Axlon ramdisk; I recommend MyDos 4.53 because
4.50 has some kind of Axlon bug - might check with Mathy.
Jess

<gary@tsnc.net> wrote in message
news:1108208939.782382.104850@c13g2000cwb.googlegroups.com...
> Hello all,
>
> Just aquired an 800 to go with my two 800XLs.
>
> The 800 came with OmniMon (w/ 3 position switch on back of
case) and
> has two Rampower boards by Axlon, 128k and 32k each. Also has
a 16k
> RAM board.
>
> I have not had any luck getting a ramdisk set up. Tried
instructions
> from OmniMonXL users guide, but have not gotten a ramdisk on
DOS 2.0s
> or 2.5. The board I have is an OmniMon, not an OmniMonXL. Are
the
> instructions different between the plain and XL versions?
>
> Also, the 3-position switch allows me to get to OmniMon with
the key
> sequence of either 'Select'-'Reset' or
'Select'-'Option'-'Reset' when
> the switch is in the 'down' position. The other 2 positions
for the
> switch seem to disable OmniMon. What do the other two switch
positions
> designate?
>
> This 800 does not have OmniView. I went ahead and read the
OmniView

> docs regardless, but still didn't find what I needed.
>
> Anyone have the docs for the plain OmniMon? (not OmniMonXL)
> How about docs for the Rampower upgrade(s)?
>

949. Re: XF551 IC's

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 01:18:36 UTC
From: melee5@my-deja.com
Message-ID: <1108343916.707858.89760@f14g2000cwb.googlegroups.com>
Source record: 12504

Larry wrote:
> I have two dead, stock 551's. One had broken SIO traces, but I have
> successfully repaired them. The other's traces are fine (riveted
> jacks). But still neither will work -- they power up and "seek", but
> will not boot.
>
> On U.S. models there are only 6 chips:
> The 8040/8050 mcu; the WD1772 FDC; the system ROM; a 74LS14P; a
> HD74LS38P; and a SN74LS373N. The numbers stenciled on the board for
> the 3 smaller chips are just the "generic" versions of the IC's. Can
> anyone explain how these chips differ from standard versions --
> specifically the "HD" and the "SN"? Finding these specific versions
> of the chips looks like it could be tough/expensive. Has anyone in
> our group successfully fixed a 551 with something more seriously
amiss
> than broken SIO traces?
> Thanks,
> Larry

HD was made by Hitachi, SN escapes me at the moment but is likewise a non-important aspect to the actual workings of the circuit. Any 74LSXXX chip should be an adequate substitution as long as the XXX numbers match up. The suffix usually refers to package type and/or temperature range, you'd have to have the manufacturer's data sheet for the device or device family to find out the exact meaning, I'll assume P is plastic package, N could very well mean the same thing but coming from a different manufacturer.

No successful experiance with broken XF551 sorry.

950. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 01:31:47 UTC
From: melee5@my-deja.com
Message-ID: <1108344707.818206.113540@l41g2000cwc.googlegroups.com>
Source record: 12505

I think you'll find the problem is the black box. I had similar results until I first copied the files to be converted from one DOS type to the other DOS into my ramdisk first. Then using XCOPY and 2.x or 3.x, the transfer is smooth as silk. Not sure why either but whenever there is BB hard drive to BB hard drive transfer attempt the data copied is trash. Only on DOS type to other DOS type transfers I might add, in order to avoid an empending flame dump upon my head. Only relief for me is make one of the drives the ramdisk and do the copy from there.

951. Re: 130xe not working

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 01:55:01 UTC
From: melee5@my-deja.com
Message-ID: <1108346101.280553.197750@g14g2000cwa.googlegroups.com>
Source record: 12506

Most likely your power supply is also shot as this would be the number one reason that ram goes bad. Before you fix the ram, test your voltage from the power supply, it must be exactly 5.0 volts within few hundreths of a volt. eg. 4.98 - 5.02 would be OK, but 5.1 is not.

Failure process is too much voltage first which overheats and then shorts out a ram chip. You can find exactly which one of the ram chips it is by placing your finger on it, the bad ram chips can easily blister your finger so be careful. Normally good ram chips run a little warm, you are looking for the one or two that you could cook an egg with here.

Power supplies go bad very regularly and if it were not for the self-sacrificing traits of ram bringing the voltage back down within reason like they do, we would loose much more than a few ram chips. Always check your power supply voltage first when a ram test fails.

952. Re: OmniMon and Rampower 128

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 02:12:15 UTC
From: gary@tsnc.net
Message-ID: <1108347135.239857.161460@f14g2000cwb.googlegroups.com>
Source record: 12507

Much good info. I'll checkout 4.53 and hope Mathy can shed more
light on Axlon working with MyDos 4.50 and 4.53 ...

RetroJess wrote:
> Usually that triple switch is for alternate OS such as OmniMon,
> stock 800, OmniView or whatever the APE guy calls his. The
> OS is removed from its socket and replaced with a board which
> accomodates multiple switchable chips; just plug yours into one
> of the slots.
>
> 2.0s and 2.5 did not support those boards; Axlon included a
> utility to patch 2.0s and give a 707 ramdisk as D4 (24k waste).
> I think one of the A8 magazines printed a patch to use with 2.5
> for a 112k Axlon ramdisk; I recommend MyDos 4.53 because
> 4.50 has some kind of Axlon bug - might check with Mathy.
> Jess
>
> <gary@tsnc.net> wrote in message
> news:1108208939.782382.104850@c13g2000cwb.googlegroups.com...
> > Hello all,
> >
> > Just aquired an 800 to go with my two 800XLs.
> >
> > The 800 came with OmniMon (w/ 3 position switch on back of
> case) and
> > has two Rampower boards by Axlon, 128k and 32k each. Also has
> a 16k
> > RAM board.
> >
> > I have not had any luck getting a ramdisk set up. Tried
> instructions
> > from OmniMonXL users guide, but have not gotten a ramdisk on
> DOS 2.0s
> > or 2.5. The board I have is an OmniMon, not an OmniMonXL. Are
> the
> > instructions different between the plain and XL versions?
> >
> > Also, the 3-position switch allows me to get to OmniMon with
> the key
> > sequence of either 'Select'-'Reset' or
> 'Select'-'Option'-'Reset' when
> > the switch is in the 'down' position. The other 2 positions
> for the
> > switch seem to disable OmniMon. What do the other two switch

> positions
> > designate?
> >
> > This 800 does not have OmniView. I went ahead and read the
> OmniView
> > docs regardless, but still didn't find what I needed.
> >
> > Anyone have the docs for the plain OmniMon? (not OmniMonXL)
> > How about docs for the Rampower upgrade(s)?
> >

953. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 03:17:17 UTC
From: wduke@sympatico.ca
Message-ID: <1grxyuq.xv6hx01n4amd8N%wduke@sympatico.ca>
Source record: 12509

Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:

> Howdy folks
>
> I need a computer that has more then 8 bits. And since I like Bill Gates
> and his software/company as much as I like 14 days of diarrea, the choice
> has come down to either a PC with Linux or (and I am tending to this option)
> the new G5 IMAC by Apple.

G5 Imac by Apple. That's my vote.

>
> What do you guys think?

G5 Imac from Apple. That's what I think.

> Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC
> has written onto?

In a word: Yes!

>
> CU Mathy van Nisselroy

--
U-TOC
Connect To Change

954. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 03:17:18 UTC
From: wduke@sympatico.ca
Message-ID: <1grxyyt.1alz25wp62y9sN%wduke@sympatico.ca>
Source record: 12508

Mac OS X is built on Berkeley Systems Distribution ("BSD"). You get
the best of both worlds with the Mac. Besides, you could run Linux on
your Mac too, if you really wanted to. But with Mac OS X and BSD
already on the Mac, why would you want to?

Help kill the Microsoft empire: Buy Mac!

Ronald J. Hall <dark_lord@charter.net> wrote:

> On Sat, 12 Feb 2005 22:59:14 +0100, Mathy van Nisselroy wrote:
>
> > Howdy folks
> >
> > I need a computer that has more then 8 bits. And since I like Bill Gates
> > and his software/company as much as I like 14 days of diarrea, the choice
> > has come down to either a PC with Linux or (and I am tending to this option)
> > the new G5 IMAC by Apple.
> >
> > What do you guys think?
>
> I'd vote for Linux. As was mentioned in another response to this thread,
> the Mac OS running on the 'Nix core is slick and pretty, but you can delve
> further and deeper with a "pure" Linux distro.
>
> Also, unless prices have really changed in the Mac world, you can get an
> awful lot of PC hardware for what you'd pay for a Mac.
>
> Honestly, I don't think you can "lose" with either choice. :-)
>
> > Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC
> > has written onto?
> >
> > CU Mathy van Nisselroy

--
U-TOC
Connect To Change

955. Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 04:09:34 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <d393b7.4db131@fmlynet.org>
Source record: 12510

Being a Atari (800) fan and user of Macs, I can say there is no computer
more unfriendly to hook you to a Atari 8 bit than a Mac.

Granted null modem is always possible, and have done that many times, but
so often the files come out corrupted after sending from Mac to Atai.

There is no SIO2Mac ... yet.

Actually, being a Mac user in the Atari world kinda sucks right now.

This is generally why I have to wither get a cheap PC laptop to run APE
(Grrr....) or get a hard drive interface like the MyIde... of which I use
both. :)

Doc Clu 800

> From: wduke@sympatico.ca (Managed Resistance)

> I have several Atari 800XL's and I currently use several Macintosh computers.
> I have a PC but I prefer not to use it whenever possible.

>Anyway, I've read alot about the various ways of connecting an Atari 8-bit to
>PC in order to use the PC's hard drive, printer, internet connection, etc. I
> am curious to know whether or not such a
> contraption is available for the Macintosh?

>I would love to be able to dust off my Atari 8-bits and connect them to my Mac
> Anybody doing this?

> Thanks in advance for any possible assistance.

> --
> U-TOC
> Connect To Change

> "If you're smart enough, you can beat a system that is unfair."
> -- Breaking Vegas

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

956. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 07:25:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <pnYPd.6713$m31.81813@typhoon.sonic.net>
Source record: 12511

Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:
> Howdy folks

> I need a computer that has more then 8 bits. And since I like Bill Gates
> and his software/company as much as I like 14 days of diarrea, the choice
> has come down to either a PC with Linux or (and I am tending to this option)
> the new G5 IMAC by Apple.

Go for Linux. Way cheaper! Even compared to the Mac Mini. :^)

> What do you guys think?

> Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC
> has written onto?

Yes, I'm almost certain. (I recently received an old G3 iMac which was
sent for recycling, and the previous owner tore out EVERYTHING, including
Safari! I had to put a copy of it on a USB keychain.)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

957. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 07:32:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <TtYPd.6714$m31.81808@typhoon.sonic.net>
Source record: 12513

Carsten Strotmann <cas_news@strotmann.de> wrote:
> Yes, Apple Mac OS X is like Linux (a full unix with
> Samba/Apache/MySQL/LDAP/CUPS...) with the best GUI you can get for an Unix
> System today.

KDE is catching up! :^) And you cannot beat the price... ESPECIALLY
compared to OS X!

The iMac I mentioned in my previous comment (the one that was wiped nearly
clean) has the latest Mac OS X version on it (10.3.whatever).

I went to the Apple Store and it would cost me >$130< to get a replacement
disc, or have any of the old apps put back on it! <:^(

In the meantime, I've installed Debian on a few more hard drives around here
(I recently received an old Shuttle with a ~700MHz Via processor), and was
up and running in a full GUI environment in the matter of minutes (we have
broadband Internet here in my apartment), and with absolutely no money out
of my pocket! (Except the ~25c to burn an install disc ;^))

<snip>
> And it seems that SIO2PC is not also coming to the Mac.

That sucks. :^(

'atariserver' (in AtariSIO by Matthias Reichl) for Linux works quite well.
(That reminds me, I need to reinstall it!)

> But Linux is also nice if you like to do more "diving deep into the
> system".

Definitely. But then again, I set my dad up with a Debian Linux box with KDE,
and he went straight from his old Mac (running OS 8) to that system with
not a single problem.

Of course, he only uses computers for browsing the web, online shopping and
trip planning, and writing/printing letters. For people like that, Linux
(or Mac) is perfect. (Windows is asbolutely the most dangerous.)

Linux just happens to be about 100 times cheaper. :^)
($50 for a PC, $0 for the OS.)

> But you can also dual-boot Linux/PPC on a Mac. Or OpenBSD/NetBSD ....

I went to try that last night. Without having a $130 OS X disc, the closest
I was able to get to repartitioning my iMac's HDD so that I could dual-boot
with Debian was finding some $60 partitioning software for the Mac.

ugh!

(I couldn't use pdisk, since the HDD was mounted :^) ... no boot disc,
and I'm outta luck!)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

958. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 07:33:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <AvYPd.6715$m31.81758@typhoon.sonic.net>
Source record: 12512

Managed Resistance <wduke@sympatico.ca> wrote:
> Help kill the Microsoft empire: Buy Mac!

Heh, that just helps pay for the iPod / iTunes / Digital Rights Management conspiracy, though! ;)

-bill!

959. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 07:35:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <gxYPd.6716$m31.81725@typhoon.sonic.net>
Source record: 12514

Greg.Goodwin@family-news.org wrote:
> This is generally why I have to wither get a cheap PC laptop to run APE

Get a cheaper PC laptop and run AtariSIO under Debian Linux ;^)
Tee-hee!!!

-bill!

960. Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 07:47:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <3IYPd.6718$m31.81740@typhoon.sonic.net>
Source record: 12515

So, I was playing DDR (Dance Dance Revolution) on my PlayStation today [*],
and started thinking:

- Four directions to step on... Atari joystick port?
- Simply veritcal scrolling arrows... Atari player/missile graphics?
- Fun music to dance too... Atari demo scene?

Is there any way to connect PlayStation or PS2 controllers to an Atari 8-bit?
Or is there anything like a DDR pad that can be plugged into an Atari joystick
port?

Not counting all of the fancy flashing animations (which I honestly turn off
when I play DDR), the game itself is quite simple. There are four arrows
at the top of the screen:

< ^ v >

and a pattern of these same arrows coming up from the bottom of the screen:

```
< ^ v >
-----------
< -- step left
^ -- step up
< -- step left
^ v -- jump on up and down at the same time
< > -- now jump on left and right at the same time
```

The cascade of arrows at the bottom each hit the arrows at the top
to the beat of the music. Miss a step, or step too early or late, and
you lose some 'health.' (There's a meter at the top.)
Do well, and your health slowly goes back up.

Different songs are different BMP (beats per minute), and the patterns
vary wildly. You can choose to play light, standard, heavy, or oni ('devil')
modes, which contain different amounts of arrows that you have to step on.

The patterns they make for the songs are also graphed in their difficulty,
in terms of how 'chaotic' the steps are, how many 'streams' of the same
steps there are, how much 'air' you get (how much you have to jump), and
finally how many 'freeze' steps there are (where you have to hold your foot
on the pad for a length of time without letting up... often you have to
make other moves with your free foot at the same time, though!)

Anyway, I think this kind of game would be a cinche to make on the Atari.
Technically, the software is feasible. But we'd need two things:

* music
* a dance pad

The music we can get, I think... just bug the demosceners in the community.
The dance pad might be a little harder.

On the PlayStation, the pad looks something like this:

[select] [start]
[X] [Up] [Sqr]
[Left] [Right]
[Tri] [Down] [Cir]

the pads you use in the game are simply Up, Down, Left and Right, of course.
Other buttons are used to control the UI, but I think we could live with
the standard one button we're all used to from Atari joysticks. :^)

Our pad would be simply:

[Fire] [Up]
[Left] [Right]
[Down]

It would need 5 pressure pad contacts under/embedded-in a mat, and
then a standard 9-pin joystick cable. It's perfectly legal to hit
non-joystick comibinations of buttons (e.g. up and down at the same time,
or even all four directions at once), so dance moves like "< >" and "^v"
would be perfectly doable.

Shall we start working on this? :^)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

[*] I refuse to embarass myself with this game in public, but it's a GREAT
way to get some fun exercise... so my friends bought my wife and I a
copy, along with two dance pads!

961. Re: XF551 IC's

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 10:46:02 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502140246.77277ba5@posting.google.com>
Source record: 12516

melee5@my-deja.com wrote in message
news:<1108343916.707858.89760@f14g2000cwb.googlegroups.com>...
> HD was made by Hitachi, SN escapes me at the moment but is likewise a
> non-important aspect to the actual workings of the circuit. Any
> 74LSXXX chip should be an adequate substitution as long as the XXX
> numbers match up. (...snip)

Hi Lee-
Thanks for the info. Looks like I'll give it a try. That desoldering
tool you suggested needs some "exercise!"
-Larry

962. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 12:48:46 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0502140448.48cddd9a@posting.google.com>
Source record: 12520

Better suggestion would be a demo version of colourspace or the ST's trip o tron

963. Re: XF551 IC's

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 12:53:37 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0502140453.1e6b73ec@posting.google.com>
Source record: 12519

If your'e after spares try Derek firn or fern at microdiscount (Birmingham,UK) as he bought out all Atari Europe's entire stock of xf551 parts and complete units (this was a few years ago however) unfortunately i dont have his/their web or email address but do a search for any of the above named on any leading search engine

964. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 13:03:48 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0502140503.13e99a46@posting.google.com>
Source record: 12523

Never used an xf drive, but i understand that the indus GT and various 360K+ floppy boards format the same way as an xf551, that is,it formats the whole disk (front and back) whilst formatting, therefore you dont need to turn over the disk to format the back (like you do on a 1050/810)

Re: 1050 timing and RPM's, that is regulated by a timing screw attached to what looks a small brown/orange block, this is located near to were all the connections to the drive mech goes (if memory serves me right)

965. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 14:01:01 UTC
From: cmartin@ti.com
Message-ID: <1108388698.353824.97960@g14g2000cwa.googlegroups.com>
Source record: 12522

I have been thinking the same thing ever since I picked up feet of fury
for the DreamCast at the Austin Gaming Expo. I think that the RMT
Player code for music would be easy to use (works during vbi). The
graphics would be no problem.

I was going to reverse engineer my dance pad...which was hacked by the
DreamCast scene (a PS2 pad modified to connect with the DC).

The game could also support the USB dance pads and the USB
Carts....easy...

Could test this with a modfied joystick, too.

Away, I am up for helping to code this...I have used the RMT player in
JellyBeans (you can even import MODs with RMT), and graphics would be
simple enough...

Chris

966. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 14:28:59 UTC
From: cmartin@ti.com
Message-ID: <1108391339.827515.240790@z14g2000cwz.googlegroups.com>
Source record: 12521

Hmm, not sure my previous post worked, but I have been thinking about doing just this ever since I bought "Feet of Fury" for the DreamCast at the Austin Gaming Expo.

I think that the RMT player could be used easily for music (even converted MODs).

An Atari Dance Pad could be made from a modified PS2 dance pad...just need to look into how those work. The USB Cart could be used to connect a USB Dance pad as well.

Hey, I am up for helping to code this thing. I have code for the music ready to go (used RMT in JellyBeans) and simple music file selector. I will look into how to grab the beats per minute from the player to change the speed of the arrows.

I think it would be cool to make each arrow a multi-colored fuji in the four different directional orientations. You can even make this thing 2 player.

-Chris

967. Re: SPO256A Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 16:05:21 UTC
From: kenlem@maine.rr.com
Message-ID: <1108397121.888178.143270@l41g2000cwc.googlegroups.com>
Source record: 12518

See www.speechchips.com for SP0256-AL2 and related IC's.

968. Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 16:33:41 UTC
From: Farb <google@atari8bit.org>
Message-ID: <1108398821.289735.177040@z14g2000cwz.googlegroups.com>
Source record: 12517

Hi all,

I've just posted a new interview with Gray Chang, author of Dog Daze
and Claim Jumper :)

http://www.atari8bit.org

->Dan

969. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 20:20:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <6K7Qd.6786$m31.82617@typhoon.sonic.net>
Source record: 12524

carmel <carmel_andrews@hotmail.com> wrote:
> Better suggestion would be a demo version of colourspace or the ST's trip o tron

But I don't see how one'd get much exercise with these. ;^)

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

970. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 20:24:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <2O7Qd.6788$m31.82227@typhoon.sonic.net>
Source record: 12525

cmartin@ti.com wrote:
> I have been thinking the same thing ever since I picked up feet of fury
> for the DreamCast at the Austin Gaming Expo. I think that the RMT
> Player code for music would be easy to use (works during vbi). The
> graphics would be no problem.

Totally. PMG could be used for the arrows, although now that I think of it,
unless we wanted to do the 8-player trick, supporting two players
simultaneously would be hard, unless the players' screens were divided
vertically, instead of horizontally.

Perhaps PMG could be used for the non-moving arrows up at the top
(they simply flash to the beat, and 'grow' a little when that pad on the
dance mat is pressed).

> I was going to reverse engineer my dance pad...which was hacked by the
> DreamCast scene (a PS2 pad modified to connect with the DC).

> The game could also support the USB dance pads and the USB
> Carts....easy...

True. I'd love to come up with a solution that cost less than $15 bucks
and didn't involve too many gadgets, though. :^)

> Could test this with a modfied joystick, too.

Indeed. We could even make a 'drum' version. I did this once, a LONG time
ago, with tin foil and a joystick cable. ;^)

Attach four areas of foil oo a flat panel to each of the joystick directions.
Then connect Ground to a pencil with a piece of foil wrapped around the end.
Voila! Drum pad! :^)

For the "< >" and "^v" (and other two-directions-at-once combinations),
you could simply have to sticks.

> Away, I am up for helping to code this...I have used the RMT player in
> JellyBeans (you can even import MODs with RMT), and graphics would be
> simple enough...

Where can I learn more about RMT. (What /is/ it, for one!? :^))

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

971. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 20:29:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <3T7Qd.6789$m31.82700@typhoon.sonic.net>
Source record: 12526

Farb <google@atari8bit.org> wrote:
> I've just posted a new interview with Gray Chang, author of Dog Daze
> and Claim Jumper :)

Great interview. :^) I love Dog Daze Deluxe. I spoke with Gary once about writing an Open Source clone of it in SDL, but unfortunately never had time to work on it. Since then, some folks made a Windows version, which is pretty fun (except the irritating "who let the dogs out" music :^))

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

972. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 21:13:07 UTC
From: stephensheppard@hotmail.com
Message-ID: <1108415587.472285.38720@o13g2000cwo.googlegroups.com>
Source record: 12527

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1108327335.439209.55310@o13g2000cwo.googlegroups.com:
>
> > Slor, you should be able to tell me, once and for all, what is the
> > default connection at pin 5 of the 800XL's video connector? It's
> > supposed to be composite chroma but is it actually composite video?
or
> > or no connection?
> >
>
> This article should answer some questions, including the "pin with no

> connection" and "color smear with a green tinge" if you try using
what's
> there.
>
> http://www.atarimagazines.com/v5n7/xlcolorboost.html
>
> --
> Slor
Hmmm, no connection on pin 5. Now I'm confused. Dean should have seen
color on the 800 and B & W on an unmodified 800XL. Not the other way
around.

Steve Sheppard

973. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 21:39:49 UTC
From: cmartin@ti.com
Message-ID: <1108417189.830572.78190@f14g2000cwb.googlegroups.com>
Source record: 12528

William Kendrick wrote:
> Totally. PMG could be used for the arrows, although now that I think
of it,
> unless we wanted to do the 8-player trick, supporting two players
> simultaneously would be hard, unless the players' screens were
divided
> vertically, instead of horizontally.
>

Yeah, I think it would be fine to make the scrolling arrows just character graphics, maybe antic mode 4 and use the fine vertical scroll...generate graphics at the bottom of the screen as the time comes up for it. I think that you could store "step" data to a file on disk along with songs.

> Perhaps PMG could be used for the non-moving arrows up at the top
> (they simply flash to the beat, and 'grow' a little when that pad on
the
> dance mat is pressed).
>

Yeah, PMG for the non-moving arrows makes sense, since the vertical scroll option on Antic lines make it easy and lends itself to this sort of movement.
Also, since we know that these arrows will not be moving AND side-by-side, we could maybe use half of one player (4 pixels) for one arrow. All 4 players will produce 8 columns for 2 player mode. Maybe use the full player width for one player mode. You could use the player/playfiled interaction to make the non-moving arrows appear transparent to the moving ones.... hmmm....

Use dli's to rotate some colors and viola... :)

> True. I'd love to come up with a solution that cost less than $15
bucks
> and didn't involve too many gadgets, though. :^)
>

Definitely. Cheap is better. I have a joystick here that someone modified by putting 5 push buttons on it. I could test with this thing, but there may be some simple hardware for connecting the Dance pads... dunno

This is not how mine is, but you can make something cheap:
http://devcast.dcemulation.com/mods/ddrmat/ddrmat.php

Heck, throw down four Koala Pads and you are ready to go. :^)

Looking at the PS2 controllers, it looks like they are really serial ports with 2 data bytes of serial data sent from the controller that show which buttons are pressed. It may be possible to make an adaptor for the Atari. However, it may be easier to connect a PS2 controller/dance-pad to an 850 or to an SIO adaptor....

> Indeed. We could even make a 'drum' version. I did this once, a LONG time
> ago, with tin foil and a joystick cable. ;^)

Cool idea! And cheap, too! I like it....

> Where can I learn more about RMT. (What /is/ it, for one!? :^))

Oh yeah... http://raster.infos.cz/atari/rmt/rmt.htm
I have converted assembly into something that CC65 will read for the RMT player...

-Chris

974. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 22:14:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ko9Qd.6802$m31.83182@typhoon.sonic.net>
Source record: 12529

cmartin@ti.com wrote:
> side-by-side, we could maybe use half of one player (4 pixels) for one
> arrow. All 4 players will produce 8 columns for 2 player mode. Maybe
> use the full player width for one player mode. You could use the
> player/playfiled interaction to make the non-moving arrows appear
> transparent to the moving ones.... hmmm....

Something like this?

```
Player0 Player1
....||||....|||| [then do the same thing again on the right
# # # with Player2 and Player3 for the other human player]
# ### # #####
#### # ### #
# # #
```

My concern with these is the level of detail. Those are pretty crappy looking, and I don't know how to better show 4 arrows using 16 pixels... Maybe some missiles could help?

Now that I think about it, if a player can only hit two arrows at a time, that means only 4 arrows need to be shown (across the screen) in the scrolling part of the display:

```
^v ^v
< > < >
^ > ^ >
v v
<^ <^
```

(Assume here that both players get the same combos of arrows, although if one player were playing an easier mode, they might get less than the other player. But in any case, there could never be more than 2 arrows at a time in each player's column.)

Use DLIs (that move up the screen) to change the horizontal position, if necessary, of the two Player's (PMGs) in each player's (human players) column, and we should be good to go.

In the above example, it'd be like this:

```
01 23
0 1 2 3
0 1 2 3
0 2
01 23
```

> Use dli's to rotate some colors and viola... :)

Totally. :^) Though even without DLIs for colors, we should be fine.
I think the animated colors in DDRMax on the PS2 simply cycle the same
for all of the arrow, except the off-beat arrows...

I hate off-beat moves, personally. :^)

<snip>
> Definitely. Cheap is better. I have a joystick here that someone
> modified by putting 5 push buttons on it. I could test with this
> thing, but there may be some simple hardware for connecting the Dance
> pads... dunno

I have no idea what the protocol is for the dance mat, the PS2 controller...

> This is not how mine is, but you can make something cheap:
> http://devcast.dcemulation.com/mods/ddrmat/ddrmat.php

...or the dreamcast controller. :^(

> Heck, throw down four Koala Pads and you are ready to go. :^)

Ouch! You'd break them! :^)

Besides, those are 'analog' pads. :^) We just need "on" and "off"
for each of the 5 pads.

> Looking at the PS2 controllers, it looks like they are really serial
> ports with 2 data bytes of serial data sent from the controller that
> show which buttons are pressed. It may be possible to make an adaptor
> for the Atari. However, it may be easier to connect a PS2
> controller/dance-pad to an 850 or to an SIO adaptor....

Yeah. Ick!

<snip>
> Cool idea! And cheap, too! I like it....

Not bad for a simple interface for 3 and 4 year old kids, too,
just as long as they don't zap the Atari by poking a power outlet,
or something. :)

>> Where can I learn more about RMT. (What /is/ it, for one!? :^))

> Oh yeah... http://raster.infos.cz/atari/rmt/rmt.htm
> I have converted assembly into something that CC65 will read for the
> RMT player...

I'll take a look, thanks :)

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

975. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-14 23:44:37 UTC
From: cmartin@ti.com
Message-ID: <1108424677.505144.138300@o13g2000cwo.googlegroups.com>
Source record: 12530

William Kendrick wrote:
> My concern with these is the level of detail. Those are pretty
crappy
> looking, and I don't know how to better show 4 arrows using 16
pixels...
> Maybe some missiles could help?
>
>
Yeah, that does look pretty crappy. It could be like this. Notice the
space between the two players.

```
....|||| ....||||
# # #
## ### ##
## # # # # ##
## ### ##
# # #
```

But, this might be better done with a special font in Antic mode 4 and
scroll the screen. I hate having to move all the PMG vertically... but
I think that will work, too.

> Now that I think about it, if a player can only hit two arrows at a
time,
> that means only 4 arrows need to be shown (across the screen) in the
> scrolling part of the display:

[snip]

> (Assume here that both players get the same combos of arrows,
although
> if one player were playing an easier mode, they might get less than
the
> other player. But in any case, there could never be more than 2
arrows
> at a time in each player's column.)
>

Ah good point, then the moving arrows could be PMGs with eight pixels
across for each arrow. Make the non-moving arrows from a character set
(rotate for animation). Would look cool

> Use DLIs (that move up the screen) to change the horizontal position,
> if necessary, of the two Player's (PMGs) in each player's (human
players)
> column, and we should be good to go.

>

Hmm, would become complicated to move PMG every line and scroll up...
doable, but complicated.

>
> Besides, those are 'analog' pads. :^) We just need "on" and "off"
> for each of the 5 pads.

I know. Just kidding on that one... :)

> > Looking at the PS2 controllers, it looks like they are really
serial
> > ports with 2 data bytes of serial data sent from the controller
that
> > show which buttons are pressed. It may be possible to make an
adaptor
> > for the Atari. However, it may be easier to connect a PS2
> > controller/dance-pad to an 850 or to an SIO adaptor....
>
> Yeah. Ick!
>

Yeah... I know.

976. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 00:01:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <vZaQd.6809$m31.83734@typhoon.sonic.net>
Source record: 12531

cmartin@ti.com wrote:
> Yeah, that does look pretty crappy.

;^) I never claimed to be an artist.

> It could be like this. Notice the space between the two players.
> ....|||| ....||||
> ## ## ##
> ### #### ###
> ### ## ## ## ## ###
> ### #### ###
> ## ## ##

That looks much better!

> But, this might be better done with a special font in Antic mode 4 and
> scroll the screen. I hate having to move all the PMG vertically... but
> I think that will work, too.

Yeah, that costs a LOT more, CPU-wise.

> Hmm, would become complicated to move PMG every line and scroll up...
> doable, but complicated.

Well, you'd only have to do it every 16 scanlines, or so. But I think
I'm moving back to the character set with fine vscroll idea. :^)

Mayyybe we could switch the arrows to PMG right as they get to the top
(when they go to overlay the non-moving arrows).

So the top two lines of text wouldn't scroll (but would have flashing,
and sometimes throbbing (when the user steps) arrows), and the lines
below would scroll constantly.

As characters arrive at the top, they switch to PMGs, so that they can
overlap with the non-scrolling arrows above...?

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

977. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 00:58:27 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <TObQd.58051$sr1.3895@fe2.texas.rr.com>
Source record: 12532

If my wife caught me dancing with my atari, we'd both be sitting out on the curb!
8-)
Mo

978. Re: Dance Dance Atari-evolution?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 01:04:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <6UbQd.6871$m31.84791@typhoon.sonic.net>
Source record: 12533

Momo <quality_us@yahoo.com> wrote:
> If my wife caught me dancing with my atari, we'd both be sitting out on the
> curb!

Hahah! :)

-bill!

979. Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 01:09:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <YYbQd.6872$m31.84829@typhoon.sonic.net>
Source record: 12534

So until we get some solution for dance pads, I think a simple
preliminary game like this could be a drum machine.

Building a 'drum-like' interface would be as simple as laying out
four foil pads on a plank, and wrapping a pencil in foil... connect all
that to your joystick port.

For folks who don't want to build even that contraption, it could be played
with a regular joystick. Just wiggle the stick in the proper directions.
We'd need to make sure no joystick-impossible combinations are required
within the game -- we just avoid Left/Right combos and Up/Down combos.

As for the music... well, it'll be a drum machine, right? Just have the
/user/ make the music. Each of the four pads (or directions on the stick)
will correspond to different drum instruments, and be played by each of
the Atari's 4 voices.

If you play poorly, the music won't sound so good, either. ;^)

I'll play with the ol' Action! cart later this week, if I have time. :^)

-bill!

980. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 01:45:34 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns95FDB4AE834F4jlodoenthegridnet@216.196.97.140>
Source record: 12535

carmel_andrews@hotmail.com (carmel) wrote in
news:6912483e.0502140503.13e99a46@posting.google.com:

> Never used an xf drive, but i understand that the indus GT and various
> 360K+ floppy boards format the same way as an xf551, that is,it
> formats the whole disk (front and back) whilst formatting, therefore
> you dont need to turn over the disk to format the back (like you do on
> a 1050/810)

Indus GT was Single Sided / Double Density.

981. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 05:16:41 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1108444596@rtfm.mit.edu>
Source record: 12536
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 17, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

982. FA: Instant retro collection

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 08:40:38 UTC
From: tolls@mail.com
Message-ID: <1108456838.302605.225130@f14g2000cwb.googlegroups.com>
Source record: 12537

Hi. I'm getting rid of my loft full of retro items including:-

Acetronic and Games
Big Trak and trailer
Apple IIe with 2 disk drives, monitor and printer
Intertron with instructions and games
Megadrive and MegaCD with games
Spectrum games (loads)
Videopac (boxed) and games
Intellivision games
BBC with games and manuals
Loads of Amigas and games
CBM Plus4 and games
CBM16 with manuals and games

.....And loads more. All in one auction.

Click (or copy)link if interested.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=50227&item=8169154497&rd=1&ssPage Name=WDVW

Cheers.

983. Re: AD: BBS The Atari Inside Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 13:41:55 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1108474915.471509.193200@f14g2000cwb.googlegroups.com>
Source record: 12538

This is a great BBS and I'm having a great time with it!

Thanks Marius!
Rob

984. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 16:10:48 UTC
From: cmartin@ti.com
Message-ID: <1108483848.906957.11700@l41g2000cwc.googlegroups.com>
Source record: 12539

Bill,

Sounds great. You could even make the drum game so that you can select
different sounds for each voice, even digitized sounds. I can see the
hilarity when you select "cat meows". :^)

-Chris

985. Re: 130XE cartridge compatibility?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-15 16:49:37 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cut96e$6fn$1@mamut1.aster.pl>
Source record: 12540

> Hmmm,
> then tell me why a) the Muad Dib demo (by Hurek) or b) the Fast PAcker
> (by SRU) do not work on XE nor XEGS computers (just two obscure
> examples). Afaik, they do not check the OS revision...

They may not check the ROM revision, but they may be EORing its code with the ROM contents (for "ciphering" purposes). Obviously, the checksum and revision date/number matters then.

When I saw the ROM ver. 1.03 for the first time, I did a byte-by-byte comparison with the v. 1.02 (except SelfTest, which doesn't affect the system operation normally). The only differences were: checksums, revision date, revision number and two instructions swapped in the routine initiating serial read. All of this stuff are minor differences.

Moreover, I also analyzed the 1450XLD ROM bearing revision number 2.03 (actually there are two ROMs with this revision number, I analyzed the later one) - there are more differences, but most of them are minor as well ...

K.

986. 520st trade for atari 8 bit (Toronto)

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-16 05:39:09 UTC
From: mbrigham@ahfc.org
Message-ID: <7d34fc21.0502152139.126cde98@posting.google.com>
Source record: 12541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi all!
For anyone who lives in the Toronto area, I have a 520ST with the SF314 drive and over 100 disks, mainly copies. I do not have the mouse or video cable, but it does come with some sort of dongle for the joystick port. I am not sure which program it is for. The unit does work, and it has a GEM copyright 1985.

I am looking for a direct trade for an Atari 8-bit computer with a disk drive and/or other accessoires. Preferrably an 800xl, well, anything except the 400!

If you are interested, email me at the above email address.

Thanks!
Michael

987. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-17 03:25:59 UTC
From: wduke@sympatico.ca
Message-ID: <1gs3k0l.mxfu314psjomN%wduke@sympatico.ca>
Source record: 12542

William Kendrick <bill@newbreedsoftware.com> wrote:

> Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:
> > Howdy folks
>
> > I need a computer that has more then 8 bits. And since I like Bill Gates
> > and his software/company as much as I like 14 days of diarrea, the choice
> > has come down to either a PC with Linux or (and I am tending to this option)
> > the new G5 IMAC by Apple.
>
> Go for Linux. Way cheaper! Even compared to the Mac Mini. :^)

I'd take the Mac over Linux. Even if I were to go with a UNIX
derivative, I'd probably choose NetBSD over Linux. BSD is more robust
and stable than Linux. BSD is a much more mature OS too.

NetBSD is free as well.

>
> > What do you guys think?
>
> > Only question I have is: Can the IMAC read "Mass Storage Devices" that a PC
> > has written onto?
>
> Yes, I'm almost certain. (I recently received an old G3 iMac which was
> sent for recycling, and the previous owner tore out EVERYTHING, including
> Safari! I had to put a copy of it on a USB keychain.)

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

988. Re: 130xe not working

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-17 03:26:00 UTC
From: wduke@sympatico.ca
Message-ID: <1gs3k6c.1up9q31ifspmoN%wduke@sympatico.ca>
Source record: 12543

<melee5@my-deja.com> wrote:

> Most likely your power supply is also shot as this would be the number
> one reason that ram goes bad. Before you fix the ram, test your
> voltage from the power supply, it must be exactly 5.0 volts within few
> hundreths of a volt. eg. 4.98 - 5.02 would be OK, but 5.1 is not.
>
> Failure process is too much voltage first which overheats and then
> shorts out a ram chip. You can find exactly which one of the ram chips
> it is by placing your finger on it, the bad ram chips can easily
> blister your finger so be careful. Normally good ram chips run a
> little warm, you are looking for the one or two that you could cook an
> egg with here.

Alternatively, look for RAM chips that generate no heat at all. If
this is the case, the problem could also be something other than the
actual RAM chips.

>
> Power supplies go bad very regularly and if it were not for the
> self-sacrificing traits of ram bringing the voltage back down within
> reason like they do, we would loose much more than a few ram chips.
> Always check your power supply voltage first when a ram test fails.

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

989. Re: MSS1-T to BlackBox cabling help!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-17 03:26:01 UTC
From: wduke@sympatico.ca
Message-ID: <1gs3kpe.ajawpc4omfqdN%wduke@sympatico.ca>
Source record: 12544

Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:

> Howdy James
>
> I can not imagine why nobody has given this a try, so I will:
>
> > According to the BB manual, the pin outs are:
> >
> > Transmit Data, Pin 3
> > Receive Data, Pin 5
> > Req to Send, Pin 7
> > Clear to Send, Pin 9
> > Data Set Ready, Pin 11
> > Signal Ground, Pin 13
> > Carrier Detect Modem, Pin 15
> > Data Term Ready, Pin 14
> >
> > Now, if I read my MSS manual correctly, the pins for the MSS1-T are:
> >
> > TX Out, Pin 2
> > RX In, Pin 3
> > RTS Out, Pin 4
> > CTS, Pin 5
> > DSR In, Pin 6
> > Ground, Pin 7
> > CD In, Pin 8
> > DTR Out, Pin 20
>
> From what I can see, just connect the first one of the first list to the
> first one on the second list, then repeat this till you get to the end.
>
> BTW what is an MSS1-T?
>
> CU Mathy

Wouldn't you connect pin 3 (transmit data) to pin 3 (rx in) on the
MSS1-T?

So it would be:

BB MSS1-T

Pin 3 (transmit) - Pin 3 (rx in)
Pin 5 (receive) - Pin 2 (tx out)

The rest is pretty much straight forward.

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

990. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-17 03:26:01 UTC
From: wduke@sympatico.ca
Message-ID: <1gs3kca.qx3r6b1gzxwtyN%wduke@sympatico.ca>
Source record: 12545

<Greg.Goodwin@family-news.org> wrote:

> Being a Atari (800) fan and user of Macs, I can say there is no computer
> more unfriendly to hook you to a Atari 8 bit than a Mac.
>
> Granted null modem is always possible, and have done that many times, but
> so often the files come out corrupted after sending from Mac to Atai.
>
> There is no SIO2Mac ... yet.
>
> Actually, being a Mac user in the Atari world kinda sucks right now.
>
> This is generally why I have to wither get a cheap PC laptop to run APE
> (Grrr....) or get a hard drive interface like the MyIde... of which I use
> both. :)
>
> Doc Clu 800
>

I hate using Windows. I hate using the PC. I have a very old and slow
PC that I use for very little. However, there are a few things that
can be done on the PC that I cannot currently do on my Macs.

My solution: Install Timbuktu on the PC and the Mac. I can then
control my PC through the Mac. Timbuktu mirrors the Windows display on
the Mac and lets me control the PC remotely.

It's kind of odd seeing Windows on my Mac screen but I get used to it.
The best part is that I almost never have to actually touch the PC.

> > --
> > U-TOC
> > Connect To Change
>
> > "If you're smart enough, you can beat a system that is unfair."
> > -- Breaking Vegas
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

991. Re: Disk drive speeds

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-17 04:59:36 UTC
From: Michael <guidero@cyber-dyne.remove.com>
Message-ID: <11189108k9mmb0d@corp.supernews.com>
Source record: 12546
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Michael J. Mahon wrote:
> big_d_316@yahoo.com wrote:
>
>> This isn't meant to be a troll message. I am just curious who's 5.25
>> drive could be faster when powered up. So far my bet is on a Commodore
>> 1541 with Dolphin dos.
>
>
> So post some numbers for the operations you're interested in, so that
> people can do meaningful comparisons.
>
> -michael
>
> New Applesoft BASIC interface for NadaNet networking!
> Home page: http://members.aol.com/MJMahon/

This might be an old thread by now... but I thought I'd pitch in:

Locksmith 5.0/6.0 Fast Copy, Apple II+ with Saturn 128K card.. Copy 140K
disk in under 30 seconds.

This trick was done by reading sectors off the track as they came in...
their decoding routines must have been rather clever and fast. Writing
was done without formatting first, the entire track at once as far as I
could tell.

-- Michael G.

992. Re: (I)MAC or Linux

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-17 19:55:15 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <1119tl3h9q1opc8@news.supernews.com>
Source record: 12447

On Wed, 16 Feb 2005 21:25:59 -0600, Managed Resistance wrote:

> William Kendrick <bill@newbreedsoftware.com> wrote:
>
[snipped]
>>
>> Go for Linux. Way cheaper! Even compared to the Mac Mini. :^)
>
> I'd take the Mac over Linux. Even if I were to go with a UNIX
> derivative, I'd probably choose NetBSD over Linux. BSD is more robust
> and stable than Linux. BSD is a much more mature OS too.
>
> NetBSD is free as well.
>
>
>[snipped]

Well, I wouldn't buy anything from Apple, personally. However, as a long
time user of both NetBSD and various Linux distributions, I find Linux to
be much more "fun" than the BSD variants.

Terry

--
Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & General Guru

993. Atari page

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-18 02:25:35 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cv3jm9$1nke$1@mamut1.aster.pl>
Source record: 12448

http://drac030.krap.pl/

KMK

994. AD: BBS The Atari Inside Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-18 04:06:44 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <2393df.51b0d6@fmlynet.org>
Source record: 12449

Probably my favorite Atari BBS at this time. Check it out!

Doc Clu 800

> From: "Marius Diepenhorst" <grover25@zonnet.nl>

> This is a little Advertisement to let NEW peoplee or people who do not check
> frequently this news group, know about my REAL atari 8bit bbs.

>If you want to connect a real atari 8bit bbs, running on real equipment, pleas
> give my BBS a 'call' with telnet (or use your real atari 8bit computer in
>combination with a Lanronix or the fantastic APE software). The BBS is running
> on Atari 130XE and 800XL computer.

> The adresses are listed below.

> For the UDS10 owners, use IP 213.10.217.144/8888

> Thanks for your time!
> Marius

> ====================================
> BBS THE ATARI INSIDE
> Sysop*Marius
> telnet://atari-inside.kicks-ass.net:8888
> telnet://atari-inside.kicks-ass.net:8889
> Running TCPIPExpress 7.0b on real atari 8bit. Smartnet Node X_2
> ====================================

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

995. 520st trade for atari 8 bit (Toronto)

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-18 04:14:26 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a393e0.51b1cd@fmlynet.org>
Source record: 12450

Might have to think on that. Could use a working floppy drive. You could
keep the rest. :D

LOL!

> From: mbrigham@ahfc.org (Michael Brigham)

> Hi all!
> For anyone who lives in the Toronto area, I have a 520ST with the SF314 drive
>and over 100 disks, mainly copies. I do not have the mouse or video cable, bu
> it does come with some sort of dongle for the joystick port. I am not sure
>which program it is for. The unit does work, and it has a GEM copyright 1985.

> I am looking for a direct trade for an Atari 8-bit computer with a disk drive
>and/or other accessoires. Preferrably an 800xl, well, anything except the 400!

> If you are interested, email me at the above email address.

> Thanks!
> Michael

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

996. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-18 04:17:12 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <9393e1.51b226@fmlynet.org>
Source record: 12451

That is why too much effort to avoid something. Sorry. :)

Doc Clu 800

> I hate using Windows. I hate using the PC. I have a very old and slow
> PC that I use for very little. However, there are a few things that
> can be done on the PC that I cannot currently do on my Macs.

> My solution: Install Timbuktu on the PC and the Mac. I can then
> control my PC through the Mac. Timbuktu mirrors the Windows display on
> the Mac and lets me control the PC remotely.

>It's kind of odd seeing Windows on my Mac screen but I get used to it. The bes
> part is that I almost never have to actually touch the PC.

>> > --
>> > U-TOC
>> > Connect To Change
>>
>> > "If you're smart enough, you can beat a system that is unfair."
>> > -- Breaking Vegas
>>
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>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

> --
> *** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
> Connect To Change | The Empowerment People | Since 2001

> managed_resistance@sympatico.ca

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

997. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-18 17:10:56 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1108746667.4762af24b49e5f64c64e74244ed4aa3f@teranews>
Source record: 12452

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:3T7Qd.6789$m31.82700@typhoon.sonic.net...
>
> Great interview. :^) I love Dog Daze Deluxe. I spoke with Gary once
about
> writing an Open Source clone of it in SDL, but unfortunately never had
time
> to work on it. Since then, some folks made a Windows version, which is
> pretty fun (except the irritating "who let the dogs out" music :^))

where is the windows version ?

998. commodore news from the 'other group'

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-18 23:27:08 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <gRuRd.24450$Bx5.8422@fe1.texas.rr.com>
Source record: 12453

I caught this in the 'other group' and thought it was interesting....
<copy and paste>

Saw this article today in the Business Section Sacramento Bee. (scanned at
200dpi) with picture!:

http://www.portcommodore.com/temp/evicad.jpg

Nice to see Commodore name back in the (good) news - just wish it was more
about our favorite computers though. :-)

Larry
--
01000011 01001100 01000001 01010011 01010011 01001001 01000011
Larry Anderson - Sysop of Silicon Realms BBS (209) 754-1363 300-14.4k
Set your 8-bit rigs to sail for http://www.portcommodore.com/
01010001 01010101 01000001 01001100 01001001 01010100 01011001

999. commodore news from the 'other group'

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 01:08:24 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <0393e6.52990c@fmlynet.org>
Source record: 12455

Hmmm.. the 512 mb model is $140... not much more than the iPod Shuttle at $99.... might just get it to support our sister brand. :) Anything that dares have the Atari or Commodore name on it these days makes a great conversation piece. And in my case, the chance to be different.. which is what a lot of this is all about for me. :)

Doc Clu 800

> From: "Momo" <quality_us@yahoo.com>

> I caught this in the 'other group' and thought it was interesting....
> <copy and paste>

> Saw this article today in the Business Section Sacramento Bee. (scanned at
> 200dpi) with picture!:

> http://www.portcommodore.com/temp/evicad.jpg

> Nice to see Commodore name back in the (good) news - just wish it was more
> about our favorite computers though. :-)

> Larry
> --
> 01000011 01001100 01000001 01010011 01010011 01001001 01000011
> Larry Anderson - Sysop of Silicon Realms BBS (209) 754-1363 300-14.4k
> Set your 8-bit rigs to sail for http://www.portcommodore.com/
> 01010001 01010101 01000001 01001100 01001001 01010100 01011001

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1000. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 02:22:05 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <kqqdnZGHjs8kP4vfRVn-pA@comcast.com>
Source record: 12454

Thanks.

I remember Claim Jumper but I don't recall Dog Daze at all.....

I don't think the article says what Gray Chang is doing now....that'd be
interesting to know what he's been doing since the atari 8-bit daze.

-z-

"Farb" <google@atari8bit.org> wrote in message
news:1108398821.289735.177040@z14g2000cwz.googlegroups.com...
> Hi all,
>
> I've just posted a new interview with Gray Chang, author of Dog Daze
> and Claim Jumper :)
>
> http://www.atari8bit.org
>
> ->Dan
>

1001. Re: 130xe not working

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 02:42:00 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502181842.55d76fe4@posting.google.com>
Source record: 12456

melee5@my-deja.com wrote in message
news:<1108346101.280553.197750@g14g2000cwa.googlegroups.com>...
> Most likely your power supply is also shot as this would be the number
> one reason that ram goes bad. Before you fix the ram, test your
> voltage from the power supply, it must be exactly 5.0 volts within few
> hundreths of a volt. eg. 4.98 - 5.02 would be OK, but 5.1 is not.
>
> Failure process is too much voltage first which overheats and then
> shorts out a ram chip. ...(snip)

What about when the supply voltage is LOW? If a PS is inadequate for
the load, doesn't the voltage typically go low? Is that likewise
damaging, or just make things get "flakey?"
-Larry

1002. Re: 130xe not working

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 08:15:23 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1108800922.966864.134650@f14g2000cwb.googlegroups.com>
Source record: 12457

Larry wrote:
> melee5@my-deja.com wrote in message
news:<1108346101.280553.197750@g14g2000cwa.googlegroups.com>...
> > Most likely your power supply is also shot as this would be the
number
> > one reason that ram goes bad. Before you fix the ram, test your
> > voltage from the power supply, it must be exactly 5.0 volts within
few
> > hundreths of a volt. eg. 4.98 - 5.02 would be OK, but 5.1 is not.
> >
> > Failure process is too much voltage first which overheats and then
> > shorts out a ram chip. ...(snip)
>
> What about when the supply voltage is LOW? If a PS is inadequate for
> the load, doesn't the voltage typically go low? Is that likewise
> damaging, or just make things get "flakey?"
> -Larry

Depends on the circuit involved, I haven't done any experiments on that with a good 800XL and that's not likely either but just guessing I would say that if you didn't keep it at undervoltage for very long there probably wouldn't be any serious damage. Keep it there for a long time (5 minutes?) and any section of any 40 pin chip could meltdown internally like the refresh section of ANTIC? Just a guess there but I would avoid it almost as strongly as the overvoltage situation.

Flakey might apply like when you lose SIO abilities with an 800 it's a fair bet that the PIA has gone south. I had a CPU go bad on me and you could call that flakey until it up and died completely.

I'd say we don't have to worry too much about low voltage since 1 amp power supplies seem to supply enough even for my 1 meg newell, it's just such a strain on the power supply itself that they tend to self-destruct with some infamous regularity.

1003. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 08:40:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <QXCRd.7489$m31.92079@typhoon.sonic.net>
Source record: 12459

"\(ProteanThread\)" <sysop@rtdos.com> wrote:
> where is the windows version ?

"Dog Daze Revolution" is here:

http://www.tegperu.org/tegperu/default.asp

(Well, specifically: http://www.tegperu.org/teg2000/dogdaze/default.asp)

Enjoy!

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1004. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 08:41:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <gZCRd.7490$m31.92037@typhoon.sonic.net>
Source record: 12458

Greg.Goodwin@family-news.org wrote:
> That is why too much effort to avoid something. Sorry. :)

Trust me, Windows is WORTH the effort to avoid!

http://www.lugod.org/microsoft/

Enjoy ;)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1005. Re: Atari page

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 08:43:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <%_CRd.7491$m31.92111@typhoon.sonic.net>
Source record: 12460

KMK <draco@obta.uw.edu.pl> wrote:
> http://drac030.krap.pl/

Wow! Shit, now I wish I hadn't sold my Sweet16! :^)

(Wait, I did sell it right? I haven't seen it anywhere lately ;^))

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1006. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 12:04:51 UTC
From: redraven@libertysurf.fr
Message-ID: <5e3c9b0e.0502190404.4194416a@posting.google.com>
Source record: 12461

"\(ProteanThread\)" <sysop@rtdos.com> wrote in message
news:<1108746667.4762af24b49e5f64c64e74244ed4aa3f@teranews>...
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:3T7Qd.6789$m31.82700@typhoon.sonic.net...
> >
> > Great interview. :^) I love Dog Daze Deluxe. I spoke with Gary once
> about
> > writing an Open Source clone of it in SDL, but unfortunately never had
> time
> > to work on it. Since then, some folks made a Windows version, which is
> > pretty fun (except the irritating "who let the dogs out" music :^))
>
>
> where is the windows version ?

please go here :
http://www.tegperu.org/tegperu/default.asp?target=/teg2000/dogdaze/default.asp
and Have fun!!!

;-)

REDRAVEN

1007. Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-19 22:48:45 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1108853335.d74d8ac447bfa59e28dcc2b969248571@teranews>
Source record: 12462

It is that time again. Yours truly, the winner of the Holme's Atari CDs that were given out about two years ago in a drawing, is offering to send out copies of the CDs to anyone that wants them.

The Holmes Atari Website shut down about two years ago. It was the website to go to when you were looking for just about everything you can imagine regarding the old Atari 8-bit computer systems, the games, and the programs. From what I understand, the owner of the website simply didn't have enough time for maintaining it and shut it down. Before doing so however, he held a contest in which the winner would receive all the stuff that was on his website in the form of three CDs. I was the winner of this contest, and I have the three CDs. The owner of the site and the provider of the CDs has already stated that he does not mind my re-distributing the CDs to other individuals at a fair and non-profitable price.

The CDs are being provided at virtually no profit whatsoever. The cost listed provides for the burning and creation of the CDs, shipping, handling, packaging, and time and efforts involved. No other costs involved, except perhaps international purchasers, which may end up paying a slightly higher price for the extra shipping costs. (For example, purchasers from Germany and England, total cost of CDs will be $14.95 instead of the $9.95)

CDs will be burned and created at the end of the month, as the burning process takes much less time when I do it all at once. To get your own CDs, log on to www.paypal.com and send a payment of $9.95 ($14.95 for international orders) to j70141@hotmail.com

If you really really really aren't a paypal type of person, you can try emailing me and maybe I can set up a private ebay auction for you.

The last time I printed a list of the CD contents, the message was so large that many people wrote to me to tell me that the message just wouldn't load on to their computers (one directory alone takes up 35 pages in Word), but here is a small fraction of the content on the CDs (about 0.1%):

180 Darts.atr

2010 The Second Odysey -bas.atr

221b Baker Street A.atr

221b Baker Street B.atr

221b Baker Street C.atr

221b Baker Street D.atr

221b Baker Street [crk] A.atr

221b Baker Street [crk] B.atr

3d Noughts & Crosses.atr

3d Pacman.atr

3d Tic Tac Toe.atr

3d24.atr

3k3ouehatop A -bas.atr

3k3ouehatop B.atr

4 Card Blind Hookey -bas.atr

5 Card Stud Poker.atr

50 Mission Crush -bas.atr

747 Landing Simulator -bas.atr

A Christmas Eve Nightmare.atr

A Day at the Races.atr

A To S Nadne [cz] A.atr

A To S Nadne [cz] B.atr

Aardvark.atr

Abc.atr

Abenteuer im Schottland A.atr

Abenteuer im Schottland B.atr

Abracadabra [cht].atr

Abracadabra.atr

Abraxas-Assault On The Astral Rift A.atr

Abraxas-Assault On The Astral Rift B.atr

Abuse! 2.9 -osb.atr

Ace Of Aces.atr

Acey Ducy -osb.atr

Acquire -osb.atr

Action Biker.atr

Action Quest.atr

Ad2044 Sexmisja A.atr

Ad2044 Sexmisja B.atr

Adax.atr

Adebar.atr

Advanced Dungeon & Dragons Roller.atr

Advanced Pinball Simulator.atr

Adventure 01 Adventureland [GV] A.atr

Adventure 01 Adventureland [GV] B.atr

Adventure 01 Adventureland [TV].atr

Adventure 02 Pirate Adventure [GV] A.atr

Adventure 02 Pirate Adventure [GV] B.atr

Adventure 02 Pirate Adventure [TV].atr

Adventure 03 Mission Impossible [GV]

Adventure 03 Mission Impossible [GV]

Adventure 03 Mission Impossible [TV].atr

Adventure 04 Voodoo Castle [GV] A.atr

Adventure 04 Voodoo Castle [GV] B.atr

Adventure 04 Voodoo Castle [TV].atr

Adventure 05 The Count [GV] A.atr

Adventure 05 The Count [GV] B.atr

Adventure 05 The Count [TV].atr

Adventure 06 Strange Odyssey [GV] A.atr

Adventure 06 Strange Odyssey [GV] B.atr

Adventure 06 Strange Odyssey [TV].atr

Adventure 07 Mystery Fun House [TV].atr

Adventure 08 Pyramid Of Doom [TV].atr

Adventure 09 Ghost Town [TV].atr

Adventure 10 Savage Island Part 1

Adventure 11 Savage Island Part 2

Adventure 12 The Golden Voyage [TV].atr

Adventure 13 Sorcerer Of Claymogue Castle

Adventure 13 Sorcerer Of Claymogue Castle

Adventure 13 Sorcerer Of Claymogue Castle

B1 Nuclear Bomber -bas.atr

B1 Nuclear Bomber.atr

Back Track.atr

Backgammon.atr

Bacterion.atr

Baja Buggies.atr

Ball Blaster.atr

Ball Blazer [intro].atr

Ball Blazer.atr

Ball Harbour -bas.atr

Ballistic Interceptor.atr

Ballon Capers [title].atr

Balloonier.atr

Balls n Boobies Pinball [r16].atr

Balltrap.atr

Ballyhoo A.atr

Ballyhoo B.atr

Bandits.atr

Bank Bang! [cht].atr

Bank Panik.atr

Banner Catch.atr

Banzai.atr

Barahir [de].atr

Barahir [title] [de].atr

Barbarian [alt].atr

Barbarian.atr

Barnyard Blaster [lg].atr

Barroom Brawl.atr

Base Hunter -bas.atr

Baseball [In Home].atr

Basil The Mouse.atr

Bats -bas.atr

Battalion Commander.atr

Battle 4 Normandy -French Basic.atr

Battle 4 Normandy 1 -bas.atr

Battle 4 Normandy 2.atr

Battle 4 Normandy 3.atr

Battle In The B Ring.atr

Battle of Antietam A -bas.atr

Battle of Antietam B.atr

Battle Of Britain.atr

Battle Ships '89 A.atr

Battle Ships '89 B.atr

Battle Ships '89 [bw].atr

Battle Ships '89 [clr].atr

Battle Ships -bas.atr

Battle Star 2.0 -bas.atr

Battle Tank.atr

Battle Trek -bas.atr

Battle Trivia A.atr

Battle Trivia B.atr

Battlecruiser I A.atr

Battlecruiser I B.atr

Battlecruiser II A.atr

Battlecruiser II B.atr

Battleroom.atr

Battleship -bas.atr

Batty Builders [cht].atr

Batty Builders.atr

Bay Flight -bas.atr

BC's Quest for Tires [cht2].atr

BC's Quest for Tires [cht].atr

BC's Quest for Tires.atr

Beach Head II [alt].atr

Beach Head II.atr

Beach Head.atr

C64 Adventure.atr

California Gold.atr

California Run.atr

Cambodia.atr

Camlon.atr

Candy Factory [file].atr

Candy Factory.atr

Canfield -bas.atr

Canfield's.atr

Cannibals & Missionaries -bas.atr

Cannibals.atr

Canuck Pinball.atr

Canyon Bomber.atr

Canyon Climber 2.atr

Canyon Climber [dv].atr

Canyon Climber.atr

Canyon Fly.atr

Canyon Raider.atr

Capital!.atr

Captain Beeble [cht].atr

Captain Beeble.atr

Captain Cosmo [cht].atr

Captain Cosmo.atr

Captain Gather.atr

Captain Milly.atr

Captain Sticky's Gold -osb.atr

Captain Sticky's Gold.atr

Capture The Flag 2.atr

Capture The Flag [alt].atr

Capture The Flag.atr

Car Wars -bas.atr

Carnival Massacre.atr

Carnival Pinball [r16].atr

Carnival.atr

Carrier Force A -bas.atr

Carrier Force A [pro] -bas.atr

Carrier Force B.atr

Casino World -bas.atr

Castle Attack.atr

Castle Hassle.atr

Castle Hexagon -bas.atr

Castle Mania [alt].atr

Castle Mania.atr

Castle Quest -bas.atr

Castle Top.atr

Castle Wolfenstein.atr

Castles of Confusion.atr

Cat Nap.atr

Catapault -bas.atr

Catapede.atr

Catepillar Races -bas.atr

Cattepiggle.atr

Caveflighter -bas.atr

Cavelord.atr

Caveman II Caves of Osum.atr

Caveman Joe Microtale.atr

Caveman.atr

Cavepac.atr

Cavern Commander -bas -np.atr

Cavernia [cht].atr

Cavernia.atr

1008. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 02:53:09 UTC
From: wduke@sympatico.ca
Message-ID: <1gs91ed.vhamh31byzxouN%wduke@sympatico.ca>
Source record: 12463

You may be right, but I haven't a whole lot of alternatives at the
present time. Besides, once I'm able to do the PC tasks on my Mac,
I'll be able to set the PC up as a file server for my Macs.

The best use for a WinTel PC is as a file server for other platforms.
The PC performs disk I/O much faster than the Mac does. At least
faster than the older Macs running Mac OS 8.6 and less.

<Greg.Goodwin@family-news.org> wrote:

> That is why too much effort to avoid something. Sorry. :)
>
> Doc Clu 800
>

>
> >> > --
> >> > U-TOC
> >> > Connect To Change
> >>
> >> > "If you're smart enough, you can beat a system that is unfair."
> >> > -- Breaking Vegas
> >>
> >> --- BBBS/NT v4.01 Flag-5
> >> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
> >
> >
> > --
> > *** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
> > Connect To Change | The Empowerment People | Since 2001
> >
> > managed_resistance@sympatico.ca
> >
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

1009. Re: Atari 800XL and Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 02:53:10 UTC
From: wduke@sympatico.ca
Message-ID: <1gs91li.w1g6mvzkdqdcN%wduke@sympatico.ca>
Source record: 12464

Very well said, my good man!!!

William Kendrick <bill@newbreedsoftware.com> wrote:

> Greg.Goodwin@family-news.org wrote:
> > That is why too much effort to avoid something. Sorry. :)
>
> Trust me, Windows is WORTH the effort to avoid!
>
> http://www.lugod.org/microsoft/
>
> Enjoy ;)

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

1010. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 05:50:56 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cv98fa$161l$1@mamut1.aster.pl>
Source record: 12465

> On the other hand, most programs that use RAM under the OS work ok with
> Sparta DOS x cart., so it must be another reason than the RAM under the
> OS issue why TB does not work with Sparta DOS X... -Andreas
> Magenheimer.

What is the "TB" you're speaking about?

K.

1011. Block-moving screen memory during VBI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 11:05:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <ka_Rd.7622$m31.94890@typhoon.sonic.net>
Source record: 12466

I'm guessing it's not the best idea to move ~1KB of data during a VBI, huh?

I'm starting to prototype the drum game (discussed in a thread earlier
this week) using Action!.

Nothing like spending the past 4 weeks writing 12,000 lines of codes in C
and then spending one's weekend trying to remember Action! and not hit
Shift+< (Clear) every time one wants to type an underscore ("_") ;^) :^P

Anyway, I've pulled out my books and some old code and reminded myself how
to do a plain VBI in Action!, and how to do fine vertical scrolling.
It's the coarse scrolling that's getting me. What I have works, but every
few frames, it 'jumps' a little... presumably because my VBI routine is
taking too long to copy all of the screen data.

Should I switch to a Display List 'Load Memory Scan' method, instead?
(Kind of like Itay's "IceT" fast-80-column-scrolling in 320x192 (GRAPHICS 8)
graphics mode?)

What I'll need (in both the drumming game, and the eventual dancing game)
is a simple stream of graphics. I add stuff at the bottom, and it all
scrolls up to the top. There's no need to keep an entire sequence of graphics
in memory. (I'm not scrolling over some map in a shooting game, in other
words... I just want an endless stream to flow, like one would get if they
were typing in the Atari E: edtior and hitting [Return] a lot ;^))

oy I've been up way too long. Any tips appreciated.

And special thanks to Matthias Reichl for AtariSIO for Linux. ;^)
(I got it compiled on my 'new' 2.6-based system without any hitches,
once I grabbed the appropriate 'kernel source' and 'kernel header' packages
from Debian!)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1012. Re: Block-moving screen memory during VBI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 17:33:34 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <h9ih111q0ogqvbisn4fjajfb8l4f7048rh@4ax.com>
Source record: 12467

bill@newbreedsoftware.com (William Kendrick):
>I'm guessing it's not the best idea to move ~1KB of data during a VBI, huh?
>
>I'm starting to prototype the drum game (discussed in a thread earlier
>this week) using Action!.
>
>Nothing like spending the past 4 weeks writing 12,000 lines of codes in C
>and then spending one's weekend trying to remember Action! and not hit
>Shift+< (Clear) every time one wants to type an underscore ("_") ;^) :^P

I can't help you with the VBI, but I was just wondering why you don't use CC65? You can write most of your code in C using tools on the PC (Windows or Linux), test them in the emulator or on a real machine via SIO2PC. You can mix assembly and C easily so writing VBI routines in assembly and linking that to your program is very easy.

http://www.cc65.org/

Shawn Jefferson
(fix reply to for email)

1013. Re: Block-moving screen memory during VBI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 18:13:08 UTC
From: Matthias Reichl <usenet-200502@hias.horus.com>
Message-ID: <slrnd1hkpk.1kn.usenet-200502@camel.hias.horus.com>
Source record: 12468

On Sun, 20 Feb 2005 11:05:52 GMT, William Kendrick wrote:
> I'm guessing it's not the best idea to move ~1KB of data during a VBI, huh?

Could be a little bit tight :-)

> Should I switch to a Display List 'Load Memory Scan' method, instead?
[...]
> What I'll need (in both the drumming game, and the eventual dancing game)
> is a simple stream of graphics. I add stuff at the bottom, and it all
> scrolls up to the top.

I guess the display list method is the way to go. Basically, you'll need
to arrange the screen memory in a ring buffer. With 3 display lines
it would look like this.

Display lines 0, 1, 2 and draw line 3. Now change the display list:
display lines 1, 2, 3 and draw line 0. now change again:
display lines 2, 3, 0 and draw line 1, etc...

You can even avoid changing the LMS addresses of the whole screen by
pre-computing all display lists. Then you'll only need to change the
display list address in the VBI.

Or, if you want to save some memory and can live with 2 blank scanlines
before and after the playfield, set up a special (secondary) display
list like this:

Mode+LMS address line 0
Mode+LMS address line 1
Mode+LMS address line 2
Mode+LMS address line 3
Mode+LMS address line 0
Mode+LMS address line 1

Your "primary" display lists contains everything but the playfield
display list, instead of the playfield display list data add a
jump to the beginning of the secondary display list. Then, change
the 4th entry of the secondary display list to "jump to the rest
of the primary display list".

In the next step, change the jump in your primary display list to
the second entry of your secondary display list, restore the 4th
entry, and change the 5th entry to "jump to the rest".

I think you'll get the point :-)

> And special thanks to Matthias Reichl for AtariSIO for Linux. ;^)

You're welcome!

so long,

Hias

1014. Re: Atari page

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 18:28:55 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502201028.460f34c5@posting.google.com>
Source record: 12469

KMK <draco@obta.uw.edu.pl> wrote in message news:<cv3jm9$1nke$1@mamut1.aster.pl>...
> http://drac030.krap.pl/
>
> KMK

Looks very interesting. But of course, we'd need a 65816
cpu/assembly. There have been several versions of these developed.
Some appear quite simple, and others require many more components. I
know the Turbo816 worked at least in 800XL's -- saw it, touched it,
etc. I have "heard" that the Sweet 16 worked well in some
installations and not so well in others. Can anyone bring the group
up to date on this subject? Is there somewhere to actually buy a pcb
for the cpu conversion? Or actual plans/schematics?
-Larry

1015. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 18:38:16 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502201038.2f1fee30@posting.google.com>
Source record: 12470

melee5@my-deja.com wrote in message
news:<1108344707.818206.113540@l41g2000cwc.googlegroups.com>...
> I think you'll find the problem is the black box. I had similar
> results until I first copied the files to be converted from one DOS
> type to the other DOS into my ramdisk first. Then using XCOPY and 2.x
> or 3.x, the transfer is smooth as silk. Not sure why either but
> whenever there is BB hard drive to BB hard drive transfer attempt the
> data copied is trash. Only on DOS type to other DOS type transfers I
> might add, in order to avoid an empending flame dump upon my head.
> Only relief for me is make one of the drives the ramdisk and do the
> copy from there.

Hi Lee-
You were absolutely right. I unplugged the BB/FB and everything went
fine just using COPY. Thanks for the tip!
-Larry

1016. Re: Block-moving screen memory during VBI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 20:45:53 UTC
From: wduke@sympatico.ca
Message-ID: <1gsadqe.ayp5lk1ozyhskN%wduke@sympatico.ca>
Source record: 12471

I'm not sure I understand what you're trying to do. You say that you
add stuff at the bottom and everything scrolls up. I'm not sure if
you're wanting everything to scroll up or you're not wanting everything
to scroll up.

Is it that you want to create two virtual screens on your 8-bit display?
i.e. one portion of the display would remain virtually static, with very
little change in the display? I'm not sure I understand your problem.

You mention moving 1KB of data. Would this 1KB of data be display data
or something else? I'm assuming your 1KB of data is display data. If
this is correct, you want to move this data while the screen is
redrawing and you want to know if moving the data during a vertical
blank is the best way?

You want to do smooth vertical scrolling of graphics? On the entire
screen or just a portion of the screen?

I'm not entirely sure that I understand what it is that you're
attempting to accomplish.

William Kendrick <bill@newbreedsoftware.com> wrote:

> I'm guessing it's not the best idea to move ~1KB of data during a VBI, huh?
>
> I'm starting to prototype the drum game (discussed in a thread earlier
> this week) using Action!.
>
> Nothing like spending the past 4 weeks writing 12,000 lines of codes in C
> and then spending one's weekend trying to remember Action! and not hit
> Shift+< (Clear) every time one wants to type an underscore ("_") ;^) :^P
>
>
> Anyway, I've pulled out my books and some old code and reminded myself how
> to do a plain VBI in Action!, and how to do fine vertical scrolling.
> It's the coarse scrolling that's getting me. What I have works, but every
> few frames, it 'jumps' a little... presumably because my VBI routine is
> taking too long to copy all of the screen data.
>
> Should I switch to a Display List 'Load Memory Scan' method, instead?
> (Kind of like Itay's "IceT" fast-80-column-scrolling in 320x192 (GRAPHICS 8)
> graphics mode?)
>
>
> What I'll need (in both the drumming game, and the eventual dancing game)
> is a simple stream of graphics. I add stuff at the bottom, and it all

> scrolls up to the top. There's no need to keep an entire sequence of graphics
> in memory. (I'm not scrolling over some map in a shooting game, in other
> words... I just want an endless stream to flow, like one would get if they
> were typing in the Atari E: edtior and hitting [Return] a lot ;^))
>
>
> *oy* I've been up way too long. Any tips appreciated.
>
>
> And special thanks to Matthias Reichl for AtariSIO for Linux. ;^)
> (I got it compiled on my 'new' 2.6-based system without any hitches,
> once I grabbed the appropriate 'kernel source' and 'kernel header' packages
> from Debian!)

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

1017. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-20 23:50:39 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <jn9Sd.2361$Ba3.1967@newsread2.news.atl.earthlink.net>
Source record: 12472

I believe that would be TurboBasic..
Jess
"KMK" <draco@obta.uw.edu.pl> wrote in message
news:cv98fa$161l$1@mamut1.aster.pl...
> > On the other hand, most programs that use RAM under the OS
work ok with
> > Sparta DOS x cart., so it must be another reason than the RAM
under the
> > OS issue why TB does not work with Sparta DOS
-Andreas
> > Magenheimer.
>
> What is the "TB" you're speaking about?
>
> K.

1018. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 00:49:57 UTC
From: Revan <emayo@no.worky.net>
Message-ID: <VeaSd.445498$8l.69104@pd7tw1no>
Source record: 12473

I wonder if you'd be willing to create some disc images and maybe offer them via bittorrent or other such P2P means? I've seen many other roms and such on Bittorrent and elsewhere and I think it would be a great idea to maybe get some of those 8-bitters sitting on the fence back into some retro as well as introduce the fun to those interested in emulation, or perhaps the real thing.

It would be great if you are able to that for the Atari Community.

- Revan

"Steve S." <j70141@hotmail.com> wrote in message
news:1108853335.d74d8ac447bfa59e28dcc2b969248571@teranews...
> It is that time again. Yours truly, the winner of the Holme's Atari CDs
> that were given out about two years ago in a drawing, is offering to send
> out copies of the CDs to anyone that wants them.
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> The Holmes Atari Website shut down about two years ago. It was the
> website to go to when you were looking for just about everything you can
> imagine regarding the old Atari 8-bit computer systems, the games, and the
> programs. From what I understand, the owner of the website simply didn't
> have enough time for maintaining it and shut it down. Before doing so
> however, he held a contest in which the winner would receive all the stuff
> that was on his website in the form of three CDs. I was the winner of
> this contest, and I have the three CDs. The owner of the site and the
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> re-distributing the CDs to other individuals at a fair and non-profitable
> price.
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> The CDs are being provided at virtually no profit whatsoever. The cost
> listed provides for the burning and creation of the CDs, shipping,
> handling, packaging, and time and efforts involved. No other costs
> involved, except perhaps international purchasers, which may end up paying
> a slightly higher price for the extra shipping costs. (For example,
> purchasers from Germany and England, total cost of CDs will be $14.95
> instead of the $9.95)
>
> CDs will be burned and created at the end of the month, as the burning
> process takes much less time when I do it all at once. To get your own
> CDs, log on to www.paypal.com and send a payment of $9.95 ($14.95 for
> international orders) to j70141@hotmail.com
>
>
> If you really really really aren't a paypal type of person, you can try

> emailing me and maybe I can set up a private ebay auction for you.
>
> The last time I printed a list of the CD contents, the message was so
> large that many people wrote to me to tell me that the message just
> wouldn't load on to their computers (one directory alone takes up 35 pages
> in Word), but here is a small fraction of the content on the CDs (about
> 0.1%):
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>
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>
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>
> 221b Baker Street C.atr
>
> 221b Baker Street D.atr
>
> 221b Baker Street [crk] A.atr
>
> 221b Baker Street [crk] B.atr
>
> 3d Noughts & Crosses.atr
>
> 3d Pacman.atr
>
> 3d Tic Tac Toe.atr
>
> 3d24.atr
>
> 3k3ouehatop A -bas.atr
>
> 3k3ouehatop B.atr
>
> 4 Card Blind Hookey -bas.atr
>
> 5 Card Stud Poker.atr
>
> 50 Mission Crush -bas.atr
>
> 747 Landing Simulator -bas.atr
>
> A Christmas Eve Nightmare.atr
>
> A Day at the Races.atr
>
> A To S Nadne [cz] A.atr

>
> A To S Nadne [cz] B.atr
>
> Aardvark.atr
>
> Abc.atr
>
> Abenteuer im Schottland A.atr
>
> Abenteuer im Schottland B.atr
>
> Abracadabra [cht].atr
>
> Abracadabra.atr
>
> Abraxas-Assault On The Astral Rift A.atr
>
> Abraxas-Assault On The Astral Rift B.atr
>
> Abuse! 2.9 -osb.atr
>
> Ace Of Aces.atr
>
> Acey Ducy -osb.atr
>
> Acquire -osb.atr
>
> Action Biker.atr
>
> Action Quest.atr
>
> Ad2044 Sexmisja A.atr
>
> Ad2044 Sexmisja B.atr
>
> Adax.atr
>
> Adebar.atr
>
> Advanced Dungeon & Dragons Roller.atr
>
> Advanced Pinball Simulator.atr
>
> Adventure 01 Adventureland [GV] A.atr
>
> Adventure 01 Adventureland [GV] B.atr
>
> Adventure 01 Adventureland [TV].atr
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>
> Adventure 07 Mystery Fun House [TV].atr
>
> Adventure 08 Pyramid Of Doom [TV].atr
>
> Adventure 09 Ghost Town [TV].atr
>
> Adventure 10 Savage Island Part 1
>
> Adventure 11 Savage Island Part 2
>
> Adventure 12 The Golden Voyage [TV].atr
>
> Adventure 13 Sorcerer Of Claymogue Castle
>
> Adventure 13 Sorcerer Of Claymogue Castle
>
> Adventure 13 Sorcerer Of Claymogue Castle
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>

>
> B1 Nuclear Bomber -bas.atr
>
> B1 Nuclear Bomber.atr
>
> Back Track.atr
>
> Backgammon.atr
>
> Bacterion.atr
>
> Baja Buggies.atr
>
> Ball Blaster.atr
>
> Ball Blazer [intro].atr
>
> Ball Blazer.atr
>
> Ball Harbour -bas.atr
>
> Ballistic Interceptor.atr
>
> Ballon Capers [title].atr
>
> Balloonier.atr
>
> Balls n Boobies Pinball [r16].atr
>
> Balltrap.atr
>
> Ballyhoo A.atr
>
> Ballyhoo B.atr
>
> Bandits.atr
>
> Bank Bang! [cht].atr
>
> Bank Panik.atr
>
> Banner Catch.atr
>
> Banzai.atr
>
> Barahir [de].atr
>
> Barahir [title] [de].atr
>

> Barbarian [alt].atr
>
> Barbarian.atr
>
> Barnyard Blaster [lg].atr
>
> Barroom Brawl.atr
>
> Base Hunter -bas.atr
>
> Baseball [In Home].atr
>
> Basil The Mouse.atr
>
> Bats -bas.atr
>
> Battalion Commander.atr
>
> Battle 4 Normandy -French Basic.atr
>
> Battle 4 Normandy 1 -bas.atr
>
> Battle 4 Normandy 2.atr
>
> Battle 4 Normandy 3.atr
>
> Battle In The B Ring.atr
>
> Battle of Antietam A -bas.atr
>
> Battle of Antietam B.atr
>
> Battle Of Britain.atr
>
> Battle Ships '89 A.atr
>
> Battle Ships '89 B.atr
>
> Battle Ships '89 [bw].atr
>
> Battle Ships '89 [clr].atr
>
> Battle Ships -bas.atr
>
> Battle Star 2.0 -bas.atr
>
> Battle Tank.atr
>
> Battle Trek -bas.atr

>
> Battle Trivia A.atr
>
> Battle Trivia B.atr
>
> Battlecruiser I A.atr
>
> Battlecruiser I B.atr
>
> Battlecruiser II A.atr
>
> Battlecruiser II B.atr
>
> Battleroom.atr
>
> Battleship -bas.atr
>
> Batty Builders [cht].atr
>
> Batty Builders.atr
>
> Bay Flight -bas.atr
>
> BC's Quest for Tires [cht2].atr
>
> BC's Quest for Tires [cht].atr
>
> BC's Quest for Tires.atr
>
> Beach Head II [alt].atr
>
> Beach Head II.atr
>
> Beach Head.atr
>
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>
> C64 Adventure.atr
>
> California Gold.atr
>
> California Run.atr
>
> Cambodia.atr
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> Camlon.atr
>
> Candy Factory [file].atr
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> Candy Factory.atr
>
> Canfield -bas.atr
>
> Canfield's.atr
>
> Cannibals & Missionaries -bas.atr
>
> Cannibals.atr
>
> Canuck Pinball.atr
>
> Canyon Bomber.atr
>
> Canyon Climber 2.atr
>
> Canyon Climber [dv].atr
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> Canyon Climber.atr
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> Canyon Fly.atr
>
> Canyon Raider.atr
>
> Capital!.atr
>
> Captain Beeble [cht].atr
>
> Captain Beeble.atr
>
> Captain Cosmo [cht].atr
>
> Captain Cosmo.atr
>
> Captain Gather.atr
>
> Captain Milly.atr
>
> Captain Sticky's Gold -osb.atr
>
> Captain Sticky's Gold.atr
>
> Capture The Flag 2.atr
>
> Capture The Flag [alt].atr
>
> Capture The Flag.atr
>
> Car Wars -bas.atr

>
> Carnival Massacre.atr
>
> Carnival Pinball [r16].atr
>
> Carnival.atr
>
> Carrier Force A -bas.atr
>
> Carrier Force A [pro] -bas.atr
>
> Carrier Force B.atr
>
> Casino World -bas.atr
>
> Castle Attack.atr
>
> Castle Hassle.atr
>
> Castle Hexagon -bas.atr
>
> Castle Mania [alt].atr
>
> Castle Mania.atr
>
> Castle Quest -bas.atr
>
> Castle Top.atr
>
> Castle Wolfenstein.atr
>
> Castles of Confusion.atr
>
> Cat Nap.atr
>
> Catapault -bas.atr
>
> Catapede.atr
>
> Catepillar Races -bas.atr
>
> Cattepiggle.atr
>
> Caveflighter -bas.atr
>
> Cavelord.atr
>
> Caveman II Caves of Osum.atr
>

> Caveman Joe Microtale.atr
>
> Caveman.atr
>
> Cavepac.atr
>
> Cavern Commander -bas -np.atr
>
> Cavernia [cht].atr
>
> Cavernia.atr
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>

1019. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 01:12:38 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cvbchf$2kjt$1@mamut1.aster.pl>
Source record: 12474

> I believe that would be TurboBasic..

But Turbo Basic (both versions, XL and not XL) works perfectly with
SpartaDOS X.

KMK

1020. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 03:11:28 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1108955488.136206c9bf06eb9571374d09b4c6dc38@teranews>
Source record: 12475

Actually, I have had some ideas about that. At first, I was thinking of putting the contents of the CD on to a website, and give it an interface similar to the Holme's Website. Reason being, he had just about the best there was. I was going to write it in PERL and allow it for automatic update, whenever a new program is added, thus keeping maintenance down to a minimum.

Then, I found this website here... http://atari.online.pl Which, although not written in English, appears to have ever single software for download on the website. Now, I am not so sure that making another website is the answer. Give this one a try, just click on one of the directories and see what they have.

In any case, as part of the site that I was thinking of building, I thought of making available the images of the CD. The issue here however is the bandwidth. This CDs are huge, a little over 2 gigs for all three CDs. I have DSL myself, and I recently downloaded only 1 gig, and that took most of the day. It would truly suck if I had them available to anyone at any time, imagine 5 or 6 people or more downloading from my site for most of the day. That would really suck in bandwidth and may become expensive on my part.

What I have thought of is charging for the download, like $5, while keeping the separate downloads available for free. This should keep traffic down a bit and allow access to the website. I could even allow a 'waiting list' for those that want to download, and let them download in a queue while keeping bandwidth issues to a minimum. In any case, I would need a way to restrict downloading, either through charging or queue or some other way. I am not really sure yet.

As for a P2P system, you can try it yourself, but it seems like a bit of trouble. The files are just way too large and getting the first few copies out would take nearly forever.

"Revan" <emayo@no.worky.net> wrote in message
news:VeaSd.445498$8l.69104@pd7tw1no...
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>>
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>> Acey Ducy -osb.atr
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>> Acquire -osb.atr
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>> Action Biker.atr
>>
>> Action Quest.atr
>>
>> Ad2044 Sexmisja A.atr
>>
>> Ad2044 Sexmisja B.atr
>>
>> Adax.atr
>>
>> Adebar.atr
>>
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>> Adventure 02 Pirate Adventure [TV].atr
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>> Adventure 03 Mission Impossible [TV].atr
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>>
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>> Adventure 05 The Count [GV] B.atr
>>
>> Adventure 05 The Count [TV].atr
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>> Adventure 06 Strange Odyssey [GV] B.atr
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>> Adventure 06 Strange Odyssey [TV].atr
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>> Adventure 08 Pyramid Of Doom [TV].atr
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>> Backgammon.atr
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>> Bacterion.atr
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>> Baja Buggies.atr
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>> Ball Blaster.atr

>>
>> Ball Blazer [intro].atr
>>
>> Ball Blazer.atr
>>
>> Ball Harbour -bas.atr
>>
>> Ballistic Interceptor.atr
>>
>> Ballon Capers [title].atr
>>
>> Balloonier.atr
>>
>> Balls n Boobies Pinball [r16].atr
>>
>> Balltrap.atr
>>
>> Ballyhoo A.atr
>>
>> Ballyhoo B.atr
>>
>> Bandits.atr
>>
>> Bank Bang! [cht].atr
>>
>> Bank Panik.atr
>>
>> Banner Catch.atr
>>
>> Banzai.atr
>>
>> Barahir [de].atr
>>
>> Barahir [title] [de].atr
>>
>> Barbarian [alt].atr
>>
>> Barbarian.atr
>>
>> Barnyard Blaster [lg].atr
>>
>> Barroom Brawl.atr
>>
>> Base Hunter -bas.atr
>>
>> Baseball [In Home].atr
>>
>> Basil The Mouse.atr
>>

>> Bats -bas.atr
>>
>> Battalion Commander.atr
>>
>> Battle 4 Normandy -French Basic.atr
>>
>> Battle 4 Normandy 1 -bas.atr
>>
>> Battle 4 Normandy 2.atr
>>
>> Battle 4 Normandy 3.atr
>>
>> Battle In The B Ring.atr
>>
>> Battle of Antietam A -bas.atr
>>
>> Battle of Antietam B.atr
>>
>> Battle Of Britain.atr
>>
>> Battle Ships '89 A.atr
>>
>> Battle Ships '89 B.atr
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>> Battle Ships '89 [bw].atr
>>
>> Battle Ships '89 [clr].atr
>>
>> Battle Ships -bas.atr
>>
>> Battle Star 2.0 -bas.atr
>>
>> Battle Tank.atr
>>
>> Battle Trek -bas.atr
>>
>> Battle Trivia A.atr
>>
>> Battle Trivia B.atr
>>
>> Battlecruiser I A.atr
>>
>> Battlecruiser I B.atr
>>
>> Battlecruiser II A.atr
>>
>> Battlecruiser II B.atr
>>
>> Battleroom.atr

>>
>> Battleship -bas.atr
>>
>> Batty Builders [cht].atr
>>
>> Batty Builders.atr
>>
>> Bay Flight -bas.atr
>>
>> BC's Quest for Tires [cht2].atr
>>
>> BC's Quest for Tires [cht].atr
>>
>> BC's Quest for Tires.atr
>>
>> Beach Head II [alt].atr
>>
>> Beach Head II.atr
>>
>> Beach Head.atr
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>>
>> C64 Adventure.atr
>>
>> California Gold.atr
>>
>> California Run.atr
>>
>> Cambodia.atr
>>
>> Cam�l�on.atr
>>
>> Candy Factory [file].atr
>>
>> Candy Factory.atr
>>
>> Canfield -bas.atr
>>
>> Canfield's.atr
>>
>> Cannibals & Missionaries -bas.atr
>>
>> Cannibals.atr
>>
>> Canuck Pinball.atr
>>
>> Canyon Bomber.atr
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>> Canyon Climber 2.atr
>>
>> Canyon Climber [dv].atr
>>
>> Canyon Climber.atr
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>> Canyon Fly.atr
>>
>> Canyon Raider.atr
>>
>> Capital!.atr
>>
>> Captain Beeble [cht].atr
>>
>> Captain Beeble.atr
>>
>> Captain Cosmo [cht].atr
>>
>> Captain Cosmo.atr
>>
>> Captain Gather.atr
>>
>> Captain Milly.atr
>>
>> Captain Sticky's Gold -osb.atr
>>
>> Captain Sticky's Gold.atr
>>
>> Capture The Flag 2.atr
>>
>> Capture The Flag [alt].atr
>>
>> Capture The Flag.atr
>>
>> Car Wars -bas.atr
>>
>> Carnival Massacre.atr
>>
>> Carnival Pinball [r16].atr
>>
>> Carnival.atr
>>
>> Carrier Force A -bas.atr
>>
>> Carrier Force A [pro] -bas.atr
>>
>> Carrier Force B.atr
>>
>> Casino World -bas.atr

>>
>> Castle Attack.atr
>>
>> Castle Hassle.atr
>>
>> Castle Hexagon -bas.atr
>>
>> Castle Mania [alt].atr
>>
>> Castle Mania.atr
>>
>> Castle Quest -bas.atr
>>
>> Castle Top.atr
>>
>> Castle Wolfenstein.atr
>>
>> Castles of Confusion.atr
>>
>> Cat Nap.atr
>>
>> Catapault -bas.atr
>>
>> Catapede.atr
>>
>> Catepillar Races -bas.atr
>>
>> Cattepiggle.atr
>>
>> Caveflighter -bas.atr
>>
>> Cavelord.atr
>>
>> Caveman II Caves of Osum.atr
>>
>> Caveman Joe Microtale.atr
>>
>> Caveman.atr
>>
>> Cavepac.atr
>>
>> Cavern Commander -bas -np.atr
>>
>> Cavernia [cht].atr
>>
>> Cavernia.atr
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1021. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 05:03:56 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <LYdSd.77755$Yu.22259@fed1read01>
Source record: 12476

Glad to see that you are still around and distributing these CDs! I think
they are a REAL asset to anyone's collection, especially those that are
serious about it as I am! I want to get a set for my collection!!

Unfortunately, I can't do PayPal and so I sent you a personal email... so be
sure to reserve a set for me!

Thanks,

Nite Hacker

NOTE: That there probably is a bigger collection than the one you referred
to. It's the CTH/Spudster.org collection! You can reach it here
ftp://spudster.org I believe, so far, this is the biggest repository left
on the internet now! VERY unfortunate that Holmes left the scene!! :-(

"Steve S." <j70141@hotmail.com> wrote in message
news:1108853335.d74d8ac447bfa59e28dcc2b969248571@teranews...
> It is that time again. Yours truly, the winner of the Holme's Atari CDs
> that were given out about two years ago in a drawing, is offering to send
> out copies of the CDs to anyone that wants them.
>
> The Holmes Atari Website shut down about two years ago. It was the
website
> to go to when you were looking for just about everything you can imagine
> regarding the old Atari 8-bit computer systems, the games, and the
programs.
> From what I understand, the owner of the website simply didn't have enough
> time for maintaining it and shut it down. Before doing so however, he
held
> a contest in which the winner would receive all the stuff that was on his
> website in the form of three CDs. I was the winner of this contest, and I
> have the three CDs. The owner of the site and the provider of the CDs has
> already stated that he does not mind my re-distributing the CDs to other
> individuals at a fair and non-profitable price.
>
> The CDs are being provided at virtually no profit whatsoever. The cost
> listed provides for the burning and creation of the CDs, shipping,
handling,
> packaging, and time and efforts involved. No other costs involved, except
> perhaps international purchasers, which may end up paying a slightly
higher
> price for the extra shipping costs. (For example, purchasers from Germany
> and England, total cost of CDs will be $14.95 instead of the $9.95)
>
> CDs will be burned and created at the end of the month, as the burning

> process takes much less time when I do it all at once. To get your own
CDs,
> log on to www.paypal.com and send a payment of $9.95 ($14.95 for
> international orders) to j70141@hotmail.com
>

1022. Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 05:33:37 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1108964017.828890.44420@c13g2000cwb.googlegroups.com>
Source record: 12478

I just purchased off Ebay an 800XL, 810 floppy drive, power supplies and cables. However, I only got photo copies of a manual (?) for the earlier 800 model - nothing for DOS. All I have for the 800XL is the "getting started" pamphlet for an XL. (I purchased this revisit basic and machine level languages - about 30 years after I first owned a TRS80-Model 1. So, consider me a complete "newbie" to the Atari world.)

I have some questions:

1. I understand that DOS is in ROM on the 800XL motherboard & that the older 800 required one to boot up from the dos disk through the 810. If the DOS is in ROM for my computer, how do I activate DOS?

2. IF I already have what I need to "talk" to the 810, then what are the steps for - let's say, saving a program to the 810??

3. Where can I get copies of whatever manuals would have accompanied the 800XL and 810 drive?? I particularly need the DOS manual.

I can really use the help!!

Chicago Pete

1023. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 05:52:19 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <nGeSd.169439$K7.141090@news-server.bigpond.net.au>
Source record: 12477

kafer77@ameritech.net wrote:
> I just purchased off Ebay an 800XL, 810 floppy drive, power supplies
> and cables. However, I only got photo copies of a manual (?) for the
> earlier 800 model - nothing for DOS. All I have for the 800XL is the
> "getting started" pamphlet for an XL. (I purchased this revisit basic
> and machine level languages - about 30 years after I first owned a
> TRS80-Model 1. So, consider me a complete "newbie" to the Atari
> world.)
>
> I have some questions:
>
> 1. I understand that DOS is in ROM on the 800XL motherboard & that the
> older 800 required one to boot up from the dos disk through the 810.
> If the DOS is in ROM for my computer, how do I activate DOS?

Only Basic is in Rom, DOS is on disk.
>
> 2. IF I already have what I need to "talk" to the 810, then what are
> the steps for - let's say, saving a program to the 810??

You need a dos boot disk. Single sided single density for the 810 FWIR.
Yup, http://www.faqs.org/faqs/atari-8-bit/faq/section-20.html. I only
had a 1050, which I used Dos 2.5 with.
>
> 3. Where can I get copies of whatever manuals would have accompanied
> the 800XL and 810 drive?? I particularly need the DOS manual.

Dos requires a little reading. Do you have any disks for the 810?

Here is some light reading.

http://1000bit.net/support/manuali/atari/Atari_DOS_2_5.htm

and some more manuals

http://1000bit.net/support/manuali/manuali.asp

Google is you friend;-).

Mark

Mark

1024. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 07:40:20 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <TegSd.77771$Yu.58343@fed1read01>
Source record: 12483

I hope some of this will point you in the right direction and Good Luck!

Welcome to the world of Atari 8-bits!

It may be overwhelming, but you could look at the following in this forum...

Welcome to comp.sys.atari.8bit! - Michael Current
Atari 8-Bit Computers: Frequently Asked Questions - Michael Current
Atari 8-Bit Computers: Vendors and Developers - Michael Current

If you can't find them, use Google Groups to go back to find them. They are published semi-annually and the last time they were published was in August of 2004. So a new version should be coming shortly! Meantime, you can probably find them on Google!

<kafer77@ameritech.net> wrote in message
news:1108964017.828890.44420@c13g2000cwb.googlegroups.com...
> I just purchased off Ebay an 800XL, 810 floppy drive, power supplies
> and cables. However, I only got photo copies of a manual (?) for the
> earlier 800 model - nothing for DOS. All I have for the 800XL is the
> "getting started" pamphlet for an XL. (I purchased this revisit basic
> and machine level languages - about 30 years after I first owned a
> TRS80-Model 1. So, consider me a complete "newbie" to the Atari
> world.)
>
> I have some questions:
>
> 1. I understand that DOS is in ROM on the 800XL motherboard & that the
> older 800 required one to boot up from the dos disk through the 810.
> If the DOS is in ROM for my computer, how do I activate DOS?

The DOS resides on a disk, always has! NO part of DOS resides in ROMs on any of the Atari computers! You need a DOS disk such as DOS 2.5, SpartaDOS, MyDOS. Nowadays, MyDOS is highly recommended, especially if you use a PC emulator. However, SpartaDOS is really good too and has some similiarities to the old M$DOS and may be easier to understand and use!

To activate, just use an 810 or 1050 disk drive, turn it on, and put the DOS disk in the drive and then turn the computer on. Most cases, you will go to a pretty much blank screen with a 'Ready' and you have to key DOS and enter to go into DOS mode. Some DOSes may boot up a little differently but I don't want to confuse you right now. Anyways, when you key in DOS, you will go to a menu for that DOS. When you are done, there is an option in the menu to exit back to the BASIC mode. You mainly use DOS while you are programming, such as in BASIC, or you are doing file management stuff. Otherwise, if you are just playing games, you just put the game disk into

the drive and hold down Option key to disable BASIC while turning the computer on and the game should load. There are some exceptions to this too, but, generally, most games are booted this way!

> 2. IF I already have what I need to "talk" to the 810, then what are
> the steps for - let's say, saving a program to the 810??

Unfortunately, you will need to read DOCs to learn more about how to use an 810 drive or 1050, etc. Saving files to the drive depends on what kind of files they are. So to learn how to use or save different file types, you need to read DOCs on BASIC and DOS and how to use your computer.

> 3. Where can I get copies of whatever manuals would have accompanied
> the 800XL and 810 drive?? I particularly need the DOS manual.

As mentioned, you should be able to find DOCs on the internet, to just about anything you need... computer, DOS, BASIC, etc! I don't know of any right off hand but I am sure if you spend some time on Google, you'll stumble onto something! Just use keywords like: Atari, 800XL, etc. Unfortunately, if you REALLY want to learn about this system, you'll have to spend several hours on the internet to find the info you need! When you find a site, look for the Atari 8-bit Ring and use that to find other sites related to the Atari 8-bit which is what most of the Atari computers are referred to. Unfortunately, you CANNOT learn the 8-bit overnight! You'll need ALOT of patience, BUT it's worth it!!!

> I can really use the help!!
>
> Chicago Pete

For a good head start, you could go to this site and find stuff for your NEW Atari... ftp://spudster.org

Or use this search engine especially designed for Atari 8-bits... http://www.newbreedsoftware.com/xlsearch/ - You'll find the Atari 8-bit ring at the bottom of this page and can go from there, if you like!

1025. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 08:05:53 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <111j5j66v2ds650@corp.supernews.com>
Source record: 12482

> It is that time again. Yours truly, the winner of the Holme's Atari CDs
> that were given out about two years ago in a drawing, is offering to send
> out copies of the CDs to anyone that wants them.

I just wanted to make a note that I ordered a set of these CDs from Steve and received them more quickly than I thought I would and the transaction went off without a hitch. If you have any reservations sending money out to someone you aren't familiar with, don't worry about it.

Sean

1026. FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 09:17:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502210113060.20892-100000@onyx.spiritone.com>
Source record: 12481
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Some are less! Games are for the Classic Atari 8 bit line!

Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede, Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star Raiders II (Disk version), Super Breakout and Tennis!

Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster, BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue on Fractalus! and Star Raiders II!

Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller, Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout at the OK galaxy, Sports Illustrated Computer Title Bout Game of Professional Boxing, Sports Illustrated Computer Football Strategy, TAC, Tank Arkade and Voyager I!

CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-OUT and MATCH-WITS!

Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole Position and Tumble Bugs!

EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing Destruction Set and Touchdown Football!

Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!

MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.

Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of the Jedi-Death Star Battle!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1027. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 09:29:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502210126560.20892-100000@onyx.spiritone.com>
Source record: 12479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1028. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 10:12:20 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502210212.229f5c21@posting.google.com>
Source record: 12480

KMK <draco@obta.uw.edu.pl> wrote in message news:<cvbchf$2kjt$1@mamut1.aster.pl>...
> > I believe that would be TurboBasic..
>
> But Turbo Basic (both versions, XL and not XL) works perfectly with
> SpartaDOS X.
>
Yes, TBXL and SDX will co-exist in modified XL's or XE's with at least 128K.
Evidently SDX can be configured to "USE BANKED" memory instead of "OSRAM".
I had forgotten about that.
-Larry

1029. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 15:25:03 UTC
From: wduke@sympatico.ca
Message-ID: <1gsbwa1.1rurz831xr4k9iN%wduke@sympatico.ca>
Source record: 12484

Actually, the DOS for all Atari 8-bit systems is on disk. The only exception, I believe, is SpartaDOS X, which is on cartridge.

In order to use your disk drive with the Atari 800XL, you will need to get yourself a copy of DOS. You can get a copy of most Atari DOSes on the Internet. You will want at least Atari DOS 2.0 or one of the many third party DOSes like SmartDOS, SpartaDOS, MyDOS, SuperDOS, etc. You should stay away from such ill fated Atari DOSes such as Atari DOS 3 or 4.

The way you load a basic file from an Atari 8-bit computer is thus:

LOAD"D1:FILENAME.EXT" or LOAD"D:FILENAME.EXT"

In the first example, the number immediately following the "D" is the drive designator and can be any number between 1 and 8. You can omit this number, however, and the Atari will assume that you're requesting or saving a file to drive 1.

Likewise, to save a basic file on the Atari, you would use the following command:

SAVE"D1:FILENAME.EXT" or SAVE"D:FILENAME.EXT"

It is important to note that the Atari 8-Bit uses the same file naming conventions as MS DOS for the PC did. i.e. an eight character filename followed by a period and a three character extender. Examples include:

FILENAME.TXT
FILENAME.COM
FILENAME.BAS
Etc.

You may also wish to look into getting an Atari 1050 disk drive for your Atari 800XL. The 810 is only a single density disk drive. The 1050 used a format that Atari users refer to as "Enhanced" density. It was Atari's bastardized rendition of a double density disk format.

As for manuals, I cannot help you there as I have no idea where you might find them. You may, however, be able to find PDF copies of the manuals on the net by doing a Google search.

kafer77@ameritech.net <kafer77@ameritech.net> wrote:

> I just purchased off Ebay an 800XL, 810 floppy drive, power supplies
> and cables. However, I only got photo copies of a manual (?) for the
> earlier 800 model - nothing for DOS. All I have for the 800XL is the
> "getting started" pamphlet for an XL. (I purchased this revisit basic

> and machine level languages - about 30 years after I first owned a
> TRS80-Model 1. So, consider me a complete "newbie" to the Atari
> world.)
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> I have some questions:
>
> 1. I understand that DOS is in ROM on the 800XL motherboard & that the
> older 800 required one to boot up from the dos disk through the 810.
> If the DOS is in ROM for my computer, how do I activate DOS?
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> 2. IF I already have what I need to "talk" to the 810, then what are
> the steps for - let's say, saving a program to the 810??
>
> 3. Where can I get copies of whatever manuals would have accompanied
> the 800XL and 810 drive?? I particularly need the DOS manual.
>
> I can really use the help!!
>
> Chicago Pete

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

1030. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 18:58:39 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <zbqSd.10873$hU7.10733@newssvr33.news.prodigy.com>
Source record: 12485

WELCOME!
Uhm. There's a 'Welcome to comp.sys.atari.8bit' message here. Search for
it.
The FAQ is a little encyclopedic, but really good indoctrination.
Also, there's a newbie FAQ by Bill Kendrick. Maybe you can click on one of
these:
INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

You might want to get a APE cable, it will simplify getting a DOS to your
computer. An APE cable is a PC serial to Atari SIO interface to allow you
to use your PC as a disk drive for the Atari.
Your problem getting started, as I see it, is you don't have any disks for
your drive. I'm sure people would mail you a disk, but the APE cable would
open the entire world of A8 to you.
Just a simple instruction, assuming you got a DOS disk (I suggest
SpartaDOS),
you could write a program in Atari BASIC, from the 'READY' prompt.
Then save it with 'SAVE MYPROG.BAS'.
There are some pretty good vendors for the A8, in case you want to buy
something, the vendor list is a little big and difficult to figure out which
one is the most likely to have what you want.
Steve Tucker's APE cable and software, you can get a somewhat disabled
version free from www.atarimax.com.
Steve also sometimes sells a really neat APE/PRO interface on ebaY, I have
one and love it.
The spudster page I see referred to isn't correct, I think and spudster
seems to be busted right now. I think the correct page is
ftp://ftp.spudster.org.
Russg

<kafer77@ameritech.net> wrote in message
news:1108964017.828890.44420@c13g2000cwb.googlegroups.com...
> I just purchased off Ebay an 800XL, 810 floppy drive, power supplies
> and cables. However, I only got photo copies of a manual (?) for the
> earlier 800 model - nothing for DOS. All I have for the 800XL is the
> "getting started" pamphlet for an XL. (I purchased this revisit basic
> and machine level languages - about 30 years after I first owned a

> TRS80-Model 1. So, consider me a complete "newbie" to the Atari
> world.)
>
> I have some questions:
>
> 1. I understand that DOS is in ROM on the 800XL motherboard & that the
> older 800 required one to boot up from the dos disk through the 810.
> If the DOS is in ROM for my computer, how do I activate DOS?
>
> 2. IF I already have what I need to "talk" to the 810, then what are
> the steps for - let's say, saving a program to the 810??
>
> 3. Where can I get copies of whatever manuals would have accompanied
> the 800XL and 810 drive?? I particularly need the DOS manual.
>
> I can really use the help!!
>
> Chicago Pete
>

1031. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 20:07:16 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <ZbrSd.77820$Yu.44144@fed1read01>
Source record: 12486

> The spudster page I see referred to isn't correct, I think and spudster
> seems to be busted right now. I think the correct page is
> ftp://ftp.spudster.org.
> Russg

Sorry! I guess I posted it wrong! I stand corrected! :-)

It *IS* working and still there! :-)

Nite Hacker
Long Time Atari Enthusiast! (circa 1986)
(Iron Horse BBS owner (defunct) - bought from previous owner, Kevin
Groninga)
(PAUGS BBS owner (defunct) - formerly NWPAC's bbs, which the club is now
defunct too)

1032. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 20:14:35 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <LirSd.38584$wc.21747@trnddc07>
Source record: 12488

If you're looking to have a DOS on cartridge check Video 61.

http://members.tcq.net/video61/index.html

They have MyDOS and Spartados 3.3c on cartridge for $19.95.

Glenn

<kafer77@ameritech.net> wrote in message
news:1108964017.828890.44420@c13g2000cwb.googlegroups.com...
> I just purchased off Ebay an 800XL, 810 floppy drive, power supplies
> and cables. However, I only got photo copies of a manual (?) for the
> earlier 800 model - nothing for DOS. All I have for the 800XL is the
> "getting started" pamphlet for an XL. (I purchased this revisit basic
> and machine level languages - about 30 years after I first owned a
> TRS80-Model 1. So, consider me a complete "newbie" to the Atari
> world.)
>
> I have some questions:
>
> 1. I understand that DOS is in ROM on the 800XL motherboard & that the
> older 800 required one to boot up from the dos disk through the 810.
> If the DOS is in ROM for my computer, how do I activate DOS?
>
> 2. IF I already have what I need to "talk" to the 810, then what are
> the steps for - let's say, saving a program to the 810??
>
> 3. Where can I get copies of whatever manuals would have accompanied
> the 800XL and 810 drive?? I particularly need the DOS manual.
>
> I can really use the help!!
>
> Chicago Pete
>

1033. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 20:15:29 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <HirSd.77821$Yu.16325@fed1read01>
Source record: 12487

Actually, after re-checking, either one seems to work... BUT just in case...

ftp://spudster.org
ftp://ftp.spudster.org

A GOOD resource for getting software or games for your NEW computer! :-)

Enjoy!

----- Original Message -----
From: "Nite Hacker" <notvalid@yahoo.com>
Newsgroups: comp.sys.atari.8bit
Sent: Monday, February 21, 2005 1:07 PM
Subject: Re: Atari 800 XL - need help!!

> > The spudster page I see referred to isn't correct, I think and spudster
> > seems to be busted right now. I think the correct page is
> > ftp://ftp.spudster.org.
> > Russg
>
> Sorry! I guess I posted it wrong! I stand corrected! :-)
>
> It *IS* working and still there! :-)
>
> Nite Hacker
> Long Time Atari Enthusiast! (circa 1986)
> (Iron Horse BBS owner (defunct) - bought from previous owner, Kevin
> Groninga)
> (PAUGS BBS owner (defunct) - formerly NWPAC's bbs, which the club is now
> defunct too)

1034. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 20:30:56 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <4yrSd.2555$DW.756@newssvr17.news.prodigy.com>
Source record: 12489

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:HirSd.77821$Yu.16325@fed1read01...
> Actually, after re-checking, either one seems to work... BUT just in
case...
>
> ftp://spudster.org
> ftp://ftp.spudster.org
>
> A GOOD resource for getting software or games for your NEW computer! :-)
>
> Enjoy!
>
>
> ----- Original Message -----
> From: "Nite Hacker" <notvalid@yahoo.com>
> Newsgroups: comp.sys.atari.8bit
> Sent: Monday, February 21, 2005 1:07 PM
> Subject: Re: Atari 800 XL - need help!!
>
>
> > > The spudster page I see referred to isn't correct, I think and
spudster
> > > seems to be busted right now. I think the correct page is
> > > ftp://ftp.spudster.org.
> > > Russg
> >
> > Sorry! I guess I posted it wrong! I stand corrected! :-)
> >
> > It *IS* working and still there! :-)
Hello. I can't download anything from it. I can navigate the CTH folder,
but once in a sub-folder, I can't download anything. If you can, then I
guess my IE 6 ftp isn't working. I think I tried a simple ftp client also
and couldn't download anything. Maybe you could give a try to download
something.

1035. Site announcement: Retro Roundup

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 21:25:48 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-D3564E.13254721022005@news.west.cox.net>
Source record: 12490
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga,comp.sys.apple2,comp.sys.msx,alt.folklore.computers

Have trouble keeping up with the web's numerous classic video game and classic computing news sites? Retro Roundup is a new site that serves as a one-stop source for classic computing and retro video game news. Retro Roundup collects headlines from more than a dozen sites, newsgroups, and other news sources into a single page.

You can customize the site: click Set As Favorite to move any site to the top of the page, or Remove to hide a site's headlines from view.

Retro Roundup was created by Kevin Savetz, curator of the Classic Computer Magazine Archive (www.atarimagazines.com) and AtariArchives.org.

http://www.retroroundup.com

1036. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 21:27:47 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <ZmsSd.77832$Yu.71038@fed1read01>
Source record: 12491

I don't use IE much anymore. I use TotalCommander instead. I believe, If you want to download in IE, you will have to hi-light the files you want to download and right-click on them and select 'Copy to Folder'. They DON'T work like a direct download link does!

Well, I was messing around, there does seem to be some problems getting to the files! I think they limited access and so it's harder to get on or to get to the files! Probably TOO much leeching going on?

I did get on once with Total Commander, but looks like maybe my IP got banned or locked out so now I can't get on now?

Nite Hacker

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:4yrSd.2555$DW.756@newssvr17.news.prodigy.com...
>
> "Nite Hacker" <notvalid@yahoo.com> wrote in message
> news:HirSd.77821$Yu.16325@fed1read01...
> > Actually, after re-checking, either one seems to work... BUT just in
> case...
> >
> > ftp://spudster.org
> > ftp://ftp.spudster.org
> >
> > A GOOD resource for getting software or games for your NEW computer! :-)
> >
> > Enjoy!
> >
> >
> > ----- Original Message -----
> > From: "Nite Hacker" <notvalid@yahoo.com>
> > Newsgroups: comp.sys.atari.8bit
> > Sent: Monday, February 21, 2005 1:07 PM
> > Subject: Re: Atari 800 XL - need help!!
> >
> >
> > > > The spudster page I see referred to isn't correct, I think and
> spudster
> > > > seems to be busted right now. I think the correct page is
> > > > ftp://ftp.spudster.org.
> > > > Russg
> > >
> > > Sorry! I guess I posted it wrong! I stand corrected! :-)
> > >

> > > It *IS* working and still there! :-)
> Hello. I can't download anything from it. I can navigate the CTH folder,
> but once in a sub-folder, I can't download anything. If you can, then I
> guess my IE 6 ftp isn't working. I think I tried a simple ftp client also
> and couldn't download anything. Maybe you could give a try to download
> something.
>
>

1037. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 21:33:05 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <vrsSd.77833$Yu.57762@fed1read01>
Source record: 12492

Looks like you might have to use an ftp client to get on now, such as Total Commander, etc.

As you said, I can't get through by using IE either, but I *DID* get on with Total Commander and was able to download a file so it is working to some degree!

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:ZmsSd.77832$Yu.71038@fed1read01...
> I don't use IE much anymore. I use TotalCommander instead. I believe, If
> you want to download in IE, you will have to hi-light the files you want
to
> download and right-click on them and select 'Copy to Folder'. They DON'T
> work like a direct download link does!
>
> Well, I was messing around, there does seem to be some problems getting to
> the files! I think they limited access and so it's harder to get on or to
> get to the files! Probably TOO much leeching going on?
>
> I did get on once with Total Commander, but looks like maybe my IP got
> banned or locked out so now I can't get on now?
>
> Nite Hacker
>
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:4yrSd.2555$DW.756@newssvr17.news.prodigy.com...
> >
> > "Nite Hacker" <notvalid@yahoo.com> wrote in message
> > news:HirSd.77821$Yu.16325@fed1read01...
> > > Actually, after re-checking, either one seems to work... BUT just in
> > case...
> > >
> > > ftp://spudster.org
> > > ftp://ftp.spudster.org
> > >
> > > A GOOD resource for getting software or games for your NEW computer!
:-)
> > >
> > > Enjoy!
> > >
> > >
> > > ----- Original Message -----
> > > From: "Nite Hacker" <notvalid@yahoo.com>
> > > Newsgroups: comp.sys.atari.8bit

> > > Sent: Monday, February 21, 2005 1:07 PM
> > > Subject: Re: Atari 800 XL - need help!!
> > >
> > >
> > > > > The spudster page I see referred to isn't correct, I think and
> > spudster
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> > > > > > ftp://ftp.spudster.org.
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> > > > >
> > > > > Sorry! I guess I posted it wrong! I stand corrected! :-)
> > > > >
> > > > > It *IS* working and still there! :-)
> > Hello. I can't download anything from it. I can navigate the CTH
folder,
> > but once in a sub-folder, I can't download anything. If you can, then I
> > guess my IE 6 ftp isn't working. I think I tried a simple ftp client
also
> > and couldn't download anything. Maybe you could give a try to download
> > something.
> >
> >
>
>

1038. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 21:50:40 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <YHsSd.77834$Yu.35420@fed1read01>
Source record: 12493

I am having slight problems with Total Commander too, it has problems with getting the directory. However, it does get it after I abort the directory command. Then I *CAN* select and download a file. However, I don't know if the directory is complete since it doesn't finish and I have to abort from it? So, I don't know what's going on with this site now!?!? Maybe Tom Hunt might know?

IE must be blocked or something is wrong? Because, like you, I can't get through using IE6 either! Then after a period of time trying, it locks me out (anonymous) and requests for a username/password and stops accepting the anonymous login!!!

Something is wrong... but who knows!?!?

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:4yrSd.2555$DW.756@newssvr17.news.prodigy.com...
>
> "Nite Hacker" <notvalid@yahoo.com> wrote in message
> news:HirSd.77821$Yu.16325@fed1read01...
> > Actually, after re-checking, either one seems to work... BUT just in
> case...
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> > ftp://spudster.org
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> >
> > A GOOD resource for getting software or games for your NEW computer! :-)
> >
> > Enjoy!
> >
> >
> > ----- Original Message -----
> > From: "Nite Hacker" <notvalid@yahoo.com>
> > Newsgroups: comp.sys.atari.8bit
> > Sent: Monday, February 21, 2005 1:07 PM
> > Subject: Re: Atari 800 XL - need help!!
> >
> >
> > > > The spudster page I see referred to isn't correct, I think and
> spudster
> > > > seems to be busted right now. I think the correct page is
> > > > ftp://ftp.spudster.org.
> > > > Russg
> > >
> > > Sorry! I guess I posted it wrong! I stand corrected! :-)
> > >

> > > It *IS* working and still there! :-)
> Hello. I can't download anything from it. I can navigate the CTH folder,
> but once in a sub-folder, I can't download anything. If you can, then I
> guess my IE 6 ftp isn't working. I think I tried a simple ftp client also
> and couldn't download anything. Maybe you could give a try to download
> something.
>
>

1039. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 22:42:08 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <4ttSd.10965$hU7.905@newssvr33.news.prodigy.com>
Source record: 12494

```
There was/is another site that has/had the CTH archive.
I can't log in however. Maybe there's a password I'm not aware of.
The site is ftp://a8@xp.ivn.cl I can't get it to work either.
I can get to it using DOS prompt 'ftp', 'open a8@xp.ivn.cl', but I can't
successfully log in. Maybe it is a private site. I'm not sure what country
'.cl' is.
"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:YHsSd.77834$Yu.35420@fed1read01...
> I am having slight problems with Total Commander too, it has problems with
> getting the directory. However, it does get it after I abort the
directory
> command. Then I *CAN* select and download a file. However, I don't know
if
> the directory is complete since it doesn't finish and I have to abort from
> it? So, I don't know what's going on with this site now!?!? Maybe Tom
Hunt
> might know?
>
> IE must be blocked or something is wrong? Because, like you, I can't get
> through using IE6 either! Then after a period of time trying, it locks me
> out (anonymous) and requests for a username/password and stops accepting
the
> anonymous login!!!
>
> Something is wrong... but who knows!?!?
>
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:4yrSd.2555$DW.756@newssvr17.news.prodigy.com...
> >
> > "Nite Hacker" <notvalid@yahoo.com> wrote in message
> > news:HirSd.77821$Yu.16325@fed1read01...
> > > Actually, after re-checking, either one seems to work... BUT just in
> > case...
> > >
> > > ftp://spudster.org
> > > ftp://ftp.spudster.org
> > >
> > > A GOOD resource for getting software or games for your NEW computer!
:-)
> > >
> > > Enjoy!
> > >
> > >
```

> > > ----- Original Message -----
> > > From: "Nite Hacker" <notvalid@yahoo.com>
> > > Newsgroups: comp.sys.atari.8bit
> > > Sent: Monday, February 21, 2005 1:07 PM
> > > Subject: Re: Atari 800 XL - need help!!
> > >
> > >
> > > > > The spudster page I see referred to isn't correct, I think and
> > spudster
> > > > > seems to be busted right now. I think the correct page is
> > > > > ftp://ftp.spudster.org.
> > > > > Russg
> > > >
> > > > Sorry! I guess I posted it wrong! I stand corrected! :-)
> > > >
> > > > It *IS* working and still there! :-)
> > Hello. I can't download anything from it. I can navigate the CTH
folder,
> > but once in a sub-folder, I can't download anything. If you can, then I
> > guess my IE 6 ftp isn't working. I think I tried a simple ftp client
also
> > and couldn't download anything. Maybe you could give a try to download
> > something.
> >
> >
>
>

1040. Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-21 23:30:21 UTC
From: Cagey Bee <nobody@nowhere.com>
Message-ID: <421aa60e@news.greennet.net>
Source record: 12495

Can someone please direct me to web site (or sites) that shows exactly how to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!

Cagey Bee

1041. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 03:58:22 UTC
From: wduke@sympatico.ca
Message-ID: <1gscuum.155ly6s3rcinwN%wduke@sympatico.ca>
Source record: 12496

What is it that you want to transfer? Is it data/programs that you
created yourself? If not, why even bother with a transfer? Chances
are very good that you'll be able to just download the files you want
from the net. When you consider the very small file size of Atari
8-bit app's and games; you could probably download an entire Atari 8-bit
software library in a matter of hours.

However, since you did ask about transfering files from your 8-bit to
the PC, I will do a quick search and get some results for you.

http://kevin.atkinson.dhs.org/atari/sio2pc-u
http://mr-atari.com/ape-sio2pc
http://www.atariage.com/store/
http://www.cswnet.com/~nkennedy/sio2pc.htm
http://www.cox-internet.com/wa5bdu/sio2pc.htm
http://www.emulators.com/xformer.htm
http://www.faqs.org/faqs/atari-8-bit/faq/
http://www.geocities.com/siliconvalley/2741/8bit.html
http://atari.ksiders.tzo.com/a8emulators.html
http://members.aol.com/macfalkner/atariindex.htm
http://www.chrislam.co.uk/rainbow.htm
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

I have no idea if all or any of these sites are still up. Try them.

Cagey Bee <nobody@nowhere.com> wrote:

> Can someone please direct me to web site (or sites) that shows exactly how
> to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
>
> Cagey Bee

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

1042. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 04:42:21 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <NKySd.35037$by5.23959@newssvr19.news.prodigy.com>
Source record: 12397

"Cagey Bee" <nobody@nowhere.com> wrote in message
news:421aa60e@news.greennet.net...
> Can someone please direct me to web site (or sites) that shows exactly how
> to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
>
> Cagey Bee
Probably the best way is to find someone to do it for you.
Or, you could get a APE or SIO2PC cable and do it yourself from your
own disk drive and A8 computer. There is also a 10502PC interface, that
will let you read a A8 drive on the PC, I think.
If you're thinking there's a way to read the A8 disk in a PC, it isn't
likely.
Most likely your disks are single density, which isn't likely on a PC.

1043. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 05:31:44 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1109050280@rtfm.mit.edu>
Source record: 12398
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 15, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1044. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 06:50:24 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <pDASd.675$2s.535@lakeread06>
Source record: 12399

XF uses the timing hole for formatting but HOW do 1050 and Indus GT format
without the timing hole? I dont see the timing hole inside both 1050 and GT.

Jack

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:110ttiom9spip64@corp.supernews.com...
> "Larry" <LLppwhite@aol.com> wrote in message
> news:12e3f8fa.0502110406.6ad93a37@posting.google.com...
> >
> > The XF uses the timing hole for formatting, but for most U.S. XF's,
> > they will still write to an already-formatted disk. If you just have
> > few disks, making a "flippy" is the way to go.
>
> Now that you mention it, I have read the same thing - that the XF551 will
> write to the back side of "flippies," just not format them. I guess it
> would be easier to just use the 1050 to format the disk on each side and
go
> from there.
>
> Sean
>
>

1045. Re: Atari 8-bit to S-video cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 07:32:00 UTC
From: "Rick D." <a8maestro@a8maestro.com>
Message-ID: <421ADFF0.574236E9@a8maestro.com>
Source record: 12400

Hello,

While I can't offer any info on the pal problem, a general suggestion is to try the TVs with some other svideo device, a vcr or camcorder.

Do the A8 computers have the same display using RF or a regular composite monitor?

What quality of cable are you using? How about shielding the lines?

The monitor jack pinout clockwise is luminance, video, ground, chroma(not XL), and audio. Svideo normally goes to luminance and chroma, but will work with luminance and video. I have found that the other two svideo pins goe to a common ground with the shield.

Rick D.

1046. DNS'er Site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 15:44:04 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <739417.564d82@fmlynet.org>
Source record: 12402

At the moment there is a new site for the UDS-10 users and others have have trouble with sites that have a changing IP address.

Thanks to Oak of JYBOLAC we have a new site where you can look this up. It is in the alpha stages and feedback is encouraged.

The IP to check out is..

198.136.234.38/4242

Once there (you might have to try a few times) it will give a prompt saying:

DNSer>

... at that point put in the DNS entry (IE. "Google.com") and rather than hitting enter, press control+J.

The site will look up the DNS entry, and spit back an IP address. After that it will say goodbye and log you off. At which point you are able to enter in the IP address that it gave you and go to the BBS as usual. As you have probably found out by now, BBS's with "Dtdns", "no-ip" and other hosted domains have a IP that will change every ten minutes. So once you get the IP address from the DNSer, use it as soon after as possible.

Oak says this was a very simple 2 K script (about 10 lines of code) that he was happy to do as a diversion from his regular IT work he does on the college campus he works for. Oak is even wanting to look at a Atari 8-bit to see what tinkering he can do with it. That could be... interesting. :)

But as I said, he encourages feedback, and said to write me (Doctor Clu) at drclu (A T) swbell (D 0 T) net for feedback. He wants to add more to it, like a top ten list that could be selected with the hitting of numbers 0-9 and other things such as that.

Remember, whatever suggestions you give remember that the point of the DNS'er is just to look up a DNS entry and get an IP address. It is a tool for UDS-10 and other users that are not able to look up DNS entries normally. (We thought about forwarding, but figure that could be abused) :)

Well, as a UDS user myself, I am glad my friend made this for me and hosts it. He is worth the 17,000 student loan I took to meet him in college. :)

Take care, and give those feedback, bugs, and suggestions so that we can improve this for the Atari BBS community.

Doc Clu
Another one from JYBOLAC. :)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1047. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 15:45:52 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <439418.564dba@fmlynet.org>
Source record: 12403

> From: "Gork" <nokraygienspam@hotmail.com>

>> It is that time again. Yours truly, the winner of the Holme's Atari CDs
>> that were given out about two years ago in a drawing, is offering to send
>> out copies of the CDs to anyone that wants them.

> I just wanted to make a note that I ordered a set of these CDs from Steve and
>received them more quickly than I thought I would and the transaction went off
>without a hitch. If you have any reservations sending money out to someone yo
> aren't familiar with, don't worry about it.

> Sean

Ok, what were the instructions for ordering again? :)

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1048. Re: Site announcement: Retro Roundup

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 15:58:42 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1109087925.d92df5dd473725c5103ab13ab350ffde@teranews>
Source record: 12401

"Kevin Savetz" <savetz-remove@gmail.com> wrote in message
news:savetz-remove-D3564E.13254721022005@news.west.cox.net...
> Have trouble keeping up with the web's numerous classic video game and
> classic computing news sites? Retro Roundup is a new site that serves as
> a one-stop source for classic computing and retro video game news. Retro
> Roundup collects headlines from more than a dozen sites, newsgroups, and
> other news sources into a single page.
>
> You can customize the site: click Set As Favorite to move any site to
> the top of the page, or Remove to hide a site's headlines from view.
>
> Retro Roundup was created by Kevin Savetz, curator of the Classic
> Computer Magazine Archive (www.atarimagazines.com) and AtariArchives.org.
>
> http://www.retroroundup.com

I guess we were thinking the same thing: http://news.rtdos.com

1049. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 19:12:47 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1109099578.67429b25f3517d864630d8280087a9e1@teranews>
Source record: 12404

Thanks. I didn't get the email though. Hotmail is goofing up big time
right now and I wouldn't doubt it if I lost some emails through them.

There is an ebay auction setup though... Item #5753229150

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5753229150&ssPageName=STRK:MESE:IT

Make a bid there, and you will get an email with further instructions.

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:LYdSd.77755$Yu.22259@fed1read01...
> Glad to see that you are still around and distributing these CDs! I think
> they are a REAL asset to anyone's collection, especially those that are
> serious about it as I am! I want to get a set for my collection!!
>
> Unfortunately, I can't do PayPal and so I sent you a personal email... so
> be
> sure to reserve a set for me!
>
> Thanks,
>
> Nite Hacker
>
> NOTE: That there probably is a bigger collection than the one you referred
> to. It's the CTH/Spudster.org collection! You can reach it here
> ftp://spudster.org I believe, so far, this is the biggest repository left
> on the internet now! VERY unfortunate that Holmes left the scene!! :-(
>
>
> "Steve S." <j70141@hotmail.com> wrote in message
> news:1108853335.d74d8ac447bfa59e28dcc2b969248571@teranews...
>> It is that time again. Yours truly, the winner of the Holme's Atari CDs
>> that were given out about two years ago in a drawing, is offering to send
>> out copies of the CDs to anyone that wants them.
>>
>> The Holmes Atari Website shut down about two years ago. It was the
> website
>> to go to when you were looking for just about everything you can imagine
>> regarding the old Atari 8-bit computer systems, the games, and the
> programs.
>> From what I understand, the owner of the website simply didn't have
>> enough
>> time for maintaining it and shut it down. Before doing so however, he
> held
>> a contest in which the winner would receive all the stuff that was on his

>> website in the form of three CDs. I was the winner of this contest, and
>> I
>> have the three CDs. The owner of the site and the provider of the CDs
>> has
>> already stated that he does not mind my re-distributing the CDs to other
>> individuals at a fair and non-profitable price.
>>
>> The CDs are being provided at virtually no profit whatsoever. The cost
>> listed provides for the burning and creation of the CDs, shipping,
> handling,
>> packaging, and time and efforts involved. No other costs involved,
>> except
>> perhaps international purchasers, which may end up paying a slightly
> higher
>> price for the extra shipping costs. (For example, purchasers from
>> Germany
>> and England, total cost of CDs will be $14.95 instead of the $9.95)
>>
>> CDs will be burned and created at the end of the month, as the burning
>> process takes much less time when I do it all at once. To get your own
> CDs,
>> log on to www.paypal.com and send a payment of $9.95 ($14.95 for
>> international orders) to j70141@hotmail.com
>>
>
>

1050. Re: Teac 360K Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-22 20:34:46 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <GHMSd.8807$x53.1607@newsread3.news.atl.earthlink.net>
Source record: 12405

Hey, Dave;
Definitely interested here, how about some more details on
location
and cost; was that a new case of unused drives?
Jess

"dx375" <dx375athotmail.com@> wrote in message
news:mgdm11h2movef22im94c6nbj67s65hm155@4ax.com...
> Any interest in this group for NOS 360K Teac FD-55BR 5.25"
drives?
>
> I purchased a factory case of these and several are spoken for.
>
> I have three left.
>
> Cheers Dave

1051. Re: Teac 360K Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 00:26:54 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1109118414.925412.105230@c13g2000cwb.googlegroups.com>
Source record: 12406

dx375 wrote:
> Hi Jess,
> Yep, a brand "new" NOS factory case and they are to arrive in two
> weeks from California. They come with the original TEAC wrapping and
> cardboard head protector and spec sheet.
> All drives will be tested prior to shipment and packaged "extremely"
> well for shipment to Canada and the contiguous 48 US States only.
> I'm in Canada myself. The price will include shipping.
> When they arrive I'll revisit this and the OAU Yahoo group to see if
> the interest is still there.
> As seven are currently committed (2 for myself), I want to test them
> first also....
> Pics available when they arrive.
> Some specs at:
> http://marina.mfarris.com/theref/floppy_drives/f_teac_fd-55br.html
> I was looking for one or two used ones when I stumbled upon these,
> literally....rare puppies indeed...
> Cheers Dave
>

Wow! Are there any more of these from your source to "stumble upon"?
I could use a couple, but $$$ is tight and others probably need them
more... but I know a group of cheap bast^H^H^H^H users who might part
with some $$$ if the source is large enough.

Ben

1052. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 02:57:10 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <cvgre601ta9@news3.newsguy.com>
Source record: 12407

Steve S. <j70141@hotmail.com> wrote:
> In any case, as part of the site that I was thinking of building, I thought
> of making available the images of the CD. The issue here however is the
> bandwidth. This CDs are huge, a little over 2 gigs for all three CDs. I
> have DSL myself, and I recently downloaded only 1 gig, and that took most of
> the day. It would truly suck if I had them available to anyone at any time,
> imagine 5 or 6 people or more downloading from my site for most of the day.
> That would really suck in bandwidth and may become expensive on my part.
>
> As for a P2P system, you can try it yourself, but it seems like a bit of
> trouble. The files are just way too large and getting the first few copies
> out would take nearly forever.

That's the beauty of Bittorrent. Two gigabytes wouldn't even break a sweat,
I use it to download Linux ISOs all the time. Check it out at:
http://bittorrent.com/

And a very good client here:
http://azureus.sourceforge.net/

--
Ryan 'Gozar' Collins

1053. Where do I buy HDI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 03:27:33 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <IKSSd.945$2s.54@lakeread06>
Source record: 12408

I want to know about HDI. What OS is allowed to use HDI ? Can it boot from 3.5 disk drive? Any IBM 3.5 inch or 5.25 inch drive can fit with HDI? Where do I buy HDI?

Thanks!
Jack

1054. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 04:28:17 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <BDTSd.19803$uc.11050@trnddc01>
Source record: 12409

I can do it!

"Cagey Bee" <nobody@nowhere.com> wrote in message
news:421aa60e@news.greennet.net...
> Can someone please direct me to web site (or sites) that shows exactly how
> to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
>
> Cagey Bee
>
>
>

1055. SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 06:19:17 UTC
From: Simon <news@gornall.net>
Message-ID: <H5ydnTAR8NT7vYHfRVn-qA@comcast.com>
Source record: 12410

If anyone has a SparatDOS X cartridge that they want to sell, I'd be very interested in buying it - I realise it's unlikely, but you don't get if you don't ask [grin].

ATB,
Simon

1056. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 07:35:05 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1109144105.859964.292980@o13g2000cwo.googlegroups.com>
Source record: 12411

I think that this user *MIGHT* run into a problem.

This data was saved by a program (some kind of database) that probably
did not save the information in ASCII (or ATASCII) format. It,more
than likely,is in a proprietary format

I hope that this is not true,but if it is,he will need the original
program to recover the data!

1057. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 10:28:30 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <cvhlse$2r4$1@titan.btinternet.com>
Source record: 12412

Hi Simon

Its not that unlikely, i sold one a few weeks ago along with an R-Time8 cart
and the full toolkit.

> If anyone has a SparatDOS X cartridge that they want to sell, I'd be very
> interested in buying it - I realise it's unlikely, but you don't get if
> you don't ask [grin].

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1058. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 10:55:43 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <111oo9n58iun865@corp.supernews.com>
Source record: 12413

I can't help you with this one. I have read the answer while I've been Googling but I don't remember... It had something to do with using the position of the first track or the first sector of the first track for timing... ??

Sean

"Jack" <tseng4@hotmail.com> wrote in message
news:pDASd.675$2s.535@lakeread06...
> XF uses the timing hole for formatting but HOW do 1050 and Indus GT format
> without the timing hole? I dont see the timing hole inside both 1050 and
> GT.
>
> Jack
>
> "Gork" <nokraygienspam@hotmail.com> wrote in message
> news:110ttiom9spip64@corp.supernews.com...
>> "Larry" <LLppwhite@aol.com> wrote in message
>> news:12e3f8fa.0502110406.6ad93a37@posting.google.com...
>> >
>> > The XF uses the timing hole for formatting, but for most U.S. XF's,
>> > they will still write to an already-formatted disk. If you just have
>> > few disks, making a "flippy" is the way to go.
>>
>> Now that you mention it, I have read the same thing - that the XF551 will
>> write to the back side of "flippies," just not format them. I guess it
>> would be easier to just use the 1050 to format the disk on each side and
> go
>> from there.
>>
>> Sean
>>
>>
>
>

1059. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 11:20:14 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <wU_Sd.116551$0u.36657@fed1read04>
Source record: 12416

I was going to send you an email BUT it wouldn't send and I never got back
to re-sending it.

Thanks for the link, though! Got my bid in!

Thanks again,

Nite Hacker

PS I would *STRONGLY* recommend and encourage that if you are interested in
this offer... PLEASE don't be afraid to go for it! I believe this guy is
truly legitimate and trustworthy and has been around awhile!!! ONLY 3 days
left... so HURRY!

"Steve S." <j70141@hotmail.com> wrote in message
news:1109099578.67429b25f3517d864630d8280087a9e1@teranews...
> Thanks. I didn't get the email though. Hotmail is goofing up big time
> right now and I wouldn't doubt it if I lost some emails through them.
>
> There is an ebay auction setup though... Item #5753229150
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5753229150&ssPageName=STRK:MESE:IT
>
> Make a bid there, and you will get an email with further instructions.

1060. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 11:49:26 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <wU_Sd.116552$0u.80010@fed1read04>
Source record: 12415

> The site is ftp://a8@xp.ivn.cl

It DOESN'T seem to work in the browser so it looks like you have to use an ftp client!

Well, I tried it and it's there and looks like it is password protected! I tried to get in using my ftp client and says a password is needed for anonymous. I tried several different logins with NO success! You have to find out from whomever is running this ftp what the login would be... *IF* they even want someone to login!

I think CL is Chile. The server returns info in spanish so that would make sense! Here is a country code reference list and is probably what is used by the internet...

http://userpage.chemie.fu-berlin.de/diverse/doc/ISO_3166.html

Nite Hacker

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:4ttSd.10965$hU7.905@newssvr33.news.prodigy.com...
> There was/is another site that has/had the CTH archive.
> I can't log in however. Maybe there's a password I'm not aware of.
> The site is ftp://a8@xp.ivn.cl I can't get it to work either.
> I can get to it using DOS prompt 'ftp', 'open a8@xp.ivn.cl', but I can't
> successfully log in. Maybe it is a private site. I'm not sure what country
> '.cl' is.
> "Nite Hacker" <notvalid@yahoo.com> wrote in message
> news:YHsSd.77834$Yu.35420@fed1read01...
> > I am having slight problems with Total Commander too, it has problems with
> > getting the directory. However, it does get it after I abort the
> directory
> > command. Then I *CAN* select and download a file. However, I don't know
> if
> > the directory is complete since it doesn't finish and I have to abort from
> > it? So, I don't know what's going on with this site now!?!? Maybe Tom
> Hunt
> > might know?
> >
> > IE must be blocked or something is wrong? Because, like you, I can't get
> > through using IE6 either! Then after a period of time trying, it locks

```
me
> > out (anonymous) and requests for a username/password and stops accepting
> the
> > anonymous login!!!
> >
> > Something is wrong... but who knows!?!?
> >
> >
> > "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> > news:4yrSd.2555$DW.756@newssvr17.news.prodigy.com...
> > >
> > > "Nite Hacker" <notvalid@yahoo.com> wrote in message
> > > news:HirSd.77821$Yu.16325@fed1read01...
> > > > Actually, after re-checking, either one seems to work... BUT just in
> > > case...
> > > >
> > > > ftp://spudster.org
> > > > ftp://ftp.spudster.org
> > > >
> > > > A GOOD resource for getting software or games for your NEW computer!
> :-)
> > > >
> > > > Enjoy!
> > > >
> > > >
> > > > ----- Original Message -----
> > > > From: "Nite Hacker" <notvalid@yahoo.com>
> > > > Newsgroups: comp.sys.atari.8bit
> > > > Sent: Monday, February 21, 2005 1:07 PM
> > > > Subject: Re: Atari 800 XL - need help!!
> > > >
> > > >
> > > > > > The spudster page I see referred to isn't correct, I think and
> > > spudster
> > > > > > seems to be busted right now. I think the correct page is
> > > > > > ftp://ftp.spudster.org.
> > > > > > Russg
> > > > >
> > > > > Sorry! I guess I posted it wrong! I stand corrected! :-)
> > > > >
> > > > > It *IS* working and still there! :-)
> > > Hello. I can't download anything from it. I can navigate the CTH
> folder,
> > > but once in a sub-folder, I can't download anything. If you can, then
I
> > > guess my IE 6 ftp isn't working. I think I tried a simple ftp client
> also
> > > and couldn't download anything. Maybe you could give a try to
download
> > > something.
```

> > >
> > >
> >
> >
>
>

1061. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 12:15:30 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <wU_Sd.116553$0u.102498@fed1read04>
Source record: 12414

> If you're thinking there's a way to read the A8 disk in a PC, it isn't
> likely.
> Most likely your disks are single density, which isn't likely on a PC.

It's NOT totally impossible! If you have or can get an older computer with a 5.25" drive (older models?)... I think there was a program that claimed it could read your Atari disks! Don't remember what it is or if it's still on the net, I will have to look and see what I can find out about it.

Nite Hacker

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:NKySd.35037$by5.23959@newssvr19.news.prodigy.com...
>
> "Cagey Bee" <nobody@nowhere.com> wrote in message
> news:421aa60e@news.greennet.net...
> > Can someone please direct me to web site (or sites) that shows exactly how
> > to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
> >
> > Cagey Bee
> Probably the best way is to find someone to do it for you.
> Or, you could get a APE or SIO2PC cable and do it yourself from your
> own disk drive and A8 computer. There is also a 10502PC interface, that
> will let you read a A8 drive on the PC, I think.
> If you're thinking there's a way to read the A8 disk in a PC, it isn't
> likely.
> Most likely your disks are single density, which isn't likely on a PC.
>
>

1062. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 14:32:29 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109169149.876333.68540@g14g2000cwa.googlegroups.com>
Source record: 12417

I found these links on the web I am not sure if this is exactly what
your are looking for but here is my 2 cents.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=5167320044&rd=1&ssPageNam
e=WDVW

The above link is a ebay auction that has both a SIO2PC and 10502PC
cables all made up for you. I hought my sio2pc from this fellow, and it
arrived fairly quickly considering it is coming from Poland. Very
nicely assembled.

Also the link,
http://j131atari.webpark.pl/arfd.htm

or the one on the auction page walks you through on how to read atari
disks to your PC. I have not tried this but I will be purchasing a set
of cables 10502PC in the next few weeks.

I collect the Atari 8 bit carts and I have around a 100 or so and I was
curious has any one tried copying the carts. I know it is possible, as
I have seen a tool years ago that did this, but I would like to know
how this is exactly done, what tools I need etc.

Any suggestions would be greatly appreciated.

Thanks,
Chris
Solomon_Man

Nite Hacker wrote:
> > If you're thinking there's a way to read the A8 disk in a PC, it
isn't
> > likely.
> > Most likely your disks are single density, which isn't likely on a
PC.
>
> It's NOT totally impossible! If you have or can get an older
computer with
> a 5.25" drive (older models?)... I think there was a program that
claimed it
> could read your Atari disks! Don't remember what it is or if it's
still on
> the net, I will have to look and see what I can find out about it.
>
> Nite Hacker
>
>

> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:NKySd.35037$by5.23959@newssvr19.news.prodigy.com...
> >
> > "Cagey Bee" <nobody@nowhere.com> wrote in message
> > news:421aa60e@news.greennet.net...
> > > Can someone please direct me to web site (or sites) that shows
exactly
> how
> > > to transfer data from an Atari 800 floppy disk to a modern PC?
Thanks!
> > >
> > > Cagey Bee
> > Probably the best way is to find someone to do it for you.
> > Or, you could get a APE or SIO2PC cable and do it yourself from
your
> > own disk drive and A8 computer. There is also a 10502PC interface,
that
> > will let you read a A8 drive on the PC, I think.
> > If you're thinking there's a way to read the A8 disk in a PC, it
isn't
> > likely.
> > Most likely your disks are single density, which isn't likely on a
PC.
> >
> >

1063. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 18:03:54 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0502231003.35936a2d@posting.google.com>
Source record: 12418

Okay... "Nite Hacker". Boy does that name jiggle some brain cells.
Give me a clue as to who you are. I'm John Collins, formerly of
NWPAC.

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:<HirSd.77821$Yu.16325@fed1read01>...
> Actually, after re-checking, either one seems to work... BUT just in case...
>
> ftp://spudster.org
> ftp://ftp.spudster.org
>
> A GOOD resource for getting software or games for your NEW computer! :-)
>
> Enjoy!
>
>
> ----- Original Message -----
> From: "Nite Hacker" <notvalid@yahoo.com>
> Newsgroups: comp.sys.atari.8bit
> Sent: Monday, February 21, 2005 1:07 PM
> Subject: Re: Atari 800 XL - need help!!
>
>
> > > The spudster page I see referred to isn't correct, I think and spudster
> > > seems to be busted right now. I think the correct page is
> > > ftp://ftp.spudster.org.
> > > Russg
> >
> > Sorry! I guess I posted it wrong! I stand corrected! :-)
> >
> > It *IS* working and still there! :-)
> >
> > Nite Hacker
> > Long Time Atari Enthusiast! (circa 1986)
> > (Iron Horse BBS owner (defunct) - bought from previous owner, Kevin
> > Groninga)
> > (PAUGS BBS owner (defunct) - formerly NWPAC's bbs, which the club is now
> > defunct too)

1064. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 19:12:35 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <DA4Td.35419$by5.29268@newssvr19.news.prodigy.com>
Source record: 12419

"Solomon_Man" <solomon_man@yahoo.com> wrote in message
news:1109169149.876333.68540@g14g2000cwa.googlegroups.com...
> I found these links on the web I am not sure if this is exactly what
> your are looking for but here is my 2 cents.
snip
> I collect the Atari 8 bit carts and I have around a 100 or so and I was
> curious has any one tried copying the carts. I know it is possible, as
> I have seen a tool years ago that did this, but I would like to know
> how this is exactly done, what tools I need etc.
>
> Any suggestions would be greatly appreciated.
>
> Thanks,
> Chris
> Solomon_Man
>
snip
(Copy A8 carts).
Sure. Get a Omnimon OS. It is then possible to interrupt the cart and
enter the monitor. It is then possible to dump the cart to sectors on disk.
It is then possible to extract those sectors to a file. It is then possible
to burn the file to another cart using an EPROM burner. OR, it is possible
to modify the file so it will load as a binary load file.
Better yet, just about every cart ever made is already 'cracked' and
available at a few sites, or buy Holme's CDs or buy from a dealer, (dealer
would just have the cart, not a load file.)

1065. Re: Teac 360K Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 20:05:20 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <4m5Td.9561$x53.2189@newsread3.news.atl.earthlink.net>
Source record: 12420

Good news, Dave;
Although you skipped any mention of pricing but
Canada to US shipping should be affordable; put
me down tentatively for at least one. Btw did you
locate any good used ones?
Jess
"dx375" <dx375athotmail.com@> wrote in message
news:r7gn1150i6svs1mf2s4gb07tjpuj7tigr5@4ax.com...
> Hi Jess,
> Yep, a brand "new" NOS factory case and they are to arrive in
two
> weeks from California. They come with the original TEAC
wrapping and
> cardboard head protector and spec sheet.
> All drives will be tested prior to shipment and packaged
"extremely"
> well for shipment to Canada and the contiguous 48 US States
only.
> I'm in Canada myself. The price will include shipping.
> When they arrive I'll revisit this and the OAU Yahoo group to
see if
> the interest is still there.
> As seven are currently committed (2 for myself), I want to test
them
> first also....
> Pics available when they arrive.
> Some specs at:
>
http://marina.mfarris.com/theref/floppy_drives/f_teac_fd-55br.htm
l
> I was looking for one or two used ones when I stumbled upon
these,
> literally....rare puppies indeed...
> Cheers Dave
>
> On Tue, 22 Feb 2005 20:34:46 GMT, "RetroJess"
<RJH4JHH2@peoplepc.com>
> wrote:
>
> >Hey, Dave;
> >Definitely interested here, how about some more details on
> >location
> >and cost; was that a new case of unused drives?
> >Jess

> >
> >"dx375" <dx375athotmail.com@> wrote in message
> >news:mgdm11h2movef22im94c6nbj67s65hm155@4ax.com...
> >> Any interest in this group for NOS 360K Teac FD-55BR 5.25"
> >drives?
> >>
> >> I purchased a factory case of these and several are spoken
for.
> >>
> >> I have three left.
> >>
> >> Cheers Dave
> >
>

1066. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 21:08:38 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1109192918.095258.312770@l41g2000cwc.googlegroups.com>
Source record: 12421

Russ Gilbert wrote:
> "Cagey Bee" <nobody@nowhere.com> wrote in message
> news:421aa60e@news.greennet.net...
> > Can someone please direct me to web site (or sites) that shows
exactly how
> > to transfer data from an Atari 800 floppy disk to a modern PC?
Thanks!
> >
> > Cagey Bee
> Probably the best way is to find someone to do it for you.
> Or, you could get a APE or SIO2PC cable and do it yourself from your
> own disk drive and A8 computer. There is also a 10502PC interface,
that
> will let you read a A8 drive on the PC, I think.
> If you're thinking there's a way to read the A8 disk in a PC, it
isn't
> likely.
> Most likely your disks are single density, which isn't likely on a
PC.

Most PCs are quite capable of reading and writing to a single-density disk. A lot of them cannot FORMAT such a disk. It is just a matter of trying it.

Ben

1067. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 21:28:47 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109194127.384635.306290@o13g2000cwo.googlegroups.com>
Source record: 12422

Thanks for the above reply,

Is there a FAQ or link on the above process and how hard is it to get
the Omnimon cart?

I have quite a bit of 8 bit stuff that I have continued to collect over
the years not to mention what I had when I was a kid.

I believe I have the Holmes CDs already...I will check tonight when I
get home from work...If not I wil purchase them tonight.

I want to learn about the above process for a learning experience.

Thanks for any other information you can supply,
Chris
Solomon_Man

1068. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-23 21:35:25 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109194525.894732.26940@o13g2000cwo.googlegroups.com>
Source record: 12423

Hello,
I am a old Atari 8 bit user that is getting back into the Atari scene
and wIth the above discussion about OS I have a few questions about the
different OSs out there.

1) Which OS is the most popular?

2) What are the advantages of the Cartridge OSs?

Suggestions on the OS that I now should use is greatly appreciated.

Thanks,
Chris
Solomon_Man

1069. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 02:04:46 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109210686.834739.134300@z14g2000cwz.googlegroups.com>
Source record: 12424

Cagey Bee wrote:
> Can someone please direct me to web site (or sites) that shows
exactly how
> to transfer data from an Atari 800 floppy disk to a modern PC?
Thanks!
>
> Cagey Bee

For Atari single density disks I used to Anadisk 2.06 combined with DEANA (De-Ana). Can only copy from Atari to PC with these programs and there is no error detection/recovery. You need a 5.25 inch floppy on the PC. Produces Xformer files which are easily converted to ATR files.

For double density disks I used Matthias Reichl's (sp?) wonderful utility called WriteATR. It can copy in both directions. Uses ATR files.

Both processes produce disk images files on the PC. You need some other utility or emulator to access file on the disk image.

If you just want to transfer Atari files to the PC then Dskutil (name simply Util.exe) comes to mind (sorry no link). Double density Atari diskettes are required and a 5.25" floppy drive on the PC.

I used all of the above utilities until I got my second SIO2PC cable. Now I use APE and SIO2PC software for transfers with a direct connection. (Though, I still use WriteATR because it is so slick).

By the way, I second the vote for cables from Artur Burzynski (sp?), the gentleman in Poland, mentioned elsewhere in this thread.

Although my first cable did not work because of incompatiblities between the 1-chip, SIO2PC design and my ATR-8000, the second cable (2-chip design) worked great.

Artur was very accommodating. Gave me several suggestions to try to fix my problem with the ATR-8000. Explained some mods for the original cable to try. Sent me the second cable (no extra charge) while I was playing with the first. Told me to experiment all I want. If one cable worked out then I was to send back the other. Otherwise he was willing to give me a full refund. I couldn't ask for anything more than that. He does nice work too. The cicuit is fitted inside the Atari SIO shell so there are no breakout boxes or exposed circuit boards. Just a clean cable.

Links

http://ch.twi.tudelft.nl/~sidney/atari/index.html
http://www.horus.com/~hias/atari/
http://j131atari.webpark.pl/

Steve Sheppard

1070. Re: Teac 360K Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 02:25:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9606D988EBB05emuslor@130.133.1.4>
Source record: 12425

Despite all prevention efforts, dx375 <dx375athotmail.com@> wrote in
news:8pop11df00ljhjn02t09vlteqkoei7gr2h@4ax.com:

> Hi Jess,
> Only new ones.
> Used ones seem pretty limited to 1.2's and the rare 360 in good
> condition.
> I want to test the complete case before I commit any further drives,
> should one or two be NOS defective. It does happen.
> The price per drive is $40US which includes S&H to Canada and the US
> (48 states only). (I'm making about $5 per drive)
> Pricing takes into account what I paid for them,shipping to and from,
> duties, insurance and good packaging.

If you run out and there is still enough interest, I can get these in
quantity and resell at cost. Depending on the number, it'll probably be
about the same price, and they're NOS units like your find.

> The only other supplier I could find with NOS 360's were
> http://www.ccsdrives.com/item/FD55BR
> At $100 US + S&H per drive, I'm sure they don't sell too many...
> As noted, the other three are not available yet, just checking for
> interest.
> Personally it will be handy to write Atari files directly on the PC
> using 1050 formatted disks.

Isn't it amazing how much prices can differ on things like this? There
never seems to be much rhyme or reason on pricing of older equipment like
this.

--
Slor

1071. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 04:12:29 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <NucTd.3273$DW.2238@newssvr17.news.prodigy.com>
Source record: 12426

"Solomon_Man" <solomonMUNGEman@yahoo.com> wrote in message..
> Thanks for the above reply,
SURE
> Is there a FAQ or link on the above process and how hard is it to get
> the Omnimon cart?
The Omnimon documentation isn't real easy to follow. I don't know
who sells the Omnimon OS. You buy a multi-OS that plugs in (if you have
socketed ROMs), to the ROM socket. Omnimon was by Newell, and I think the
multi-OS board was called a RAMROD. You could try Video-61, Best,
www.myatari.com, B&C, Ben Smith, one of those may have some RAMROD/Omnimon.
There were other cart copy ideas, 'Impersonator' was one, you'd boot up the
software and then plug your cart in, and then dump it, and use a 'dummy'
cart to run the resulting file. I don't like the plug/unplug cart ideas
much. Maybe www.atarimax.com has a multi-OS board and Machine Language
monitor that works.
> I have quite a bit of 8 bit stuff that I have continued to collect over
> the years not to mention what I had when I was a kid.
snip...
> I want to learn about the above process for a learning experience.
Copy protection is an intense subject. It is nice to know somethings about
the way it was done in the A8, many principles are the same today. I've
been dealing with modern ink-jet printer copy protection today. Refilling
ink carts.
New inkjets come with a chip in them to prevent you from refilling them.
Probably not so new, my newest printer is probably 6 years old. The Digital
Millineum Copyright act is a factor today, it wasn't in 1984. It may even
be illegal to discuss copy protection defeating in a news group. (Ewwwwwe,
that's fun.)
> Thanks for any other information you can supply,
> Chris
> Solomon_Man

1072. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 04:28:23 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0502232028.3c3a24d7@posting.google.com>
Source record: 12427

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:<1109144105.859964.292980@o13g2000cwo.googlegroups.com>...
> I think that this user *MIGHT* run into a problem.
>
> This data was saved by a program (some kind of database) that probably
> did not save the information in ASCII (or ATASCII) format. It,more
> than likely,is in a proprietary format
>
> I hope that this is not true,but if it is,he will need the original
> program to recover the data!

If you want omnimon you should go the way of atarimax.com, now, if you
wanna write and read Atari disks on pc you can use Util, it works
pretty well...
It is available at the UMICH archive. On the other hand i just got my
APE-SIO/PC interface, so no more util for me, at last my drives will
rest a while...

1073. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 06:41:45 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <ZFeTd.117950$0u.113286@fed1read04>
Source record: 12428

I really like and think there is *NO* better emulator than the Atari800WinPlus series!!! BTW, it's for Windows.

Question, though, which version is better??? They keep trying to make improvements to it, but, in my opinion, it has been sliding down the hill some ever since the original programmer stopped programming on it! Features have been changed or taken out that I have liked in the previous versions, etc, and cosmetic changes which I don't like and other issues!

I don't remember the last version that I was using that I really liked and was comfortable with? I think it was 27 or 27b? BUT I don't think it has some of the features that were added in a later version such as playing over the internet, cheat trainer, etc.

You can go here to get *ALL* of the versions created in this series and then decide for yourself what is best for you!

http://atariarea.histeria.pl/PLus/index_us.htm

It may be down right now? When I checked it, it didn't come up so keep checking! I just recently downloaded from there, though!

Have Fun!

Nite Hacker

BTW, does anyone know if they are still working on this project or has it kinda died out now? I see that the last version was 31 and it hasn't changed for a few years now? If they are still working on it, is there a way to contact the main project leader, etc, with suggestions or corrections?

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:_N6dnYxfwsK7IiHcRVn-pA@comcast.com...
> What's the best 8bit emulator & which version/release?
>
> For DOS, and Windows.
>
> -z-
>
>

1074. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 06:49:43 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <eNeTd.117951$0u.5783@fed1read04>
Source record: 12429

OK, so now I see there is a 4.0 beta 3! Where do you get it? I don't think it was at the link I posted so has it changed hands again!?!?

Thanks!

Nite Hacker

1075. Re: Holme's CDs Sent Out

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 06:52:50 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <JffTd.117966$0u.70047@fed1read04>
Source record: 12430

Isn't the auction still running? I thought there was 3 days left on it! I will contact you to get the address where I need to send my money and I will be sending it out on the 2nd!

Thanks,

Nite Hacker

"Steve S." <j70141@hotmail.com> wrote in message news:1105673454.b264f483a212f062d080cc16acb4124d@teranews...
> For those that requested a copy of the CDs that Holmes gave me before he
> shut down his website, I have now sent them out.
>
> Some people expressed an interest in the CDs that are full of all the Atari
> Games, but did not contact me much afterwards. If you are still interested,
> send me an email, with a reply to this above subject header (I get a lot of
> spam mail and need to weed it out).
>
>

1076. Re: Atari 800 XL - need help!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 07:31:00 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <BofTd.117968$0u.110296@fed1read04>
Source record: 12431

C'mon now!!! Surely you haven't forgotten that quickly... have you?? How old are you now? I am losing my memory too BUT I don't think, or I hope that I have not, lost that much yet!?!? *LMAO* I hit my 40th next year! Hard to believe!!!

This is Mario! I used to live in the neighborhood close to you and run into you once in awhile at the local store in my old neighborhood! Also, I used to work with you too... at the same place that Mel Barnes worked too! Does that ring more bells??? *LMAO*

****LMAO****

Nite Hacker

"John Collins" <atarian999@yahoo.com> wrote in message news:b787617a.0502231003.35936a2d@posting.google.com...
> Okay... "Nite Hacker". Boy does that name jiggle some brain cells.
> Give me a clue as to who you are. I'm John Collins, formerly of
> NWPAC.
>
>
> "Nite Hacker" <notvalid@yahoo.com> wrote in message news:<HirSd.77821$Yu.16325@fed1read01>...
> > Actually, after re-checking, either one seems to work... BUT just in case...
> >
> > ftp://spudster.org
> > ftp://ftp.spudster.org
> >
> > A GOOD resource for getting software or games for your NEW computer! :-)
> >
> > Enjoy!
> >
> >
> > ----- Original Message -----
> > From: "Nite Hacker" <notvalid@yahoo.com>
> > Newsgroups: comp.sys.atari.8bit
> > Sent: Monday, February 21, 2005 1:07 PM
> > Subject: Re: Atari 800 XL - need help!!
> >
> >
> > > > The spudster page I see referred to isn't correct, I think and spudster
> > > > seems to be busted right now. I think the correct page is
> > > > ftp://ftp.spudster.org.

> > > > Russg
> > >
> > > Sorry! I guess I posted it wrong! I stand corrected! :-)
> > >
> > > It *IS* working and still there! :-)
> > >
> > > Nite Hacker
> > > Long Time Atari Enthusiast! (circa 1986)
> > > (Iron Horse BBS owner (defunct) - bought from previous owner, Kevin
> > > Groninga)
> > > (PAUGS BBS owner (defunct) - formerly NWPAC's bbs, which the club is
now
> > > defunct too)

1077. Re: SpartaDOS X cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 07:51:54 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <yHfTd.117974$0u.23256@fed1read04>
Source record: 12432

Actually, this thread is really about DOS and not the OS! SpartaDOS X is a DOS on a cart! OS is still on the computer and is still used even when you boot this cart so the OS is just the standard OS on the computer. There is *NO* OS on this cart that loads to the computer. I don't know if there is a cart that loads a different OS... is there? I think the OS *HAS* to be modified in the computer instead?

As far as OS, there are a couple mod OSes that alot of people have liked or used... such as the Omnimon/Omniview (most common/preferred)! I think there was another one too? There are a *BUNCH* of mods... for the OS, Pokey(sound), Video, RAM, etc!!! I knew of someone who could do this mod and just about any other mod that you wanted! I don't know if he's still at the same address or not? I kinda want to try and look him up someday BUT I have a strong feeling that he's probably not doing much nowadays... if anything... if he's still around?

Nite Hacker

"Solomon_Man" <solomon_man@yahoo.com> wrote in message
news:1109194525.894732.26940@o13g2000cwo.googlegroups.com...
> Hello,
> I am a old Atari 8 bit user that is getting back into the Atari scene
> and wIth the above discussion about OS I have a few questions about the
> different OSs out there.
>
> 1) Which OS is the most popular?
>
> 2) What are the advantages of the Cartridge OSs?
>
> Suggestions on the OS that I now should use is greatly appreciated.
>
> Thanks,
> Chris
> Solomon_Man
>

1078. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 08:56:32 UTC
From: wduke@sympatico.ca
Message-ID: <1gsgxnv.1xsvxv1cc1h4iN%wduke@sympatico.ca>
Source record: 12433

Russ Gilbert <russgilb@MUNGEsbcglobal.net> wrote:

> Copy protection is an intense subject. It is nice to know somethings about
> the way it was done in the A8, many principles are the same today. I've
> been dealing with modern ink-jet printer copy protection today. Refilling
> ink carts.
> New inkjets come with a chip in them to prevent you from refilling them.
> Probably not so new, my newest printer is probably 6 years old. The Digital
> Millineum Copyright act is a factor today, it wasn't in 1984. It may even
> be illegal to discuss copy protection defeating in a news group. (Ewwwwwe,
> that's fun.)
> > Thanks for any other information you can supply,
> > Chris
> > Solomon_Man

Of course, the DMCA only applies to U.S. residents. I have some files
on copy protection that I would be willing to email to you, if you're
interested.

--
*** U-TOC *** | * Managed Resistance * | * Radio Watch Sarnia *
Connect To Change | The Empowerment People | Since 2001

managed_resistance@sympatico.ca

1079. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 14:11:59 UTC
From: Cagey Bee <nobody@nowhere.com>
Message-ID: <421e1865@news.greennet.net>
Source record: 12356

I was hoping to get some straight answers from this group, but that hasn't happened yet. Some of you say it isn't possible, some of you say it is. Some say I need special cables and software, some say I don't. Some say just pop the disk into a 5.25" drive and all will be well, others say that won't work. And even if I get the data over to a PC, some say it will be usable, others say it won't. Which of you am I to believe?? Can someone please give me a definitive answer?

If any of you brainiacs live in NE Indiana, let me know, and I'll turn the client over to you.

Kevin

"Cagey Bee" <nobody@nowhere.com> wrote in message
news:421aa60e@news.greennet.net...
> Can someone please direct me to web site (or sites) that shows exactly how
> to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
>
> Cagey Bee
>
>
>

1080. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 16:22:36 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109262156.586461.258700@l41g2000cwc.googlegroups.com>
Source record: 12434

Nite Hacker wrote:
> OK, so now I see there is a 4.0 beta 3! Where do you get it? I
don't think
> it was at the link I posted so has it changed hands again!?!?
>
> Thanks!
>
> Nite Hacker

Here you go.

http://www.a800win.atari-area.prv.pl/

Last update (ver. 4.0, beta 3) is now a year old.

I'd like to see some tweaks for PC joysticks. Gaming is much more difficult with Atari800Win Plus than with the real thing, at least with my PC joysticks. They all seem too sensitive to direction changes. False movement is very common and annoying. I think it could be fixed by allowing threshold adjustments.

I'd also like to see the indirect ATASCII to ASCII conversion (via H5: thru H8: drives) handled better. Right now it only converts Atari EOL (dec 155) to CR (dec 13) and vice versa. Doesn't deal with proper CR/LF's. The LF's (dec 10) (linefeeds) become a problem. When importing files via the H5: thru H8: drives the LF's get left in on the Atari side and LF's are not valid in the Atari environments.

I think the manual conversion utility works correctly but I'd rather just drop ASCII files into the virtual hard disk (a subdirectory) and load the files from within the emulated Atari.

Atari800Win Plus does support drag and drop of disk images and binary files but only for Drive 1. I'd like to have drag and drop for other drives.

Reading real Atari disks would be nice. Would be great to see something like DskUtil (Util.exe) and 1050-2-PC functionalities incorporated into Atari800Win Plus.

Steve Sheppard

1081. Omnimon for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 16:57:12 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <H6ednSCGQMb4moPfRVn-gQ@comcast.com>
Source record: 12435

Hello,

Are there plans available to build an Omnimon board for the Atari 800 computer including the eprom image? My searches didn't find anything, only eprom images for the XL series machines. Thanks a lot.

Ralph

1082. Re: Omnimon for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 17:56:15 UTC
From: gary@tsnc.net
Message-ID: <1109267775.301135.281040@o13g2000cwo.googlegroups.com>
Source record: 12436

RED wrote:
> Hello,
>
> Are there plans available to build an Omnimon board for the Atari 800
> computer including the eprom image? My searches didn't find
anything, only
> eprom images for the XL series machines. Thanks a lot.
>
> Ralph

Not sure if this is what you want to know ... but, the OmniMon was
orginally (I think) built for the 800 according to this review that was
done years ago.

http://www.cyberroach.com/analog/an12/default.htm

1083. Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 18:06:58 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109268418.498704.168740@o13g2000cwo.googlegroups.com>
Source record: 12437

Hi all,
I consider myself a newbie since I have not used my atari's disk/or cassete system for quite some time. I have a few questions concerning when and when not to use DOS.

1) When do I use DOS?
2) What File Types extensions do I use in DOS (or when the DOS program is Loaded)?
3) What File Types do I use when not in DOS (BAS?)
4) What File Types are there out there?
5) What is the difference between the OS (on the Machine 800XL) and the DOS on the Disk?
6) Some common commands to Load,Save,Delete files on DISK and CASSETE?
7) Can #6 (DISK) be done only when the DOS program is loaded?

Please do not be afraid to go to technical as I have a Bachelors in Computer Science but I have not used my Atari system activily other then to play games since I was about 10 and I am 30 now.

Thanks for all you help everyone,
Chris
Solomon_Man

1084. Re: Omnimon for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:02:52 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <zoidnbdiEJ9EuYPfRVn-1A@comcast.com>
Source record: 12438

Thanks for the reply. I'm looking for information on how to build the addon board and program the eprom. It looks like it would be a nice project for my newly acquired eprom programmer.

Ralph
<gary@tsnc.net> wrote in message
news:1109267775.301135.281040@o13g2000cwo.googlegroups.com...
> RED wrote:
> > Hello,
> >
> > Are there plans available to build an Omnimon board for the Atari 800
> > computer including the eprom image? My searches didn't find
> anything, only
> > eprom images for the XL series machines. Thanks a lot.
> >
> > Ralph
>
> Not sure if this is what you want to know ... but, the OmniMon was
> orginally (I think) built for the 800 according to this review that was
> done years ago.
>
> http://www.cyberroach.com/analog/an12/default.htm
>

1085. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:06:00 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <sApTd.11887$hU7.9822@newssvr33.news.prodigy.com>
Source record: 12439

Solomon_Man wrote:
> Hi all,
> I consider myself a newbie since I have not used my atari's disk/or
> cassete system for quite some time. I have a few questions concerning
> when and when not to use DOS.
>
> 1) When do I use DOS?

You will need a DOS to be loaded into memory and time you want
to access a DOS filesystem on disk, which is basically all the time
except when you are booting a self-booting game/utility disk.

> 2) What File Types extensions do I use in DOS (or when the DOS program
> is Loaded)?

If you are in the 'dup' menu of dos using the 'L'oad function,
typically you would use EXE/XEX/COM files, which are segments of code that
are loaded into memory, and optionally run.

The other functions of the dup menu are general purpose and generally
can operate on any file type. (Copy, Delete, etc)

> 3) What File Types do I use when not in DOS (BAS?)

It depends on what you have running on the computer. To you any type
of files at all from a disk, some type of DOS system will have to be present
in memory to provide the CIO D: handler.

If you are in BASIC with DOS loaded, you can load/save .BAS files. If
you are in Action! with DOS loaded you would be loading saving .ACT files, etc.

> 4) What File Types are there out there?

The EXE/COM/XEX and BAS files are the most common you will come across.
The extensions are arbitrary, so you will find files with every extension
you can imagine.

> 5) What is the difference between the OS (on the Machine 800XL) and the
> DOS on the Disk?

The Atari OS only has support for loading and saving raw blocks ('sectors')
to disks. To do anything more complex, like build/read a filesystem, you
need DOS loaded into memory to provide the 'D:' CIO handler.

> 6) Some common commands to Load,Save,Delete files on DISK and CASSETE?

To load a binary file from Atari DOS (or other Atari style DOSes) you
use the 'L'oad option from the DUP.SYS menu. Outside DUP.SYS you will need

to use the D: CIO handler in whatever way your host program supports. In BASIC it is:

LOAD "Dx:PROGRAM.BAS"

Where 'x' is the drive ID number, typically 1. Cassette loading and saving
is done in basic using the CLOAD and CSAVE commands.

> 7) Can #6 (DISK) be done only when the DOS program is loaded?

Yes. Cassette support is built into the OS.

Steve

1086. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:07:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E25D4.383552F0@students.uni-mainz.de>
Source record: 12440

Well,
the Atari software written to read a 180k or 360k or 720k IBM diskette
on an Atari floppy is always READ ONLY. Have not seen any Atari software
that would be able to write to an IBM formatted disk. However, there are
some polish floppy drives (TOMS and others) that can read+write+format
Atari densities as well as IBM densities, but they have special hardware
and Floppy-OS inside... -Andreas.

1087. Re: XF551 read/write IBM 360K disk ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:11:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E26F9.96371052@students.uni-mainz.de>
Source record: 12441

Well,
you can get that software from me. As said before: e-mail me and I will
return a zipped ATR image to you. -Andreas.

1088. Re: Turbo Basic instructions

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:20:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E2914.745AD0C9@students.uni-mainz.de>
Source record: 12442

Well,
since turbo Basic was once published as a type-in listing there were no
big manuals or documents available. but many Atarians (including english
speaking Atarians) provided helpful information on how to use TB XL,
what statements or commands are available, etc. etc. Think I have a
sort of doc. by Ron Fetzer in my collection, as well as a TB Compiler
with english (instead of german) on-screen instructions... As always:
if you are interested in this stuff, simply e-mail me and I will send a
zipped ATR image in return. -Andreas.

1089. Re: SpartaDOS 32g & XF551; Hyper-XF

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:34:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E2C33.4413985D@students.uni-mainz.de>
Source record: 12443

Well,
this new OS for the XF551 drive was once sold here in Germany by the author himself, Stefan Dorndorf. Alas, he no longer does. Luckily I have copies of the two ROMS available on diskette, so if you know how to convert some ML files to BIN (eprom-burnfiles), here you have a go. Two ROMS? Yes, one for 5,25" drives and one for 3,5" drives... e-mail me if you want them...

The lockup problem of the XF551 afaik only occurs under DOS 2.x derivatives, not under Sparta and compatibles. With the Hyper-XF-OS this lockup problem is almost solved/gone. The german manual also mentions the possibility of adding a switch to have an automatic density detection (like the 1050) with all available densities. Finally all floppy commands, as well as speeder commands (including XF551, Hyper-XF, Speedy, Happy, US-Doubler, Turbo) and copy protection commands are explained in this manual...

Now I need someone who can translate this manual into english language (I am not too lazy, the mentioned floppy, speeder and protection commands are greek to me, thus I cannot translate nor describe them). and er well, the manual is on paper, so I need someone to scan it or type it in, if that has not already been done somewhere... -Andreas.

1090. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:41:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E2DF3.8D271F8D@students.uni-mainz.de>
Source record: 12444

well,
the XF551 is (almost) a stack industry drive. And like all 5,25"
industry drives it uses the index hole. Meaning, if your 5,25" diskettes
do not have two index holes, you cannot use them as flippies (as you did
with the 1050 or other drives). If you are lucky and have a Mitsumi
drive, you can simply format side 2 on another drive (810, 1050, Rana,
Indus, etc.) and then read/write this formatted disk with the XF
drive... Of course there is the possibility to a) use both sides of the
disk at once (double-sided double-density = 360k for instance), thats
what all PC floppies did or b) build and install a sort of index-hole
redirection. Here in germany ABBUC has schematics for such a thing
available. Afaik in the US several vendors (Best, CSS, etc.) do still
sell this thing... -andreas.

1091. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:52:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E3066.FE615FEB@students.uni-mainz.de>
Source record: 12445

Well,
for the purpose of converting files from Sparta to Atari format I simply use the Menu.COM file. It can read Atari formatted disks and write the files onto sparta disks as well as the other way around: read Sparta disks files and write them to Atari DOS 2.x disks... Afaik the SpartaDOS Menu.COM program supports Single Density or Single and Double density but no Enhanced density. Thats why I always use the Sparta compatible BeweDOS and its Menu.COM file for that. It reads/writes SD/ED/DD Atari DOS 2.x and Sparta disk files making the conversion process very easy... -Andreas.

1092. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 19:56:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E3180.8825EA99@students.uni-mainz.de>
Source record: 12446

Hello Larry,
so you are copying from SpartaDOS to MyDOS? Please remember, MyDOS is
only compatible (sector-wise) to DOS 2 in Single and Double density, not
in any other format. So, if you try to copy from Sparta to MyDOS ED,
this may cause a lockup or an error... -Andreas.

1093. Re: Ramdisk Info...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 20:02:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E32C4.F5C9B128@students.uni-mainz.de>
Source record: 12347

Well Mathy,
your e-mail is not wrong typed there - it is spam-protected !! Hopefully this works ok. Or do you want dozens (or hundreds) of spam mails ?!? You know, the Ramdisk info list gets published here and in many other places... -Andreas.

1094. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 20:18:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E36AA.2100B0AC@students.uni-mainz.de>
Source record: 12348

Well,
TB is simply Turbo Basic XL, sorry for that abbreviation... it uses RAM
under the OS and thus does not work with most disk versions of Sparta.
It also does not work with the Sparta DOS X cart, but thats not because
of the RAM under the OS issue... -Andreas.

1095. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 20:22:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E379C.5C1C89EA@students.uni-mainz.de>
Source record: 12349

Hmmm,
well, I do not have Sparta DOS X cart, but someone said TB XL would not work with it... so now what ?!? Does TB XL work with Sparta DOS X cart or not ?!? Maybe that guy (who said it does not work) bought the Sparta DOS 3.3 cart from Video 61 ?!? OF course then it is obvious that TB XL will not work with it... -Andreas.

1096. Re: Where do I buy HDI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 20:32:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <421E39EA.281D91D7@students.uni-mainz.de>
Source record: 12350

Hmmm,
first of all you mean HDI = High Density (disk) interface by Erhard Puetz ?!?
Or do you mean HDI = Hard disk interface ?!? Well, the High density interface works with up to 4 drives (5,25" and/or 3,5"), standard industry drives; alas, the interface had been sold out a long time ago (approx. 1992) and it is not possible to exactly clone the pcb of this interface, because one or more chips are already out of production. So, one has to design a new PCB, which will not be easy... Afaik, less than 50 HDI`s were sold in the early 90s, so it will not be easy finding one. Try www.ebay.de or tell the readers at www.abbuc.de you are willing to pay a high price for it, maybe then you are lucky...

Hard disk interfaces ?!? Well, there are several options. Buy the Black Box from CSS, buy or build the My-IDE by Sijmen Schouten, buy a polish IDE interface from Jerzy, buy or build the SIO2IDE interface, etc. etc. Anyways, good luck ! -Andreas.

1097. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 21:26:18 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109280378.782099.289160@f14g2000cwb.googlegroups.com>
Source record: 12351

Thanks for the quick reply,

So there is one question that is lurking in my mind. So please be patient with me on this one as it is from a old memory and I am in the process of setting my system backup again. This is from Steve's previous comment that says,

"
It depends on what you have running on the computer. To you any
type
of files at all from a disk, some type of DOS system will have to be
present
in memory to provide the CIO D: handler.

If you are in BASIC with DOS loaded, you can load/save .BAS
files. If
you are in Action! with DOS loaded you would be loading saving .ACT
files, etc.

"

So you put the DOS DISK in the Drive, It Loads, It brings you the mainScreen (the Screen with the possibilities that if you press one of the possible single keys, it saves, loads etc.)

Can you go to the OS screen (For example if I wanted to to write a Atari Basic file)?

Basically is DOS loaded somewhere in memory and it is called upon when needed by some command i.e.. LOAD "Dx:PROGRAM.BAS" ?

Also what does the CIO stand for in the "CIO D: handler" statement?

Thanks for the help,
Chris

1098. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 21:33:40 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109280820.073960.134920@f14g2000cwb.googlegroups.com>
Source record: 12352

Hi again,

Forgot one question,

If you can go to the OS screen (where you would enter basic code etc.).

How would you do this is there a key or a selection in DOS that I can
do this?

Thanks,
Chris
Solomon_Man

1099. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 22:31:50 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cvlkjt$1224$1@mamut1.aster.pl>
Source record: 12353

> TB is simply Turbo Basic XL, sorry for that abbreviation... it uses RAM
> under the OS and thus does not work with most disk versions of Sparta.
> It also does not work with the Sparta DOS X cart

Well, this is false, it DOES WORK.

The entire Turbo BASIC XL package - that is, the interpreter, the compiler and the runtime library - works with SpartaDOS X without any problems. I have both (SpartaDOS X 4.20 and Turbo BASIC XL 1.5) and they cooperate without any problems.

However, to run Turbo BASIC XL under SpartaDOS X your machine must have at least 128k of RAM (mine has 256). On vanilla, 64k 800XL it won't work for the same reason as with SpartaDOS 3.x.

K.

1100. Re: WANTED: SpartaDOS Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 22:32:44 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cvlkli$1224$2@mamut1.aster.pl>
Source record: 12354

Andreas Magenheimer wrote:
> Hmmm,
> well, I do not have Sparta DOS X cart, but someone said TB XL would not
> work with it... so now what ?!?

Now ask him to read the section 9 of the SpartaDOS X user's manual :>

K.

1101. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-24 22:34:25 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <RDsTd.3415$DW.2803@newssvr17.news.prodigy.com>
Source record: 12355

Solomon_Man wrote:
>
> If you are in BASIC with DOS loaded, you can load/save .BAS
> files. If
> you are in Action! with DOS loaded you would be loading saving .ACT
> files, etc.
> "
>
> So you put the DOS DISK in the Drive, It Loads, It brings you the
> mainScreen (the Screen with the possibilities that if you press one of
> the possible single keys, it saves, loads etc.)
>
> Can you go to the OS screen (For example if I wanted to to write a
> Atari Basic file)?

I'm assuming here that you are using an XL or XE computer with
a built in BASIC rom.

When you boot with BASIC enabled (by not holding down OPTION), you
will get a READY prompt, which is BASIC. Then you type DOS to call the
DUP.SYS menu. At the DUP.SYS menu in most Atari style DOSes, you use
the 'B' option to 'RUN CARTRIDGE', that will return to you BASIC.

If you boot up with BASIC disabled by holding OPTION, you will not
be able to enter BASIC by using the 'RUN CARTRIDGE' option, it will complain
that no cartridge is inserted.

> Basically is DOS loaded somewhere in memory and it is called upon when
> needed by some command i.e.. LOAD "Dx:PROGRAM.BAS" ?
>
> Also what does the CIO stand for in the "CIO D: handler" statement?

CIO means Central Input/Output. When you turn on the Atari, there
are a number of built-in CIO handlers installed, including C:, P: and E:.

These are the cassette, printer, and screen 'handlers'. But there is
no D: handler to read and write files to the disk. That is loaded into memory
when DOS.SYS is initialized. After that a 'D:' entry is in the CIO table and
any program can, like basic, can read or write files to a DOS formatted disk
by prefixing the filename with D: or Dx: as in:

LOAD "D1:PROGRAM.BAS"

The "D1:PROGRAM.BAS" is passed to the CIO handler, which passes it to
DOS.SYS, which takes care of loading or saving your file.

If you are really interested in the internals of I/O on the Atari, check out
these articles.

http://www.atarimax.com/freenet/freenet_material/5.8-BitComputersSupportArea/7.TechnicalResourceCenter/showarticle.php?4
http://www.atarimax.com/freenet/freenet_material/5.8-BitComputersSupportArea/7.TechnicalResourceCenter/

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1102. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 00:50:06 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <2DuTd.12055$hU7.7730@newssvr33.news.prodigy.com>
Source record: 12357

"Cagey Bee" <nobody@nowhere.com> wrote in message
news:421e1865@news.greennet.net...
> I was hoping to get some straight answers from this group, but that hasn't
> happened yet. Some of you say it isn't possible, some of you say it is.
Some
> say I need special cables and software, some say I don't. Some say just
pop
> the disk into a 5.25" drive and all will be well, others say that won't
> work. And even if I get the data over to a PC, some say it will be usable,
> others say it won't. Which of you am I to believe?? Can someone please
give
> me a definitive answer?
>
> If any of you brainiacs live in NE Indiana, let me know, and I'll turn the
> client over to you.
>
> Kevin
>
>
> "Cagey Bee" <nobody@nowhere.com> wrote in message
> news:421aa60e@news.greennet.net...
> > Can someone please direct me to web site (or sites) that shows exactly
how
> > to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
> >
> > Cagey Bee
You didn't frame your question well enough to give a specific answer.
Someone said if the data is part of a commercial program, say a data base
program, the data will be in an unusable format, except by running the data
base software. I would guess the data in question is word processor data,
which would probably be retrievable even without the original word
processor, with some effort. No, it isn't possible to read a Atari 8-bit
single density disk in a PC, without some special hardware. So, let me ask
the questions.
1. What density are the disks? (probably single)
2. What program was used to make the files?
3. Is this something you want 'in general' for repeated use, or a one-time
event. ie. do you want to be able to do it yourself, or would it be OK to
have someone do it for you?
4. What equipment do you have, or propose to use to accomplish what you
want? Do you have Atari equipment, or just the disks?
A general answer to your question leaves much to be desired because we don't
have enough information to make a specific answer, so you get a lot of
answers.

Russg

1103. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 01:56:52 UTC
From: wduke@sympatico.ca
Message-ID: <1gsi99v.17xcjbdf2buvuN%wduke@sympatico.ca>
Source record: 12358

Managed Resistance <wduke@sympatico.ca> wrote:

> Russ Gilbert <russgilb@MUNGEsbcglobal.net> wrote:
>
>
> > Copy protection is an intense subject. It is nice to know somethings about
> > the way it was done in the A8, many principles are the same today. I've
> > been dealing with modern ink-jet printer copy protection today. Refilling
> > ink carts.
> > New inkjets come with a chip in them to prevent you from refilling them.
> > Probably not so new, my newest printer is probably 6 years old. The Digital
> > Millineum Copyright act is a factor today, it wasn't in 1984. It may even
> > be illegal to discuss copy protection defeating in a news group. (Ewwwwwe,
> > that's fun.)
> > > Thanks for any other information you can supply,
> > > Chris
> > > Solomon_Man
>
> Of course, the DMCA only applies to U.S. residents. I have some files
> on copy protection that I would be willing to email to you, if you're
> interested.

I just want to clarify that the files I have are text files and not
programs. They explain how copy protection works and the various
methods employed in protecting Atari 8-bit software from being
duplicated.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1104. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 01:56:53 UTC
From: wduke@sympatico.ca
Message-ID: <1gsi9ej.l8k551ssh0zkN%wduke@sympatico.ca>
Source record: 12359

Cagey Bee <nobody@nowhere.com> wrote:

> I was hoping to get some straight answers from this group, but that hasn't
> happened yet. Some of you say it isn't possible, some of you say it is. Some
> say I need special cables and software, some say I don't. Some say just pop
> the disk into a 5.25" drive and all will be well, others say that won't
> work. And even if I get the data over to a PC, some say it will be usable,
> others say it won't. Which of you am I to believe?? Can someone please give
> me a definitive answer?
>
> If any of you brainiacs live in NE Indiana, let me know, and I'll turn the
> client over to you.
>
> Kevin
>
>

What is it that you want to know?

Can you transfer Atari 8-bit files to your PC? The answer is: Yes!
Will the Atari 8-bit files work on your PC? The answer is: Maybe!

If you have files on your Atari 8-bit that you would like to transfer to
your PC, there are many ways to do so.

1) You could use your Atari 8-bit and modem to call your PC and upload
the files.

2) You could use a null modem cable between your Atari 8-bit and PC and
upload the files.

3) You could use your Atari 8-bit to upload the files to an online
service and then download the files with your PC.

4) You could use a cable such as an APE or SIO2PC to transfer the files
to your PC.

5) You could just download copies of the files that you want from the
internet and not even bother with doing an Atari to PC transfer.

I am assuming that you are running an Atari emulator on your PC and that
you want software for your Atari emulator. I have described five
methods above. Pick the method that seems most convenient for you and
do it!

Some Atari 8-bit software will NOT run on your PC for various reasons.
I'm not going to get into the myriad reasons here but suffice it to say
that you will find most Atari 8-bit software will run under emulation.

My best suggestion to you is to just download disk images of the Atari software from the internet. I think you'll be quite amazed at what is available as freeware, shareware, or abandonware. These Atari 8-bit disk images are quite abundant on the internet.

Don't expect everything to be handed to you on a silver platter! The people here will help you in any way they can but please remember that these people are Atari enthusiasts. The Atari 8-bit is not their career or their life! If you are not satisfied with the answers that you are getting from the people in this newsgroup, go find your own answers!

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1105. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 02:23:59 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <3%vTd.39773$uc.16797@trnddc08>
Source record: 12360

I repeat... If the Atari disk is readable (= not damaged), I can get the
files off the Atari disk into a PC. As to whether or not they are usable on
a PC, that depends on what kind of files they are.

"Cagey Bee" <nobody@nowhere.com> wrote in message
news:421e1865@news.greennet.net...
>I was hoping to get some straight answers from this group, but that hasn't
> happened yet. Some of you say it isn't possible, some of you say it is.
> Some
> say I need special cables and software, some say I don't. Some say just
> pop
> the disk into a 5.25" drive and all will be well, others say that won't
> work. And even if I get the data over to a PC, some say it will be usable,
> others say it won't. Which of you am I to believe?? Can someone please
> give
> me a definitive answer?
>
> If any of you brainiacs live in NE Indiana, let me know, and I'll turn the
> client over to you.
>
> Kevin
>
>
> "Cagey Bee" <nobody@nowhere.com> wrote in message
> news:421aa60e@news.greennet.net...
>> Can someone please direct me to web site (or sites) that shows exactly
>> how
>> to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
>>
>> Cagey Bee
>>
>>
>>
>
>

1106. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 02:29:38 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <m4wTd.39774$uc.10508@trnddc08>
Source record: 12361

He is Legit!! I got my copies from him when he first obtained them! (Thanks
Steve)

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:wU_Sd.116551$0u.36657@fed1read04...
>I was going to send you an email BUT it wouldn't send and I never got back
> to re-sending it.
>
> Thanks for the link, though! Got my bid in!
>
> Thanks again,
>
> Nite Hacker
>
> PS I would *STRONGLY* recommend and encourage that if you are interested
> in
> this offer... PLEASE don't be afraid to go for it! I believe this guy is
> truly legitimate and trustworthy and has been around awhile!!! ONLY 3
> days
> left... so HURRY!
>
>
> "Steve S." <j70141@hotmail.com> wrote in message
> news:1109099578.67429b25f3517d864630d8280087a9e1@teranews...
>> Thanks. I didn't get the email though. Hotmail is goofing up big time
>> right now and I wouldn't doubt it if I lost some emails through them.
>>
>> There is an ebay auction setup though... Item #5753229150
>>
>>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5753229150&ssPageName=STRK:MESE:IT
>>
>> Make a bid there, and you will get an email with further instructions.
>
>

1107. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 04:27:12 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <AOxTd.12118$hU7.2295@newssvr33.news.prodigy.com>
Source record: 12362

"Cagey Bee" <nobody@nowhere.com> wrote in message
snip
> If any of you brainiacs live in NE Indiana, let me know, and I'll turn the
> client over to you.
>
> Kevin
I made a longer response, but to respond to the above, I'm sure there are
people here who would make the necessary transfer for you, or your client.
I can't, I won't be at my Atari equipment for a while.

1108. Keys for Atari 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 06:27:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <23945b.590373@fmlynet.org>
Source record: 12364

> From: megamania <@virgilio.it>

> Hi everybody,

> I need the following keys for a sick Atari 800: spacebar, X, +, INSERT

>Does anybody have some spare keys? I live in Italy and I'll be happy to refund
> shipping costs (and, if requested, to pay a reasonable price).

> Thanks,
> gianfranco

Well, I can spare X and +.. let me know if you need those.

Doc Clu A3K

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1109. Re: Omnimon for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 06:35:56 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a3945c.59047c@fmlynet.org>
Source record: 12365

As for the addon board, I might actually have a few of those left if you want to do a trade. I take it you have the eprom image somewhere and are already working on that?

I have the boards in the original stereoform packaging and makeshift documentation that it was sold in years ago. As for the eprom, well not as many.

The guy who made that was here in Dallas.

Doc Clu A3K

> From: "RED" <redodd@NOSPAMcomcast.net>

> Thanks for the reply. I'm looking for information on how to build the addon
> board and program the eprom. It looks like it would be a nice project for my
> newly acquired eprom programmer.

> Ralph
> <gary@tsnc.net> wrote in message
> news:1109267775.301135.281040@o13g2000cwo.googlegroups.com...
>> RED wrote:
>> > Hello,
>> >
>> > Are there plans available to build an Omnimon board for the Atari 800
>> > computer including the eprom image? My searches didn't find
>> anything, only
>> > eprom images for the XL series machines. Thanks a lot.
>> >
>> > Ralph
>>
>> Not sure if this is what you want to know ... but, the OmniMon was
>> orginally (I think) built for the 800 according to this review that was
>> done years ago.
>>
>> http://www.cyberroach.com/analog/an12/default.htm
>>

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1110. Re: DNS'er Site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 06:50:42 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <111tim28tu8bfbb@corp.supernews.com>
Source record: 12363

On 22 Feb 2005 15:44:04 , Greg.Goodwin@family-news.org wrote:
> At the moment there is a new site for the UDS-10 users and others have
> have trouble with sites that have a changing IP address.
>
> Thanks to Oak of JYBOLAC we have a new site where you can look this up.
> It is in the alpha stages and feedback is encouraged.
>
> The IP to check out is..
>
> 198.136.234.38/4242
>
> Once there (you might have to try a few times) it will give a prompt
> saying:
>
> DNSer>
>
> ... at that point put in the DNS entry (IE. "Google.com") and rather
> than hitting enter, press control+J.
>
> The site will look up the DNS entry, and spit back an IP address. After
> that it will say goodbye and log you off. At which point you are able
> to enter in the IP address that it gave you and go to the BBS as usual.
> As you have probably found out by now, BBS's with "Dtdns",
> "no-ip" and other hosted domains have a IP that will change every ten
> minutes. So once you get the IP address from the DNSer, use it as soon
> after as possible.
>
> Oak says this was a very simple 2 K script (about 10 lines of code) that
> he was happy to do as a diversion from his regular IT work he does on
> the college campus he works for. Oak is even wanting to look at a Atari
> 8-bit to see what tinkering he can do with it. That could be...
> interesting. :)
>
> But as I said, he encourages feedback, and said to write me (Doctor Clu)
> at drclu (A T) swbell (D 0 T) net for feedback. He wants to add
> more to it, like a top ten list that could be selected with the hitting
> of numbers 0-9 and other things such as that.
>
> Remember, whatever suggestions you give remember that the point of the
> DNS'er is just to look up a DNS entry and get an IP address. It is a
> tool for UDS-10 and other users that are not able to look up DNS entries
> normally. (We thought about forwarding, but figure that could be
> abused) :)
>

> Well, as a UDS user myself, I am glad my friend made this for me and
> hosts it. He is worth the 17,000 student loan I took to meet him in
> college. :)
>
> Take care, and give those feedback, bugs, and suggestions so that we can
> improve this for the Atari BBS community.
>
> Doc Clu
> Another one from JYBOLAC. :)
>
>--- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
>.
Wow, I'll definitely use this. Thanks!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1111. DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 11:03:08 UTC
From: dgs@clara.net
Message-ID: <3568e886.0502250303.13860983@posting.google.com>
Source record: 12366

Hello All,

We are repeating our offer on the DGS Commercial/PD CD-ROM again. For this weekened only (from now until the end of the 27th Feb 2005), we are offering the CD for just $6, inlcuding airmail shipping. That's a $4 saving on the usual price. UK buyers can buy it for ï¿½2.00.

As you may have read before, eBay have basically banned us from selling this on eBay for no obvious reason. The only way to get this now is directly from us.

The CD contains our entire PD library (191 mostly double-sided disks), along with the majority of our commercial products, including the QUICK programming language, and SAM GUI from PPP Germany. The CD contains both ATR and DCM format images of the disks, along with user manuals in PDF format. Full details of the contents are on the website.

This offer is only available to readers of this group, and no direct link to the offer page exists on the main site, so please go directly to this page to get the discount:

http://www.dgs.clara.net/cdrom-a8.htm

Payment is by PayPal only. Payment buttons are on the page, or you can pay directly through PayPal if you prefer.

Dean Garraghty

1112. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 11:04:09 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <eZDTd.81443$Yu.10152@fed1read01>
Source record: 12368

Yeah, I *KNOW* he's legit!!!

Thanks for the confirmation, though! :-)

Nite Hacker

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:m4wTd.39774$uc.10508@trnddc08...
> He is Legit!! I got my copies from him when he first obtained them!
(Thanks
> Steve)

1113. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 11:26:51 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <eZDTd.81445$Yu.55754@fed1read01>
Source record: 12367

>No, it isn't possible to read a Atari 8-bit
> single density disk in a PC, without some special hardware. So, let me
ask
> the questions.

The only hardware needed is a 5.25" drive and a cable to connect it to! The drive might have to be a certain kind, mabye... like the OLD 360k drives or, I think, a 1.2mb will work too? I think the disks have to be in a certain format to work, though?

Come to think of it now, I vaguely remember doing that one time and it worked! I took a disk and formatted it on the Atari and then put a file on the disk and I was able to read it on the PC! I don't think you needed a prog to read the disk on the PC but I don't remember?

This probably is *NOT* the easiest and best method... but it is possible and it does work!

Nite Hacker

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:2DuTd.12055$hU7.7730@newssvr33.news.prodigy.com...
>
> "Cagey Bee" <nobody@nowhere.com> wrote in message
> news:421e1865@news.greennet.net...
> > I was hoping to get some straight answers from this group, but that
hasn't
> > happened yet. Some of you say it isn't possible, some of you say it is.
> Some
> > say I need special cables and software, some say I don't. Some say just
> pop
> > the disk into a 5.25" drive and all will be well, others say that won't
> > work. And even if I get the data over to a PC, some say it will be
usable,
> > others say it won't. Which of you am I to believe?? Can someone please
> give
> > me a definitive answer?
> >
> > If any of you brainiacs live in NE Indiana, let me know, and I'll turn
the
> > client over to you.
> >
> > Kevin
> >
> >
> > "Cagey Bee" <nobody@nowhere.com> wrote in message

> > news:421aa60e@news.greennet.net...
> > > Can someone please direct me to web site (or sites) that shows exactly
> how
> > > to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
> > >
> > > Cagey Bee
> You didn't frame your question well enough to give a specific answer.
> Someone said if the data is part of a commercial program, say a data base
> program, the data will be in an unusable format, except by running the
data
> base software. I would guess the data in question is word processor data,
> which would probably be retrievable even without the original word
> processor, with some effort. No, it isn't possible to read a Atari 8-bit
> single density disk in a PC, without some special hardware. So, let me
ask
> the questions.
> 1. What density are the disks? (probably single)
> 2. What program was used to make the files?
> 3. Is this something you want 'in general' for repeated use, or a
one-time
> event. ie. do you want to be able to do it yourself, or would it be OK to
> have someone do it for you?
> 4. What equipment do you have, or propose to use to accomplish what you
> want? Do you have Atari equipment, or just the disks?
> A general answer to your question leaves much to be desired because we
don't
> have enough information to make a specific answer, so you get a lot of
> answers.
> Russg
>
>

1114. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 11:34:05 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <a3ETd.81446$Yu.8855@fed1read01>
Source record: 12369

Thanks!

Only question left... are they still working on this project or has it died
out? Is someone here taking note of these suggestions you made or is there
a way to reach someone who is working on the project or is it considered
dead at this time?

Nite Hacker

<stephensheppard@hotmail.com> wrote in message
news:1109262156.586461.258700@l41g2000cwc.googlegroups.com...
> Nite Hacker wrote:
> > OK, so now I see there is a 4.0 beta 3! Where do you get it? I
> don't think
> > it was at the link I posted so has it changed hands again!?!?
> >
> > Thanks!
> >
> > Nite Hacker
>
> Here you go.
>
> http://www.a800win.atari-area.prv.pl/
>
> Last update (ver. 4.0, beta 3) is now a year old.
>
> I'd like to see some tweaks for PC joysticks. Gaming is much more
> difficult with Atari800Win Plus than with the real thing, at least with
> my PC joysticks. They all seem too sensitive to direction changes.
> False movement is very common and annoying. I think it could be fixed
> by allowing threshold adjustments.
>
> I'd also like to see the indirect ATASCII to ASCII conversion (via H5:
> thru H8: drives) handled better. Right now it only converts Atari EOL
> (dec 155) to CR (dec 13) and vice versa. Doesn't deal with proper
> CR/LF's. The LF's (dec 10) (linefeeds) become a problem. When importing
> files via the H5: thru H8: drives the LF's get left in on the Atari
> side and LF's are not valid in the Atari environments.
>
> I think the manual conversion utility works correctly but I'd rather
> just drop ASCII files into the virtual hard disk (a subdirectory) and
> load the files from within the emulated Atari.
>
> Atari800Win Plus does support drag and drop of disk images and binary
> files but only for Drive 1. I'd like to have drag and drop for other

> drives.
>
> Reading real Atari disks would be nice. Would be great to see
> something like DskUtil (Util.exe) and 1050-2-PC functionalities
> incorporated into Atari800Win Plus.
>
> Steve Sheppard
>

1115. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 11:48:47 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <AfETd.81447$Yu.71882@fed1read01>
Source record: 12370

> If you don't have an 8-bit drive to work with, then you will have to use
> another method such, as I said, an old 5.25 drive and prog to read the
8-bit
> floppies (and it *CAN* be done!) or using some kind of cable between the
> 8-bit and PC, which there are a few ways to do that.

Correction: I don't think a prog is needed to be able to read 8-bit floppies on a PC? Only thing needed is an old-style 5.25 drive (I don't know if any 5.25 will work?) and a cable to connect it up. I haven't really tested this method much, BUT I did do it one time and it worked! I think the disk has to be in 180k format because I think that's the lowest format available on a 5.25 drive? So, if you use this method, you probably will need an 8-bit drive (Rana, etc) that does TRUE double density (180k). None of the Atari drives are suitable using this method because they can't do true double density! So this method probably is *NOT* the best since most disks out there are probably in either 90k or 1050 enhanced density!

So sorry for bringing this solution up and confusing you! I realize now that it's *NOT* a good solution for you or your client! Again, the *BEST* solution, if they have an 8-bit drive you can use, is to use a cable as suggested here... APE or SIO2PC! I recommend the latter because you might need to use a program with APE to read the disks but I don't think you need one using an SIO2PC cable?

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:eZDTd.81444$Yu.10634@fed1read01...
> There *ARE* several methods to transfer files from an 8-bit to the PC!!!
> It's *NOT* a question of can it be done, BUT how do you want to do it,
> because... it *CAN* and *HAS* been done! It's a matter of choice and
> preference. There are several methods and programs to do it and so it's
> just a matter of finding one!
>
> However, I will tell you that probably the *BEST* method is using SIO2PC
> which is a cable that you can connect an Atari 8-bit drive, if you have
one,
> to your PC and then transfer the files over to the PC. This is the most
> direct and reliable method there is! Now, it's just a matter of getting a
> cable to do it! That's *ALL* there really is to transferring files over
the
> easy way!!!
>
> If you don't have an 8-bit drive to work with, then you will have to use
> another method such, as I said, an old 5.25 drive and prog to read the
8-bit
> floppies (and it *CAN* be done!) or using some kind of cable between the

> 8-bit and PC, which there are a few ways to do that.
>
> Hope this helps now???
>
> Nite Hacker
>
>
> "Cagey Bee" <nobody@nowhere.com> wrote in message
> news:421e1865@news.greennet.net...
> > I was hoping to get some straight answers from this group, but that
hasn't
> > happened yet. Some of you say it isn't possible, some of you say it is.
> Some
> > say I need special cables and software, some say I don't. Some say just
> pop
> > the disk into a 5.25" drive and all will be well, others say that won't
> > work. And even if I get the data over to a PC, some say it will be
usable,
> > others say it won't. Which of you am I to believe?? Can someone please
> give
> > me a definitive answer?
> >
> > If any of you brainiacs live in NE Indiana, let me know, and I'll turn
the
> > client over to you.
> >
> > Kevin
> >
> >
> > "Cagey Bee" <nobody@nowhere.com> wrote in message
> > news:421aa60e@news.greennet.net...
> > > Can someone please direct me to web site (or sites) that shows exactly
> how
> > > to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
> > >
> > > Cagey Bee
> > >
> > >
> > >
> >
> >
>
>

1116. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 12:47:31 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <O6FTd.81448$Yu.29746@fed1read01>
Source record: 12371

Looks like this thread is dead, but I saw it and wanted to see if I could make it clearer for you, Retro!

Sounds like the games you are referring to are games that load from a disk-based format! I seriously doubt you can convert these from sng to dbl density! These kinds of games rely on the disk format which they were made in... most commonly 90k(128b/sector)! These you *CAN'T* convert to dbl because the sectors WON'T be in alignment! If you try to put them into a dbl density, you will end up with 2 128k sectors in 1 256k sector! You think it might still work, but it won't because the game would not be able to find the 2nd sector! Disk based games are based on sector links and they are usually in the sng format (128b/sector). If you did try to convert, it would end up like this....

90k (128b/sector) vs. 180k (256b/sector)
sector 4 sector 4 sector 5
sector 5 sector 6 sector 7
sector 6 sector 8 sector 9
sector 7
sector 8
sector 9

See what I mean yet?

Now if the games were converted to a file format from the disk-based format, then they will work in any density as the person who converted the game has removed the sector links and put it into a file format which can be loaded from any density.

Yes, most disk-based games *ARE* in sng and cannot be converted to dbl. Unfortunately, sector links are not changed if you try and move it from sng to dbl so, as I said above, you will end up with 2 128b in 1 256b sector! If you can convert the sector links, which is tedious, then it might work! Or just remove the links and make it into a file, if you know how? Hence, you need to look for a file format of your game in order to use it in a dbl density image file.

Hope this helps?

Nite Hacker

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:B2xLd.4307$S3.2252@newsread2.news.atl.earthlink.net...
> Need more info... are these boot disks or simple binary files? Are you
using
> a bootstrap loader? These game 'dos'es are density specific because they
use

> raw SIO and extract the link bytes from expected offsets into the sectors
> rather than utilizing the file management system.
> Jess
>
> "Jack" <tseng4@hotmail.com> wrote in message
> news:2ShLd.104525$Wo.80574@lakeread08...
> > I convert the games from single density to double density. When the game
> is
> > loaded, it is always locked up. Most the games do not work with the
double
> > density disk. I dont understand why... Can anyone tell me a reason?
> >
> > Thanks!
> > Jack Tseng
>
>
>

1117. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 13:00:19 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <FiFTd.81449$Yu.10847@fed1read01>
Source record: 12372

I don't know if you are talking about real disks or emulation, but here's my answer...

Are these files in an ATR format or are they EXEs? If they are ATRs, then you *CANNOT* convert it into a dbl density ATR because there are probably sector links and they would be bunched up and the game would not be able to load! It will stop right after the boot sectors (1-3)!

Disk-based games cannot be converted from sng to dbl density because of the sector links that the game looks for as it is loading!

You would need to get these games in an file format (EXE/COM) instead... which you should be able to find them!

Hope this helps?

Nite Hacker

"Jack" <tseng4@hotmail.com> wrote in message
news:yqdOd.30960$2p.22943@lakeread08...
> Okay.. Beyond Castle Wolfenstein and Castle Wolfenstien wont run in double
> density disk. I use Atari DOS 2.0D, double density DOS to copy the files
> from the single density disk to double density. when I boot it, nothing or
> locked up. HOW COME???
>
> Jack
>
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:zoCLd.5003$wA5.428@newssvr33.news.prodigy.com...
> > OK. Someone already mentions that some game 'boot' disks, ie. menu
loaders
> > are density specific. I suspect you're copying from a game disk to a
DOS
> > disk and these are games that don't load with DOS because they require
> > memory that DOS uses. Mathias suggests a game loader, MyPicoDOS. Many,
> > most commercial games need such a boot DOS.
> > Jack <tseng4@hotmail.com> wrote in message
> > news:ENzLd.108067$Wo.46577@lakeread08...
> > > I use Double Density DOS, like Atari DOS 2.0D, MachDOS, MyDOS, etc....
> to
> > > copy the files from Single Density to Double Density.
> > >
> > > Jack
> > >
> > > "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> > > news:FVhLd.4661$wA5.3679@newssvr33.news.prodigy.com...

> > > > How did you convert from dbl to sngl density?
> > > > It could be as simple as copying files from a sngl disk to a dbl.
> > > > Or did you try to sector copy from sngl to dbl?
> > > > Some boot loaders require to be a certain density.
> > > > Jack <tseng4@hotmail.com> wrote in message
> > > > news:2ShLd.104525$Wo.80574@lakeread08...
> > > > > I convert the games from single density to double density. When
the
> > game
> > > > is
> > > > > loaded, it is always locked up. Most the games do not work with
the
> > > double
> > > > > density disk. I dont understand why... Can anyone tell me a
reason?
> > > > >
> > > > > Thanks!
> > > > > Jack Tseng
> > > > >
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> > >
> >
>

1118. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 13:12:07 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <KtFTd.81450$Yu.76865@fed1read01>
Source record: 12373

I couldn't remember but thanks for the info!

As far as this person, they need a simple and easy way to get files from Atari 8-bit disks to a PC, so that's why I recommend the SIO2PC instead... assuming the person has an 8-bit drive to use to connect to the PC?

Using the method I previously suggested would be much more tedious and pretty much useless because most of the disks, I am assuming, that the person has are probably in sng (90k) or enhanced (1050) density. Using the method I suggested, the disks would all have to be in 180k density or transferred to 180k density (tedious, if you have ALOT of them!)... don't they?

If the person doesn't have that many disks, then this could be a quick and easy solution! Just need a 360k drive, as you said, and a cable and hook it up and you're set to go! BUT you need an 8-bit drive that is capable of true double density (Rana, etc?) and format a disk on the 8-bit and then move the file to the 180k disk and then put it on the PC to get the file. Is this right?

Nite Hacker

"dx375" <dx375athotmail.com@> wrote in message
news:la4u11l4dbq3evivcd5838hj33mdhf39b7@4ax.com...
> 360K 300rpm drive works best...
> The 1.2's spin at 360rpm and have write issues (all bad, hence pretty
> well useless)
> The Atari's spin at 288rpm native.
> SIO is fine, but I prefer working from a PC drive myself.
> Cheers Dave
>
> On Fri, 25 Feb 2005 04:26:51 -0700, "Nite Hacker" <notvalid@yahoo.com>
> wrote:
>
> >>No, it isn't possible to read a Atari 8-bit
> >> single density disk in a PC, without some special hardware. So, let me
> >ask
> >> the questions.
> >>
> >The only hardware needed is a 5.25" drive and a cable to connect it to!
The
> >drive might have to be a certain kind, mabye... like the OLD 360k drives
or,
> >I think, a 1.2mb will work too? I think the disks have to be in a
certain
> >format to work, though?

> >
> >Come to think of it now, I vaguely remember doing that one time and it
> >worked! I took a disk and formatted it on the Atari and then put a file
on
> >the disk and I was able to read it on the PC! I don't think you needed a
> >prog to read the disk on the PC but I don't remember?
> >
> >This probably is *NOT* the easiest and best method... but it is possible
and
> >it does work!
> >
> >Nite Hacker
> >
> >
> >"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> >news:2DuTd.12055$hU7.7730@newssvr33.news.prodigy.com...
> >>
> >> "Cagey Bee" <nobody@nowhere.com> wrote in message
> >> news:421e1865@news.greennet.net...
> >> > I was hoping to get some straight answers from this group, but that
> >hasn't
> >> > happened yet. Some of you say it isn't possible, some of you say it
is.
> >> Some
> >> > say I need special cables and software, some say I don't. Some say
just
> >> pop
> >> > the disk into a 5.25" drive and all will be well, others say that
won't
> >> > work. And even if I get the data over to a PC, some say it will be
> >usable,
> >> > others say it won't. Which of you am I to believe?? Can someone
please
> >> give
> >> > me a definitive answer?
> >> >
> >> > If any of you brainiacs live in NE Indiana, let me know, and I'll
turn
> >the
> >> > client over to you.
> >> >
> >> > Kevin
> >> >
> >> >
> >> > "Cagey Bee" <nobody@nowhere.com> wrote in message
> >> > news:421aa60e@news.greennet.net...
> >> > > Can someone please direct me to web site (or sites) that shows
exactly
> >> how
> >> > > to transfer data from an Atari 800 floppy disk to a modern PC?

Thanks!
> >> > >
> >> > > Cagey Bee
> >> You didn't frame your question well enough to give a specific answer.
> >> Someone said if the data is part of a commercial program, say a data
base
> >> program, the data will be in an unusable format, except by running the
> >data
> >> base software. I would guess the data in question is word processor
data,
> >> which would probably be retrievable even without the original word
> >> processor, with some effort. No, it isn't possible to read a Atari
8-bit
> >> single density disk in a PC, without some special hardware. So, let me
> >ask
> >> the questions.
> >> 1. What density are the disks? (probably single)
> >> 2. What program was used to make the files?
> >> 3. Is this something you want 'in general' for repeated use, or a
> >one-time
> >> event. ie. do you want to be able to do it yourself, or would it be OK
to
> >> have someone do it for you?
> >> 4. What equipment do you have, or propose to use to accomplish what
you
> >> want? Do you have Atari equipment, or just the disks?
> >> A general answer to your question leaves much to be desired because we
> >don't
> >> have enough information to make a specific answer, so you get a lot of
> >> answers.
> >> Russg
> >>
> >>
> > >
>

1119. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 13:49:40 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <cvnacq$1tci$1@mamut1.aster.pl>
Source record: 12374

> 360K 300rpm drive works best...
> The 1.2's spin at 360rpm and have write issues (all bad, hence pretty
> well useless)
> The Atari's spin at 288rpm native.

Except for XF-551 which has spin at 300 rpm. You couldn't read/write standard Atari floppies on it, if the rotation wasn't compensated by a higher frequency oscillator supplying the clock to the WD 1772. The same way, I guess, you can use a drive rotating at 360 rpm.

K.

1120. Re: Omnimon for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 14:23:23 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <e5udnbimg-xlqYLfRVn-gw@comcast.com>
Source record: 12375

<Greg.Goodwin@family-news.org> wrote in message
news:a3945c.59047c@fmlynet.org...
> As for the addon board, I might actually have a few of those left if
you
> want to do a trade. I take it you have the eprom image somewhere and
are
> already working on that?
>
> I have the boards in the original stereoform packaging and makeshift
> documentation that it was sold in years ago. As for the eprom, well
not as
> many.
>
> The guy who made that was here in Dallas.
>
> Doc Clu A3K
>
>
>
> > From: "RED" <redodd@NOSPAMcomcast.net>
>
> > Thanks for the reply. I'm looking for information on how to build the
addon
> > board and program the eprom. It looks like it would be a nice project
for my
> > newly acquired eprom programmer.
>
> > Ralph
> > <gary@tsnc.net> wrote in message
> > news:1109267775.301135.281040@o13g2000cwo.googlegroups.com...
> >> RED wrote:
> >> > Hello,
> >> >
> >> > Are there plans available to build an Omnimon board for the Atari 800
> >> > computer including the eprom image? My searches didn't find
> >> anything, only
> >> > eprom images for the XL series machines. Thanks a lot.
> >> >
> >> > Ralph
> >>
> >> Not sure if this is what you want to know ... but, the OmniMon was
> >> orginally (I think) built for the 800 according to this review that was
> >> done years ago.
> >>

> >> http://www.cyberroach.com/analog/an12/default.htm
> >>
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
(8:8/2)

Hello,

Yes I'm interested in the addon board AND the eprom image. I couldn't find either. I'm sure we do some sort of trade. I have to go shovel snow now because it's winter in New Jersey but let me know what you are looking for in a trade. Thanks a lot.

Ralph

1121. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 14:53:20 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <JYGTd.81462$Yu.47522@fed1read01>
Source record: 12376

I don't remember how you do it? Maybe you have to format the disk on the PC
first? Then put it on the 8-bit and put the file on the disk or visa-versa?
I know I did it one time and it worked!

There are some limitations to this method... but it works... somehow!

Nitehacker

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:cvnacq$1tci$1@mamut1.aster.pl...
> > 360K 300rpm drive works best...
> > The 1.2's spin at 360rpm and have write issues (all bad, hence pretty
> > well useless)
> > The Atari's spin at 288rpm native.
>
> Except for XF-551 which has spin at 300 rpm. You couldn't read/write
> standard Atari floppies on it, if the rotation wasn't compensated by a
> higher frequency oscillator supplying the clock to the WD 1772. The same
> way, I guess, you can use a drive rotating at 360 rpm.
>
> K.

1122. ftp.spudster.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 15:33:11 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <2yHTd.81473$Yu.46780@fed1read01>
Source record: 12377

Does anyone know how to get a hold of someone at this site?

There's a problem. I think it's on their end!

I can't get directory listings. It stops after 38 files and won't get the rest of the directory!

I am using an ftp client... Total Commander and I haven't had this problem in the past.

Does anyone know what might be the problem or how I can get a hold of them to let them know there might be a problem on their server?

Thanks!

Nite Hacker

1123. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 15:58:13 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-emdnbBvTcuL1oLfRVn-iw@comcast.com>
Source record: 12378

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:AfETd.81447$Yu.71882@fed1read01...
: > If you don't have an 8-bit drive to work with, then you will have to use
: > another method such, as I said, an old 5.25 drive and prog to read the
: 8-bit
: > floppies (and it *CAN* be done!) or using some kind of cable between the
: > 8-bit and PC, which there are a few ways to do that.
:
: Correction: I don't think a prog is needed to be able to read 8-bit
: floppies on a PC? Only thing needed is an old-style 5.25 drive (I don't
: know if any 5.25 will work?) and a cable to connect it up. I haven't really
: tested this method much, BUT I did do it one time and it worked! I think
: the disk has to be in 180k format because I think that's the lowest format
: available on a 5.25 drive? So, if you use this method, you probably will
: need an 8-bit drive (Rana, etc) that does TRUE double density (180k). None
: of the Atari drives are suitable using this method because they can't do
: true double density! So this method probably is *NOT* the best since most
: disks out there are probably in either 90k or 1050 enhanced density!
:
: So sorry for bringing this solution up and confusing you! I realize now
: that it's *NOT* a good solution for you or your client! Again, the *BEST*
: solution, if they have an 8-bit drive you can use, is to use a cable as
: suggested here... APE or SIO2PC! I recommend the latter because you might
: need to use a program with APE to read the disks but I don't think you need
: one using an SIO2PC cable?

APE "is" the program, SIO2PC is the hardware "cable".

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1124. Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 16:04:23 UTC
From: Farb <google@atari8bit.org>
Message-ID: <1109347463.848228.254520@o13g2000cwo.googlegroups.com>
Source record: 12379

I've posted an interview with Bill Hogue, author of Miner 2049er and
Bounty Bob Strikes Back on Atari8bit.org. Enjoy!

->Dan
http://www.atari8bit.org

1125. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 16:06:08 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <W0ITd.81482$Yu.35225@fed1read01>
Source record: 12380

OK, so you do need APE or another program to use the SIO2PC?

There are other programs that can use the SIO2PC, right?

Thanks!

Nite Hacker

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:-emdnbBvTcuL1oLfRVn-iw@comcast.com...
>
> "Nite Hacker" <notvalid@yahoo.com> wrote in message
news:AfETd.81447$Yu.71882@fed1read01...
> : > If you don't have an 8-bit drive to work with, then you will have to
use
> : > another method such, as I said, an old 5.25 drive and prog to read the
> : 8-bit
> : > floppies (and it *CAN* be done!) or using some kind of cable between
the
> : > 8-bit and PC, which there are a few ways to do that.
> :
> : Correction: I don't think a prog is needed to be able to read 8-bit
> : floppies on a PC? Only thing needed is an old-style 5.25 drive (I don't
> : know if any 5.25 will work?) and a cable to connect it up. I haven't
really
> : tested this method much, BUT I did do it one time and it worked! I
think
> : the disk has to be in 180k format because I think that's the lowest
format
> : available on a 5.25 drive? So, if you use this method, you probably
will
> : need an 8-bit drive (Rana, etc) that does TRUE double density (180k).
None
> : of the Atari drives are suitable using this method because they can't do
> : true double density! So this method probably is *NOT* the best since
most
> : disks out there are probably in either 90k or 1050 enhanced density!
> :
> : So sorry for bringing this solution up and confusing you! I realize now
> : that it's *NOT* a good solution for you or your client! Again, the
BEST
> : solution, if they have an 8-bit drive you can use, is to use a cable as
> : suggested here... APE or SIO2PC! I recommend the latter because you
might
> : need to use a program with APE to read the disks but I don't think you

need
> : one using an SIO2PC cable?
>
> APE "is" the program, SIO2PC is the hardware "cable".
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>

1126. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 16:19:00 UTC
From: Relav Anier <Invalid@email.com>
Message-ID: <UdlTd.5579$873.197@newsread3.news.pas.earthlink.net>
Source record: 12381

He was a technical write until the 1980's where he quit his job because he
was making more money as a programmer. However, after the software crash of
the early 1980's (1983 or so), he went back to being a technical writer and
hasn't written anything since.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:kqqdnZGHjs8kP4vfRVn-pA@comcast.com...
> Thanks.
>
> I remember Claim Jumper but I don't recall Dog Daze at all.....
>
> I don't think the article says what Gray Chang is doing now....that'd be
> interesting to know what he's been doing since the atari 8-bit daze.
>
> -z-
>
> "Farb" <google@atari8bit.org> wrote in message
> news:1108398821.289735.177040@z14g2000cwz.googlegroups.com...
>> Hi all,
>>
>> I've just posted a new interview with Gray Chang, author of Dog Daze
>> and Claim Jumper :)
>>
>> http://www.atari8bit.org
>>
>> ->Dan
>>
>
>

1127. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 16:27:40 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <YvCdnX3K1O2cz4LfRVn-sw@comcast.com>
Source record: 12382

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:W0ITd.81482$Yu.35225@fed1read01...
: OK, so you do need APE or another program to use the SIO2PC?

Yes, the PC's controller although it can write and read
160K, 180K disks can't assimilate the same format as the
atari drives. Neither can the OS determine which sector/track
the data is on in it's own drive alone. If you think this
is bad, try an Apple II disk. :o) They're more their own
construction than the Atari disks. Plus they use GCR, Apple's
own writing technique.

: There are other programs that can use the SIO2PC, right?

I'm not sure if Imagic actually reads and writes disks, but
it is an excellent image converter. There are others. I used
to have a blast with this stuff on my 8088 machine running
older DOS's. I'm just now getting back into this, so I will
be available to add to this thread whenever I discover some
programs that I had forgotten about. :o)

: Thanks!

You're welcome.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1128. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 16:38:07 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <PvITd.6773$Ba3.2364@newsread2.news.atl.earthlink.net>
Source record: 12383

Hey, Chris;

"Solomon_Man" <solomon_man@yahoo.com> wrote in message
news:1109268418.498704.168740@o13g2000cwo.googlegroups.com...
> Hi all,
> I consider myself a newbie since I have not used my atari's
disk/or
> cassete system for quite some time. I have a few questions
concerning
> when and when not to use DOS.
>
> 1) When do I use DOS?

DOS is just the disk file management system (FMS); you must boot
it whenever you want to load or save files to disk storage
instead of
cassette. Exception: boot disk games do not need it.

> 2) What File Types extensions do I use in DOS (or when the DOS
program
> is Loaded)?

Extensions are just the last 3 characters of disk file names;
conventions exist to eliminate confusion with other users and
your memory. Common types in Dos are SYStem and
COMmand and maybe BINary. The Dos Menu is used to
move, copy, erase and rarely load, save or combine many
different kinds of file.

> 3) What File Types do I use when not in DOS (BAS?)

Typically non Dos types may be SYS, COM, BIN, ASseMbly, Mac65,
OBJect, EXEcutable, TeXT, DATa, ACTion, LIBrary, PICture, FoNT,
ARChive, SouRCe, and any other 3 letters someone devises.

> 4) What File Types are there out there?

Most common are those above plus BASic sometimes called
SAVed and LiSTed Basic for your purposes.

Generally; 2 types: Application and Data. After this the lines
blur..
System files are really a type of application; they are also
executable
binary object files; Basic and Assembly languages are (sometimes
on carts) applications which generate data files which can also
be

application programs in tokenized or text or binary formats.
Beyond
this it can spiral into insanity. Word processors create data
files in
either text or tokenized form with printer layout codes;
spreadsheets
and data bases have various data formats, as well etc. etc.

> 5) What is the difference between the OS (on the Machine 800XL)
> and the DOS on the Disk?

The OS handles the keyboard, display, printer, cassette, sound,
and start of disk boot process; Dos finishes booting FMS and
configures itself to be utilized transparently by the OS in
accessing
disk data as files.

> 6) Some common commands to Load,Save,Delete files on DISK and
CASSETE?

Disk pairs are: SAVE and LOAD "D2:FILENAME.SAV" for tokenized
or LIST and ENTER "D1:SAMEFILE.LST" for text versions of program.
Delete is XIO 33, #7,0,0,"D1:FILENAME.EXT" or use Dos menu. This
btw only marks the space as available rather than removing the
data;
suitable utilities can recover it anytime before it is
overwritten by new files.

Pairs on cassette are CLOAD & CSAVE and SAVE "C:" & LOAD "C:"
for tokenized and LIST "C:" & ENTER "C:" for the text format.
These are
all three slightly different incompatible formats on the tape.
All you can do
is record over top of a file to remove.

> 7) Can #6 (DISK) be done only when the DOS program is loaded?

Yes for disk; cassette is accessable even when Dos not booted.
Jess

> Please do not be afraid to go to technical as I have a
Bachelors in
> Computer Science but I have not used my Atari system activily
other
> then to play games since I was about 10 and I am 30 now.
>
> Thanks for all you help everyone,
> Chris
> Solomon_Man
>

1129. Re: Gray Chang interview on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 17:06:24 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <CVITd.81486$Yu.6663@fed1read01>
Source record: 12384

Just about everything crashed around then, uh? Including 2600 and most of
the video game industry or they were starting to crash! Even the nation's
economy! Weren't we in a depression or recession during that time?

Nite Hacker

"Relav Anier" <Invalid@email.com> wrote in message
news:UdITd.5579$873.197@newsread3.news.pas.earthlink.net...
> He was a technical write until the 1980's where he quit his job because he
> was making more money as a programmer. However, after the software crash
of
> the early 1980's (1983 or so), he went back to being a technical writer
and
> hasn't written anything since.
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:kqqdnZGHjs8kP4vfRVn-pA@comcast.com...
> > Thanks.
> >
> > I remember Claim Jumper but I don't recall Dog Daze at all.....
> >
> > I don't think the article says what Gray Chang is doing now....that'd be
> > interesting to know what he's been doing since the atari 8-bit daze.
> >
> > -z-
> >
> > "Farb" <google@atari8bit.org> wrote in message
> > news:1108398821.289735.177040@z14g2000cwz.googlegroups.com...
> >> Hi all,
> >>
> >> I've just posted a new interview with Gray Chang, author of Dog Daze
> >> and Claim Jumper :)
> >>
> >> http://www.atari8bit.org
> >>
> >> ->Dan
> >>
> >
> >
>
>

1130. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 17:22:52 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <M9JTd.54815$4q6.15492@attbi_s01>
Source record: 12385

Dean Garraghty wrote:
> Hello All,
>
> We are repeating our offer on the DGS Commercial/PD CD-ROM again. For
> this weekened only (from now until the end of the 27th Feb 2005), we
> are offering the CD for just $6, inlcuding airmail shipping. That's a
> $4 saving on the usual price. UK buyers can buy it for ï¿½2.00.
>
> As you may have read before, eBay have basically banned us from
> selling this on eBay for no obvious reason. The only way to get this
> now is directly from us.
>
> The CD contains our entire PD library (191 mostly double-sided disks),
> along with the majority of our commercial products, including the
> QUICK programming language, and SAM GUI from PPP Germany. The CD
> contains both ATR and DCM format images of the disks, along with user
> manuals in PDF format. Full details of the contents are on the
> website.
>
> This offer is only available to readers of this group, and no direct
> link to the offer page exists on the main site, so please go directly
> to this page to get the discount:
>
> http://www.dgs.clara.net/cdrom-a8.htm
>
> Payment is by PayPal only. Payment buttons are on the page, or you can
> pay directly through PayPal if you prefer.
>
> Dean Garraghty

Not that my word means anything, but i got my copy from the first go
around and was pleased.. Took a while, but that happens somtimes..

1131. Re: ftp.spudster.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 17:24:09 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <ZaJTd.54817$4q6.33033@attbi_s01>
Source record: 12386

Nite Hacker wrote:
> Does anyone know how to get a hold of someone at this site?
>
> There's a problem. I think it's on their end!
>
> I can't get directory listings. It stops after 38 files and won't get the
> rest of the directory!
>
> I am using an ftp client... Total Commander and I haven't had this problem
> in the past.
>
> Does anyone know what might be the problem or how I can get a hold of them
> to let them know there might be a problem on their server?
>
> Thanks!
>
> Nite Hacker
>
>

Ya i had the same problem with SFTP on Win32..

Have you tried looking up their domain for the 'admin' contact info?

1132. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 17:26:22 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109352382.280619.129860@l41g2000cwc.googlegroups.com>
Source record: 12387

Nite Hacker wrote:
> I couldn't remember but thanks for the info!
>
> As far as this person, they need a simple and easy way to get files
from
> Atari 8-bit disks to a PC, so that's why I recommend the SIO2PC
instead...
> assuming the person has an 8-bit drive to use to connect to the PC?
>
> Using the method I previously suggested would be much more tedious
and
> pretty much useless because most of the disks, I am assuming, that
the
> person has are probably in sng (90k) or enhanced (1050) density.
Using the
> method I suggested, the disks would all have to be in 180k density or
> transferred to 180k density (tedious, if you have ALOT of them!)...
don't
> they?
>
> If the person doesn't have that many disks, then this could be a
quick and
> easy solution! Just need a 360k drive, as you said, and a cable and
hook it
> up and you're set to go! BUT you need an 8-bit drive that is capable
of
> true double density (Rana, etc?) and format a disk on the 8-bit and
then
> move the file to the 180k disk and then put it on the PC to get the
file.
> Is this right?
>
> Nite Hacker
>
>
> "dx375" <dx375athotmail.com@> wrote in message
> news:la4u11l4dbq3evivcd5838hj33mdhf39b7@4ax.com...
> > 360K 300rpm drive works best...
> > The 1.2's spin at 360rpm and have write issues (all bad, hence
pretty
> > well useless)
> > The Atari's spin at 288rpm native.
> > SIO is fine, but I prefer working from a PC drive myself.
> > Cheers Dave

> >
> > On Fri, 25 Feb 2005 04:26:51 -0700, "Nite Hacker"
<notvalid@yahoo.com>
> > wrote:
> >
> > >>No, it isn't possible to read a Atari 8-bit
> > >> single density disk in a PC, without some special hardware. So,
let me
> > >ask
> > >> the questions.
> > >
> > >The only hardware needed is a 5.25" drive and a cable to connect
it to!
> The
> > >drive might have to be a certain kind, mabye... like the OLD 360k
drives
> or,
> > >I think, a 1.2mb will work too? I think the disks have to be in a
> certain
> > >format to work, though?
> > >
> > >Come to think of it now, I vaguely remember doing that one time
and it
> > >worked! I took a disk and formatted it on the Atari and then put
a file
> on
> > >the disk and I was able to read it on the PC! I don't think you
needed a
> > >prog to read the disk on the PC but I don't remember?
> > >
> > >This probably is *NOT* the easiest and best method... but it is
possible
> and
> > >it does work!
> > >
> > >Nite Hacker
> > >
> > >
> > >"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> > >news:2DuTd.12055$hU7.7730@newssvr33.news.prodigy.com...
> > >>
> > >> "Cagey Bee" <nobody@nowhere.com> wrote in message
> > >> news:421e1865@news.greennet.net...
> > >> > I was hoping to get some straight answers from this group, but
that
> > >hasn't
> > >> > happened yet. Some of you say it isn't possible, some of you
say it
> is.
> > >> Some

> > >> > say I need special cables and software, some say I don't. Some
say
> just
> > >> pop
> > >> > the disk into a 5.25" drive and all will be well, others say
that
> won't
> > >> > work. And even if I get the data over to a PC, some say it
will be
> > >usable,
> > >> > others say it won't. Which of you am I to believe?? Can
someone
> please
> > >> give
> > >> > me a definitive answer?
> > >> >
> > >> > If any of you brainiacs live in NE Indiana, let me know, and
I'll
> turn
> > >the
> > >> > client over to you.
> > >> >
> > >> > Kevin
> > >> >
> > >> >
> > >> > "Cagey Bee" <nobody@nowhere.com> wrote in message
> > >> > news:421aa60e@news.greennet.net...
> > >> > > Can someone please direct me to web site (or sites) that
shows
> exactly
> > >> how
> > >> > > to transfer data from an Atari 800 floppy disk to a modern
PC?
> Thanks!
> > >> > >
> > >> > > Cagey Bee
> > >> You didn't frame your question well enough to give a specific
answer.
> > >> Someone said if the data is part of a commercial program, say a
data
> base
> > >> program, the data will be in an unusable format, except by
running the
> > >data
> > >> base software. I would guess the data in question is word
processor
> data,
> > >> which would probably be retrievable even without the original
word
> > >> processor, with some effort. No, it isn't possible to read a

Atari
> 8-bit
> > >> single density disk in a PC, without some special hardware. So,
let me
> > >ask
> > >> the questions.
> > >> 1. What density are the disks? (probably single)
> > >> 2. What program was used to make the files?
> > >> 3. Is this something you want 'in general' for repeated use, or
a
> > >one-time
> > >> event. ie. do you want to be able to do it yourself, or would it
be OK
> to
> > >> have someone do it for you?
> > >> 4. What equipment do you have, or propose to use to accomplish
what
> you
> > >> want? Do you have Atari equipment, or just the disks?
> > >> A general answer to your question leaves much to be desired
because we
> > >don't
> > >> have enough information to make a specific answer, so you get a
lot of
> > >> answers.
> > >> Russg
> > >>
> > >>
> > >
> >

You absolutely need software on the PC to read Atari disks.

I already posted this information but perhaps I wasn't clear.

- To copy single density Atari disks to a PC you need a 5.25" drive (360 KB or 1.2 MB will work) and you need a slew of utilities.

The combination that I use is Anadisk (disk dump option), DeAna (converts Anadisk dumps to PCXformer disk images).

Making an Atari disk image this way takes about 15-20 minutes.

Once you have a disk image you can use extraction tools or an Atari emulator to access the individual files. I personally use the emulator, Atari800Win plus. Occasionally I convert the PCXformer images to ATR images and use MakeATR to extract the files (very fast extraction). There are other tools to extract files but these are what I use.

- To copy double density Atari disks I use WriteATR which produces ATR images. Unlike the above process, this is a single step and very fast.

You still need the same kind of utilities to access individual files.

Making a disk image with WriteATR only takes about 50 seconds (for single side, double density disks).

WriteATR can also write/format Atari disks with a 1.2 MB (or 360 K) floppy drive on the PC but it is a bit tricky. You must use new virgin floppies or you must completely blank old floppies. Re-formatting does not work. I use a powerful static magnet to erase old floppies but I undestandr a bulk tape eraser is probably better. The problem with re-using PC disks is that 80 track drives write information that can't be completely erased by the PC drive or the Atari 40-track drives. WriteATR formats and writes simultaneously and only takes about 1 minute complete (again that's for single sided, double density disks).

WriteATR is a new utility for me but I have made several Atari disks from ATR files.

- To read Atari files directly from a double density Atari disk you can use Util.exe (sometimes called DskUtil). There was an older utility, I think it was called Atario (or something like that) but DskUtil was more flexible.

- With an SIO2PC cable I use Nick Kennedy's software, SIO2PC.COM, and also the trial version of APE. I mostly use these applications for their intended purpose, emulating an Atari drive, but I do occasionally make real single density Atari floppies from images on the PC. I don't know another way to do this.

- These are not theoretical solutions. These are the methods I actually use to tranfer data files, programs, and disks (single and double density) between the Atari and the PC.

- I don't deal with copy-protected disks at all so I can't help anyone with that subject.

Steve Sheppard

1133. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 17:39:55 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qvSdnTwHE55w_4LfRVn-gA@comcast.com>
Source record: 12388

"Ziggy" <Ziggy@TheCentre.com> wrote in message news:M9JTd.54815$4q6.15492@attbi_s01...
: Dean Garraghty wrote:
: > Hello All,
: >
: > We are repeating our offer on the DGS Commercial/PD CD-ROM again. For
: > this weekened only (from now until the end of the 27th Feb 2005), we
: > are offering the CD for just $6, inlcuding airmail shipping. That's a
: > $4 saving on the usual price. UK buyers can buy it for ?2.00.
: >
: > As you may have read before, eBay have basically banned us from
: > selling this on eBay for no obvious reason. The only way to get this
: > now is directly from us.
: >
: > The CD contains our entire PD library (191 mostly double-sided disks),
: > along with the majority of our commercial products, including the
: > QUICK programming language, and SAM GUI from PPP Germany. The CD
: > contains both ATR and DCM format images of the disks, along with user
: > manuals in PDF format. Full details of the contents are on the
: > website.
: >
: > This offer is only available to readers of this group, and no direct
: > link to the offer page exists on the main site, so please go directly
: > to this page to get the discount:
: >
: > http://www.dgs.clara.net/cdrom-a8.htm
: >
: > Payment is by PayPal only. Payment buttons are on the page, or you can
: > pay directly through PayPal if you prefer.
: >
: > Dean Garraghty
:
: Not that my word means anything, but i got my copy from the first go
: around and was pleased.. Took a while, but that happens somtimes..

I just ordered, I'll let you know how I like it.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1134. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 18:57:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109357868.293429.195890@f14g2000cwb.googlegroups.com>
Source record: 12389

What you see at the link I provided is all I know about Atari800Win Plus. Sorry.

However, somone posted a link a month or so ago regarding the Atari800Win core software. Open Source development was continuing on Atari800Win, then at rev. 1.3.5 . (Atari800Win Plus 4.0 beta 3 is based on an earlier 1.3.2 core).

Project progress can be followed at www.sourceforge.net.

Steve Sheppard

1135. Re: favorite 8bit emulator vote?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 19:03:05 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109358185.573273.86300@f14g2000cwb.googlegroups.com>
Source record: 12390

Oops, I meant Atari800 core not Atari800Win.

Steve Sheppard

1136. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 20:27:03 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1109363230.11146.0@doris.uk.clara.net>
Source record: 12391

Just want to point out that delays are caused mainly by glitches in the postal system, or delays in customs. Items are always dispatched on the day we specify.

Dean Garraghty

"Ziggy" <Ziggy@TheCentre.com> wrote in message news:M9JTd.54815$4q6.15492@attbi_s01...
>
> Not that my word means anything, but i got my copy from the first go
> around and was pleased.. Took a while, but that happens somtimes..

1137. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 20:38:13 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109363893.805946.108690@g14g2000cwa.googlegroups.com>
Source record: 12392

OK,
I have been following the link and I have a question about the above
two post about ATR files and EXE files.

Is there a converter from ATR to the EXE?

If not how was the ATR file or the EXE file originally created?

What does ATR stand for?

I assume EXE stands for executable but what are the differneces between
a EXE/COM and a ATR file?

Please be patient with me as I am a newbie.

Thanks,
Chris
Solomon_Man

1138. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 20:54:00 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109364840.607144.166100@g14g2000cwa.googlegroups.com>
Source record: 12393

Thanks Everyone,
For all your help and the refresher course on my Atari.

Thanks again,
Chris
Solomon_Man

1139. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 20:56:39 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <biMTd.12237$hU7.6951@newssvr33.news.prodigy.com>
Source record: 12394

Uhm...
I think we generated so much noise that the OP (Cagey Bee) has departed.
I'll give Paypal $10 to anyone who can prove they read or wrote a 90k Atari disk on a modern PC, using modern 5.25" drive, 360k or 1.2meg, and not using a special controller. Charles Marslett wrote 'myutil' to read and write Atari dble dens disks, using MyDOS. I played with it quite a bit, even wrote my own PC and Atari programs to transfer files without a null modem. Double density uses a MFM protocol. Single density uses some other protocol that PC controllers don't support. You can use a 1.2 meg 5.25", but it requires telling the controller to use dbl and not high density, you have to use your own machine language routines, like Marslett did.
It is correct that you have to use a virgin dble dens floppy, and it should be formatted in the PC, using a special program like 'myutil', or a totally erased, magnet erased floppy. Most double density 5.25" disks have a hub ring, 1.2meg 5.25" usually don't have the ring. I don't remember, but I think single density 5.25" also have the hub ring. It was/is possible to format a double density 5.25" either double or single. I'm not sure there is such a thing as a single density 5.25" floppy.
But I ramble.
Russg

1140. Re: double density wont work

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 21:04:28 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <wpMTd.12238$hU7.957@newssvr33.news.prodigy.com>
Source record: 12395

Solomon_Man wrote:
> OK,
> I have been following the link and I have a question about the above
> two post about ATR files and EXE files.
>
> Is there a converter from ATR to the EXE?

An ATR image is a whole disk image, think of it as all the raw
data from a floppy disk, taken without modification, and placed into
a PC file.

An EXE file is a regular Atari file system file that contains
segments of code and data. Typically an ATR file (on your PC) is the
container, and the EXE file is stored INSIDE the ATR file.

The Atari does not understand ATR files, these are raw containers
used by emulators. The Atari will use the contents of the ATR file,
whatever that may be, without actually being aware that its using an
ATR file instead of a real disk.

So its really apples and oranges, you cant convert an ATR image
to an Atari EXE file, the Atari wouldnt understand what it was. You
could convert an EXE to an ATR by making an ATR image that contained
just one EXE file, but thats not really 'converting' so much as it
is creating an ATR and plonking a file into it.

> If not how was the ATR file or the EXE file originally created?

ATR images are created by programs like APE, Atari800, SIO2PC
and other emulators/simulators. The ATR is a PC container for the
raw data stored on an Atari disk.

EXE files are typically created by an Atari assembler or
compiler. The PC does not run the EXE files, your Atari does.

> What does ATR stand for?

Its probably just an abbreviation of 'ATARI'. Check Nick Kennedy's
original SIO2PC documentation, there might be something about its history
there.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1141. Re: Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 21:43:10 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1109367791.eb920673cb052694313f0d50b7879ca0@teranews>
Source record: 12396

nice to see he's still plays his atari from time to time ;-)

"Farb" <google@atari8bit.org> wrote in message
news:1109347463.848228.254520@o13g2000cwo.googlegroups.com...
> I've posted an interview with Bill Hogue, author of Miner 2049er and
> Bounty Bob Strikes Back on Atari8bit.org. Enjoy!
>
> ->Dan
> http://www.atari8bit.org
>

1142. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 21:52:33 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <B6NTd.3752$DW.2915@newssvr17.news.prodigy.com>
Source record: 12297

Uhm... I'll claim the $10. I did read a single density disk in my PC.
I don't think there is a utility to make it useful, but ANADISK successfully
identified a Atari sngl dens disk in a PC 5.25" drive. Then using DEANA,
I was able to make the dump into something that might be a readable disk
image. OK. So, I'm wrong. There were errors reported, but it did read.
Deana only works on single density disks. So maybe a new answer to the OP's
question is to use ANADISK and DEANA. Then the files may be accessable
using XDIR or IMAGEMAN. Sorry. I think it may be my 'new' computer, has a
floppy controller that understands single density.

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:biMTd.12237$hU7.6951@newssvr33.news.prodigy.com...
> Uhm...
> I think we generated so much noise that the OP (Cagey Bee) has departed.
> I'll give Paypal $10 to anyone who can prove they read or wrote a 90k
Atari
> disk on a modern PC, using modern 5.25" drive, 360k or 1.2meg, and not
using
> a special controller. Charles Marslett wrote 'myutil' to read and write
> Atari dble dens disks, using MyDOS. I played with it quite a bit, even
> wrote my own PC and Atari programs to transfer files without a null modem.
> Double density uses a MFM protocol. Single density uses some other
protocol
> that PC controllers don't support. You can use a 1.2 meg 5.25", but it
> requires telling the controller to use dbl and not high density, you have
to
> use your own machine language routines, like Marslett did.
> It is correct that you have to use a virgin dble dens floppy, and it
should
> be formatted in the PC, using a special program like 'myutil', or a
totally
> erased, magnet erased floppy. Most double density 5.25" disks have a hub
> ring, 1.2meg 5.25" usually don't have the ring. I don't remember, but I
> think single density 5.25" also have the hub ring. It was/is possible to
> format a double density 5.25" either double or single. I'm not sure there
> is such a thing as a single density 5.25" floppy.
> But I ramble.
> Russg
>
>

1143. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 22:00:48 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <keNTd.3754$DW.3597@newssvr17.news.prodigy.com>
Source record: 12298

Me, again.
I successfully read a single density disk with ANADISK. Converted to a .XFD using DEANA. Converted to an .ATR using IMAGIC, then it booted using Atari800win 3.1. Huh. My old 486 wouldn't read single density disks using ANADISK. Sorry.

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:biMTd.12237$hU7.6951@newssvr33.news.prodigy.com...
> Uhm...
> I think we generated so much noise that the OP (Cagey Bee) has departed.
> I'll give Paypal $10 to anyone who can prove they read or wrote a 90k Atari
> disk on a modern PC, using modern 5.25" drive, 360k or 1.2meg, and not using
> a special controller. Charles Marslett wrote 'myutil' to read and write
> Atari dble dens disks, using MyDOS. I played with it quite a bit, even
> wrote my own PC and Atari programs to transfer files without a null modem.
> Double density uses a MFM protocol. Single density uses some other protocol
> that PC controllers don't support. You can use a 1.2 meg 5.25", but it
> requires telling the controller to use dbl and not high density, you have to
> use your own machine language routines, like Marslett did.
> It is correct that you have to use a virgin dble dens floppy, and it should
> be formatted in the PC, using a special program like 'myutil', or a totally
> erased, magnet erased floppy. Most double density 5.25" disks have a hub
> ring, 1.2meg 5.25" usually don't have the ring. I don't remember, but I
> think single density 5.25" also have the hub ring. It was/is possible to
> format a double density 5.25" either double or single. I'm not sure there
> is such a thing as a single density 5.25" floppy.
> But I ramble.
> Russg
>
>

1144. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 22:21:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <p_adnSJQGc1COYLfRVn-ug@comcast.com>
Source record: 12299

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:biMTd.12237$hU7.6951@newssvr33.news.prodigy.com...
: Uhm...
: I think we generated so much noise that the OP (Cagey Bee) has departed.
: I'll give Paypal $10 to anyone who can prove they read or wrote a 90k Atari
: disk on a modern PC, using modern 5.25" drive, 360k or 1.2meg, and not using
: a special controller. Charles Marslett wrote 'myutil' to read and write

Do you have a copy of this MYUTIL that you could send to me?
My email address is not munged so just click on REPLY. Thanks.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1145. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 22:22:26 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <KlidnejnlbS_OILfRVn-1Q@comcast.com>
Source record: 12300

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:B6NTd.3752$DW.2915@newssvr17.news.prodigy.com...
: Uhm... I'll claim the $10. I did read a single density disk in my PC.
: I don't think there is a utility to make it useful, but ANADISK successfully
: identified a Atari sngl dens disk in a PC 5.25" drive. Then using DEANA,
: I was able to make the dump into something that might be a readable disk
: image. OK. So, I'm wrong. There were errors reported, but it did read.
: Deana only works on single density disks. So maybe a new answer to the OP's
: question is to use ANADISK and DEANA. Then the files may be accessable
: using XDIR or IMAGEMAN. Sorry. I think it may be my 'new' computer, has a
: floppy controller that understands single density.

I can use any PC utility that reads/writes Atari disks.

Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1146. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-25 23:29:37 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1109374177.550784.251910@z14g2000cwz.googlegroups.com>
Source record: 12301

Russ Gilbert wrote:
> Uhm...
> I think we generated so much noise that the OP (Cagey Bee) has
departed.
> I'll give Paypal $10 to anyone who can prove they read or wrote a 90k
Atari
> disk on a modern PC, using modern 5.25" drive, 360k or 1.2meg, and
not using
> a special controller. Charles Marslett wrote 'myutil' to read and
write
> Atari dble dens disks, using MyDOS. I played with it quite a bit,
even
> wrote my own PC and Atari programs to transfer files without a null
modem.
> Double density uses a MFM protocol. Single density uses some other
protocol
> that PC controllers don't support. You can use a 1.2 meg 5.25", but
it
> requires telling the controller to use dbl and not high density, you
have to
> use your own machine language routines, like Marslett did.
> It is correct that you have to use a virgin dble dens floppy, and it
should
> be formatted in the PC, using a special program like 'myutil', or a
totally
> erased, magnet erased floppy. Most double density 5.25" disks have a
hub
> ring, 1.2meg 5.25" usually don't have the ring. I don't remember,
but I
> think single density 5.25" also have the hub ring. It was/is
possible to
> format a double density 5.25" either double or single. I'm not sure
there
> is such a thing as a single density 5.25" floppy.
> But I ramble.
> Russg

TI users use TI99-PC (you can find it under ftp.whtech.com under PC
utils).
This program, in Qbasic with assembly routines, allows you to
read/write TI disks on a PC drive (3.5" or 5.25" HD or LD). It can
read/write TI single-density (FM format) or double-density (MFM
format). On a lot of new PCs, it cannot FORMAT single-density.

Perhaps you can modify the Qbasic code to the Atari or other formats,
or contact the author, Paolo Bagnaresi, for assistance.

Ben

1147. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 00:51:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109379114.867774.183260@l41g2000cwc.googlegroups.com>
Source record: 12302

LOL! You did that just so you wouldn't have to pay me $10.

Check the program notes for DEANA. I think it was first written in 1994. I know it works on my K6-2, FIC 503+ system which certainly isn't modern, built in 1998. I don't have any 5.25" drives in my newer computer (which isn't all that new anyway).

While I was sorting out problems with my SIO2PC cable, Anadisk and DEANA were the only means I had to port my SD disks over to the PC. I didn't have a lot, perhaps a dozen, but they all copied. Yes I lost a few files due to errors but not whole disks.

One thing I forgot to mention. If you happen to be re-using PC disks and are making single sided disks on the Atari. Anadisk gets confused by the information on side 1 (meaning the second side). Even when you tell Anadisk to scan only side 0 it still finds extraneous data on side 1. The Deana process will then fail.

If the floppies were never used in anything but single sided drive then you should be OK.

This is another case of having to bulk erase the floppy before you start.

I found this out by trial and error. Frustrated when I couldn't port one disk, I blanked another disk as I described, with a magnet, and made a duplicate of the original using the Atari. Anadisk/Deana had no problems with the duplicate.

(Yes, I know I could have just copied the files to a double density disk but I wanted to confirm the process).

Steve Sheppard

1148. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 01:01:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109376899.761299.10000@g14g2000cwa.googlegroups.com>
Source record: 12303

dx375 wrote:
> Totally agree, except for using 1.2's.....
> The 360's supply the proper current to the head and the head itself
> wirtes the proper track width...
> The 1.2's do not as their media is designed to take the higher
> current...and have a much narrower head...80 versus 40 in relation to
> tracks over the same area of media...
> Track width and corresponding data errors occur as a 1.2 cannot erase
> a 360 floppy properly, again the track width problem...
> One way around that particular proble is to bulk erase the floppy
> first...
> I would only use a 1.2 in a pinch to read a disk, but never to write
a
> disk.....
> Cheers.....
>
You may be right about the 1.2 MB drives but 1.2's are all that I have.

I've made about 2 dozen DD disks and had 3 failures. One turned out to be a bad floppy but the other two had bad tranfers using the 1.2 MB drive. Both disks worked the second time. If you are making disks for someone else using a 1.2 MB drive I'd recommend making multiple copies.

Steve Sheppard

1149. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 02:41:22 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0502251841.6d4da9d7@posting.google.com>
Source record: 12304

I would buy them tomorrow,if you would accept a money order!

1150. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 03:05:56 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <V_-dnfqX9YAIeoLfRVn-pA@comcast.com>
Source record: 12305

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0502251841.6d4da9d7@posting.google.com...
: I would buy them tomorrow,if you would accept a money order!

I am not selling them. I bought one.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1151. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 04:40:05 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <F4TTd.36244$by5.9085@newssvr19.news.prodigy.com>
Source record: 12306

DEANA just reverses the bits in the bytes of a ANA dump.
It would be easy to make a program to work with double density dumps from
ANADISK. To reverse the bits of an 8-bit number, you subtract the number
from 255. eg. 40 decimal would be 255-40=215. ($FF-$28=$D7)
(11111111-00101000=11010111).

1152. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 05:57:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4220135473e320@comcast.net>
Source record: 12312

>Can someone please direct me to web site (or sites) that shows exactly how
>to transfer data from an Atari 800 floppy disk to a modern PC? Thanks!
>
>Cagey Bee
>

I do this all the time using a SIO2PC cable. The data is transfered to a disk image on the other computer which can then be extracted out. Simple. You just need to get the cable and APE.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1153. Re: Keys for Atari 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 06:04:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4220135473e321@comcast.net>
Source record: 12311

>Hi everybody,
>
>I need the following keys for a sick Atari 800: spacebar, X, +, INSERT
>
>Does anybody have some spare keys? I live in Italy and I'll be happy
>to refund shipping costs (and, if requested, to pay a reasonable
>price).
>
>Thanks,
>gianfranco

Hi,

Try Best Electronics here in the US.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1154. FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 06:05:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502252201290.4001-100000@onyx.spiritone.com>
Source record: 12307
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Some are less! Games are for the Classic Atari 8 bit line!

Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede, Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star Raiders II (Disk version), Super Breakout and Tennis!

Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster, BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue on Fractalus! and Star Raiders II!

Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller, Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout at the OK galaxy, Sports Illustrated Computer Title Bout Game of Professional Boxing, Sports Illustrated Computer Football Strategy, TAC, Tank Arkade and Voyager I!

CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-OUT and MATCH-WITS!

Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole Position and Tumble Bugs!

EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing Destruction Set and Touchdown Football!

Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!

MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.

Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of the Jedi-Death Star Battle!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1155. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 06:17:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0502252214440.4001-100000@onyx.spiritone.com>
Source record: 12308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1156. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 08:33:11 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1109406786.26136.0@nnrp-t71-03.news.uk.clara.net>
Source record: 12309

Unfortunately, money orders have no value in England. It would be like
trying to spend Pounds in the US!

Dean Garraghty

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:7a61c6b3.0502251841.6d4da9d7@posting.google.com...
> I would buy them tomorrow,if you would accept a money order!

1157. Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 10:59:20 UTC
From: spam@joschs-robotics.de
Message-ID: <6a8b290a.0502260259.40d8bd92@posting.google.com>
Source record: 12310

I have a 400 that works just fine, except that keys don't respond. The function keys like Option, Start and Reset work.
Does anybody have informations about the pin layout or knows where to look.
I also would appreciate informations about how to use another keyboard from other A8.

Thanks Jochen

1158. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 19:06:26 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <SM3Ud.13840$hU7.7083@newssvr33.news.prodigy.com>
Source record: 12313

Dean Garraghty wrote:
> Unfortunately, money orders have no value in England. It would be like
> trying to spend Pounds in the US!

You should check with your post office, some will accept and even
cash a postal money order if the sender specifically buys an 'international
postal money order'.

I've had people successfully cash these at both the Canadian
and Japanese post offices.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1159. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 19:37:26 UTC
From: wduke@sympatico.ca
Message-ID: <1gslgay.31ks9srno0joN%wduke@sympatico.ca>
Source record: 12314

Solomon_Man <solomon_man@yahoo.com> wrote:

> Hi all,
> I consider myself a newbie since I have not used my atari's disk/or
> cassete system for quite some time. I have a few questions concerning
> when and when not to use DOS.
>
> 1) When do I use DOS?

DOS is an acronym for Disk Operating System. You use DOS when you want to use a disk.

You would not need a DOS if your disk has some sort of boot program on it. For example: If you have a disk that has several games or demos on it that boots to a menu.

> 2) What File Types extensions do I use in DOS (or when the DOS program
> is Loaded)?

You can use any File Extension that you want. There are no hard and fast rules for filename extensions.

filename.SYS is usually a DOS system file (eg: DOS.SYS, DUP.SYS, AUTORUN.SYS)

filename.BAS is usually a Basic file.

filename.LST is usually a "Listed" Basic file.

Filename.TXT or filename.DOC is usually a text file.

filename.OBJ or filename.COM or filename.BIN is usually a machine language file of one sort or another.

filename.ARC or filename.ZIP is usually a compressed file.

filename.DCM is usually a compressed disk image file.

filename.PIC is usually a graphic file.

The list is endless.
> 3) What File Types do I use when not in DOS (BAS?)

If you're not using DOS you typically wouldn't be using filenames at all. Filenames are for disk files. To use disk files you need a disk operating system.

> 4) What File Types are there out there?

There are basic files, text files, compressed files, binary files, and
graphic files. Every other type of file is a variant of one of these.
For example: A listed Basic file is actually a text file. i.e. it can
opened and edited in a word processor or text editor.

> 5) What is the difference between the OS (on the Machine 800XL) and the
> DOS on the Disk?

The Operating System on the disk tells the computer what to do and how
to do it. The disk operating system tells the computer how to use disk
drives.

> 6) Some common commands to Load,Save,Delete files on DISK and CASSETE?

To load a basic file from disk, the command is load"d:filename.ext"
To save a basic file to disk, the command is save"d:filename.ext"
To list a basic file to disk, the command is list"d:filename.ext"
To enter a listed basic file, the command is enter"d:filename.ext"

To load a basic file from cassette, the command is CLOAD or load"c:"

You get the idea...

You could also use a short program in basic...

For example, and my memory in this area is a little rusty, you could use
the Open command.

```
10 DIM D$(20)
15 TRAP 90
20 OPEN #1,6,0,"D:*.*"
30 INPUT #1,D$
40 PRINT D$
50 GOTO 30
90 CLOSE #1
95 END
```

This short basic program should produce a directory of an Atari disk.
Again, my memory is a little rusty so line 20 may be incorrect. I think
that it is a "6" for for a disk directory. Just let me check my
reference material.... Yep, that's right!!!

> 7) Can #6 (DISK) be done only when the DOS program is loaded?

I don't know what you mean by #6 being done?
>
> Please do not be afraid to go to technical as I have a Bachelors in
> Computer Science but I have not used my Atari system activily other
> then to play games since I was about 10 and I am 30 now.
>
> Thanks for all you help everyone,
> Chris
> Solomon_Man

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1160. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 19:37:27 UTC
From: wduke@sympatico.ca
Message-ID: <1gslhls.1nqi9cw1d7h9tsN%wduke@sympatico.ca>
Source record: 12315

When DOS is loaded, you don't actually see anything. You do not typically see DOS. When you enter the DOS command from your BASIC interpreter, it boots a binary file called DUP.SYS. DUP.SYS or Disk Utilities Package is the user interface for DOS.

Otherwise, DOS is just present within the Basic interpreter. All Disk commands are available from the Basic interpreter when DOS is booted. However, you will not see a DOS menu if you do not specifically request that the DUP.SYS file be booted.

If you have the DUP.SYS file booted and have the DOS menu in front of you, you return to BASIC by selecting the return to cartridge option or something similar.

If you're using MEM.SAV while in the Basic interpreter, the program that you have in memory will be saved to disk and loaded back into memory when you return to basic.

Solomon_Man <solomon_man@yahoo.com> wrote:

> Hi again,
>
> Forgot one question,
>
> If you can go to the OS screen (where you would enter basic code etc.).
>
> How would you do this is there a key or a selection in DOS that I can
> do this?
>
> Thanks,
> Chris
> Solomon_Man

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1161. Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 20:16:38 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <639496.5a7213@fmlynet.org>
Source record: 12318

Oh that is cool! Always loved those games.

Hey since this brought up, is there a easter egg/cheat for Bounty Bob
Strikes Back that we have in Miner 2049er (the telephone number cheat).

Thanks!

Doc Clu A3K

> From: "Farb" <google@atari8bit.org>

>I've posted an interview with Bill Hogue, author of Miner 2049er and Bounty Bo
> Strikes Back on Atari8bit.org. Enjoy!

> ->Dan
> http://www.atari8bit.org

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1162. Re: Keys for Atari 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 20:23:18 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <a39497.5a72e9@fmlynet.org>
Source record: 12317

> From: megamania <@virgilio.it>

> On Sat, 26 Feb 2005 08:49:16 GMT, megamania <@virgilio.it> wrote:

>> On 25 Feb 2005 06:27:38 GMT, Greg.Goodwin@family-news.org wrote:
>>
>>>> I need the following keys for a sick Atari 800: spacebar, X, +, INSERT
>>>
>>>> Does anybody have some spare keys? I live in Italy and I'll be happy to
> refund
>>>> shipping costs (and, if requested, to pay a reasonable price).
>>>
>>> Well, I can spare X and +.. let me know if you need those.
>>
>> Greg, you are the only one who has offered some so far, so I
>> _definitely_ need them! :-)
>>
>> I'll contact you via email.
>>
>> Thank you VERY much,

> oops... tried to contact you via email, but...

> --
> Failed; 5.1.1 (bad destination mailbox address)

> Remote MTA family-news.org: SMTP diagnostic: 551 User not local;
> please try <forward-path>
> --

> can you please contact me? my address is megamania at virgilio dot it

> thanks,
> gianfranco

Got it and will do.

Doc Clu A3K

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1163. Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 20:29:36 UTC
From: Greg.Goodwin@family-news.org
Message-ID: <f39498.5a73b2@fmlynet.org>
Source record: 12319

Hi Jochen,

I believe you might have contacted me before on this. Well, found my
Atari 400 at long last with the 1400xl keyboard. (My first Atari 8-bit,
which I would be using now if it used something other than RF signal for
hookup.)

So can show you an example there.

With the Atari 400 you also might try unplugging the 400 keyboard,
taking an eraser to the contacts like you would the leads on a
cartridge, clean the eraser bits away and make sure the contacts are
clean, and then plug the keyboard back in. See if that works.

Doc Clu A3K

> From: spam@joschs-robotics.de (Jochen Sch?fer)

>I have a 400 that works just fine, except that keys don't respond. The functio
> keys like Option, Start and Reset work. Does anybody have informations about
> the pin layout or knows where to look.
> I also would appreciate informations about how to use another keyboard from
> other A8.

> Thanks Jochen

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1164. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 20:50:09 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1109451009.736.0@nnrp-t71-02.news.clara.net>
Source record: 12316

There is a system in place for them to cash Canadian money orders without
further charge, and there is a system for accepting a similar order from
Sweden (I've done both over the years). Post Offices in the UK can now
exchange foreign currency, but International Money Orders are still the
domain of the banks. Charges for cashing them are ridiculous (15pounds or
more), so small amounts are just not worth doing.

Dean Garraghty

"Steven Tucker" <classics@atarimax.com> wrote in message
news:SM3Ud.13840$hU7.7083@newssvr33.news.prodigy.com...
> Dean Garraghty wrote:
> > Unfortunately, money orders have no value in England. It would be like
> > trying to spend Pounds in the US!
>
> You should check with your post office, some will accept and even
> cash a postal money order if the sender specifically buys an
'international
> postal money order'.
>
> I've had people successfully cash these at both the Canadian
> and Japanese post offices.
>
> Steve
> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.atarimax.com/ * *
*
> * * *** *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!

1165. Re: Sparta Dos XCOPY?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 21:57:59 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502261357.63a19e2a@posting.google.com>
Source record: 12320

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<421E3066.FE615FEB@students.uni-mainz.de>...
> Well,
> for the purpose of converting files from Sparta to Atari format I simply
> use the Menu.COM file. It can read Atari formatted disks and write the
> files onto sparta disks as well as the other way around: read Sparta
> disks files and write them to Atari DOS 2.x disks... (snip)

Hi Andreas-

I was not aware of MENU.COM. I'll give it a try. Thanks, I
appreciate the tip very much!

-Larry

1166. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 22:15:19 UTC
From: wduke@sympatico.ca
Message-ID: <1gslp2d.s3fso3dynzhyN%wduke@sympatico.ca>
Source record: 12321

Jochen:

You might also want to try sending me an email; I have an Atari 400
keyboard laying around that I'm not using. I would be more than
willing to give this keyboard to you.

Depending on where you live, it shouldn't cost very much to ship it to
you.

email: managed_resistance@sympatico.ca

If you're interested, you will have to respond prior to March 3, 2005 as
I am switching service providers next week.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1167. Re: Omnimon for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 22:32:11 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <rPqdnUz5MOB-Zb3fRVn-gg@comcast.com>
Source record: 12322

<Greg.Goodwin@family-news.org> wrote in message
news:a3945c.59047c@fmlynet.org...
> As for the addon board, I might actually have a few of those left if
you
> want to do a trade. I take it you have the eprom image somewhere and
are
> already working on that?
>
> I have the boards in the original stereoform packaging and makeshift
> documentation that it was sold in years ago. As for the eprom, well
not as
> many.
>
> The guy who made that was here in Dallas.
>
> Doc Clu A3K
>
>
>
> > From: "RED" <redodd@NOSPAMcomcast.net>
>
> > Thanks for the reply. I'm looking for information on how to build the
addon
> > board and program the eprom. It looks like it would be a nice project
for my
> > newly acquired eprom programmer.
>
> > Ralph
> > <gary@tsnc.net> wrote in message
> > news:1109267775.301135.281040@o13g2000cwo.googlegroups.com...
> >> RED wrote:
> >> > Hello,
> >> >
> >> > Are there plans available to build an Omnimon board for the Atari 800
> >> > computer including the eprom image? My searches didn't find
> >> anything, only
> >> > eprom images for the XL series machines. Thanks a lot.
> >> >
> >> > Ralph
> >>
> >> Not sure if this is what you want to know ... but, the OmniMon was
> >> orginally (I think) built for the 800 according to this review that was
> >> done years ago.
> >>

> >> http://www.cyberroach.com/analog/an12/default.htm
> >>
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
(8:8/2)

Greg,

I also got an error 551 when emailing you. Please contact me at redodd at
comcast dot net
Thanks a lot.

Ralph

1168. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 23:09:54 UTC
From: wduke@sympatico.ca
Message-ID: <1gslreg.1nn2v77xena9sN%wduke@sympatico.ca>
Source record: 12325

I also have an Atari 400 Main Board, 16K RAM Card, and Atari 400 CPU
Card. All of these boards/cards have all of the chips in sockets and
were fully functional the last time they were tested.

They're available free to anybody that wants them. You pay shipping!

I also have an assortment of Apple II motherboards. Again, all of the
chips in these boards are in sockets and these boards were fully
functional the last time they were tested.

I just want to unload them, so they're free to anybody that may be
interested.

I'm also swimming in 16Kb RAM chips. If you want them, they're yours.

I have a bunch of Apple II cards I'm looking to unload as well. I
believe I have an Apple II CPM card, serial card, printer card, and a
couple of RAM expansion cards. One of the RAM expansion cards is the
Apple Language card. The other RAM expansion card is not an Apple
language card.

email: managed_resistance@sympatico.ca

Interested parties should inquire no later than March 2, 2005.

Managed Resistance <wduke@sympatico.ca> wrote:

> Jochen:
>
> You might also want to try sending me an email; I have an Atari 400
> keyboard laying around that I'm not using. I would be more than
> willing to give this keyboard to you.
>
> Depending on where you live, it shouldn't cost very much to ship it to
> you.
>
> email: managed_resistance@sympatico.ca
>
> If you're interested, you will have to respond prior to March 3, 2005 as
> I am switching service providers next week.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1169. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 23:18:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <4Kadncfr455NnrzfRVn-2g@comcast.com>
Source record: 12323

<Greg.Goodwin@family-news.org> wrote in message news:f39498.5a73b2@fmlynet.org...
: Hi Jochen,
:
: I believe you might have contacted me before on this. Well, found my
: Atari 400 at long last with the 1400xl keyboard. (My first Atari 8-bit,
: which I would be using now if it used something other than RF signal for
: hookup.)

Greg,

Radio Shack sells a RF to cable device for games.
I use it for my Atari 400. A little fuzzy if you have
a VCR between, but it's not bad.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1170. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 23:19:40 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <gu7Ud.7935$Ba3.5078@newsread2.news.atl.earthlink.net>
Source record: 12324

Analog magazine printed the key martix in issue #9 under an
article called
"Build Youur Own 400 Keyboard". It is a tedious yet fairly direct
process
if you can locate a nonwired KB; modern KBs are prewired with
electronics
inside and require circuitry to translate the codes they generate
to data that
the 400 can use. An 800 KB might plug right on to the 20 pin
connector,
if you could find one... another thread here is having little
success locating
just a few keys for one.
Jess

"Jochen Sch?fer" <spam@joschs-robotics.de> wrote in message
news:6a8b290a.0502260259.40d8bd92@posting.google.com...
> I have a 400 that works just fine, except that keys don't
respond. The
> function keys like Option, Start and Reset work.
> Does anybody have informations about the pin layout or knows
where to
> look.
> I also would appreciate informations about how to use another
keyboard
> from other A8.
>
> Thanks Jochen

1171. Re: Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-26 23:25:00 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <gz7Ud.7941$Ba3.1237@newsread2.news.atl.earthlink.net>
Source record: 12326

Yes there is; it is on the config screen. I will need to locate
the specifics.
IIRC you enter a 5-6 digit code and press a key combination.
There are
also some worm holes like get flower pot level 1 and press shift
something
to zoom to level 4 or some such.
Jess

<Greg.Goodwin@family-news.org> wrote in message
news:639496.5a7213@fmlynet.org...
> Oh that is cool! Always loved those games.
>
> Hey since this brought up, is there a easter egg/cheat
for Bounty Bob
> Strikes Back that we have in Miner 2049er (the telephone
number cheat).
>
> Thanks!
>
> Doc Clu A3K
>
>
>
>
> > From: "Farb" <google@atari8bit.org>
>
> >I've posted an interview with Bill Hogue, author of Miner
2049er and Bounty Bo
> > Strikes Back on Atari8bit.org. Enjoy!
>
> > ->Dan
> > http://www.atari8bit.org
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by
http://www.christian-wellness.net (8:8/2)

1172. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 00:29:10 UTC
From: Jorge <user@nospam.com>
Message-ID: <cvr48m$9ge$1@blue.rahul.net>
Source record: 12327

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> writes:

>Uhm...
>I think we generated so much noise that the OP (Cagey Bee) has departed.
>I'll give Paypal $10 to anyone who can prove they read or wrote a 90k Atari
>disk on a modern PC, using modern 5.25" drive, 360k or 1.2meg, and not using
>a special controller.

There are several problems that might make difficult to read Atari disks directly with a PC drive. There are no hard rules on the level of success, it depends on several factors. If you are lucky, your PC might be able to read most Atari disks.

I am talking about hardware issues only. I assume you can talk directly to the hardware, either using plain DOS or a kernel driver under Windows or Linux. So software issues are ignored.

1) Different rotation speed. The Atari drives rotate at 288 RPM, but PC drives rotate at 300 RPM. So the PC controller gets the data at the wrong rate (too fast). Some FDC's can handle this without much trouble. Others tend to produce many read errors. Depending on your PC configuration, there are some tricks that can performed at the FDC that can help solve this. This issue affects all Atari disks.

2) Different density. Most original Atari disks are single density. They use a completely different encoding than double (or high) density disks, usually known as FM (as opposed to MFM). In theory the original PC FDC can handle FM. In practice, the FDC on many PCs can't. A PC normally doesn't need to access FM disks. So FDC manufacturers never care too much about FM support. Some FDCs don't support FM at all (explicitly mentioned in the datasheet). Some support FM but not very reliably, probably because the feature was never tested too much. This issue is, of course, not relevant for non-single density disks (double/medium/enhanced).

Somebody mentioned here he can read/write FM disks, but not format them. This is strange, if the FDC can write FM sectors it can also format a whole track in FM. I suppose this is a problem of the software, and not related to the hardware.

3) Using a 1.2Mb drive. An HD drive usually has no problems reading SD/DD disks. The head is narrower (obviously) than a 40 tracks drive. In theory this might make it less reliable to read marginal disks. But if the disk is ok usually this is not a problem. The problems is when writing/formatting. Again, because the head is narrower it writes only about half of the track width. The rest of the track will keep the previous state/signal. Trying to reformat the 80 tracks will not help.

Whatever signal is on this part of the track creates too much interference when read with an Atari drive (or any 40 tracks drive).

A viable solution is to use virgin unformatted disks. Or otherwise bring old disks to a virgin state. Some people report success using a bulk eraser. But this doesn't actually bring the disk to the original virgin state. Ideally the disk should be degaussed, which is a different type of erasing than the one performed by a bulk eraser.

BTW, a HD PC drive rotates at 360 RPM. But the PC FDC compensates using a higher clock (very similarly as the XF-551 does).

4) Flippy side. This is the most difficult issue to solve. Flippy side is the back disk side written with a SS drive by flipping the disk. Accessing the flippy side using the second head of a double sided drive is not possible without a special controller. This is because the disk rotates in the opposite direction. Using a special controller is not a total solution. The first 3 tracks cannot be accessed and the others can, but not reliably.

Depending on the drive it is possible to access the flippy side exactly the same way as the Atari drive, by flipping the disk. However this won't work with most HD drives. When you flip the disk the drive doesn't detect the index hole anymore. The drive mechanism itself will refuse to operate without the index hole. And it won't deliver any signal to the FDC. Same thing happens with later 360k drives. Earlier ones usually have no problem. Some 360k drives have jumpers to configure if the ready state depends on the index hole detection or not.

Disregarding the drive limitation, the FDC can't format the disk if it doesn't receive the index pulses. So you can't format the flippy side. You can format the flippy side with a special controller though (again, only as long as the drive itself doesn't require the index).

Somebody asked if exists such thing as a single density disk. Yes, there were virgin disks branded as SD. I think I still have a few of them. I don't know for sure if the disk is actually different than a DD one or it was just a marketing issue. I suspect (but I don't know) this was more a results of quality testing. Disks that performed marginally during testing were marketed as single density. Probably not very different than was done with single sided vs. double sided disks.

Somebody mentioned that the utility that reads FM disks "reverse the bits in the bytes". It doesn't. They are actually the Atari drives that perform this negation. This was a bug in the first 810 firmware release. It negated the bytes both when reading and writing to the disk. This was harmless and transparent to the user because it happened in both directions (one compensated the other). Later Atari and third party drives have no choice but to reproduce this behavior for compatibility.

1173. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 01:17:54 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1109467074.100110.88280@o13g2000cwo.googlegroups.com>
Source record: 12328

Jorge wrote:
<snip>

>
> Somebody mentioned here he can read/write FM disks, but not format
them.
> This is strange, if the FDC can write FM sectors it can also format a

> whole track in FM. I suppose this is a problem of the software, and
not
> related to the hardware.
<snip>

That'd be me. It all depends on the PC hardware. Some can
read/write/format single density, others cannot format, others can't
even read it.

TI99-PC contains extensive help docs, including a partial list of
hardware compatibility.

I'm about to put an old 360k 5.25" drive in my PC. I don't use the 3.5"
much. Besides, most of my interesting TI stuff is on 5.25".

Ben

1174. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 01:43:29 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <db92215ed7bj2cnvu2b27e2ql71lvrntjh@4ax.com>
Source record: 12329

Steve S. a ï¿½crit:

>>If you really really really aren't a paypal type of person, you can try
>>emailing me and maybe I can set up a private ebay auction for you.

Hi Steve,

I tried several time to contact you by email but each time, my email
came back with "unexcepted error"....

T0M

1175. *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 02:08:57 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502261808.5c27e77e@posting.google.com>
Source record: 12330

I've been thinking for a bit about trying to construct a *real* A8 laptop. Of course, the emulators do a fine job, but "the real deal" no longer seems outside reality. Obviously, a 130XE main board would have to fit, but with the current "wide format screens" chassis space should exist for an XE main board. Battery life would probably be very limited, but largely this would be a "pluggable" laptop. A laptop HD would work along with a built-in (probably MYIDE) interface. A line-doubler should work fine, and I've seen them with boards as small as around 3 X 4". Probably no built-in floppy, but there are some very compact control boards available now, so an external floppy might be feasible. Using a laptop keyboard could be a real problem, but interfacing through USB keyboard seems plausible now. Regular Atari sound would be produced using a very small AMP with the laptop speakers.

Wouldn't that be a real "mind blower!" Fortunately, I've worked on laptops, and have a pretty good handle on dealing with the compact arrangements in them. Am I forgetting (in concept) any really big element? Maybe I've had too much caffeine today?
-Larry

1176. Re: Get Your Holme's Atari CDs Here

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 05:03:34 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1109480610.4ef28b3332eb20c0f9589ab6df0d1641@teranews>
Source record: 12331

Hotmail has been acting up a lot lately, that is true. I think they fixed some of it though, so you can try it again. Or.. If you prefer, just log on to www.paypal.com and send a payment to j70141@hotmail.com and I'll just send it. It is $9.95 for people in the U.S. and $14.95 for international requests. I have gotten a slightly higher than usual response this time around, so I am burning a few extra. In fact, I am burning them at this very moment, almost done with the set of the first CD.

"T0M" <privee@vieprivee.fra> wrote in message
news:db92215ed7bj2cnvu2b27e2ql71lvrntjh@4ax.com...
> Steve S. a crit:
>
>
>>>If you really really really aren't a paypal type of person, you can try
>>>emailing me and maybe I can set up a private ebay auction for you.
>
> Hi Steve,
>
> I tried several time to contact you by email but each time, my email
> came back with "unexcepted error"....
>
> T0M

1177. Re: ftp.spudster.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 06:46:39 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <BhfUd.129162$0u.53349@fed1read04>
Source record: 12333

I haven't looked for it, but I will look in their server logon info and see
if it's there.

Yeah, I think there is some sort of problem on their server because I didn't
have that problem before!

Nite Hacker

"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:ZaJTd.54817$4q6.33033@attbi_s01...
> Nite Hacker wrote:
> > Does anyone know how to get a hold of someone at this site?
> >
> > There's a problem. I think it's on their end!
> >
> > I can't get directory listings. It stops after 38 files and won't get
the
> > rest of the directory!
> >
> > I am using an ftp client... Total Commander and I haven't had this
problem
> > in the past.
> >
> > Does anyone know what might be the problem or how I can get a hold of
them
> > to let them know there might be a problem on their server?
> >
> > Thanks!
> >
> > Nite Hacker
> >
> >
>
> Ya i had the same problem with SFTP on Win32..
>
> Have you tried looking up their domain for the 'admin' contact info?

1178. Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 06:51:13 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <B5eUd.62654$Dc.30772@trnddc06>
Source record: 12332

I have set up an FTP site with the Holmes CD's in ZIPPED format. It probably won't be online too long and I don't really know how fast it will be but they are here:

ftp://bfbbs.no-ip.com or
ftp://bfbbs.dtdns.net

Login Anonymous!

Give them a try and let me know how it works.

1179. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 07:38:59 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <BhfUd.129163$0u.4528@fed1read04>
Source record: 12334

Let me clarify what I did one time...

The method I used didn't require any programs on the PC... as I recall! Reason is, I was *NOT* using SD(90k)! I was using a Rana drive, I think(?), and then I formatted it in DD (180k) and put a file on it (a doc file) and then took it to my school and put it on the PC and I think it read the file just fine (since the 360k drive has 180k density)! I am pretty sure that 1050 would not be suitable for this method? But if formatted on the Atari first (using a non-Atari drive because they have the TRUE DD (180k)... I think it does work! NO program/hardware needed, I don't think... just cables to hook a 5.25 drive to your PC? Somebody, PLEASE, tell me that this is possible? Yes, I had some problems probably due to drive alignment issues!

Don't hold me to this because I really can't recall the whole thing because it happened years ago... about 15!!!

Nite Hacker

PS Sorry if I created confusion here! I was just only offering a "quickie" (sort of) solution to their problem! However, it's *NOT* recommended if they have ALOT of info (disks) to transfer over to the PC! In this case, get the SIO2PC instead... as suggested!

<stephensheppard@hotmail.com> wrote in message
news:1109379114.867774.183260@l41g2000cwc.googlegroups.com...
> LOL! You did that just so you wouldn't have to pay me $10.
>
> Check the program notes for DEANA. I think it was first written in
> 1994. I know it works on my K6-2, FIC 503+ system which certainly
> isn't modern, built in 1998. I don't have any 5.25" drives in my newer
> computer (which isn't all that new anyway).
>
> While I was sorting out problems with my SIO2PC cable, Anadisk and
> DEANA were the only means I had to port my SD disks over to the PC. I
> didn't have a lot, perhaps a dozen, but they all copied. Yes I lost a
> few files due to errors but not whole disks.
>
> One thing I forgot to mention. If you happen to be re-using PC disks
> and are making single sided disks on the Atari. Anadisk gets confused
> by the information on side 1 (meaning the second side). Even when you
> tell Anadisk to scan only side 0 it still finds extraneous data on side
> 1. The Deana process will then fail.
>
> If the floppies were never used in anything but single sided drive then
> you should be OK.

>
> This is another case of having to bulk erase the floppy before you
> start.
>
> I found this out by trial and error. Frustrated when I couldn't port
> one disk, I blanked another disk as I described, with a magnet, and
> made a duplicate of the original using the Atari. Anadisk/Deana had no
> problems with the duplicate.
>
> (Yes, I know I could have just copied the files to a double density
> disk but I wanted to confirm the process).
>
>
> Steve Sheppard
>

1180. Re: ftp.spudster.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 08:11:24 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <BhfUd.129164$0u.86454@fed1read04>
Source record: 12335

I didn't remember, but I did check again and there is no contact info on
their server.

Nite Hacker

"Ziggy" <Ziggy@TheCentre.com> wrote in message
news:ZaJTd.54817$4q6.33033@attbi_s01...
> Nite Hacker wrote:
> > Does anyone know how to get a hold of someone at this site?
> >
> > There's a problem. I think it's on their end!
> >
> > I can't get directory listings. It stops after 38 files and won't get
the
> > rest of the directory!
> >
> > I am using an ftp client... Total Commander and I haven't had this
problem
> > in the past.
> >
> > Does anyone know what might be the problem or how I can get a hold of
them
> > to let them know there might be a problem on their server?
> >
> > Thanks!
> >
> > Nite Hacker
> >
> >
>
> Ya i had the same problem with SFTP on Win32..
>
> Have you tried looking up their domain for the 'admin' contact info?

1181. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 10:10:58 UTC
From: spam@joschs-robotics.de
Message-ID: <6a8b290a.0502270210.1847b8af@posting.google.com>
Source record: 12336

spam@joschs-robotics.de (Jochen Sch?fer) wrote in message
news:<6a8b290a.0502260259.40d8bd92@posting.google.com>...
> I have a 400 that works just fine, except that keys don't respond. The
> function keys like Option, Start and Reset work.
> Does anybody have informations about the pin layout or knows where to
> look.
> I also would appreciate informations about how to use another keyboard
> from other A8.
>
> Thanks Jochen

Thanks for all the responses.

1.) Yes, Greg. I contacted you, but I got no more responses.
2.) MR. I will consider your offer.
3.) Jess. I will look up the article. I have a dead 800XL, which I
could use for that.

Bye Jochen

1182. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 10:14:52 UTC
From: spam@joschs-robotics.de
Message-ID: <6a8b290a.0502270214.5198df11@posting.google.com>
Source record: 12337

LLppwhite@aol.com (Larry) wrote in message
news:<12e3f8fa.0502261808.5c27e77e@posting.google.com>...
might be feasible. Using a laptop keyboard could be a real problem,
> but interfacing through USB keyboard seems plausible now. Regular
> Atari sound would be produced using a very small AMP with the laptop
> speakers.
A XEGS would have a detachable keyboard, which connector looks like
DB15 (PC analog joystick connectors). So it should be fairly easy to
solve that problem.

> Wouldn't that be a real "mind blower!" Fortunately, I've worked on
> laptops, and have a pretty good handle on dealing with the compact
> arrangements in them. Am I forgetting (in concept) any really big
> element? Maybe I've had too much caffeine today?
Would be fun.

1183. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 11:40:23 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <cvsbj5$7bm$1@reader13.wxs.nl>
Source record: 12338

"Larry" <LLppwhite@aol.com> schreef in bericht
news:12e3f8fa.0502261808.5c27e77e@posting.google.com...\

In fact I have already almost a portable atari 8bit system.

I have an 130XE (320KB) with built-in CompactFlash card connected to myide. And I have a Nintendo Gameboy Advanced SP. There is a very nice adapter available for this gameboy. With this adapter you can use the TFT screen of the gameboy for viewing a composite or s-video signal! There is also audio-in possible. So when I make a nice wooden box with place for batteries, the gameboy and the 130XE, I have my portable system. I think it will be heavy, but it will do.

There are already 9000mAh "D"-size batteries available. The only part you have to look after is: make sure you get a clean 5V.

Look here for the adapter
http://store.videogamecentral.com/gaadgbaspava.html

I think I will buy such a thing.

The only thing I am not sure of is IF it will work with the atari video output. I once had a TFT television, that did not like the atari video output. I got strange green lines on the screen. That was terrible, and almost unusable. So I wouldn't know if this will have the same problem.

Marius

1184. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 15:02:24 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4221e0fe$1@news.inet.com.pl>
Source record: 12344

Managed Resistance wrote:
[...]

>
> If you're using MEM.SAV while in the Basic interpreter, the program that
> you have in memory will be saved to disk and loaded back into memory
> when you return to basic.
>

How does one use MEM.SAV while in the Basic interpreter?

1185. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 15:15:09 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4221e3fa$1@news.inet.com.pl>
Source record: 12343

Larry wrote:
> I've been thinking for a bit about trying to construct a *real* A8
> laptop. Of course, the emulators do a fine job, but "the real deal"
> no longer seems outside reality. Obviously, a 130XE main board would
> have to fit, but with the current "wide format screens" chassis space
> should exist for an XE main board. Battery life would probably be
> very limited, but largely this would be a "pluggable" laptop. A
> laptop HD would work along with a built-in (probably MYIDE) interface.
> A line-doubler should work fine, and I've seen them with boards as
> small as around 3 X 4". Probably no built-in floppy, but there are
> some very compact control boards available now, so an external floppy
> might be feasible. Using a laptop keyboard could be a real problem,
> but interfacing through USB keyboard seems plausible now. Regular
> Atari sound would be produced using a very small AMP with the laptop
> speakers.
>
> Wouldn't that be a real "mind blower!"

It would! That's something that's pending in the back of my head for
years now. The only true problem I see is a cost effective display
interfacing. I am afraid you don't get proper signal to drive the TFT
out of your 8biter, neither you find anything generic to convert the
available signals. Taking the video or Y/C signals require extra
interface board, which although available - cost about the price of a
good laptop for such project. They are also very panel-specific designed
and the panels they drive are not laptop typical panels... Another
alternative would be to slaughter a LCD tv-set with Y/C inputs, which
also isn't cost-effective as of today yet, and again the tv panel
probably won't easily fit into your laptop's casing...

> Fortunately, I've worked on
> laptops, and have a pretty good handle on dealing with the compact
> arrangements in them. Am I forgetting (in concept) any really big
> element?

IMHO the one I described above. If you know an easy solution/workaroung
to it - let us (me) know immediately! ;-)

> Maybe I've had too much caffeine today?

Happens from time to time ;-)

1186. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 15:21:45 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4221e587@news.inet.com.pl>
Source record: 12341

Marius Diepenhorst wrote:
> "Larry" <LLppwhite@aol.com> schreef in bericht
> news:12e3f8fa.0502261808.5c27e77e@posting.google.com...\
>
> In fact I have already almost a portable atari 8bit system.
>
> I have an 130XE (320KB) with built-in CompactFlash card connected to myide.
> And I have a Nintendo Gameboy Advanced SP. There is a very nice adapter
> available for this gameboy. With this adapter you can use the TFT screen of
> the gameboy for viewing a composite or s-video signal!

Hm, the link you gave doesn't say a thing about s-video.

[...]

> Look here for the adapter
> http://store.videogamecentral.com/gaadgbaspava.html
>
> I think I will buy such a thing.
>
> The only thing I am not sure of is IF it will work with the atari video
> output. I once had a TFT television, that did not like the atari video
> output.

Using Y/C aka s-video should be the goal anyway. Old 800's composite
output was terrible.

BTW. What is the Gameboy's display resolution?

1187. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 15:28:45 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4221e72b$1@news.inet.com.pl>
Source record: 12342

silverdr wrote:

>
> BTW. What is the Gameboy's display resolution?

Found it:

Display

Display Type
LCD TFT (Active Matrix)

Screen Size
2.9 in.

Max. Resolution
240 x 160

Which certainly is below the most 8biters' resolutions.

1188. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 16:32:07 UTC
From: Christopher Ryan <nogard@cishollywood.com>
Message-ID: <mn.da007d527fbd1c25.25806@cishollywood.com>
Source record: 12339

cbc explained :
> I have set up an FTP site with the Holmes CD's in ZIPPED format. It probably
> won't be online too long and I don't really know how fast it will be but they
> are here:
>
> ftp://bfbbs.no-ip.com or
> ftp://bfbbs.dtdns.net
>
> Login Anonymous!
>
> Give them a try and let me know how it works.

Does not allow me to log in. From a command line ftp I get:

Connected to bfbbs.dtdns.net.
421 1
Connection closed by remote host.

or if it does let me though it wont let me log in anonymously.

-Chris

--
This is an automatic signature of MesNews.
Site : http://www.mesnews.net

1189. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 16:47:20 UTC
From: spam@joschs-robotics.de
Message-ID: <6a8b290a.0502270847.108a1de5@posting.google.com>
Source record: 12340

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<gu7Ud.7935$Ba3.5078@newsread2.news.atl.earthlink.net>...
> Analog magazine printed the key martix in issue #9 under an
> article called
> "Build Youur Own 400 Keyboard". It is a tedious yet fairly direct
> process
> if you can locate a nonwired KB; modern KBs are prewired with
> electronics
I can't locate Analog magazine, I know, it's out there (scary music, please ;-).
Can anyone give me a location, or something?

Bye Jochen

1190. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 17:50:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <oZqdnRfcFdnilb_fRVn-tA@comcast.com>
Source record: 12345

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:cvsbj5$7bm$1@reader13.wxs.nl...
:
: "Larry" <LLppwhite@aol.com> schreef in bericht
: news:12e3f8fa.0502261808.5c27e77e@posting.google.com...\
:
: In fact I have already almost a portable atari 8bit system.
:
: I have an 130XE (320KB) with built-in CompactFlash card connected to myide.
: And I have a Nintendo Gameboy Advanced SP. There is a very nice adapter
: available for this gameboy. With this adapter you can use the TFT screen of
: the gameboy for viewing a composite or s-video signal! There is also
: audio-in possible. So when I make a nice wooden box with place for
: batteries, the gameboy and the 130XE, I have my portable system. I think it
: will be heavy, but it will do.
:
: There are already 9000mAh "D"-size batteries available. The only part you
: have to look after is: make sure you get a clean 5V.
:
: Look here for the adapter
: http://store.videogamecentral.com/gaadgbaspava.html
:
: I think I will buy such a thing.
:
: The only thing I am not sure of is IF it will work with the atari video
: output. I once had a TFT television, that did not like the atari video
: output. I got strange green lines on the screen. That was terrible, and
: almost unusable. So I wouldn't know if this will have the same problem.

Try a PSone 4" LCD screen for your laptop Atari.
They are really cheap now on eBay, if there are
any left, that is. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1191. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 18:33:37 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <anoUd.133224$0u.51156@fed1read04>
Source record: 12248

You need to go to DOS menu (DOS 2.5 or DOS 3.0, I think? - but wouldn't recommend the later!). I believe there is an option to create the MEM.SAV file. You can't create it from BASIC, I don't think! So go to DOS first by typing DOS<enter> from BASIC and create this file and then go back to BASIC and enter a program and then when you go back to the DOS menu, it will save what you have entered into the MEM.SAV file. Just be sure that if you want to save the program to save it using the regular means... SAVE"D:PROG.BAS" or LIST"D:PROG.BAS" because if you later use the SAME disk with the MEM.SAV file and you enter a different program and go to DOS, it's going to erase whatever is currently in the MEM.SAV file. It's ONLY a temp storage and is *NOT* the method to use to save your programs. It's only meant to be used to store your program temporarily while you go to DOS and when you come back to BASIC, then it re-loads the program from the MEM.SAV... if it exists.

Hope this explains it?

Nite Hacker

"silverdr" <silverdr@inet.remove.it.pl> wrote in message
news:4221e0fe$1@news.inet.com.pl...
> Managed Resistance wrote:
> [...]
>
> >
> > If you're using MEM.SAV while in the Basic interpreter, the program that
> > you have in memory will be saved to disk and loaded back into memory
> > when you return to basic.
> >
>
> How does one use MEM.SAV while in the Basic interpreter?

1192. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 18:37:55 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <iuoUd.133226$0u.44396@fed1read04>
Source record: 12251

Try an ftp client and enter -

bfbbs.no-ip.com or
bfbbs.dtdns.net

Use anonymous for login. It *DID* work for me last night... however, it was
SLOW!

Or maybe it's not there anymore? He said it might not last long?

Nite Hacker

"Christopher Ryan" <nogard@cishollywood.com> wrote in message
news:mn.da007d527fbd1c25.25806@cishollywood.com...
> cbc explained :
> > I have set up an FTP site with the Holmes CD's in ZIPPED format. It
probably
> > won't be online too long and I don't really know how fast it will be but
they
> > are here:
> >
> > ftp://bfbbs.no-ip.com or
> > ftp://bfbbs.dtdns.net
> >
> > Login Anonymous!
> >
> > Give them a try and let me know how it works.
>
> Does not allow me to log in. From a command line ftp I get:
>
> Connected to bfbbs.dtdns.net.
> 421 1
> Connection closed by remote host.
>
> or if it does let me though it wont let me log in anonymously.
>
> -Chris
>
> --
> This is an automatic signature of MesNews.
> Site : http://www.mesnews.net
>

1193. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 18:40:35 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <juoUd.133227$0u.92954@fed1read04>
Source record: 12250

It wasn't very fast, but thanks anyways! :-)

I was only getting 16kbps which is pretty slow considering I have a cable connection! It said it was going to take 4 hours to download the first one which was 234mb.

Thanks for trying to offer them, though... too bad it wasn't very fast!

Nite Hacker

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:B5eUd.62654$Dc.30772@trnddc06...
> I have set up an FTP site with the Holmes CD's in ZIPPED format. It
> probably won't be online too long and I don't really know how fast it will
> be but they are here:
>
> ftp://bfbbs.no-ip.com or
> ftp://bfbbs.dtdns.net
>
> Login Anonymous!
>
> Give them a try and let me know how it works.
>
>
>

1194. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 19:00:02 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <SMoUd.9128$gX3.3134@newssvr31.news.prodigy.com>
Source record: 12249

"Jorge" <user@nospam.com> wrote in message
news:cvr48m$9ge$1@blue.rahul.net...
Thanks Jorge. You really cleared things up. I'm sure my original
insistance that PC drives couldn't read FM/single density is because my 486
couldn't. I think also an old AT 640k computer couldn't (using ANADISK). I
extrapolated that if my computers couldn't do it, nobody could. My current
PC computer does fine reading FM disks, I'm not experimenting with writing.
I do remember that you must use either a thoroughly 'degaused' disk, or a
virgin disk to do writing of Atari disks in a PC.
I wrote a program to transfer files A8<>PC, using Charles Marslett's PC
assembler code. I believe it is the only program that will write a double
density MyDOS or SpartaDOS boot disk on a PC. Heh, heh, I might try it
again.

1195. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 19:02:46 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <oJudnddsy-XGhL_fRVn-2g@comcast.com>
Source record: 12346

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:juoUd.133227$0u.92954@fed1read04...
: It wasn't very fast, but thanks anyways! :-)
:
: I was only getting 16kbps which is pretty slow considering I have a cable
: connection! It said it was going to take 4 hours to download the first one
: which was 234mb.
:
: Thanks for trying to offer them, though... too bad it wasn't very fast!

I'm downloading the first one now. Really slow, but
I want to see what is on them. I will have an Atari
section on my FTP site and can provide them there if
people want them. My FTP site will be quite a bit
faster, I hope. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1196. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 19:04:44 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BoKdndCt3N1PhL_fRVn-uQ@comcast.com>
Source record: 12247

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:oJudnddsy-XGhL_fRVn-2g@comcast.com...
:
: "Nite Hacker" <notvalid@yahoo.com> wrote in message
news:juoUd.133227$0u.92954@fed1read04...
: : It wasn't very fast, but thanks anyways! :-)
: :
: : I was only getting 16kbps which is pretty slow considering I have a cable
: : connection! It said it was going to take 4 hours to download the first one
: : which was 234mb.
: :
: : Thanks for trying to offer them, though... too bad it wasn't very fast!
:
: I'm downloading the first one now. Really slow, but
: I want to see what is on them. I will have an Atari
: section on my FTP site and can provide them there if
: people want them. My FTP site will be quite a bit
: faster, I hope. :o)

BTW, I'm getting about 130 Kbps on mine.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1197. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:01:16 UTC
From: dinosaur@corner.net
Message-ID: <7a61c6b3.0502271201.381a0295@posting.google.com>
Source record: 12252

I have an AST 486DX-4 laptop running PCXformer 3.8 under MS-DOS 6.22.

When you boot it up,it:

displays an ATARI fuji .gif
plays a .wav file " Welcome to the wonderful world of Atari!"
goes right to the SpartaDos screen.

All this is done seamlessly,without any hint of MS-DOS.

Admittedly not a *REAL* A8,but it amazes my PC friends!

1198. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:08:04 UTC
From: wduke@sympatico.ca
Message-ID: <1gsncxp.1674n8v1twjmimN%wduke@sympatico.ca>
Source record: 12254

You sound like me!

Thinking about what can be done and iqnoring the naysayers... and
sucking back the caffeine by the the truckload.

Larry <LLppwhite@aol.com> wrote:

> Wouldn't that be a real "mind blower!" Fortunately, I've worked on
> laptops, and have a pretty good handle on dealing with the compact
> arrangements in them. Am I forgetting (in concept) any really big
> element? Maybe I've had too much caffeine today?

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1199. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:08:05 UTC
From: wduke@sympatico.ca
Message-ID: <1gsnd14.1v70n7j1jugmo0N%wduke@sympatico.ca>
Source record: 12257

Jochen Sch?fer <spam@joschs-robotics.de> wrote:

> might be feasible. Using a laptop keyboard could be a real problem,
> > but interfacing through USB keyboard seems plausible now. Regular
> > Atari sound would be produced using a very small AMP with the laptop
> > speakers.
> A XEGS would have a detachable keyboard, which connector looks like
> DB15 (PC analog joystick connectors). So it should be fairly easy to
> solve that problem.

The XEGS doesn't have a parallel port though. It does have a cartridge port. Does the MyIDE interface connect to the cartridge port?

Speaking of XEGS motherboards, I have one laying around that I'm not using. If anybody is interested in it, I can be reached at the following email address: managed_resistance@sympatico.ca

>
> > Wouldn't that be a real "mind blower!" Fortunately, I've worked on
> > laptops, and have a pretty good handle on dealing with the compact
> > arrangements in them. Am I forgetting (in concept) any really big
> > element? Maybe I've had too much caffeine today?
> Would be fun.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1200. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:08:06 UTC
From: wduke@sympatico.ca
Message-ID: <1gsndaw.dc3sz347kmlaN%wduke@sympatico.ca>
Source record: 12255

silverdr <silverdr@inet.remove.it.pl> wrote:

> Managed Resistance wrote:
> [...]
>
> >
> > If you're using MEM.SAV while in the Basic interpreter, the program that
> > you have in memory will be saved to disk and loaded back into memory
> > when you return to basic.
> >
>
> How does one use MEM.SAV while in the Basic interpreter?

Wow! I haven't actively used my Atari 8-bit in ages. If memory
serves, you do not actually use MEM.SAV. DOS uses MEM.SAV.

If you have a Basic program in memory and enter the DOS command, the
disk utilities package is loaded into memory. If I remember correctly,
the basic file in memory is stored to MEM.SAV and reloaded into memory
when you exit DUP.SYS.

It's been a long time. A lot of this stuff I'd have to look up
again... And most of the latest developments in the Atari 8-bit world,
I'm not familiar with at all.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1201. Atari 800XL Mod

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:08:06 UTC
From: wduke@sympatico.ca
Message-ID: <1gsndnh.jwrygs18p6h9N%wduke@sympatico.ca>
Source record: 12256

I have a non-working Atari 800XL that appears to have been heavily modifyed at one point. However, alot of the modifications have been removed.

There were two toggle switches protruding through the back side of the 800XL case. One of these switches was wired to the OS chip which had another socket (empty) soldered on top. The second toggle switch was connected to the chip at U28 (74LS375N). There is another chip soldered to the top of this IC but the markings are not clearly readable.

Does anybody have any idea as to what this second mod may have been?

I'm guessing that the OS IC mod was a dual OS mod that was toggle switchable. But the mod on U28 has me baffled.

Like I said, alot of the mod components had been removed when I received this particular XL.

Any ideas appreciated.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1202. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:13:31 UTC
From: wduke@sympatico.ca
Message-ID: <1gsne7d.1k0t1qg1az86b2N%wduke@sympatico.ca>
Source record: 12253

Ed Shepherd <dinosaur@corner.net> wrote:

> I have an AST 486DX-4 laptop running PCXformer 3.8 under MS-DOS 6.22.
>
> When you boot it up,it:
>
> displays an ATARI fuji .gif
> plays a .wav file " Welcome to the wonderful world of Atari!"
> goes right to the SpartaDos screen.
>
> All this is done seamlessly,without any hint of MS-DOS.
>
> Admittedly not a *REAL* A8,but it amazes my PC friends!

How do you suppress the BIOS startup displays, etc.?

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1203. Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 20:24:03 UTC
From: wduke@sympatico.ca
Message-ID: <1gsnecd.1lai7cy1iq4fpgN%wduke@sympatico.ca>
Source record: 12258

I was thinking about really getting into the 8-bit scene again. I was wondering what kind of stuff you folks are doing with your 8-bits?

I doubt that too many people would still be using their 8-bits for any serious work anymore. So, aside from games, what other kind of stuff are folks doing with the 8-bit Atari these days?

I know that mod'ing the 8-bit can be alot of fun but what kinds of things are you doing with your turbocharged 8-bits?

I found an old CSS catalog (from 1993) which had alot of interesting products in it. The blackbox, floppy board, multiplexer, etc. Is anybody still producing these products?

I've always wanted to get my hands on a 1MB MIO from ICD. I've heard that the Black Box is a better interface, but there was something about that little 1MB MIO that I always found kind of cool.

Is Fine Tooned Engineering still playing around with 8-bit products? I know that they were doing something with some of the old ICD products a while back.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1204. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 22:37:31 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1124itb9gelkre7@corp.supernews.com>
Source record: 12259

On 27 Feb 2005 15:24:03 , Managed Resistance wrote:
>I was thinking about really getting into the 8-bit scene again. I was
>wondering what kind of stuff you folks are doing with your 8-bits?
>
>I doubt that too many people would still be using their 8-bits for any
>serious work anymore. So, aside from games, what other kind of stuff
>are folks doing with the 8-bit Atari these days?
>
>I know that mod'ing the 8-bit can be alot of fun but what kinds of
>things are you doing with your turbocharged 8-bits?
>
>I found an old CSS catalog (from 1993) which had alot of interesting
>products in it. The blackbox, floppy board, multiplexer, etc. Is
>anybody still producing these products?
>
>I've always wanted to get my hands on a 1MB MIO from ICD. I've heard
>that the Black Box is a better interface, but there was something about
>that little 1MB MIO that I always found kind of cool.
>
>Is Fine Tooned Engineering still playing around with 8-bit products? I
>know that they were doing something with some of the old ICD products a
>while back.
>
>
>--
>Is there intelligent life at Blackburn Group radio stations? No!
>---
>
>Just say "NO!" to corruption!
>.
Actually, I enjoy writing (word processing) my 130XE. I do a lot of
journaling with it with AtariWriter 80. I use a small Apple green-
screen monitor. It's very easy on the eyes.

My 130XE is "stock", but I use an SIO2PC cable connected to my
1040STe and 800XL DeeJay software to emulate drives. I also use a
Lantronix UDS-10 (modem emulation to ethernet connection) to connect
to some great Atari BBSs.

All that to say I use the computer more for applications than gaming,
and it is still very usefull.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1205. Re: Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 22:53:17 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <xbsUd.1658$wy3.569@newsread3.news.atl.earthlink.net>
Source record: 12260

Can't locate the code for the game adjustment screen, but
here are some worm holes:

Lvl #1: collect flower pot near top center, press "1" plus Start
while immunity lasts and arrive in Lvl #4.

Lvl #2: collect paint roller and press "3" plus Start for Lvl 22

Lvl #3: collect chalice and press "4" plus Start for Lvl 15

Lvl #5: collect teapot and press "8" plus Start for Lvl 8

Lvl #10: collect trident and press "5" plus Start for Lvl 14

Lvl #16: direct airflow in suction tubes one (1) and three (3) to
the
left and collect pie dish and press "9" plus Start for Lvl 19

Those are all I know and have only verified the 1st few.
Jess

<Greg.Goodwin@family-news.org> wrote in message
news:639496.5a7213@fmlynet.org...
> Oh that is cool! Always loved those games.
>
> Hey since this brought up, is there a easter egg/cheat
for Bounty Bob
> Strikes Back that we have in Miner 2049er (the telephone
number cheat).
>
> Thanks!
> Doc Clu A3K
>
> > From: "Farb" <google@atari8bit.org>
>
> >I've posted an interview with Bill Hogue, author of Miner
2049er and Bounty Bob
> > Strikes Back on Atari8bit.org. Enjoy!
>
> > ->Dan
> > http://www.atari8bit.org
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by
http://www.christian-wellness.net (8:8/2)

1206. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 23:07:04 UTC
From: wduke@sympatico.ca
Message-ID: <1gsnltk.14v71neggwv34N%wduke@sympatico.ca>
Source record: 12261

Joseph D. Place <jdplace@REMOVESPAMcableone.net> wrote:

> On 27 Feb 2005 15:24:03 , Managed Resistance wrote:
> >I was thinking about really getting into the 8-bit scene again. I was
> >wondering what kind of stuff you folks are doing with your 8-bits?
> >
> >I doubt that too many people would still be using their 8-bits for any
> >serious work anymore. So, aside from games, what other kind of stuff
> >are folks doing with the 8-bit Atari these days?
> >
> >I know that mod'ing the 8-bit can be alot of fun but what kinds of
> >things are you doing with your turbocharged 8-bits?
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> >I found an old CSS catalog (from 1993) which had alot of interesting
> >products in it. The blackbox, floppy board, multiplexer, etc. Is
> >anybody still producing these products?
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> >I've always wanted to get my hands on a 1MB MIO from ICD. I've heard
> >that the Black Box is a better interface, but there was something about
> >that little 1MB MIO that I always found kind of cool.
> >
> >Is Fine Tooned Engineering still playing around with 8-bit products? I
> >know that they were doing something with some of the old ICD products a
> >while back.
> >
> >
> >--
> >Is there intelligent life at Blackburn Group radio stations? No!
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> >Just say "NO!" to corruption!
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> Actually, I enjoy writing (word processing) my 130XE. I do a lot of
> journaling with it with AtariWriter 80. I use a small Apple green-
> screen monitor. It's very easy on the eyes.
>
> My 130XE is "stock", but I use an SIO2PC cable connected to my
> 1040STe and 800XL DeeJay software to emulate drives. I also use a
> Lantronix UDS-10 (modem emulation to ethernet connection) to connect
> to some great Atari BBSs.
>
> All that to say I use the computer more for applications than gaming,
> and it is still very usefull.
>

>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

I used to use a word processor called Cut & Paste. I fell in love with the interesting menu that it had for accessing your saved files. I remember that I would type all sorts of things into that word processor just trying to fill up the menu and disk with text files.

Cut & Paste was the second commercial software product I ever purchased for the Atari 8-bit. The first was the submarine patrol game, Silent Service. Silent Service was on a Commodore/Atari flippy disk. I remember, as an avid Atari enthusiast, always being offended by the fact that the Atari version was always on the backside of the disk.

I know that I picked up a copy of Atariwriter and later, Atariwriter Plus as well as a few others that I don't recall at the moment. By far, my favourite word processor for the Atari was a public domain product that displayed 80 columns on screen using software tricks and a modified character set. It was a real pain reading things on the black & white television that I was using, but I was addicted to that little Atari 800XL.

I must have at least 300 5.25" disks laying around with Atari 8-bit software on them. I can just imagine all of the interesting stuff that has been produced for the Atari 8-bit since I stopped collecting software for it.

Ah, nostalgia...

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1207. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 23:19:47 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <nAsUd.1675$wy3.1166@newsread3.news.atl.earthlink.net>
Source record: 12262

I meant the original 800; not at all confident the 800XL uses
the same KB matrix. The XL connector is definetly different...
The 800 KB has a conventional ribbon cable similar to floppy
cables that plug onto pins in recent PCs; the XL KB has a flat
clear substrate with traces painted on it to plug into a thin
edge
card type connector. Sorry :-(
Jess

"Jochen Sch?fer" <spam@joschs-robotics.de> wrote in message
news:6a8b290a.0502270210.1847b8af@posting.google.com...
> 3.) Jess. I will look up the article. I have a dead 800XL,
which I
> could use for that.
>
> Bye Jochen

1208. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-27 23:33:26 UTC
From: Simon <news@gornall.net>
Message-ID: <DvCdnRZy6Nxaxb_fRVn-uw@comcast.com>
Source record: 12263

Managed Resistance wrote:
> I was thinking about really getting into the 8-bit scene again. I was
> wondering what kind of stuff you folks are doing with your 8-bits?
>
> I doubt that too many people would still be using their 8-bits for any
> serious work anymore. So, aside from games, what other kind of stuff
> are folks doing with the 8-bit Atari these days?
>
> I know that mod'ing the 8-bit can be alot of fun but what kinds of
> things are you doing with your turbocharged 8-bits?
>
> I found an old CSS catalog (from 1993) which had alot of interesting
> products in it. The blackbox, floppy board, multiplexer, etc. Is
> anybody still producing these products?
>
> I've always wanted to get my hands on a 1MB MIO from ICD. I've heard
> that the Black Box is a better interface, but there was something about
> that little 1MB MIO that I always found kind of cool.
>
> Is Fine Tooned Engineering still playing around with 8-bit products? I
> know that they were doing something with some of the old ICD products a
> while back.

Well, this is the ï¿½ber-mod of all that I've ever come across, but it's
come about because I've been playing around with FPGA's for the last 6
months or so, mainly because they're pretty darn cool :-)

It struck me that (on a modern FPGA) I could design something that would
interface with the XL/XE bus-interface port, and effectively provide an
'upgrade' for the ole 8-bit :-)

The idea is to provide ethernet, IDE hard-disk, and VGA output as a
minimum. To do this, I'll implement a 'soft' CPU core in the FPGA as
well as the support logic for an ethernet chip. IDE I'll do in s/w once
the pins are wired up to the FPGA. For the VGA output I think I can get
away with a resistor-DAC (ie: 3 resistors (= 8 values) of different
resistance for each of R,G and B) for a 640x480x256 colours, with maybe
increasing resolution and decreasing colours up to 1280x1024 in mono).
It'll need some RAM as well, and I think I'll go for SDRAM - mainly
because it's so cheap.

To support the original graphics modes, I'm planning on using an SAA7114
video digitiser chip from Phillips, which will relay the XL/XE video
output through the VGA logic and onto the VGA screen. It'll do that as
the default behaviour, so there'll be no impact on anything, and as a

bare minimum, you ought to be able to use an el-cheapo VGA monitor for output.

Total parts cost in quantity-1 pricing will be a shade under $100, although I'll have to get a board made, and there'll be other bits and pieces. I'm aiming for under $200 for my first prototype though. The board is expensive to manufacture because it'll need 4 signal layers due to the FPGA.

Once that's all designed and built, I'll have a fair amount of s/w to write. I'm planning on using 'C' as the main language, and providing a Spartados-like (well, actually linux-like :-) DOS interface. If I implement E: and S: drivers on the XL/XE side of the link, I ought to be able to transparently support any well-behaved programs in higher resolutions. Anything else will be stuck with native 8bit resolutions. I'll have to write a D: driver though, and an N: driver (Network) would be nice - all PC SMB shares just appearing as N:<machine>/<share>/... :-)

The 'coprocessor' in this setup will be significantly more powerful than the 6502 in the host machine (I'm aiming for a ~70MHz, 32bit CPU), so it'd be rather cool to use that as the main processor when not running games. A program running in BASIC on the new processor would probably out-perform one in machine code on the 6502 :-) First order of business will be to provide a command-shell (like unix and DOS), then a C compiler hosted on the machine itself, then I could even port a BASIC language if I wanted it to look just like an old 8-bit :-) Given how much more powerful than a normal 8-bitter this combo will be though, it might be more applicable to have an ST-like GUI interface...

There's a lot to do here, so you'll probably not hear much for a few months or so, but I'll set up a website and keep y'all informed as to how I'm doing. The day-job comes first, of course :-)

Simon.

1209. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 00:03:28 UTC
From: rfucci@maine.rr.com
Message-ID: <1109549008.249559.173170@o13g2000cwo.googlegroups.com>
Source record: 12264

Can't access via IE or Smart FTP.
Thanks for the try.

Ron

cbc wrote:
> I have set up an FTP site with the Holmes CD's in ZIPPED format. It
> probably won't be online too long and I don't really know how fast it
will
> be but they are here:
>
> ftp://bfbbs.no-ip.com or
> ftp://bfbbs.dtdns.net
>
> Login Anonymous!
>
> Give them a try and let me know how it works.

1210. MyDOS page down

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 00:18:04 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <42226348$0$155$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 12265

Howdy folks

My MyDOS page will probably be down for a couple of days. The rest of the site has been updated.

If you wanna shoot somebody for this, please aim at Bill Gates.

CU Mathy

1211. Re: Ramdisk Info...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 00:26:30 UTC
From: Mathy van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <42226542$0$149$3a628fcd@reader2.nntp.hccnet.nl>
Source record: 12266

Howdy Andreas

> Well Mathy,
> your e-mail is not wrong typed there - it is spam-protected !! Hopefully
> this works ok. Or do you want dozens (or hundreds) of spam mails ?!? You
> know, the Ramdisk info list gets published here and in many other
> places... -Andreas.

Ok then, thanks!

CU Mathy

1212. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 01:43:24 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <0HuUd.62331$uc.5718@trnddc04>
Source record: 12267

It isn't too fast... and my ISP keeps changing my IP address which is annoying to many people. I can see why - I would be annoyed too. But that doesn't justify the emails I have received today while trying to help out the community.... I apologize to to those of you I offended. The FTP site is shut down.

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:B5eUd.62654$Dc.30772@trnddc06...
>I have set up an FTP site with the Holmes CD's in ZIPPED format. It
>probably won't be online too long and I don't really know how fast it will
>be but they are here:
>
> ftp://bfbbs.no-ip.com or
> ftp://bfbbs.dtdns.net
>
> Login Anonymous!
>
> Give them a try and let me know how it works.
>
>
>

1213. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 02:10:26 UTC
From: Christopher Ryan <nogard@cishollywood.com>
Message-ID: <mn.dc427d52dde067df.25806@cishollywood.com>
Source record: 12268

Is there no way it could be put up for a bit longer? If I could get
them, I would be willing to make them available on my ftp site for a
few weeks. I have a t1 line to put them on.

-Chris

cbc formulated on Sunday :
> It isn't too fast... and my ISP keeps changing my IP address which is
> annoying to many people. I can see why - I would be annoyed too. But that
> doesn't justify the emails I have received today while trying to help out the
> community.... I apologize to to those of you I offended. The FTP site is
> shut down.
>
>
> "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> news:B5eUd.62654$Dc.30772@trnddc06...
>>I have set up an FTP site with the Holmes CD's in ZIPPED format. It
>> probably won't be online too long and I don't really know how fast it will
>> be but they are here:
>>
>> ftp://bfbbs.no-ip.com or
>> ftp://bfbbs.dtdns.net
>>
>> Login Anonymous!
>>
>> Give them a try and let me know how it works.
>>
>>
>>

--
This is an automatic signature of MesNews.
Site : http://www.mesnews.net

1214. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 02:13:39 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109556819.819985.224550@o13g2000cwo.googlegroups.com>
Source record: 12269

Russ Gilbert wrote:
> "Jorge" <user@nospam.com> wrote in message
> news:cvr48m$9ge$1@blue.rahul.net...
> Thanks Jorge. You really cleared things up. I'm sure my original
> insistance that PC drives couldn't read FM/single density is because
my 486
> couldn't. I think also an old AT 640k computer couldn't (using
ANADISK). I
> extrapolated that if my computers couldn't do it, nobody could. My
current
> PC computer does fine reading FM disks, I'm not experimenting with
writing.
> I do remember that you must use either a thoroughly 'degaused' disk,
or a
> virgin disk to do writing of Atari disks in a PC.
> I wrote a program to transfer files A8<>PC, using Charles Marslett's
PC
> assembler code. I believe it is the only program that will write a
double
> density MyDOS or SpartaDOS boot disk on a PC. Heh, heh, I might try
it
> again.

As I've said before, Matthias Reichl's WriteATR can read, write, and format DD disks very well using a PC. It's very fast. Formats and simultaneously writes a single sided, double density disk in about 60 seconds. I've made both MyDOS boot disks and BWDOS boot disks (I can't use SpartaDOS on my 800) with WriteATR.

I don't have the tools to fully degauss a disk but I've had good luck blanking disks with a powerful static magnet.

Link for WriteATR
http://www.horus.com/~hias/atari/

Steve Sheppard

1215. Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 03:15:19 UTC
From: Simon <news@gornall.net>
Message-ID: <xbCdncGxFJBaEb_fRVn-pA@comcast.com>
Source record: 12270

If anyone has a copy of this book, I'd be interested in buying it from them. If there's any other source about making bootable cartridges, I'd be interested in hearing about it as well :-)

ATB,
Simon

1216. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 03:29:39 UTC
From: spam@joschs-robotics.de
Message-ID: <6a8b290a.0502271929.50294a81@posting.google.com>
Source record: 12271

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<nAsUd.1675$wy3.1166@newsread3.news.atl.earthlink.net>...
> I meant the original 800; not at all confident the 800XL uses
> the same KB matrix. The XL connector is definetly different...
> The 800 KB has a conventional ribbon cable similar to floppy
> cables that plug onto pins in recent PCs; the XL KB has a flat
> clear substrate with traces painted on it to plug into a thin
> edge
> card type connector. Sorry :-(
Well, yes, I expected that it wouldn't be "plug'n'play", but remember
Greg Goodwin talking about ROM modifications such thing, so I guess it
should be feasible to overcome the electrical part and the logical
one.
Where are the Analog magazines located? I would like to look that up.

Bye Jochen

1217. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 03:51:26 UTC
From: Jorge <user@nospam.com>
Message-ID: <cvu4fuoon1@blue.rahul.net>
Source record: 12272

stephensheppard@hotmail.com writes:

>As I've said before, Matthias Reichl's WriteATR can read, write, and
>format DD disks very well using a PC. It's very fast. Formats and
>simultaneously writes a single sided, double density disk in about 60
>seconds.

Just for the record. The maximum speed for formatting and writing a whole 5.25 single sided 40 tracks disk (any one, not just Atari) in a PC is about 7 seconds. You need several things to achieve this speed though.

In first place you must skip verification, which is normally not recommended. Otherwise increase time about twice.

A HD drive, otherwise increase time 20%.

A custom controller. You need a custom controller to be able to format and write in a single operation. And also for formatting without "waiting" for the index. Otherwise increase time two/three times.

>I don't have the tools to fully degauss a disk but I've had good luck
>blanking disks with a powerful static magnet.

Note again that this only needed when using a HD drive. You don't need any "erasing/degaussing" when using a 360k drive. Not too hard to find a 360k drive on Ebay. Any XF-551 mechanism is a good PC 360k drive as well.

1218. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 05:36:37 UTC
From: wduke@sympatico.ca
Message-ID: <1gso3yv.k6su6h19gd0d6N%wduke@sympatico.ca>
Source record: 12273

Simon <news@gornall.net> wrote:

>
> Well, this is the ï¿½ber-mod of all that I've ever come across, but it's
> come about because I've been playing around with FPGA's for the last 6
> months or so, mainly because they're pretty darn cool :-)
>
> It struck me that (on a modern FPGA) I could design something that would
> interface with the XL/XE bus-interface port, and effectively provide an
> 'upgrade' for the ole 8-bit :-)
>
> The idea is to provide ethernet, IDE hard-disk, and VGA output as a
> minimum. To do this, I'll implement a 'soft' CPU core in the FPGA as
> well as the support logic for an ethernet chip. IDE I'll do in s/w once
> the pins are wired up to the FPGA. For the VGA output I think I can get
> away with a resistor-DAC (ie: 3 resistors (= 8 values) of different
> resistance for each of R,G and B) for a 640x480x256 colours, with maybe
> increasing resolution and decreasing colours up to 1280x1024 in mono).
> It'll need some RAM as well, and I think I'll go for SDRAM - mainly
> because it's so cheap.
>
> To support the original graphics modes, I'm planning on using an SAA7114
> video digitiser chip from Phillips, which will relay the XL/XE video
> output through the VGA logic and onto the VGA screen. It'll do that as
> the default behaviour, so there'll be no impact on anything, and as a
> bare minimum, you ought to be able to use an el-cheapo VGA monitor for
> output.
>
> Total parts cost in quantity-1 pricing will be a shade under $100,
> although I'll have to get a board made, and there'll be other bits and
> pieces. I'm aiming for under $200 for my first prototype though. The
> board is expensive to manufacture because it'll need 4 signal layers due
> to the FPGA.
>
> Once that's all designed and built, I'll have a fair amount of s/w to
> write. I'm planning on using 'C' as the main language, and providing a
> Spartados-like (well, actually linux-like :-) DOS interface. If I
> implement E: and S: drivers on the XL/XE side of the link, I ought to be
> able to transparently support any well-behaved programs in higher
> resolutions. Anything else will be stuck with native 8bit resolutions.
> I'll have to write a D: driver though, and an N: driver (Network) would
> be nice - all PC SMB shares just appearing as N:<machine>/<share>/... :-)
>
> The 'coprocessor' in this setup will be significantly more powerful than

> the 6502 in the host machine (I'm aiming for a ~70MHz, 32bit CPU), so
> it'd be rather cool to use that as the main processor when not running
> games. A program running in BASIC on the new processor would probably
> out-perform one in machine code on the 6502 :-) First order of business
> will be to provide a command-shell (like unix and DOS), then a C
> compiler hosted on the machine itself, then I could even port a BASIC
> language if I wanted it to look just like an old 8-bit :-) Given how
> much more powerful than a normal 8-bitter this combo will be though, it
> might be more applicable to have an ST-like GUI interface...
>
> There's a lot to do here, so you'll probably not hear much for a few
> months or so, but I'll set up a website and keep y'all informed as to
> how I'm doing. The day-job comes first, of course :-)
>
> Simon.

Wow! That would really put life back into the old 8-bit! Especially with the 70MHz 32-bit processor. You could effectively use an external processor to handle all of the computational heavy lifting and just feed the results back to the 6502 which would basically just act as a traffic cop.

You could really turn the old 8-bit into a graphics powerhouse of sorts. If the 8-bit could drive a monitor capable of 640x480 and had an external processor to do much of the rendering, you'd have a really wild Atari to play with.

I just have one question: What's an FPGA?

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1219. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 06:22:48 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <YMyUd.7550$MY6.3626@newsread1.news.pas.earthlink.net>
Source record: 12274

Get em from me, I'm still offering them.

And no offense to anyone, but it appears you might get them faster through
the mail anyways. =)

"Christopher Ryan" <nogard@cishollywood.com> wrote in message
news:mn.dc427d52dde067df.25806@cishollywood.com...
> Is there no way it could be put up for a bit longer? If I could get them,
> I would be willing to make them available on my ftp site for a few weeks.
> I have a t1 line to put them on.
>
> -Chris
>
>
>
> cbc formulated on Sunday :
>> It isn't too fast... and my ISP keeps changing my IP address which is
>> annoying to many people. I can see why - I would be annoyed too. But
>> that doesn't justify the emails I have received today while trying to
>> help out the community.... I apologize to to those of you I offended.
>> The FTP site is shut down.
>>
>>
>> "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
>> news:B5eUd.62654$Dc.30772@trnddc06...
>>>I have set up an FTP site with the Holmes CD's in ZIPPED format. It
>>>probably won't be online too long and I don't really know how fast it
>>>will be but they are here:
>>>
>>> ftp://bfbbs.no-ip.com or
>>> ftp://bfbbs.dtdns.net
>>>
>>> Login Anonymous!
>>>
>>> Give them a try and let me know how it works.
>>>
>>>
>>>
>
> --
> This is an automatic signature of MesNews.
> Site : http://www.mesnews.net
>

1220. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 07:32:32 UTC
From: Simon <news@gornall.net>
Message-ID: <A4adnfuMs4uPVL_fRVn-rA@comcast.com>
Source record: 12275

Managed Resistance wrote:

>
> Wow! That would really put life back into the old 8-bit! Especially
> with the 70MHz 32-bit processor. You could effectively use an external
> processor to handle all of the computational heavy lifting and just feed
> the results back to the 6502 which would basically just act as a traffic
> cop.
>
> You could really turn the old 8-bit into a graphics powerhouse of sorts.
> If the 8-bit could drive a monitor capable of 640x480 and had an
> external processor to do much of the rendering, you'd have a really wild
> Atari to play with.

The idea started off by me seeing a post in this newsgroup about ethernet on the 8-bit line. The idea that popped immediately into my mind was to use a rabbit semiconductor part (say a 3200 series board) which has ethernet and a general purpose bus (which I could integrate with the cartridge port). Then I started thinking about an FPGA solution instead, with a 'soft' CPU instead of a dedicated CPU chip. That way I could add VGA and IDE etc. etc. The more I thought about it, the more obvious it became...

To start off with (ie: to get something up and running faster) I'll probably just use the XE as a 'dumb' terminal onto the board - ie: it'll just either be fully in control and passing its composite output through to the digitiser and onto the VGA logic, *or* it's a keyboard/joystick input device and everything interesting will be happening on the board itself. Once I've got it working in that mode, I can start to actually make it manage the co-processor environment better.

In fact, the new CPU will only take about ~20% of the FPGA I'm looking at using, and the VGA / IDE / Network controller may not take another 60% between them. It *might* be possible to have 2 of the 32-bit processors on the FPGA. To manage that automatically (ie: have a symmetric multiprocessing operating system) is a biiig job though. I'd have to think that one through a bit more :-)

> I just have one question: What's an FPGA?

It's a 'Field Programmable Gate Array', or a chip that can be reprogrammed after its manufacture to be any logic you like. It's actually not hard - at least I don't think so. They used to be expensive and slow (and I guess relative to current CPU's they're still slow, at <100MHz for anything in my budget, compared to an Athlon at 2.2GHz...)

The FPGA I'm designing for is a Xilinx XC3S400 chip with ~8000 logic cells available for programming to anything I want. It costs about $25 in quantity-1 pricing. The next step up would be a ~17,280 logic-cell part, at $47. The problem with going for the larger one is that it has to be professionally bonded to the circuit board (= more expense). It's a ball-grid-array package which hobbyists like me can't hope to mount properly :-(To give some perspective, the CPU will be ~1500 logic cells...

I may end up being forced to go for the ball-grid-array packaging because the number of i/o pins on the smaller package is limited (141 max). Peripherals eat signal pins... If so, I might go for the larger device anyway, just for flexibility. Imagine a 4-way 32-bit multiprocessor system, all being controlled from a 130 XE :-)

ATB,
Simon.

1221. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 11:32:04 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42230131$1@news.inet.com.pl>
Source record: 12276

Nite Hacker wrote:

>
> "silverdr" <silverdr@inet.remove.it.pl> wrote in message
> news:4221e0fe$1@news.inet.com.pl...
>
>> Managed Resistance wrote: [...]
>>
>>
>>> If you're using MEM.SAV while in the Basic interpreter, the
>>> program that you have in memory will be saved to disk and loaded
>>> back into memory when you return to basic.
>>>
>>
>> How does one use MEM.SAV while in the Basic interpreter?
>
> You need to go to DOS menu (DOS 2.5 or DOS 3.0, I think? - but
> wouldn't recommend the later!). I believe there is an option to
> create the MEM.SAV file. You can't create it from BASIC, I don't
> think! So go to DOS first by typing DOS<enter> from BASIC and create
> this file and then go back to BASIC and enter a program and then when
> you go back to the DOS menu, it will save what you have entered into
> the MEM.SAV file. Just be sure that if you want to save the program
> to save it using the regular means... SAVE"D:PROG.BAS" or
> LIST"D:PROG.BAS" because if you later use the SAME disk with the
> MEM.SAV file and you enter a different program and go to DOS, it's
> going to erase whatever is currently in the MEM.SAV file. It's ONLY
> a temp storage and is *NOT* the method to use to save your programs.
> It's only meant to be used to store your program temporarily while
> you go to DOS and when you come back to BASIC, then it re-loads the
> program from the MEM.SAV... if it exists.
>
> Hope this explains it?
>

I think so. Thank you. I will check this in front of my Atari setup.

1222. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 12:33:27 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502280433.789c03d0@posting.google.com>
Source record: 12277

Hi All-

This is a "composite answer" to several of the posts. Thanks to one and all for contributing ideas, etc. Keep those "cards and letters" coming -- I do appreciate the ideas, cautions, etc.

I had not considered putting together a "from-scratch" portable system, but that might well be less expensive and certainly would be more flexible. I spent a little time last night looking at aluminum and hard plastic laptop/brief cases and the like, and there is a wide variety available. The room available for batteries, etc. certainly becomes more flexible. It certainly would be heavy, but even a 6-volt gel battery becomes a possibility.

My original idea was to build a "sleeper" i.e. It would look just like a regular laptop, but it would be "gutted" and the A8 would be lurking inside. It would probably need to be one of the larger, thicker laptops from the mid-90's to have enough room. It would not be cheap -- but with parts I have laying around, perhaps not a real "budget wrecker." My current plan is to look for an older laptop on ebay and/or at the Dayton Hamfest this Spring. Of course, this project certainly has the potential to become "vapor" -- I may reach a stumbling block that I just can't overcome.

As far as the driving the LCD screen goes, several of the "video to VGA" converters are stand-alone -- they don't require a PC to operate. I have several converters laying around to try out. And yes, many of the newer display devices will not display an Atari composite/S-video signal, so that does loom as a potential problem. I would like a 14 or 15" screen, so that means a full-sized LCD.

I still see the keyboard as the biggest interfacing problem. But that becomes a non-problem if I do the "from-scratch" route -- I would just use the 130XE keyboard, perhaps sectioning the 130XE upper shell just below the function keys to make the surface flat instead of sloping.

I'm going to start laying out the parts and pieces on my work bench this week, and see how things start going together. This does sound like fun!

-Larry

1223. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 14:21:42 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <422328f3$1@news.inet.com.pl>
Source record: 12278

Larry wrote:

[...]

>
> As far as the driving the LCD screen goes, several of the "video to
> VGA" converters are stand-alone -- they don't require a PC to operate.

Yet the laptop displays don't have VGA inputs. At least I haven't seen one. Maybe some very, very old ones. Then the displays were really crappy in those. Hence, again you would have to slaughter a LCD monitor and try to fit the panel inside the laptop's casing - similarly to LCD TV-set. Might be possible though.

Good luck and keep us informed on the proceedings!

1224. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 15:20:25 UTC
From: Christopher Ryan <nogard@cishollywood.com>
Message-ID: <mn.e1b87d524f886242.25806@cishollywood.com>
Source record: 12279

Hi, I tried sending you email, and it just bounced back. Could you
send me an email.

Thanks,
-Chris
nogard at cishollywood dot com

It happens that Steve S. formulated :
> Get em from me, I'm still offering them.
>
> And no offense to anyone, but it appears you might get them faster through
> the mail anyways. =)
>
> "Christopher Ryan" <nogard@cishollywood.com> wrote in message
> news:mn.dc427d52dde067df.25806@cishollywood.com...
>> Is there no way it could be put up for a bit longer? If I could get them,
>> I would be willing to make them available on my ftp site for a few weeks. I
>> have a t1 line to put them on.
>>
>> -Chris
>>
>>
>>
>> cbc formulated on Sunday :
>>> It isn't too fast... and my ISP keeps changing my IP address which is
>>> annoying to many people. I can see why - I would be annoyed too. But
>>> that doesn't justify the emails I have received today while trying to help
>>> out the community.... I apologize to to those of you I offended. The FTP
>>> site is shut down.
>>>
>>>
>>> "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
>>> news:B5eUd.62654$Dc.30772@trnddc06...
>>>>I have set up an FTP site with the Holmes CD's in ZIPPED format. It
>>>> probably won't be online too long and I don't really know how fast it
>>>> will be but they are here:
>>>>
>>>> ftp://bfbbs.no-ip.com or
>>>> ftp://bfbbs.dtdns.net
>>>>
>>>> Login Anonymous!
>>>>
>>>> Give them a try and let me know how it works.
>>>>
>>>>

>>>>
>>
>> -- This is an automatic signature of MesNews.
>> Site : http://www.mesnews.net
>>

--
This is an automatic signature of MesNews.
Site : http://www.mesnews.net

1225. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 15:51:18 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109605878.629890.126140@g14g2000cwa.googlegroups.com>
Source record: 12280

Jorge wrote:
> stephensheppard@hotmail.com writes:
>
>
> >As I've said before, Matthias Reichl's WriteATR can read, write, and
> >format DD disks very well using a PC. It's very fast. Formats and
> >simultaneously writes a single sided, double density disk in about
60
> >seconds.
>
> Just for the record. The maximum speed for formatting and writing a
whole
> 5.25 single sided 40 tracks disk (any one, not just Atari) in a PC is

> about 7 seconds. You need several things to achieve this speed
though.
>
> In first place you must skip verification, which is normally not
> recommended. Otherwise increase time about twice.

7 Seconds! That's fast.

However, I never even considered turning off verification and probably
wouldn't

60 Seconds is plenty fast for me. Much faster than creating disks with
the Atari using an SIO2PC connection. However, this time savings is
irrelevent in my case. Though I have had good luck creating disks
using WriteATR, I don't trust disks created with 80 track drives. I
usually duplicate such disks using the Atari's drives. This means the
total time is takes longer than just using SIO2PC.

> A HD drive, otherwise increase time 20%.
>
> A custom controller. You need a custom controller to be able to
format and
> write in a single operation. And also for formatting without
"waiting" for
> the index. Otherwise increase time two/three times.

I don't have a custom controller.

> >I don't have the tools to fully degauss a disk but I've had good
luck
> >blanking disks with a powerful static magnet.
>

> Note again that this only needed when using a HD drive. You don't need any
> "erasing/degaussing" when using a 360k drive. Not too hard to find a 360k
> drive on Ebay. Any XF-551 mechanism is a good PC 360k drive as well.

I've been thinking about getting a few 360K drives. One for PC and two would be nice on my ATR8000.

Steve Sheppard

1226. Gopher to Merit...

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 20:54:39 UTC
From: bob@bob.us
Message-ID: <d000efhtk1@News.Dal.Ca>
Source record: 12281
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

Did you know that there is a lot of nice software for the Apple 2, Atari 8 bit and ST at the Merit Network, University of Michigan? I access it through gopher and it's really fast, much faster than regular http.

The urls are:

gopher://gopher.archive.merit.edu:7055/11/apple2
gopher://gopher.archive.merit.edu:7055/11/atari

Get a gopher client for either PC or Mac at:

ftp://boombox.micro.umn.edu/pub/gopher/

1227. Re: DGS Atari 8-bit commercial/PD CD - $6 for this weekend only

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 21:04:21 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <pHLUd.76084$tl3.34250@attbi_s02>
Source record: 12282

Dean Garraghty wrote:
> Just want to point out that delays are caused mainly by glitches in the
> postal system, or delays in customs. Items are always dispatched on the day
> we specify.
>
> Dean Garraghty
>
>
> "Ziggy" <Ziggy@TheCentre.com> wrote in message
> news:M9JTd.54815$4q6.15492@attbi_s01...
>
>>Not that my word means anything, but i got my copy from the first go
>>around and was pleased.. Took a while, but that happens somtimes..
>
>
>
I wasnt complaining.. I know how international mail works (and
sometimes doesnt work)...

It was just more of a warning to anyone that orders a copy that if you
dont see it 'tomrrow', dont panic as it will eventually arrive..

1228. E-BAY!!!***ZX SPECTRUM + 128 K MEGA Packet GERMANY

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 21:12:13 UTC
From: daniel <knopdaniel1972@arcor.de>
Message-ID: <4223892d$0$26554$9b4e6d93@newsread4.arcor-online.net>
Source record: 12283

E-BAY!!!***ZX SPECTRUM + 128 K MEGA Packet GERMANY

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5170482000&ssPageName=ADME:B:LC:DE:1

BY

1229. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 21:53:35 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <zpMUd.10342$Ba3.8725@newsread2.news.atl.earthlink.net>
Source record: 12284

Those old issues are like hen's teeth; what I actually have
are Xerox copies of pages 102 - 106 of that #9. I got
them from Jerry Bohanon when I had a 400; before I
built one, Atari Corp began the rebate program for the
800 that summer.
Jess

"Jochen Sch?fer" <spam@joschs-robotics.de> wrote in message
news:6a8b290a.0502270847.108a1de5@posting.google.com...
> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<gu7Ud.7935$Ba3.5078@newsread2.news.atl.earthlink.net>...
> > Analog magazine printed the key martix in issue #9 under an
> > article called
> > "Build Youur Own 400 Keyboard". It is a tedious yet fairly
direct
> > process
> > if you can locate a nonwired KB; modern KBs are prewired with
> > electronics
> I can't locate Analog magazine, I know, it's out there (scary
music, please ;-).
> Can anyone give me a location, or something?
>
> Bye Jochen

1230. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 22:06:14 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <qBMUd.2426$wy3.2267@newsread3.news.atl.earthlink.net>
Source record: 12285

Some are on CyberRoach's site:
http://www.cyberroach.com/analog/default.htm
last time I looked the early issues were a little sparse; I don't
know
of any other repository. Wonder if Tom Hudson has any personal
issues? I just saw his Klanky site and reminisence.
Jess

"Jochen Sch?fer" <spam@joschs-robotics.de> wrote in message
news:6a8b290a.0502271929.50294a81@posting.google.com...
> "RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<nAsUd.1675$wy3.1166@newsread3.news.atl.earthlink.net>...
> > I meant the original 800; not at all confident the 800XL uses
> > the same KB matrix. The XL connector is definetly
different...
> > The 800 KB has a conventional ribbon cable similar to floppy
> > cables that plug onto pins in recent PCs; the XL KB has a
flat
> > clear substrate with traces painted on it to plug into a thin
> > edge
> > card type connector. Sorry :-(
> Well, yes, I expected that it wouldn't be "plug'n'play", but
remember
> Greg Goodwin talking about ROM modifications such thing, so I
guess it
> should be feasible to overcome the electrical part and the
logical
> one.
> Where are the Analog magazines located? I would like to look
that up.
>
> Bye Jochen

1231. Re: Atari 800XL Mod

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 23:26:00 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns960BBB2DFCA8emuslor@130.133.1.4>
Source record: 12286

Despite all prevention efforts, wduke@sympatico.ca (Managed Resistance)
wrote in news:1gsndnh.jwrygs18p6h9N%wduke@sympatico.ca:

>
> There were two toggle switches protruding through the back side of the
> 800XL case. One of these switches was wired to the OS chip which had
> another socket (empty) soldered on top. The second toggle switch was
> connected to the chip at U28 (74LS375N). There is another chip
> soldered to the top of this IC but the markings are not clearly
> readable.
>
> Does anybody have any idea as to what this second mod may have been?
>

My first guess would be some sort of RAM upgrade. Which pins of the
piggyback chip are connected where?

--
Slor

1232. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-02-28 23:32:05 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0502281532.2ab0a430@posting.google.com>
Source record: 12287

silverdr <silverdr@inet.remove.it.pl> wrote in message
news:<422328f3$1@news.inet.com.pl>...

> Yet the laptop displays don't have VGA inputs. At least I haven't seen
> one. Maybe some very, very old ones. Then the displays were really
> crappy in those. Hence, again you would have to slaughter a LCD monitor
> and try to fit the panel inside the laptop's casing - similarly to LCD
> TV-set. Might be possible though.

I see your point. Further investigation shows that LCD panel
controllers are available, but at $200 - $400. Ouch! Well, I've got
a lot more checking to do, and fortunately there are many panel
options.
Thanks,
Larry

1233. Re: Atari 800XL Mod

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 02:30:03 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <LsQUd.2667$wy3.2271@newsread3.news.atl.earthlink.net>
Source record: 12288

My XL manual gives little insight here calling U28 an IC gate,
but in the troubleshooting section it indicates that U26-U30
should be checked for certain video or memory troubles. That
is basically more than I know...
Jess

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1gsndnh.jwrygs18p6h9N%wduke@sympatico.ca...
> I have a non-working Atari 800XL that appears to have been
heavily
> modifyed at one point. However, alot of the modifications
have been
> removed.
>
> There were two toggle switches protruding through the back side
of the
> 800XL case. One of these switches was wired to the OS chip
which had
> another socket (empty) soldered on top. The second toggle
switch was
> connected to the chip at U28 (74LS375N). There is another
chip
> soldered to the top of this IC but the markings are not clearly
> readable.
>
> Does anybody have any idea as to what this second mod may have
been?
>
> I'm guessing that the OS IC mod was a dual OS mod that was
toggle
> switchable. But the mod on U28 has me baffled.
>
> Like I said, alot of the mod components had been removed when I
received
> this particular XL.
>
> Any ideas appreciated.
>
> --
> Is there intelligent life at Blackburn Group radio stations?
No!
> --

>

> Just say "NO!" to corruption!

1234. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 02:30:04 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <MsQUd.2668$wy3.1713@newsread3.news.atl.earthlink.net>
Source record: 12289

Only have one copy and will not let it go. That chapter
is only 3 pages; what do you need to know?
Jess

"Simon" <news@gornall.net> wrote in message
news:xbCdncGxFJBaEb_fRVn-pA@comcast.com...
> If anyone has a copy of this book, I'd be interested in buying
it from
> them. If there's any other source about making bootable
cartridges, I'd
> be interested in hearing about it as well :-)
>
> ATB,
> Simon

1235. FA: Various items on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 03:56:25 UTC
From: Bob Stinson <bstin@NOSPAMshaw.ca>
Message-ID: <JJRUd.530468$8l.385339@pd7tw1no>
Source record: 12290

I've got a few Atari 8-Bit items up for auction on eBay, and thought
that some of the folks that read this newsgroup just might be
interested. Items currently available are as follows:

1.) A pack of 9 games, on floppy disk, with less than 2 days left.
Current bid: $3.00 US

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169032528

2.) An ICD "Printer Connection" cable, with less than 2 days left.
Currently no bids.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169040812

3.) A pack of 6 cartridge games, with less than 2 days left. Current
bid: $4.00 US.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169047526

4.) A SpartaDOS X cartridge with less than 2 days left. Current bid -
$67.00 US

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169053077

5.) A XF551 c/w XF551 Enhancer & a stack of disks, with less than 2 days
left. Current bid: $41.55 US

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169070999

6.) A couple of books about 8-Bit BASIC programming, with less than 4
days left. Current bid: $8.50 US

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169906494

7.) An upgrade pack for XL/XE computers(memory, OS, and monitor cables),
with less than 6 days left. Current bid: $51.00 US

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5170553028

1236. Re: Holme's CDs Sent Out

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 04:38:55 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <1109651934.13eba816fb461200c50082d0b517ba77@teranews>
Source record: 12291

No, but you can still send an email or just make a payment through paypal.
I made some extra sets this time.

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:JffTd.117966$0u.70047@fed1read04...
> Isn't the auction still running? I thought there was 3 days left on it!
> I
> will contact you to get the address where I need to send my money and I
> will
> be sending it out on the 2nd!
>
> Thanks,
>
> Nite Hacker
>
>
> "Steve S." <j70141@hotmail.com> wrote in message
> news:1105673454.b264f483a212f062d080cc16acb4124d@teranews...
>> For those that requested a copy of the CDs that Holmes gave me before he
>> shut down his website, I have now sent them out.
>>
>> Some people expressed an interest in the CDs that are full of all the
> Atari
>> Games, but did not contact me much afterwards. If you are still
> interested,
>> send me an email, with a reply to this above subject header (I get a lot
> of
>> spam mail and need to weed it out).
>>
>>
>
>

1237. Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 05:02:11 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <opSdndybIN7Lar7fRVn-iA@comcast.com>
Source record: 12292

I am interested in where I can get actual
rom files that I can burn to eprom and then
insert into cards that I've ordered from
AtariAge. I'm getting so I can install a
ZIF sicket into them and we can just put
the chip in the ZIF and then plug it into
the slot. Any links or actual files you
can provide would be appreciated.

Thanks in advance,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1238. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 05:52:11 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1109656323@rtfm.mit.edu>
Source record: 12293
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 15, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1239. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 07:57:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <0gVUd.8734$m31.106966@typhoon.sonic.net>
Source record: 12294

Thorsten G <guenther@dilgar.de> wrote:
> This was the end of Atari Corp., the remains were sold to Sega, Hasbro,
> Infogrames etc..

I just drove by the old Borregas address for the first time since I moved
out this way. (It's literally less than 10 mins from my apartment.)

sniffle

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1240. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 12:38:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4224623A.D5227A11@students.uni-mainz.de>
Source record: 12295

Well,
I have been dreaming about this for many years now. As LCD`s are getting cheaper and cheaper and we only need a LCD that can display 320x240 pixels, that should be easy to realize... Alas, I have not found the perfect harddisk interface for me yet. I want a harddisk interface that can work with disk/dos-files (like Black Box, MSC-IDE, KMK-IDE, My-IDE and others) as well as with images (like ATR, XFD or My-IDE images), so I can transfer files as well as bootdisks to a harddisk. Next the harddisk interface should support 16bit and CD or DVD ROM (this excludes the My-IDE!) and it should work via Parallel Bus (as fast as possible with my 800XL Atari; this also excludes the My-IDE!). Last not least it should support some kind of flash cards (compact flash or something similar).

I guess my 800XL has enough space for a) a RAM/Ramdisk extension b) a harddisk interface and c) the harddisk itself. The power supplies would have to stay outside then, as well as the LCD that should fit in size with the keyboard...

On the other hand I am thinking about a desktop based Atari, like the Atari Mega ST(E) series and/or the Megafile harddisks. A friend of mine still has some of these mega ST(E) desktop cases left and they have enough space for a) the harddisk interface, b) the harddisk, c) the CD or DVD ROM drive and d) the power supply. Only the computer itself and the LCD would have to stay out then - and er well, the Mega desktop cases use the grey Atari color, whereas my 800XLs have the brown and beige (chocolate and cream) color. But maybe I will buy another XE, if that dream can come true... -Andreas.

1241. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 15:20:44 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1109690451.95bf1196888132cce1536940c774c905@teranews>
Source record: 12296

Pretty much any binary file can be burned to EPROM (at least on the Atari),
just have to know where the starting vectors are for the cartridges (sorry
don't have Mapping the Atari in front of me but I think it might be located
at http://www.atarimagazines.com)

Are you doing this from the PC side or from the Atari side?

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:opSdndybIN7Lar7fRVn-iA@comcast.com...
>
> I am interested in where I can get actual
> rom files that I can burn to eprom and then
> insert into cards that I've ordered from
> AtariAge. I'm getting so I can install a
> ZIF sicket into them and we can just put
> the chip in the ZIF and then plug it into
> the slot. Any links or actual files you
> can provide would be appreciated.
>
> Thanks in advance,
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>

1242. Re: FA: Various items on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 15:43:22 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503010743.698a4e64@posting.google.com>
Source record: 12147

WOW!! 200 bucks for a spartados x cart....

Bob Stinson <bstin@NOSPAMshaw.ca> wrote in message
news:<JJRUd.530468$8l.385339@pd7tw1no>...
> I've got a few Atari 8-Bit items up for auction on eBay, and thought
> that some of the folks that read this newsgroup just might be
> interested. Items currently available are as follows:
>
> 1.) A pack of 9 games, on floppy disk, with less than 2 days left.
> Current bid: $3.00 US
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169032528
>
> 2.) An ICD "Printer Connection" cable, with less than 2 days left.
> Currently no bids.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169040812
>
> 3.) A pack of 6 cartridge games, with less than 2 days left. Current
> bid: $4.00 US.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169047526
>
> 4.) A SpartaDOS X cartridge with less than 2 days left. Current bid -
> $67.00 US
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169053077
>
> 5.) A XF551 c/w XF551 Enhancer & a stack of disks, with less than 2 days
> left. Current bid: $41.55 US
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169070999
>
> 6.) A couple of books about 8-Bit BASIC programming, with less than 4
> days left. Current bid: $8.50 US
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169906494
>
> 7.) An upgrade pack for XL/XE computers(memory, OS, and monitor cables),
> with less than 6 days left. Current bid: $51.00 US
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5170553028

1243. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 17:26:48 UTC
From: spam@joschs-robotics.de
Message-ID: <6a8b290a.0503010926.8e32ab2@posting.google.com>
Source record: 12149

wduke@sympatico.ca (Managed Resistance) wrote in message
news:<1gslreg.1nn2v77xena9sN%wduke@sympatico.ca>...
> I also have an Atari 400 Main Board, 16K RAM Card, and Atari 400 CPU
...
> email: managed_resistance@sympatico.ca
>
> Interested parties should inquire no later than March 2, 2005.

Can you contact me, I can't reach you at this email address you gave.
Mine is: spam@joschs-robotics.de

Bye Jochen

1244. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 17:27:10 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <CP-dnYxe_cpuOLnfRVn-vA@comcast.com>
Source record: 12148

"(ProteanThread)" <sysop@rtdos.com> wrote in message
news:1109690451.95bf1196888132cce1536940c774c905@teranews...
: Pretty much any binary file can be burned to EPROM (at least on the Atari),
: just have to know where the starting vectors are for the cartridges (sorry
: don't have Mapping the Atari in front of me but I think it might be located
: at http://www.atarimagazines.com)
:
: Are you doing this from the PC side or from the Atari side?

Yes, I know, but the problem lies in that I can't find anything
that's readable in the way of ATR files. Mostly boot disks that
have no DOS reference. I have tried viewing many ATR images and
none of the DOSes I have can read any files on them. I get either
a 143 or 160 error. I'm assuming these are the same error but from
a different DOS, meaning there is no file structure on them.

If I could just find one ATR that I can view with DOS, just so
I know it can be done, then I might be able to put some of these
games onto eprom. I have the SIO2PC and 3 SIO cables coming so
I'll be able to get these to the real Atari800XL. Will be fun to
use the old machine again. Haven't touched it in many years.

Actually it's not the same one, I got this one from eBay. :o)

I am doing this on the PC. It's where my eprom programmer is
located. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1245. Re: FA: Various items on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 17:28:20 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <7umdnaZhl5eqO7nfRVn-2w@comcast.com>
Source record: 12150

"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0503010743.698a4e64@posting.google.com...
: WOW!! 200 bucks for a spartados x cart....

It's $222.50 now.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1246. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 17:31:12 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109698272.459827.163040@l41g2000cwc.googlegroups.com>
Source record: 12151

Larry wrote:
> I've been thinking for a bit about trying to construct a *real* A8
> laptop. Of course, the emulators do a fine job, but "the real deal"
> no longer seems outside reality. Obviously, a 130XE main board would
> have to fit, but with the current "wide format screens" chassis space
> should exist for an XE main board. Battery life would probably be
> very limited, but largely this would be a "pluggable" laptop. A
> laptop HD would work along with a built-in (probably MYIDE)
interface.
> A line-doubler should work fine, and I've seen them with boards as
> small as around 3 X 4". Probably no built-in floppy, but there are
> some very compact control boards available now, so an external floppy
> might be feasible. Using a laptop keyboard could be a real problem,
> but interfacing through USB keyboard seems plausible now. Regular
> Atari sound would be produced using a very small AMP with the laptop
> speakers.
>
> Wouldn't that be a real "mind blower!" Fortunately, I've worked on
> laptops, and have a pretty good handle on dealing with the compact
> arrangements in them. Am I forgetting (in concept) any really big
> element? Maybe I've had too much caffeine today?
> -Larry

I'm not sure if this would be of some help or would present more
problems but here is a link to build (or buy) a PS2 keyboard interface
for 800XL or 130XE.

http://members.aol.com/MacFalkner/atari/aki/index_e.htm

I don't know what kind of native keyboard encoders are used by laptops
but perhaps the adapter is worth some consideration for your project.
There must be some place to get small PS2 keyboards, assuming the
laptop keyboard is too difficult to adapt.

Steve Sheppard

1247. Re: AD: BBS The Atari Inside ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 19:04:03 UTC
From: Solomon_Man <solomon_man@yahoo.com>
Message-ID: <1109703843.084693.105980@o13g2000cwo.googlegroups.com>
Source record: 12152

Marius and all,
Is there a master list of BBS around that I can access via the
internet?

I would love to hook my Atari to my PC and the PC to the internet and
then connect to a BBS and possibly become a online atari BBS.

I have read on a few other peoples posts about this topic. How hard is
this to Accomplish? How $$ as well?

I enjoyed my visit yesterday to your BBS and it brings back a lot of
memories.

Thanks,
Chris

1248. Re: Block-moving screen memory during VBI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 19:30:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <Tp3Vd.8783$m31.107331@typhoon.sonic.net>
Source record: 12153

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
> I can't help you with the VBI, but I was just wondering why you don't use
> CC65?

Heh, because I like Action! ;^)

> You can write most of your code in C using tools on the PC (Windows
> or Linux), test them in the emulator or on a real machine via SIO2PC. You
> can mix assembly and C easily so writing VBI routines in assembly and
> linking that to your program is very easy.

I've been seriously considering getting into that, but right now, it's just
so much easier to pop in an Action! cart and start coding. I really SHOULD
look into CC65, though... I do C programming day in and day out, and I may
as well do some of it for my Atari, too! ;)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1249. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 19:32:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <br3Vd.8784$m31.107235@typhoon.sonic.net>
Source record: 12154

Steven Tucker <classics@atarimax.com> wrote:
<snip>
> LOAD "Dx:PROGRAM.BAS"
> Where 'x' is the drive ID number, typically 1. Cassette loading and saving
> is done in basic using the CLOAD and CSAVE commands.

And when I learned that LOAD "C:" and SAVE "C:" worked, too, I thought
it was totally silly that they included CLOAD and CSAVE as separate
commands. :)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1250. MyPicoDos 4.03 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 19:39:31 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd29h7j.338.usenet-200503@camel.hias.horus.com>
Source record: 12155

Version 4.03 of MyPicoDos is now available on my homepage

http://www.horus.com/~hias/atari/

MyPicoDos is a "gamedos" which supports loading BAS/BIN/COM/EXE files,
Dos 2.x/MyDOS disks with 720-65535 sectors in SD and DD and MyDOS
subdirectories.

New features in this version are:
- files and directories can now be selected using a joystick in
port 1 or 2
- fixed the initializer program so that MyPicoDos works with
the KMK/JZ IDE interface

so long,

Hias

1251. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 20:48:39 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <Hy4Vd.3291$wy3.827@newsread3.news.atl.earthlink.net>
Source record: 12156

Seemed even sillier that LOAD "C:" cannot retrieve a file that
was CSAVEd to tape; something to do with inter-record gaps.
Jess

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:br3Vd.8784$m31.107235@typhoon.sonic.net...
> Steven Tucker <classics@atarimax.com> wrote:
> <snip>
> > LOAD "Dx:PROGRAM.BAS"
> > Where 'x' is the drive ID number, typically 1. Cassette
loading and saving
> > is done in basic using the CLOAD and CSAVE commands.
>
> And when I learned that LOAD "C:" and SAVE "C:" worked,
too, I thought
> it was totally silly that they included CLOAD and CSAVE as
separate
> commands. :)
>
> --
> -bill!
> bill@newbreedsoftware.com "I'm anticipating an all-out
tactical
> http://newbreedsoftware.com/ dog-fight, followed by a
light dinner."

1252. SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 21:02:52 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <bM4Vd.473$3z.45@okepread03>
Source record: 12157

Man, I can't believe how much that SDX cart is going for on Ebay. I have one that I hardly use and i'm thinking maybe I should sell it? What do you guys think? Is it something worth holding on to?

Thomas

1253. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 21:49:15 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1109713755.323612.127290@z14g2000cwz.googlegroups.com>
Source record: 12158

Thomas

Hi, I've been wanting to buy one for a while, but every time one goes up for sale on eBay it goes for over $100US. I wonder if it would be legal and/or practical for someone to replicate SpartaDOS X cartridges? If someone could they could easily sell them for $50 each. (I'm guessing, just from what I've seen on eBay)

John

1254. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 21:53:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <dv5Vd.8807$m31.107272@typhoon.sonic.net>
Source record: 12159

RetroJess <RJH4JHH2@peoplepc.com> wrote:
> Seemed even sillier that LOAD "C:" cannot retrieve a file that
> was CSAVEd to tape; something to do with inter-record gaps.

See, that... I had no idea about!

-bill!

1255. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 22:09:53 UTC
From: google@gornall.net
Message-ID: <1109714993.070890.157560@o13g2000cwo.googlegroups.com>
Source record: 12160

RetroJess wrote:
> Only have one copy and will not let it go. That chapter
> is only 3 pages; what do you need to know?
> Jess

Well, this is for my co-processor project (see earlier 'Cool stuff'
post). One option is for the co-pro to integrate to the 8bit via that
port, and have the FPGA sample and respond to the address/data lines
coming out of the 8bit.

I'm going to want to install handlers for devices on the 8bit at boot
time, and it would be nice to do that automatically (ie: make the
cartridge bootable) when I switch on the XL/XE.

So, anything you have, I want [grin]

ATB,
Simon.

1256. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 22:38:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Gsudncx8ddFHc7nfRVn-sA@comcast.com>
Source record: 12161

"JohnH." <john@jrcc.net> wrote in message
news:1109713755.323612.127290@z14g2000cwz.googlegroups.com...
: Thomas
:
: Hi, I've been wanting to buy one for a while, but every time one goes
: up for sale on eBay it goes for over $100US. I wonder if it would be
: legal and/or practical for someone to replicate SpartaDOS X cartridges?
: If someone could they could easily sell them for $50 each. (I'm
: guessing, just from what I've seen on eBay)
:
: John

Replicating them is not illegal at all, but
selling them without written permission from
tha author would be very illegal.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1257. Make easy money!! NO SCAM!! Please Read!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-01 23:42:22 UTC
From: sulliman24@gmail.com
Message-ID: <1109720542.731561.265510@f14g2000cwb.googlegroups.com>
Source record: 12162

NEED QUICK EASY CASH???
Turn $6.00 into $60,000...read this to find out how!!!
READING THIS COULD CHANGE YOUR LIFE!!!
I found this on a bulletin board like this one and decided to try it. A little while back, I was
browsing through a newsgroup, just like you are now, and came across an article similar to this
that said you could make thousands of dollars within weeks with only an initial investment of
$6.00! So I thought, "Yeah right, this must be a scam", but like most of us, I was curious, so I
kept reading. Anyway, it said that you need to send $1.00 to each of the 6 names and address
stated in the article. You then place your own name and address in the bottom of the list at #6,
and post the article in at least 200 newsgroups. (There are thousands)
No catch, that was it. So
after thinking it over, and talking to a few people first, I thought about trying it. I figured "what
have I got to lose except 6 stamps and $6.00, right?" Then I invested the measly $6.00 (I use the
word "measly" because $6 really is measly compared to the money I have made through the
initial investment). Well GUESS WHAT!!... within 7 days, I started getting money in the mail! I
was shocked! I figured it would end soon, but the money just kept coming in.
In my first week, I made about $25.00. By the end of the second week I had made a total of over
$1,000.00! In the third week I had over $10,000.00 and it's still growing. This is now my fourth
week and I have made just over $42,000.00 and it's still coming in rapidly. It's certainly worth
$6.00, and 6 stamps, I have spent more than that on the lottery!! Let me tell you how this works
and most importantly, why it works.... Also, make sure you print a copy of this article NOW, so
you can get the information off of it as you need it. I promise you that if you follow the directions
exactly, that you will start making more money than you thought possible by doing something so
easy!
Suggestion: Read this entire message carefully! (print it out or download it.)

Follow the simple directions and watch the money come in! It's easy. It's legal. And, your
investment is only $6.00 (Plus postage)
IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is virtually no risk -
it really works!!!! If all of the following instructions are adhered to, you will receive
extraordinary dividends.
PLEASE NOTE: Please follow these directions EXACTLY, and $50,000 or more can be yours
in 20 to 60 days. This program remains successful because of the honesty and integrity of the
participants. Please continue it's success by carefully adhering to the instructions. You will now
become part of the Mail Order business. In this business your product is not solid and tangible,
it's a service. You are in the business of developing Mailing Lists. Many large corporations are
happy to pay big bucks for quality lists. However, the money made from the mailing lists is
secondary to the income which is made from people like you and me asking to be included in that
list.
Here are the 4 easy steps to success:
STEP 1: Get 6 separate pieces of paper and write the following on each piece of paper
"PLEASE PUT ME ON YOUR MAILING LIST."
Now get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will
not be seen through the envelope (to prevent thievery).
Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed
envelopes, each with a piece of paper stating the phrase "PLEASE PUT ME ON YOUR
MAILING LIST.", your name and address, and a $1.00 bill. What you are doing is creating a
service. THIS IS ABSOLUTELY LEGAL! You are requesting a legitimate service and you are
paying for it!
Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I
checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed
legal! Mail the 6 envelopes to the following addresses:

#1) Damon Bailey
1055 Brookfield Dr.
Medina, OH 44256

#2) Krysta Johnson
9821 Camino Villa #1024

San Antonio, TX 78254

#3) Daniel Torres
2727 W. Oak Ridge Rd.
Bld:8 Apt:3
Orlando Fl. 32809

#4) A.Strachan
P.O.Box CR-56992
Nassau, Bahamas

#5) Kim Pepin
1056 Centennial Cres.
Corbeil , Ontario, Canada
P0H 1K0

#6) Michael Sullivan
155 Parrott Rd.
West Nyack, NY, 10994

STEP 2: Now take the #1 name off the list that you see above, move the other names up (6
becomes 5, 5 becomes 4, etc...) and add YOUR Name as number 6 on the list.
STEP 3: Change anything you need to, but try to keep this article as close to original as possible.
Now, post your amended article to at least 200 newsgroups. (I think there are close to 32,000+)
All you need is 200, but remember, the more you post, the more money you make!
This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal
lottery laws. Keep a copy of these steps for yourself and, whenever you need money, you can use
it again, and again.
PLEASE REMEMBER that this program remains successful because of the honesty and
integrity
of the participants and by their carefully adhering to the directions. Look at it this way. If you are
of integrity, the program will continue and the money that so many others have received will
come your way.
NOTE: You may want to retain every name and address sent to you, either on a computer or hard
copy and keep the notes people send you. This VERIFIES that you are truly providing a service.
(Also, it might be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft.)
So, as each post is downloaded and the directions carefully followed, six members will be
reimbursed for their participation as a List Developer with one dollar

each. Your name will move
up the list geometrically so that when your name reaches the #1
position you will be receiving
thousands of dollars in CASH!!! What an opportunity for only $6.00
($1.00 for each of the first
six people listed above)
Send it now, add your own name to the list and you're in business!
---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS----------
Step 1) You do not need to re-type this entire letter to do your own
posting. Simply put your
cursor at the beginning of this letter and drag your cursor to the
bottom of this document, and
select 'copy' from the edit menu. This will copy the entire letter into
the computer's memory.
Step 2) Open a blank 'notepad' file and place your cursor at the top of
the blank page. From the
'edit' menu select 'paste'. This will paste a copy of the letter into
notepad so that you can add your
name to the list.
Step 3) Save your new notepad file as a .txt file. If you want to do
your postings in different
settings, you'll always have this file to go back to.
Step 4) Use Netscape or Internet explorer and try searching for various
newsgroups (on-line
forums, message boards, chat sites, discussions, etc.)
Step 5) Visit these message boards and post this article as a new
message by highlighting the text
of this letter and selecting paste from the edit menu. Fill in the
Subject, this will be the header
that everyone sees as they scroll through the list of postings in a
particular group, click the post
message button. You're done with your first one!
Congratulations...THAT'S IT!
All you have to do is jump to different newsgroups and post away, after
you get the hang of it, it
will take about 30 seconds for each newsgroup!
**REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE
MONEY YOU
WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200**
That's it! You will begin receiving money from around the world within
days! You may
eventually want to rent a P.O.Box due to the large amount of mail you
will receive. If you wish to
stay anonymous, you can invent a name to use, as long as the postman
will deliver it.
JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.

Now the WHY part: Out of 200 postings, say I receive only 5 replies (a
very low example). So
then I made $5.00 with my name at #6 on the letter. Now, each of the 5

persons who just sent me
$1.00 make the MINIMUM 200 postings, each with my name at #5 and only 5 persons respond
to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM
posts with my name at #4 and only 5 replies each, I will bring in an additional $125.00! Now,
those 125 persons turn around and post the MINIMUM 200 with my name at #3 and only receive
5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625
persons post a MINIMUM 200 letters with my name at #2 and they each only receive 5 replies,
that just made me $3,125.00!!! Those 3,125 persons will all deliver this message to 200
newsgroups with my name at #1 and if still ONLY 5 persons per 200 newsgroups react I will
receive $15,625,00! With an original investment of only $6.00! AMAZING! When your name is
no longer on the list, you just take the latest posting in the newsgroups, and send out another
$6.00 to names on the list, putting your name at number 6 again. And start posting again.
The thing to remember is do you realize that thousands of people all over the world are joining
the internet and reading these articles everyday?, JUST LIKE YOU are now!! So, can you afford
$6.00 and see if it really works?? I think so... People have said, "what if the plan is played out
and no one sends you the money? So what! What are the chances of that happening when there
are tons of new honest users and new honest people who are joining the internet and newsgroups
everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day,
with thousands of those joining the actual internet. Remember, play FAIRLY and HONESTLY
and this will really work!!!
Please keep this going!!! It's incredible... We can all help eachother with some of our
financial problems!!! Thanks and have yourself a great day!

1258. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 00:12:13 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <xx7Vd.3672$SQ4.3194@fe1.texas.rr.com>
Source record: 12163

<google@gornall.net> wrote in message
news:1109714993.070890.157560@o13g2000cwo.googlegroups.com...
> RetroJess wrote:
> > Only have one copy and will not let it go. That chapter
> > is only 3 pages; what do you need to know?
> > Jess
>
> Well, this is for my co-processor project (see earlier 'Cool stuff'
> post). One option is for the co-pro to integrate to the 8bit via that
> port, and have the FPGA sample and respond to the address/data lines
> coming out of the 8bit.
>
> I'm going to want to install handlers for devices on the 8bit at boot
> time, and it would be nice to do that automatically (ie: make the
> cartridge bootable) when I switch on the XL/XE.
>
> So, anything you have, I want [grin]
>
> ATB,
> Simon.
>
A good example of handlers being loaded at boot time would be the Telelink 1
cart. It loads the 850 handler on power up, maybe a disassemble of that cart
might help.
Mo

1259. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 02:18:44 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <8o9Vd.5059$DW.2454@newssvr17.news.prodigy.com>
Source record: 12164

```
Hi,
"Momo" <quality_us@yahoo.com> wrote in .googlegroups.com...
> > RetroJess wrote:
> > > Only have one copy and will not let it go. That chapter
> > > is only 3 pages; what do you need to know?
> > > Jess
> >
> > Well, this is for my co-processor project (see earlier 'Cool stuff'
> > post). One option is for the co-pro to integrate to the 8bit via that
Snip
> A good example of handlers being loaded at boot time would be the Telelink
1
> cart. It loads the 850 handler on power up, maybe a disassemble of that
cart
> might help.
> Mo
I believe the A8 OS automatically looks for the 850 and loads the R: handler
on DOS bootup.
Or maybe it is DOS that does it. Anyway, I think a term program doesn't
need to load the R: handler from an 850. From other R: devices (PRC, MIO,
BB) is when you have to load the handler. I'm not sure.
```

1260. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 02:34:41 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <112a9abeqa14l7f@corp.supernews.com>
Source record: 12165

RetroJess wrote:
> Seemed even sillier that LOAD "C:" cannot retrieve a file that
> was CSAVEd to tape; something to do with inter-record gaps.

Yep, that's right. (Assuming my memory is correct. It's been a looooooong time since I used a cassette on an 8-bit) I believe CSAVE used shorter gaps to reduce program load time. That's something anybody who's waited for a large BASIC program to load from a tape can appreciate!

TJ

1261. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 03:36:23 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <XwaVd.12018$Ba3.4156@newsread2.news.atl.earthlink.net>
Source record: 12166

I don't know what makes the call, but IIRC Dos is not necessary;
the 850
supposedly boots when no drive is present.
Jess
"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:8o9Vd.5059$DW.2454@newssvr17.news.prodigy.com...
> I believe the A8 OS automatically looks for the 850 and loads
the R: handler
> on DOS bootup.
> Or maybe it is DOS that does it. Anyway, I think a term
program doesn't
> need to load the R: handler from an 850. From other R: devices
(PRC, MIO,
> BB) is when you have to load the handler. I'm not sure.

1262. copy cartrdge to file. not image.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:03:35 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <pWaVd.32537$SF.7600@lakeread08>
Source record: 12167

When I was kid, about 20 years ago, I saw my friend did convert Asteroids 16K or 8K cartridge to a file. He put the cart in an Atari 800 machine. I could not remmy how he did that. Anyone explains how do I do that? Can I convert a Flight Simulator II cartridge to files?

Thanks!
Jack

1263. Re: AD: BBS The Atari Inside ONLINE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:06:09 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <RYaVd.52999$uc.1719@trnddc03>
Source record: 12168

I run the BF2k+ on the a800win emulator on an old PC I had around the house.
= $0.00 dollars. This can be done VERY cheaply if you already have an old
PC. Mine is a Pentium 1 running Windows 98.

That way I have the Atari 8-bit BBS online, without sacrificing my precious
8-bit equipment to the 24/7 wear and tear.

If you want to use your 8-bit hardware you can do 1 of several things:

1. Get an old PC and run APE with an APE cable or SIO2PC cable.
2. Hook the 8bit directly to the internet with one of the Lantronix devices.
3. There's a C64 telnet server program written in VB than can be modified to
work with an 8bit - you need an old PC to run the server on.

There are probably other ways that I don't know about to do this.

Anyway when you logoff of my BBS, you will see a list of all the current
Atari 8bit BBSes that I know of... but you have to logon first -
---> telnet://bfbbs.no-ip.com or telnet://bfbbs.dtdns.net

The BBS list (along with other 8-bit related stuff) is also available on my
BF2K+ website: www.amfband.com/bf/

"Solomon_Man" <solomon_man@yahoo.com> wrote in message
news:1109703843.084693.105980@o13g2000cwo.googlegroups.com...
> Marius and all,
> Is there a master list of BBS around that I can access via the
> internet?
>
> I would love to hook my Atari to my PC and the PC to the internet and
> then connect to a BBS and possibly become a online atari BBS.
>
> I have read on a few other peoples posts about this topic. How hard is
> this to Accomplish? How $$ as well?
>
> I enjoyed my visit yesterday to your BBS and it brings back a lot of
> memories.
>
> Thanks,
> Chris
>

1264. Re: copy cartrdge to file. not image.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:07:25 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <1_aVd.53000$uc.52640@trnddc03>
Source record: 12169

Didn't the CARTCOPY program do that with some carts?

"Jack" <tseng4@hotmail.com> wrote in message
news:pWaVd.32537$SF.7600@lakeread08...
> When I was kid, about 20 years ago, I saw my friend did convert Asteroids
> 16K or 8K cartridge to a file. He put the cart in an Atari 800 machine. I
> could not remmy how he did that. Anyone explains how do I do that? Can I
> convert a Flight Simulator II cartridge to files?
>
> Thanks!
> Jack
>
>

1265. Re: Block-moving screen memory during VBI?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:28:45 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <30ga21lbeko5qn7270s13m569hgrakkpeh@4ax.com>
Source record: 12170

bill@newbreedsoftware.com (William Kendrick):
>Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
>> I can't help you with the VBI, but I was just wondering why you don't use
>> CC65?
>
>Heh, because I like Action! ;^)

Hey, what ever is fun for you. Your hobby should be fun.

>I've been seriously considering getting into that, but right now, it's just
>so much easier to pop in an Action! cart and start coding. I really SHOULD
>look into CC65, though... I do C programming day in and day out, and I may
>as well do some of it for my Atari, too! ;)

You might not want to look at C code at home then, after looking at it all
day at work. :)

Personally, I like it, since I never learned ACTION, but have doing hobby C
programming for years. It's actually pretty good at optmizing the
resulting code too, but you can always hand code any parts that need it.

Shawn Jefferson
(fix reply to for email)

1266. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:37:19 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <chga2192ep2aqa0qkdgeig23uv2pnpn0kj@4ax.com>
Source record: 12171

"Bill Garber" <willy46pa@comcast.net>:

>Yes, I know, but the problem lies in that I can't find anything
>that's readable in the way of ATR files. Mostly boot disks that
>have no DOS reference. I have tried viewing many ATR images and
>none of the DOSes I have can read any files on them. I get either
>a 143 or 160 error. I'm assuming these are the same error but from
>a different DOS, meaning there is no file structure on them.

There's a disconnect here, since ATR files are DISK images, not cartridge
images. You cannot burn them to a cartridge and have them work without
some other code (usually patches to the OS SIO routines to redirect sector
reads to cartridge-at least this is how the flash cartridges do it... see
http://www.atarimax.com/)

Are you trying to do something like this, or just want to burn a plain-jane
cartridge file?

A cartridge file is usually .CAR or .BIN, or even sometimes .ROM on the
'net.

Shawn Jefferson
(fix reply to for email)

1267. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:41:17 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <0qga219lahnahuo42h2711tloh1mkr0ko1@4ax.com>
Source record: 12172

"JohnH." <john@jrcc.net>:
>Thomas
>
>Hi, I've been wanting to buy one for a while, but every time one goes
>up for sale on eBay it goes for over $100US. I wonder if it would be
>legal and/or practical for someone to replicate SpartaDOS X cartridges?
> If someone could they could easily sell them for $50 each. (I'm
>guessing, just from what I've seen on eBay)

Well, you can buy a flash cartridge from http://www.atarimax.com and put an
image of SpartaDOS X on it yourself. You only lose the pass-though
capability and it seems the ability to go to built in basic on the XL/XE.
Otherwise, it is the same.

As to legal, well it's up to you what you put on your flash cartridge.
From what I've heard on here about FTe, I doubt he will be popping up to
file a suit. :)

Shawn Jefferson
(fix reply to for email)

1268. Re: copy cartrdge to file. not image.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 04:44:31 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <5vga21dhpghm0ne3lbedhhvmd5tam27g9c@4ax.com>
Source record: 12173

"Jack" <tseng4@hotmail.com>:
>When I was kid, about 20 years ago, I saw my friend did convert Asteroids
>16K or 8K cartridge to a file. He put the cart in an Atari 800 machine. I
>could not remmy how he did that. Anyone explains how do I do that? Can I
>convert a Flight Simulator II cartridge to files?

Yeah, there were programs that would make a file out of a cartridge. With the older 8k or 16k cartridges it was easier, since there was no bank switching. There still may have been copy protection checks in the games code though: basically attempts to write the cartridge space, which is read-only when a cartridge is inserted, RAM when one isn't (like when you run your disk file version.)

As for newer titles, they are much harder to make a file out of since they do quite a bit of bank switching, not to mention copy protection checks that you need to track down. The good news is most of these games either had disk versions that were cracked, or someone actually spent the time to do a conversion to disk format.

Flight Simulator II, IIRC, can be found in a disk version.

Shawn Jefferson
(fix reply to for email)

1269. Simulating a boot, MyIDE Images

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 05:40:19 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <lsja21h5d61jbj5ct4vlut8spa1kgiksn1@4ax.com>
Source record: 12174

Hi,

I need some help with the Atari OS. Specifically, fooling the OS into thinking we are doing a boot from floppy.

You may be aware that the MyIDE project includes a replacement OS, that has an Image Boot routine in place of the cassette routines. Holding down START during a cold or warm start enters this routine. You can select an image to boot with the joystick and press the fire button to boot it.

I wrote a program that does a very similiar job, but allows the user to assign a description to each image slot. It works very nicely, but there is just one small problem:

Not everything that will boot from Mr.Atari's MyIDE Image Boot routine will boot from my program. Since I am doing the same thing within my routine that Mr.Atari is within his, I think it comes down to the state the computer is in during his program (after a cold or warm start) versus the state the computer is in when my program is run (from a DOS, MyDOS or SpartaDOS 3.3a for instance.)

Does anyone have any suggestions on what I should be resetting, or clearing before attempting a boot?

To do the boot Mr.Atari is doing:

```
jsr $C598
jmp $C413
```

Shawn Jefferson
(fix reply to for email)

1270. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 06:45:56 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <vPednXfV4d67_LjfRVn-qQ@comcast.com>
Source record: 12175

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:chga2192ep2aqa0qkdgeig23uv2pnpn0kj@4ax.com...
: "Bill Garber" <willy46pa@comcast.net>:
:
: >Yes, I know, but the problem lies in that I can't find anything
: >that's readable in the way of ATR files. Mostly boot disks that
: >have no DOS reference. I have tried viewing many ATR images and
: >none of the DOSes I have can read any files on them. I get either
: >a 143 or 160 error. I'm assuming these are the same error but from
: >a different DOS, meaning there is no file structure on them.
:
: There's a disconnect here, since ATR files are DISK images, not cartridge
: images. You cannot burn them to a cartridge and have them work without
: some other code (usually patches to the OS SIO routines to redirect sector
: reads to cartridge-at least this is how the flash cartridges do it... see
: http://www.atarimax.com/)
:
: Are you trying to do something like this, or just want to burn a plain-jane
: cartridge file?
:
: A cartridge file is usually .CAR or .BIN, or even sometimes .ROM on the
: 'net.

Trouble is, I can't find any CAR or BIN or ROM files anywhere.
Hopefully there will be some on the CDs I'm getting. Otherwise
I will have to try to pull the program out of a boot disk. I'm
just now getting back into this. I have an SIO2PC adapter on the
way, and 3 SIO cables, one of which I will be cutting up for the
SIO2PC. I thought it would be cool to place ZIF sockets on the
cards I bought and just burn a bunch of chips for my GF to play.
I have no trouble with the cables and ATRs, but she will.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1271. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 13:37:11 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd2bgc7.1ja.usenet-200503@camel.hias.horus.com>
Source record: 12176

On Wed, 2 Mar 2005 01:45:56 -0500, Bill Garber wrote:
> Trouble is, I can't find any CAR or BIN or ROM files anywhere.

You can find some cartridge dumps on www.atarimania.com
Use this URL to get a list of all available dumps:
http://www.atarimania.com/lst_soft-MENU-8-TYPE_CODE-G-JEUX_ID--VERSION_ID--Page-1-ADV-0-VERSION_CART-1.html

so long,

Hias

1272. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 13:52:44 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1109771564.271312.190480@g14g2000cwa.googlegroups.com>
Source record: 12177

I've never actually used SpartaDOS X. But, it seems to me that the pass-through feature would be very handy. I like your flash cartidge idea though. I've never done it, but I could probably figure it out.

John

1273. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 14:30:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <UPqdnRdDoJ1oULjfRVn-pA@comcast.com>
Source record: 12178

"Matthias Reichl" <usenet-200503@hias.horus.com> wrote in message
news:slrnd2bgc7.1ja.usenet-200503@camel.hias.horus.com...
: On Wed, 2 Mar 2005 01:45:56 -0500, Bill Garber wrote:
: > Trouble is, I can't find any CAR or BIN or ROM files anywhere.
:
: You can find some cartridge dumps on www.atarimania.com
: Use this URL to get a list of all available dumps:
:
http://www.atarimania.com/lst_soft-MENU-8-TYPE_CODE-G-JEUX_ID--VERSION_ID--Page-1-ADV-0-VERSION_CART-1.html

Thank you very much. This is great.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1274. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 14:34:41 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd2bjo1.1ja.usenet-200503@camel.hias.horus.com>
Source record: 12179

On 1 Mar 2005 14:09:53 -0800, google@gornall.net wrote:
> I'm going to want to install handlers for devices on the 8bit at boot
> time, and it would be nice to do that automatically (ie: make the
> cartridge bootable) when I switch on the XL/XE.
>
> So, anything you have, I want [grin]

Building carts for the Atari is not too complicated.

First the hardware part:

The cartridge must tie pin RD5 to +5V to signal that a
cartridge is present in the area $a000-$bfff. This pin is also
connected to TRIG3. TRIG3 is shadowed at GINTLK ($03fa) and during
the VBI TRIG3 is compared to GINTLK. If the values don't match,
the Atari OS enters an endless loop.

If you are building a cart that can be switched off, RD5 must
reflect the current state (i.e. cart present or not). Prior to
disabling (or re-enabling) a cart, you should disable interrrupts,
the en/dis-able the cart, copy the value from TRIG3 to GINTLK
and then re-enable interrupts.

Pin /S5 of the cartridge port is the /CS for the cart. It will
be low whenever the Atari accessed memory in the Area $a000-$bfff.

Now for the software part:

Actually, the Atari doesn't use TRIG3 to determine if a cart
is present, but examines the bytes $bffa-$bfff (this makes sense,
otherwise the builtin basic wouldn't work).

$bffa and $bffb contain the start address of the cart (lo/hi).
$bffc must contain 0, otherwise the cart is not detected!
$bffd is the cartridge option register (see below)
$bffe, $bfff contain the init address (lo/hi)

Three bits of the option register are used:

If bit 7 is 1, the cart is a so called diagnostic cart. The
init routine of the cart will be called at a very early stage
of the boot process, before the hardware chips and memory
are initialized/checked.

All "standard" carts should have bit 7 set to 0.

Bit 2 denotes if the cart should only be initialized (bit 2=0),
or if should be initialized and also started (bit 2=1).

The init routine is called at a very late stage of the boot process, just before opening the "graphics 0 screen" (and also before booting from disk, but all other hardware chips and OS memory locations are set up properly).

The init routine should end with RTS, after that the text mode screen is opened and the boot process continues.

Bit 0 denotes if booting from disk/PBI devices is enabled (0=don't boot, 1=allow booting). This is useful for all carts that may require a DOS, most games don't allow booting so that it is harder to copy them.

Now the Atari tries to boot from floppy and/or PBI (if allowed).

If the boot process was unsuccessful (eg no floppy present), or if the boot process returned normally, the cartridge start routine is called (but only if bit 2 is set to 1).

In case bit 2 of the option register is set to 0, the boot process is finished by jumping through DOSVEC ($0a).

I hope I didn't mix up and 0 with 1 bits :-)

so long,

Hias

1275. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 16:51:43 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <zamVd.9524$MY6.8802@newsread1.news.pas.earthlink.net>
Source record: 12180

Bill Garber wrote:
> "Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
> news:chga2192ep2aqa0qkdgeig23uv2pnpn0kj@4ax.com...
> : "Bill Garber" <willy46pa@comcast.net>:
> :
> : >Yes, I know, but the problem lies in that I can't find anything
> : >that's readable in the way of ATR files. Mostly boot disks that
> : >have no DOS reference. I have tried viewing many ATR images and
> : >none of the DOSes I have can read any files on them. I get either
> : >a 143 or 160 error. I'm assuming these are the same error but from
> : >a different DOS, meaning there is no file structure on them.
> :
> : There's a disconnect here, since ATR files are DISK images, not cartridge
> : images. You cannot burn them to a cartridge and have them work without
> : some other code (usually patches to the OS SIO routines to redirect sector
> : reads to cartridge-at least this is how the flash cartridges do it... see
> : http://www.atarimax.com/)
> :
> : Are you trying to do something like this, or just want to burn a plain-jane
> : cartridge file?
> :
> : A cartridge file is usually .CAR or .BIN, or even sometimes .ROM on the
> : 'net.
>
> Trouble is, I can't find any CAR or BIN or ROM files anywhere.
> Hopefully there will be some on the CDs I'm getting. Otherwise
> I will have to try to pull the program out of a boot disk. I'm
> just now getting back into this. I have an SIO2PC adapter on the
> way, and 3 SIO cables, one of which I will be cutting up for the
> SIO2PC. I thought it would be cool to place ZIF sockets on the
> cards I bought and just burn a bunch of chips for my GF to play.
> I have no trouble with the cables and ATRs, but she will.

Probably at least half of the cartridge images floating around as binary
load and go files were made with CARTCOPY. It has been a while since I
fooled with it so I don't know the exact numbers but all of them just
had a bit of code prepended to them. That is, you will find the same
exact code prepended to all of them and they will all be the same
length. Most of these will only run in Atari 800 mode as they made an
illegal call to the OS.

Your eprom burner should have some kind of monitor that came with it.
What you should be able to do is just load the file then find the end of
the header, a few more bites to skip for Atari file format, the ROM
image, then a few bites appended to the image for run address that you

could probably ignore.

It will look like:
255 255 ;Atari indication of a binary file
xx xx ; Load address of the start of the patch
xx xx ; End address of the patch
some code to lower the screen
and do some house cleaning Total bits can
be calculated from the
I get a little fuzzy here but I think initiate
code gets another
255 255
~$E1 $02 ; Somewhere around $02E1
~$E2 $02 ; two bites to tell DOS where to jump
~$FA $BF ; Can't remember jmp loc either, somewhere in cart like $BFFA
255 255 ; another binary
$00 $A0 ; Start loading at $A000
$FF $BF ; End load at $BFFF
Cart data $2000 bites
255 255 ; Binary file
$E1 $02 ; Init vector
$E2 $02 ; address again
The address to jump to start the cart.

It may be easier to just count 8 bites back from the end of the file,
but you never know. At this point you should be able to tell your burner
where to start from and the length to burn. You will mostly be looking
for a chunk ~40 bites from the start of the file and 8 bites from the
end. It should alway be $2000 bites long for 8k carts and $4000 bites
long for 16k carts. Sometimes carts had their init and run vectors
modified to trap reset. They should both be restored to the numbers you
can get from the file in your monitor to work right.

1276. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 17:47:22 UTC
From: atari_frog@yahoo.com
Message-ID: <709fb371.0503020947.3bb1b832@posting.google.com>
Source record: 12181

Lots of cartridge images here: http://www.atarimania.com

--
Atari Frog
http://www.atarimania.com

1277. Re: Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 18:11:25 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <7lf72118thfp538oe4pfqsbhmbt00rhcac@4ax.com>
Source record: 12182

Bounty Bob Strikes Back! - Cheat Code

Press F3 to enter the option screen. Use the down arrow to move to the
"Special Code" line. Use left/right arrow to select 61800. Holding
ESC will cause the numbers to advance more quickly. Hold the "F" key
on the keyboard and press F3.
Now when you're playing the game you can type any two numbers to jump
directly to that level; for example type "05" for level five.

T0M

1278. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 18:33:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <N8mdna_PY_qOmrvfRVn-rg@comcast.com>
Source record: 12183

"Atari Frog" <atari_frog@yahoo.com> wrote in message
news:709fb371.0503020947.3bb1b832@posting.google.com...
: Lots of cartridge images here: http://www.atarimania.com

Yes, got it thanks.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1279. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 18:49:25 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <LICdnTHnL8shl7vfRVn-pw@comcast.com>
Source record: 12184

```
"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:zamVd.9524$MY6.8802@newsread1.news.pas.earthlink.net...
: Bill Garber wrote:
: > "Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
: > news:chga2192ep2aqa0qkdgeig23uv2pnpn0kj@4ax.com...
: > : "Bill Garber" <willy46pa@comcast.net>:
: > :
: > : >Yes, I know, but the problem lies in that I can't find anything
: > : >that's readable in the way of ATR files. Mostly boot disks that
: > : >have no DOS reference. I have tried viewing many ATR images and
: > : >none of the DOSes I have can read any files on them. I get either
: > : >a 143 or 160 error. I'm assuming these are the same error but from
: > : >a different DOS, meaning there is no file structure on them.
: > :
: > : There's a disconnect here, since ATR files are DISK images, not cartridge
: > : images. You cannot burn them to a cartridge and have them work without
: > : some other code (usually patches to the OS SIO routines to redirect sector
: > : reads to cartridge-at least this is how the flash cartridges do it... see
: > : http://www.atarimax.com/ )
: > :
: > : Are you trying to do something like this, or just want to burn a plain-jane
: > : cartridge file?
: > :
: > : A cartridge file is usually .CAR or .BIN, or even sometimes .ROM on the
: > : 'net.
: >
: > Trouble is, I can't find any CAR or BIN or ROM files anywhere.
: > Hopefully there will be some on the CDs I'm getting. Otherwise
: > I will have to try to pull the program out of a boot disk. I'm
: > just now getting back into this. I have an SIO2PC adapter on the
: > way, and 3 SIO cables, one of which I will be cutting up for the
: > SIO2PC. I thought it would be cool to place ZIF sockets on the
: > cards I bought and just burn a bunch of chips for my GF to play.
: > I have no trouble with the cables and ATRs, but she will.
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: Probably at least half of the cartridge images floating around as binary
: load and go files were made with CARTCOPY. It has been a while since I
: fooled with it so I don't know the exact numbers but all of them just
: had a bit of code prepended to them. That is, you will find the same
: exact code prepended to all of them and they will all be the same
: length. Most of these will only run in Atari 800 mode as they made an
: illegal call to the OS.
:
: Your eprom burner should have some kind of monitor that came with it.
```

: What you should be able to do is just load the file then find the end of
: the header, a few more bites to skip for Atari file format, the ROM
: image, then a few bites appended to the image for run address that you
: could probably ignore.
:
: It will look like:
: 255 255 ;Atari indication of a binary file
: xx xx ; Load address of the start of the patch
: xx xx ; End address of the patch
: some code to lower the screen
: and do some house cleaning Total bits can
: be calculated from the
: I get a little fuzzy here but I think initiate
: code gets another
: 255 255
: ~$E1 $02 ; Somewhere around $02E1
: ~$E2 $02 ; two bites to tell DOS where to jump
: ~$FA $BF ; Can't remember jmp loc either, somewhere in cart like $BFFA
: 255 255 ; another binary
: $00 $A0 ; Start loading at $A000
: $FF $BF ; End load at $BFFF
: Cart data $2000 bites
: 255 255 ; Binary file
: $E1 $02 ; Init vector
: $E2 $02 ; address again
: The address to jump to start the cart.

There is nothing like that on any of the ROM files that
I downloaded from AtariMania. However, the INIT Vectors
are there on the end of the files so they should work
from the get-go. I will burn one and insert it into the
cart I bought from AtariAge and try it. Will let you know.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1280. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-02 21:18:28 UTC
From: google@gornall.net
Message-ID: <1109798308.427510.281050@z14g2000cwz.googlegroups.com>
Source record: 12185

Bad form to reply to myself, but I said I'd put a website up, so here's
the address: http://axe.gornall.net

Just FYI,

Simon

1281. Re: Informations about Atari400 keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 01:02:27 UTC
From: wduke@sympatico.ca
Message-ID: <1gstbgt.oc065j11mvcemN%wduke@sympatico.ca>
Source record: 12186

Jochen Sch?fer <spam@joschs-robotics.de> wrote:

> > I also have an Atari 400 Main Board, 16K RAM Card, and Atari 400 CPU
> ...
> > email: managed_resistance@sympatico.ca
> >
> > Interested parties should inquire no later than March 2, 2005.
>
> Can you contact me, I can't reach you at this email address you gave.
> Mine is: spam@joschs-robotics.de
>
> Bye Jochen

I will send you an email as soon as I finish reading the newsgroups.

BTW: I'm on the Big Brother profile with my ISP. They monitor all of
my incoming and outgoing email messages. They think I'm a threat to
them... Actually, I am a threat to them.

That's probably why you couldn't contact me by email. I have trouble
sending email out occasionally too. If the Big Brother server is down,
it doesn't let my emails go through. They're a bunch of wankers!
--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1282. Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 01:23:25 UTC
From: wduke@sympatico.ca
Message-ID: <1gstc92.1dd0qicdxk14sN%wduke@sympatico.ca>
Source record: 12187

I have been reading with some interest, descriptions of various hacks
for the Atari 8-bit. I am curious to learn whether or not anybody has
ever attempted to completely redesign the Atari 8-bit?

I mean, has anybody ever thought of producing the Atari 8-bit that Atari
would be selling today if they were still producing the funky little
machines?

I would tend to think that a completely redesigned Atari could be both
backward compatible and still offer greater performance and
functionality. You wouldn't necessarily have to stick with an 8-bit
processor and bus. If the core elements of the 8-bit architecture were
left intact, it shouldn't really be too difficult to incorporate newer
technologies on a completely redesigned Atari 8-bit motherboard.

There would be cost considerations, of course, but this would be a
project for those that have a love for the machine.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1283. Re: FA: Various items on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 02:04:37 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <ktrc21dd687hp59jvavnumgj2opovmhn23@4ax.com>
Source record: 12188

On Tue, 01 Mar 2005 03:56:25 GMT, Bob Stinson <bstin@NOSPAMshaw.ca> wrote:

>I've got a few Atari 8-Bit items up for auction on eBay, and thought
>that some of the folks that read this newsgroup just might be
>interested. Items currently available are as follows:
>
>5.) A XF551 c/w XF551 Enhancer & a stack of disks, with less than 2 days
>left. Current bid: $41.55 US
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169070999

I'd never quite been sure whether Atari really did ship any XF551s with DOS XE
or not. This picture with the "Includes the New DOS XE" sticker on the XF551
box finally confirms for me that they did. So I'm grateful for that photo,
thanks!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1284. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 02:30:57 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <BFuVd.182$KD6.46@newsread2.news.atl.earthlink.net>
Source record: 12190

Matthias has it right on the money!
My book is not flexible enough to scan for fear of damage; here
is a partial transcript:
Hackerbook for your ATARI-Computer
Tips + Tricks by H.C. Wagner ISBN 3-88963-172-X
First Edition First Printing (c) 1983 by Winfried Hofacker
Chapter 6 pg 43 HOW TO MAKE A BOOTABLE CARTRIDGE
Preparing the program.
Most of the games and some other programs written in machine
language
are stored in a cartridge. Booting a program, the OS recognizes
the cart
and starts the program.
What do you have to do when you want to make a bootable cartridge
of your own program?
As an example we will make a cartridge with a program for testing
memory. The bit pattern:
10101010 = $AA
01010101 = $55
11111111 = $FF
is written in every memory location starting above the hardware
stack
at address $200. First the content is saved, then the bit pattern
is written
into and then read from the memory location. If there is any
difference
writing and reading the program prints an error message: ERROR IN
<ADR>. Then the program waits in an endless loop. If the message
is
ERROR IN A000, the RAM is OK because $A000 is the first address
of our ROM in the left cartridge.
The address range for the left cartridge ranges from $A000 to
$BFFF
and from $8000 to $9000 for the right cartridge. As starting
address
for our memory test program we choose $BF00. This is the last
page
of the left cartrudge. The software for the EPROM burner is also
stored
in a cartridge. Therefore the object code generated by the
assembler is
stored at $9000.
Like a bootable program the cartridge has a header. The following
scheme shows the outline of this cartridge header.

```
+-------- $BFFA or $9FFA
! cartridge
+-
! start address
+--------
! 00 zero
+--------
! option byte
+--------
! cartridge
+-
! init address
+-------- $BFFF or $9FFF
```

The header for the right cartridge starts at $9FFA, for the left cartridge
(more important for us) at $BFFA.
- The first two bytes contain the start address of the cartridge.
- The third byte is the cartridge-ID. It shows the OS that a cartridge has
been inserted. It must be 00.
- The fourth byte is the option-byte. This byte has the following options:
BIT-0 = 0 don't allow disk boot
= 1 allow disk boot
Bit 1 is unused
BIT-2 = 0 only initialize the cartridge
= 1 initialize and start the cartridge
Bits 3-6 are unused
BIT-7 = 0 Cartridge is not a diagnostic cartridge
= 1 Cartridge is a diagnostic cartridge;
before the OS is
initialized this cart takes control

- The last two bytes contain the cartridge initialization address.
The initialization address is the starting address of a program part which
is executed in advance of the main program. If there is no such program
routine this address must be the address of an RTS instruction. In our
example the low byte of the starting address $BF00 is stored in location
$BFFA, the high byte in location in $BFFB.
The option byte in location $BFFD is 04.

The program in the cartridge is initialized and started, but there is no disk
boot. The initializing address $BF63 an RTS instruction within the program.

After assembling and storing the object code the burning of the
EPROM can start.
page 45
<the example program assembly listing follows, which ends:>
ORG $BFFA, $90FA
BFFA: 00BF DFW START this is .word
BFFC: 00 DFB 00 .byte
BFFD: 04 DFB 04
BFFE: 63BF DFW FRTS
page 49
That is it, the entire chapter.
Jess
<google@gornall.net> wrote in message
news:1109714993.070890.157560@o13g2000cwo.googlegroups.com...
> RetroJess wrote:
> > Only have one copy and will not let it go. That chapter
> > is only 3 pages; what do you need to know?
> > Jess
>
> Well, this is for my co-processor project (see earlier 'Cool
stuff'
> post). One option is for the co-pro to integrate to the 8bit
via that
> port, and have the FPGA sample and respond to the address/data
lines
> coming out of the 8bit.
>
> I'm going to want to install handlers for devices on the 8bit
at boot
> time, and it would be nice to do that automatically (ie: make
the
> cartridge bootable) when I switch on the XL/XE.
>
> So, anything you have, I want [grin]
>
> ATB,
> Simon.

1285. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 02:30:59 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <DFuVd.184$KD6.29@newsread2.news.atl.earthlink.net>
Source record: 12189

Matthias has it right on the money!
My book is not flexible enough to scan for fear of damage; here
is a partial transcript:
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> time, and it would be nice to do that automatically (ie: make
the
> cartridge bootable) when I switch on the XL/XE.
>
> So, anything you have, I want [grin]
>
> ATB,
> Simon.

1286. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 02:40:04 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <8OuVd.1171$QA3.64@newsfe5-gui.ntli.net>
Source record: 12191

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1gstc92.1dd0qicdxk14sN%wduke@sympatico.ca...
>I have been reading with some interest, descriptions of various hacks
> for the Atari 8-bit. I am curious to learn whether or not anybody has
> ever attempted to completely redesign the Atari 8-bit?

Yes.

The various custom chips (and perhaps the CPU) would be in one chip.
It would use a cheap PS/2 kbd and mouse, have USB, IDE, SD cards, LCD, etc.

> I would tend to think that a completely redesigned Atari could be both
> backward compatible and still offer greater performance and
> functionality.

I don't think you can have it both ways, which is why technology
periodically has to ditch old stuff.

You can always run an emulator to satisfy your wish list.

I suspect some of the few reasons one might want a specialised hardware
solution include:

- smaller system box
- much lower power consumption
- easier for hobbyists to interface projects with
- could be built into stuff economically

> There would be cost considerations, of course, but this would be a
> project for those that have a love for the machine.

I don't love it particularly, but I think it was the most sophisticated of
the 8-bitters due to the full-custom chips. All had their pros and cons of
course. The C64 had good sound chips, The 800 had a slow serial disk, the
BBC had the best BASIC, and so on. But for games, the 800 was best.

I've managed to get a good foundation system going.
PS/2 kbd & mouse, PAL/NTSC/SCART output, Flash ROM, memory paging, USB slave
port, LPT slave port, RTC working.
The CPU / VDU timing matches the 800 well.
Still lots of work to do implementing ANTIC and the P/M graphics.

After that it should not be too hard to port existing IDE / CF /SD
interfaces onto it.

1287. Re: Hackerbook for your ATARI-Computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 02:54:20 UTC
From: Simon <news@gornall.net>
Message-ID: <cdCdncubY-_A4bvfRVn-rQ@comcast.com>
Source record: 12192

RetroJess & Matthias wrote:

[lots of great information]

Cheers guys - that ought to be good enough for me :-)

ATB,
Simon

1288. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 04:14:05 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <112d3ghg5coahb2@corp.supernews.com>
Source record: 12193

Solomon_Man wrote:
> Hi all,
> I consider myself a newbie since I have not used my atari's disk/or
> cassete system for quite some time. I have a few questions concerning
> when and when not to use DOS.

If you want a concentrated refresher course, try
http://www.atariarchives.org

Most of the information ever published for the 8-bit is there, ready for
download.

TJ

1289. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 05:49:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <s_ydnV0MpPn6OLvfRVn-2w@comcast.com>
Source record: 12194

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:8OuVd.1171$QA3.64@newsfe5-gui.ntli.net...
:
: "Managed Resistance" <wduke@sympatico.ca> wrote in message
: news:1gstc92.1dd0qicdxk14sN%wduke@sympatico.ca...
: >I have been reading with some interest, descriptions of various hacks
: > for the Atari 8-bit. I am curious to learn whether or not anybody has
: > ever attempted to completely redesign the Atari 8-bit?
:
: Yes.
:
: The various custom chips (and perhaps the CPU) would be in one chip.
: It would use a cheap PS/2 kbd and mouse, have USB, IDE, SD cards, LCD, etc.
:
: > I would tend to think that a completely redesigned Atari could be both
: > backward compatible and still offer greater performance and
: > functionality.
:
: I don't think you can have it both ways, which is why technology
: periodically has to ditch old stuff.
:
: You can always run an emulator to satisfy your wish list.
:
: I suspect some of the few reasons one might want a specialised hardware
: solution include:
:
: - smaller system box
: - much lower power consumption
: - easier for hobbyists to interface projects with
: - could be built into stuff economically
:
: > There would be cost considerations, of course, but this would be a
: > project for those that have a love for the machine.
:
: I don't love it particularly, but I think it was the most sophisticated of
: the 8-bitters due to the full-custom chips. All had their pros and cons of
: course. The C64 had good sound chips, The 800 had a slow serial disk, the
: BBC had the best BASIC, and so on. But for games, the 800 was best.
:
: I've managed to get a good foundation system going.
: PS/2 kbd & mouse, PAL/NTSC/SCART output, Flash ROM, memory paging, USB slave
: port, LPT slave port, RTC working.
: The CPU / VDU timing matches the 800 well.
: Still lots of work to do implementing ANTIC and the P/M graphics.

:
: After that it should not be too hard to port existing IDE / CF /SD
: interfaces onto it.

The Apple IIe and IIgs already have IDE, and CF capability.
SCSI was always an option. But, as you have said so graciously,
the Atari 8-bits were the best, with the specailly designed
processors. Games on the Apple II, even the GS series, just
don't compare to the wonderous graphics and sound of the
Atari 8-bits.

Good evening and have a pleasant tomorrow. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1290. Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 06:18:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <X-CdnZ_VOo7JMbvfRVn-vA@comcast.com>
Source record: 12195

Is there a source for these. Again, I'm searching the
internet for one. Or even two, but I can find nothing.
When I made carts in the '80s, they were plentiful, but
now there are none that I can find. Any help appreciated.

Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1291. Re: Holmes CD's on FTP site

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 07:21:59 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <uVyVd.102967$Yu.16295@fed1read01>
Source record: 12196

Sorry!

Just to let you know, I *DID NOT* send you an email to complain about your efforts! And I did not mean to sound like I was complaining about your efforts! If it appeared that way, then I am sorry!

Infact, I applaud you for trying to offer them! I am sorry there are jerks out there who are NOT nice about you trying to offer them! :-(

Once again, I *DO* THANK YOU for trying! It just didn't work for me at the time I tried BUT I know it's *NOT* your fault!

Sorry for those who have offended you or complained to you about your efforts! It's SAD that some people have nothing else to do BUT complain! :-(

Nite Hacker

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:0HuUd.62331$uc.5718@trnddc04...
> It isn't too fast... and my ISP keeps changing my IP address which is
> annoying to many people. I can see why - I would be annoyed too. But that
> doesn't justify the emails I have received today while trying to help out
> the community.... I apologize to to those of you I offended. The FTP site
> is shut down.
>
>
> "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> news:B5eUd.62654$Dc.30772@trnddc06...
> >I have set up an FTP site with the Holmes CD's in ZIPPED format. It
> >probably won't be online too long and I don't really know how fast it will
> >be but they are here:
> >
> > ftp://bfbbs.no-ip.com or
> > ftp://bfbbs.dtdns.net
> >
> > Login Anonymous!
> >
> > Give them a try and let me know how it works.
> >
> >
> >
>
>

1292. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 07:37:05 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <L7zVd.103246$Yu.39057@fed1read01>
Source record: 12197

Well, I guess I worded it a little wrong... sorry! What I meant is...

If MEM.SAV is on the disk, then the program you typed in will be temporarily saved to the MEM.SAV file when you type DOS to go to the DOS menu (DUP.SYS). When you exit the DOS menu, then your BASIC program is re-loaded from the MEM.SAV file. If the disk you are using doesn't have this, then you need to go to DOS menu and create it. This file is just a temporary storage and makes it a little easier if you are bouncing back and forth alot between BASIC and DOS menu. I recommend that you save your file, by regular means, though, each time before you go to DOS menu! You never know if something will happen which might corrupt the MEM.SAV file! At least you should have the original just in case it does happen! I recommend using the LIST command to save your file if it's really important! Because, depending on the version of BASIC you are using, the file will get bigger and bigger or might become corrupted by the SAVE command. I think this happens in Rev A & Rev B. Supposedly, this was fixed in Rev C.

Nite Hacker

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1gsndaw.dc3sz347kmlaN%wduke@sympatico.ca...
> silverdr <silverdr@inet.remove.it.pl> wrote:
>
> > Managed Resistance wrote:
> > [...]
> >
> > >
> > > If you're using MEM.SAV while in the Basic interpreter, the program
that
> > > you have in memory will be saved to disk and loaded back into memory
> > > when you return to basic.
> > >
> >
> > How does one use MEM.SAV while in the Basic interpreter?
>
> Wow! I haven't actively used my Atari 8-bit in ages. If memory
> serves, you do not actually use MEM.SAV. DOS uses MEM.SAV.
>
> If you have a Basic program in memory and enter the DOS command, the
> disk utilities package is loaded into memory. If I remember correctly,
> the basic file in memory is stored to MEM.SAV and reloaded into memory
> when you exit DUP.SYS.
>
> It's been a long time. A lot of this stuff I'd have to look up
> again... And most of the latest developments in the Atari 8-bit world,

> I'm not familiar with at all.
>
>
> --
> Is there intelligent life at Blackburn Group radio stations? No!
> ---
>
> Just say "NO!" to corruption!

1293. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 07:49:34 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <qjzVd.103483$Yu.90832@fed1read01>
Source record: 12198

That's a GOOD reference site! Thanks for that! I haven't been into the scene for awhile so I didn't know where to find DOCs such as those!

To start, I recommend Inside Atari DOS and Atari BASIC and/or Atari BASIC XL Edition. If you are going to program extensively in BASIC or ML, then there are several others there that are GOOD reference materials too... MUCH better than most of the reference manuals that Atari had put out! If you really want the Atari reference manuals, I think they are out there somewhere *BUT* I think you should be able to find just about anything you need from this ONE site! So, again, thanks for the link! Just what this person needs! :-)

Nite Hacker

"Thomas J. Andrews" <tjatari@dreamscape.com> wrote in message news:112d3ghg5coahb2@corp.supernews.com...
> Solomon_Man wrote:
> > Hi all,
> > I consider myself a newbie since I have not used my atari's disk/or
> > cassete system for quite some time. I have a few questions concerning
> > when and when not to use DOS.
>
> If you want a concentrated refresher course, try
> http://www.atariarchives.org
>
> Most of the information ever published for the 8-bit is there, ready for
> download.
>
> TJ

1294. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 08:32:50 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <eYzVd.104283$Yu.46521@fed1read01>
Source record: 12199

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:CP-dnYxe_cpuOLnfRVn-vA@comcast.com...
>
> "(ProteanThread)" <sysop@rtdos.com> wrote in message
> news:1109690451.95bf1196888132cce1536940c774c905@teranews...
> : Pretty much any binary file can be burned to EPROM (at least on the
Atari),
> : just have to know where the starting vectors are for the cartridges
(sorry
> : don't have Mapping the Atari in front of me but I think it might be
located
> : at http://www.atarimagazines.com)
> :
> : Are you doing this from the PC side or from the Atari side?
>
> Yes, I know, but the problem lies in that I can't find anything
> that's readable in the way of ATR files. Mostly boot disks that
> have no DOS reference. I have tried viewing many ATR images and
> none of the DOSes I have can read any files on them. I get either
> a 143 or 160 error. I'm assuming these are the same error but from
> a different DOS, meaning there is no file structure on them.

Correct me if I am wrong, as far as I know, you CAN'T read ATRs on any of
the DOSes on the Atari! Maybe there is a util that can read them on the
Atari? Otherwise, you can ONLY read the ATRs in an emulator on the PC!

BTW, I believe you will have to attach the ATR as a harddrive (H1:, H2:,
etc). When you do this in the emulator, then you CAN read the ATRs using
the DOS from the emulator. I think you need MyDOS for this, though?

It depends on the ATRs you are trying to read... Games001, MegaImages, Yogi,
etc, should list just fine and you can even copy the file from the H1 drive
to another drive. If it's a disk game, such as Conan, Seven Cities of Gold,
etc, then there won't be directories on these,. of course! Or as I suggest
below, use an ATR util on the PC and you should be able to view and/or
extract from an ATR with *NO* problems!

> If I could just find one ATR that I can view with DOS, just so
> I know it can be done, then I might be able to put some of these
> games onto eprom. I have the SIO2PC and 3 SIO cables coming so
> I'll be able to get these to the real Atari800XL. Will be fun to
> use the old machine again. Haven't touched it in many years.

Use an ATR program to read them! Ken Siders has put out a few ATR utils
which you can use with ATRs to view, modify, etc. You can even extract
files from the ATR too, I believe.

> Actually it's not the same one, I got this one from eBay. :o)
>
> I am doing this on the PC. It's where my eprom programmer is
> located. :o)
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net

1295. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 08:43:01 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <v5AVd.104467$Yu.71642@fed1read01>
Source record: 12200

Man! That's a HARD decision to make! Whether to sell it or hold onto
it!?!?

I seen one posted by someone else here in the newsgroup which the final bid
was $222.50 US!!!

That's just enough to tempt me to go and find mine and sell it NOW! Even
rarier, I think, is the RT8 cart!? However, I don't know how much that
would be in demand?

If there is enough demand or requests for it here, then I will go and dig
them out and put them on eBay and you guys can battle it out!!! :-)

Nite Hacker

"Docrotcod" <rahbart@cox.net> wrote in message
news:bM4Vd.473$3z.45@okepread03...
> Man, I can't believe how much that SDX cart is going for on Ebay. I
> have one that I hardly use and i'm thinking maybe I should sell it? What
do
> you guys think? Is it something worth holding on to?
>
> Thomas

1296. Would it be possible to build an Atari 8bit today?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 13:14:23 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1109855663.435096.323320@g14g2000cwa.googlegroups.com>
Source record: 12201

Hi All,

Would it be possible to build an Atari 8-bit computer today with parts
that you could buy new? A question like this was recently posted on
the Commodore news group. It's an interesting question.

I'm not talking about a super expanded version (Like the Commodore
One, for those that are familiar with that.) I mean just a garden
variety 800XL or 130XE.

John

1297. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 13:57:03 UTC
From: carmel_andrews@yahoo.com
Message-ID: <6ea184ba.0503030557.5934d40d@posting.google.com>
Source record: 12202

It's all very well getting SATA/ATA & IDE/USB working on an A8, what i'd like to see someone do (and i think it could be possible) is for someone to hack a modern gfx/sound card, to get it working with an A8, upgrade the a8 to either a 32/64 bit version of the 65816 proc, or later versions of the 68k series, if you cant hack a modern gfx/sound card, why not have a go at the AGA/Pre AGA amiga hardware and hack that into an a8, plus ofcourse the standard pc expansion devices like PCI/ISA and/or AGP slot, and lastly give it a tower config. as i prefer tower to a desktop config. (easier to upgrade)

1298. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 14:00:08 UTC
From: carmel_andrews@yahoo.com
Message-ID: <6ea184ba.0503030600.233a49f9@posting.google.com>
Source record: 12203

Why don't you contact video 61 (i believe they're based in the US) or
Best electronics (also in the US) they are best placed to help or
assist you (i believe they both have websites as they both advertise
on atari.org)

1299. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 14:27:28 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <k9FVd.554$XJ4.129@newsfe2-gui.ntli.net>
Source record: 12204

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:s_ydnV0MpPn6OLvfRVn-2w@comcast.com...

> The Apple IIe and IIgs already have IDE, and CF capability.
> SCSI was always an option.

I'd noticed. Mr Atari did the MyIDE for the 800.
So should be easy to get IDE into the glue chip.

Although it may be fun to say "hey, I've made an 800XL with a 250 Gig drive!", I don't know what I would need that much for. It would take ages to just read that much data out.

Therefore I think a memory card would be plenty, and robust enough for kids to drop now and then.

You may say that it would get worn out if used heavily, but the 800 was not a big disk user. Mainly due to the slow transfer rate.

I've got 512K of paged SRAM that can be battery backed, so that could be used for editing small docs before finally saving to card.

> Games on the Apple II, even the GS series, just
> don't compare to the wondrous graphics and sound of the
> Atari 8-bits.

True, but some people are still fond of them and they still do what they did back then.

Many home-computers of the 80s are good enough for many jobs, e.g. controlling small processes/experiments/telescopes, and their main drawback is that they are getting old, spare parts are harder to find, they are rather large, and so on.

Now that I have a 65C02/FPGA system running, I can do a lot of fun things I couldn't / wouldn't do with a PC. :-)

1300. FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 16:13:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503030810140.14457-100000@onyx.spiritone.com>
Source record: 12205
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Some are less! Games are for the Classic Atari 8 bit line!

Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede, Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star Raiders II (Disk version), Super Breakout and Tennis!

Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster, BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue on Fractalus! and Star Raiders II!

Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller, Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout at the OK galaxy, Sports Illustrated Computer Title Bout Game of Professional Boxing, Sports Illustrated Computer Football Strategy, TAC, Tank Arkade and Voyager I!

CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-OUT and MATCH-WITS!

Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole Position and Tumble Bugs!

EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing Destruction Set and Touchdown Football!

Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!

MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.

Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of the Jedi-Death Star Battle!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1301. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 16:18:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503030815320.14457-100000@onyx.spiritone.com>
Source record: 12206
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1302. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 18:00:57 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4227507f$0$1385$f69f905@mamut2.aster.pl>
Source record: 12207

> Although it may be fun to say "hey, I've made an 800XL with a 250 Gig
> drive!", I don't know what I would need that much for. It would take ages to
> just read that much data out.

And the only option is either 250gig or nothing, eh?

I personally have an 80 MB hard drive (connected through KMK/JZ IDE,
which is IMHO a lot better than MyIDE) and I can tell you that it is
extremely convenient to have such a fast and high-capacity data storage.

K.

1303. Shink-Wrapped Action! packages

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 19:20:28 UTC
From: Berky Dandenhoffer <wforbes@adelphia.net>
Message-ID: <3sOdnSEue7mf_rrfRVn-hw@adelphia.com>
Source record: 12208

With all the discussion of SpartaDOS X carts and what
they fetch on eBay, it makes me think I should
get out the 4 shrink-wrapped copies of Action! I have
in a storage unit and put them up on eBay. Perhaps there
would be takers?????

1304. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 19:51:57 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <xVJVd.20019$QQ3.19855@trnddc02>
Source record: 12209

> Correct me if I am wrong, as far as I know, you CAN'T read ATRs on any of
> the DOSes on the Atari! Maybe there is a util that can read them on the
> Atari? Otherwise, you can ONLY read the ATRs in an emulator on the PC!
>
You can load an ATR into APE and read it with your 8-bit CPU. APE is a peripheral emulator not a CPU emulator. You still need a real 8-bit CPU and an APE (or SIO2PC) cable to use it but then DOS will access it just like a regular drive.

> BTW, I believe you will have to attach the ATR as a harddrive (H1:, H2:,
> etc). When you do this in the emulator, then you CAN read the ATRs using
> the DOS from the emulator. I think you need MyDOS for this, though?

the H#: device works with a PC folder only - you can't attach an ATR that way. To attach an ATR to the emulator mount it as a D#: device.

BTW, I do this all the time and I do not use MyDOS for anything - in fact I cannot remember the last time I loaded MyDOS. I use Sparta DOS 99.9999% of the time.

1305. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 19:54:11 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <DXJVd.437$603.102@newsread2.news.atl.earthlink.net>
Source record: 12210

That was Rev B only which kept adding 12 bytes when files
were and SAVEd and LOADed and SAVEd... Rev A had
the edit lock-up bug whenever an even multiple of 256 bytes
were deleted. I never understood how this could occur when
the max line length was about 128 bytes and only one line at
a time was deleted?
Jess
"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:L7zVd.103246$Yu.39057@fed1read01...
> I recommend using the LIST
> command to save your file if it's really important! Because,
depending on
> the version of BASIC you are using, the file will get bigger
and bigger or
> might become corrupted by the SAVE command. I think this
happens in
> Rev A & Rev B. Supposedly, this was fixed in Rev C.
>
> Nite Hacker

1306. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 20:49:08 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <ette211bdk3p96ihek3dershqb5l2kvqa5@4ax.com>
Source record: 12211

carmel_andrews@yahoo.com (carmel):
>It's all very well getting SATA/ATA & IDE/USB working on an A8, what
>i'd like to see someone do (and i think it could be possible) is for
>someone to hack a modern gfx/sound card, to get it working with an A8,

It's always been possible to get better graphics by hacking something in,
but then what? There's no software that takes advantage of it, and if it
isn't out there no one's going to write software for it. Sort of a chicken
and egg problem.

Perhaps if support (for this hypothetical graphics upgrade) were programmed
into the emulators then people could get programming stuff for it.

Shawn Jefferson
(fix reply to for email)

1307. AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 21:28:30 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <6N2dnTMnNKPnHLrfRVn-qw@comcast.com>
Source record: 12212

I have one of these that has been converted to use 3.5" disks, but I have no documentation for it. I've search the Internet hi and low and there isn't much out there. Does anybody have any information on this piece of hardware? I understand you can attach slave drives to the unit, but I'm not sure how to connect them. There is a DB15 connector on the back, does anyone know what that is for? Also any information on the jumper and dip switch settings would be appreciated.

1308. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 21:31:58 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d07voe$r8d$1@titan.btinternet.com>
Source record: 12213
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Peop's

I've heard it all, he's gonna be having a birthday twice a week from now on!
He'll be 400 years old before you know it!

> I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of
> $50 or more and get a gift! Your choice! First Come, First Serve while
> Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail:
> Atari@arsenet.com or Call Ben NOW at (503)256-ARSE!
>
> I love nothing more than someone elses Orphaned Atari Games & Computers!
> If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a
> Birthday Gift! I'll give them a good home! E-Mail: Atari@arsenet.com
>
> http://BensDoverCatalogs.Atari.org Atari for sale!

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1309. Re: Shink-Wrapped Action! packages

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-03 22:58:47 UTC
From: stephensheppard@hotmail.com
Message-ID: <1109890727.938793.207230@o13g2000cwo.googlegroups.com>
Source record: 12214

Berky Dandenhoffer wrote:
> With all the discussion of SpartaDOS X carts and what
> they fetch on eBay, it makes me think I should
> get out the 4 shrink-wrapped copies of Action! I have
> in a storage unit and put them up on eBay. Perhaps there
> would be takers?????

New with manual?

Yeah, I think you'll get a good price for them. They are probably quite rare.

You might also be able to leverage a nice trade if you need anything.

Do you know what version(s) you have. The last was ver. 3.6 but I'm not sure it was ever sold straight out. I got mine as an upgrade from OSS.

Can you see what color the cartridges are?

The newest ones were orange with a yellow label but that doesn't guarantee the version number. My first cartridge was version 3.1, also orange.

I never saw the older style cartridges but I think they black with a yellow label. I don't know which cartridges had which range of versions.

Steve Sheppard

1310. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 01:27:28 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <4QOVd.669$w.235@newsfe2-gui.ntli.net>
Source record: 12215

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4227507f$0$1385$f69f905@mamut2.aster.pl...

> And the only option is either 250gig or nothing, eh?

No, of course not.

Even a modest few megs of magnetic drive provides enough space to edit a few
docs.

> KMK/JZ IDE which is IMHO a lot better than MyIDE

I've not tried either but If you recommend it I will check out the JZ IDE
interface.
Where would I find details?

> and I can tell you that it is extremely convenient to have such a fast and
> high-capacity data storage.

I assumed memory cards were also fast, their only downsides being less
gargantuan storage and more finite write cycles.

Certainly if you are happy to have a modest capacity then you could use a
Microdrive, since these fit in a CF card envelope.

1311. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 01:38:46 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <G_OVd.27794$SQ4.17164@fe1.texas.rr.com>
Source record: 12216

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:X-CdnZ_VOo7JMbvfRVn-vA@comcast.com...
>
> Is there a source for these. Again, I'm searching the
> internet for one. Or even two, but I can find nothing.
> When I made carts in the '80s, they were plentiful, but
> now there are none that I can find. Any help appreciated.
>
> Thanks,
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>
I hate to say this but I think pacman and missile command might be your best
bet. I'm totally against scavenging like this but these two are so plentiful
it'd be no loss at around 1.00 each on ebay.
Mo

1312. Holmes CDs sent out

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 02:18:21 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <NzPVd.631$cN6.449@newsread1.news.pas.earthlink.net>
Source record: 12217

I have sent out the CDs that people asked of me. If you do not receive the CDs within two weeks from now, please contact me. Payment is still pending from two people, if you have not done so, please send it now so I can get your CDs out to you.

Thanks.

1313. Re: NEWBE here Looking... any help Greenbird

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 02:28:35 UTC
From: wduke@sympatico.ca
Message-ID: <1gsv9wj.xjpye91lxspm2N%wduke@sympatico.ca>
Source record: 12218

Greenbird <spamthis@bounce.cum> wrote:

> Looking for the warez... just got my 800 going.. any place to find the
> "pool disk" or any ATR games?
> THX Greenbird

Looking for the "warez"? That's funny!

Pretty much all Atari 8-bit software is available free as freeware,
shareware or abandonware. Atari 8-bit support has been long dropped by
the publishers. I don't think it's even practical to tag Atari 8-bit
software copying as software piracy.

I don't think software publishers care too much about what you do with
their old Atari 8-bit products, as long as you don't try to profit from
their distribution.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1314. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 03:56:51 UTC
From: "Thomas J. Andrews" <tjatari@dreamscape.com>
Message-ID: <112fms5lpd8no37@corp.supernews.com>
Source record: 12219

Nite Hacker wrote:
> That's a GOOD reference site! Thanks for that! I haven't been into the
> scene for awhile so I didn't know where to find DOCs such as those!
>
> To start, I recommend Inside Atari DOS and Atari BASIC and/or Atari BASIC XL
> Edition. If you are going to program extensively in BASIC or ML, then there
> are several others there that are GOOD reference materials too... MUCH
> better than most of the reference manuals that Atari had put out! If you
> really want the Atari reference manuals, I think they are out there
> somewhere *BUT* I think you should be able to find just about anything you
> need from this ONE site! So, again, thanks for the link! Just what this
> person needs! :-)
>

My most-used reference was Mapping the Atari. My copy was always right
on my desk, right within reach. There are important little tidbits there
that you just can't find anywhere else.

TJ
Keeper of the Flame
Atari Computer Enthusiast of Syracuse

1315. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 05:25:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42281fa02a86700@comcast.net>
Source record: 12228

>
>I am interested in where I can get actual
>rom files that I can burn to eprom and then
>insert into cards that I've ordered from
>AtariAge. I'm getting so I can install a
>ZIF sicket into them and we can just put
>the chip in the ZIF and then plug it into
>the slot. Any links or actual files you
>can provide would be appreciated.
>
>Thanks in advance,
>
>Apple II Forever, Apple II Together
>Bill @ GarberStreet Enterprizez
>Web Site - http://garberstreet.netfirms.com
>HOME OF THE RAM-4-GS
>Email - willy46pa@comcast.net
>

I got the ROM files by just taking ATR files and then running a program that
extracts the raw files out.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1316. Re: *Real* A8 Laptop?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 05:27:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42281fa02a86701@comcast.net>
Source record: 12227

>I've been thinking for a bit about trying to construct a *real* A8
>laptop. Of course, the emulators do a fine job, but "the real deal"
>no longer seems outside reality. Obviously, a 130XE main board would
>have to fit, but with the current "wide format screens" chassis space
>should exist for an XE main board. Battery life would probably be
>very limited, but largely this would be a "pluggable" laptop. A
>laptop HD would work along with a built-in (probably MYIDE) interface.
> A line-doubler should work fine, and I've seen them with boards as
>small as around 3 X 4". Probably no built-in floppy, but there are
>some very compact control boards available now, so an external floppy
>might be feasible. Using a laptop keyboard could be a real problem,
>but interfacing through USB keyboard seems plausible now. Regular
>Atari sound would be produced using a very small AMP with the laptop
>speakers.
>
>Wouldn't that be a real "mind blower!" Fortunately, I've worked on
>laptops, and have a pretty good handle on dealing with the compact
>arrangements in them. Am I forgetting (in concept) any really big
>element? Maybe I've had too much caffeine today?
>-Larry

Nice idea, but I think for now we just have to settle with something like a PC
laptop emulating a A8. An Atari Stacy could do it also...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1317. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 05:28:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42281fa02a86702@comcast.net>
Source record: 12226

```
>
>Is there a source for these. Again, I'm searching the
>internet for one. Or even two, but I can find nothing.
>When I made carts in the '80s, they were plentiful, but
>now there are none that I can find. Any help appreciated.
>
>Thanks,
>
>Apple II Forever, Apple II Together
>Bill @ GarberStreet Enterprizez
>Web Site - http://garberstreet.netfirms.com
>HOME OF THE RAM-4-GS
>Email - willy46pa@comcast.net
>

Did you try Best Electronics or B&C Computers?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

1318. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 06:08:36 UTC
From: damage_x@hotmail.com
Message-ID: <1109916516.873632.240010@f14g2000cwb.googlegroups.com>
Source record: 12220

carmel wrote:
> It's all very well getting SATA/ATA & IDE/USB working on an A8, what
> i'd like to see someone do (and i think it could be possible) is for
> someone to hack a modern gfx/sound card

Attaching a DAC or an FM synthesizer to the PBI might not be too complicated (FM chips can be found socketed in things like the Sound Blaster 2 and Sega Genesis, and there are lots of music files around for these chips which would be easy to play on an 8-bit). If you're thinking of something more modern then how about an OPL4 with lots of RAM?

>, to get it working with an A8,
> upgrade the a8 to either a 32/64 bit version of the 65816 proc, or
> later versions of the 68k series, if you cant hack a modern gfx/sound
> card, why not have a go at the AGA/Pre AGA amiga hardware and hack

One of my fantasies is incorporating the Atari Jaguar chipset into a souped-up Atari computer. 1/2/4/8/16/24-bit color, resolutions up to 720x480, blitter, object processor, etc.

> that into an a8, plus ofcourse the standard pc expansion devices like
> PCI/ISA and/or AGP slot, and lastly give it a tower config. as i
> prefer tower to a desktop config. (easier to upgrade)

Eventually there will probably be an Atari 8-bit core for the C-One, you can put that in a tower case (IMO towers are ugly, LOL). Maybe it will use the 20MHz 65816 with access to loads of RAM. It could have enhanced gfx the clean way by adding more modes/commands to ANTIC's instruction set.

1319. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 06:55:27 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <422805fd$0$1362$f69f905@mamut2.aster.pl>
Source record: 12221

> I've not tried either but If you recommend it I will check out the JZ IDE
> interface.
> Where would I find details?

What do you want to know?

> I assumed memory cards were also fast, their only downsides being less
> gargantuan storage and more finite write cycles.

Storage capacity in CFs is not a problem (they're big enough), but the
number of maximum write cycles may be a problem, yes, especially for
such areas as VTOC or lookalikes (disk map under SpartaDOS).

K.

1320. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 08:27:15 UTC
From: carmel_andrews@yahoo.com
Message-ID: <6ea184ba.0503040027.97ad608@posting.google.com>
Source record: 12222

MICRODRIVE... Hey matey, are you sure you've gotten hold of the right newsgroup here, this is the ATARI forum.... I think your'e looking for another newsgroup... perhaps SINCLAIR SPECTRUM might help

1321. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 13:22:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <riZVd.946$tq3.147@newsfe2-gui.ntli.net>
Source record: 12223

"carmel" <carmel_andrews@yahoo.com> wrote in message
news:6ea184ba.0503040027.97ad608@posting.google.com...
> MICRODRIVE... Hey matey, are you sure you've gotten hold of the right
> newsgroup here, this is the ATARI forum.... I think you're looking for
> another newsgroup... perhaps SINCLAIR SPECTRUM might help

Microdrive is the name IBM use for their hard-disk-in-a-CF-envelope.

It is a tiny 1" or so platter.

Uses rather more power than a CF of course, but doesn't have write cycle
limits of CF.

1322. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 13:24:38 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <qkZVd.950$tq3.15@newsfe2-gui.ntli.net>
Source record: 12224

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:422805fd$0$1362$f69f905@mamut2.aster.pl...

> What do you want to know?

A URL pointing to a webpage telling all about it.

> Storage capacity in CFs is not a problem (they're big enough), but the
> number of maximum write cycles may be a problem, yes, especially for such
> areas as VTOC or look-alikes (disk map under Spreads).

Exactly.

1323. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 14:27:20 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <42286fe1$0$1362$f69f905@mamut2.aster.pl>
Source record: 12225

> A URL pointing to a webpage telling all about it.

There is no such URL, but I think I can answer all the questions you
could have.

K.

1324. TOP ZX SPECTRUM + 128 K by E-BAY

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 15:01:18 UTC
From: daniel <knopdaniel1972@arocr.de>
Message-ID: <4228783f$0$24932$9b4e6d93@newsread2.arcor-online.net>
Source record: 12229
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,fr.usenet.8bits

ZX SPECTRUM + 128 K

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5170482000&ssPageName=ADME:B:LC:DE:1

1325. Re: Holmes CDs sent out

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 15:43:51 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1109951033.2873009e856c4ecae4b0a0cc1668afe2@teranews>
Source record: 12230

this email for paypal ?

"Steve S." <j70141@hotmail.com> wrote in message
news:NzPVd.631$cN6.449@newsread1.news.pas.earthlink.net...
> I have sent out the CDs that people asked of me. If you do not receive
the
> CDs within two weeks from now, please contact me. Payment is still
pending
> from two people, if you have not done so, please send it now so I can get
> your CDs out to you.
>
>
> Thanks.
>
>

1326. Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 15:44:53 UTC
From: gareth rees <gareth.rees74@ntlworld.com>
Message-ID: <Vn%Vd.581$EQ3.69@newsfe4-gui.ntli.net>
Source record: 12231

Hi, I have just recently aquired a 1050 and disks(Ebay). I cant remember how to load disks! when I put in disk it starts up... then nothing. I only had a tape player in my youth and I remember it was turn on whilst pressing start. It must be something like this....but what! Cheers Gareth

1327. Re: NEWBE here Looking... any help Greenbird

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:24:46 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <xPWdneNXD5NMFrXfRVn-1A@comcast.com>
Source record: 12232

"Greenbird" <spamthis@bounce.cum> wrote in message
news:5t5e215e7c4cccqj6iaq7j9vh8vv5fjvsk@4ax.com...
:
: Looking for the warez... just got my 800 going.. any place to find the
: "pool disk" or any ATR games?
: THX Greenbird

Most of what I could give you are emulator version files.
You would need to get an SIO2PC and transfer them to real
disks or for ROMs burn them to eprom and insert into carts.
That's what I'm doing. If you need something specific, then
I might consider sending you a disk or two. Once I get my
own SIO2PC going that is. I don't know when that will be.

Also, Google is your friend. I didn't ask until I exhausted
all of my searching the net myself. Good Luck.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1328. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:27:20 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <112h338m1ci651a@corp.supernews.com>
Source record: 12233

On 4 Mar 2005 15:44:53 G, "gareth rees" wrote:
>Hi, I have just recently aquired a 1050 and disks(Ebay). I cant remember how
>to load disks! when I put in disk it starts up... then nothing. I only had a
>tape player in my youth and I remember it was turn on whilst pressing start.
>It must be something like this....but what! Cheers Gareth
>
>
>.
Most game disks you will want to boot while holding "option" to
avoid loading basic.

If you want to load a binary (.com) for instance you need to load a
DOS diskette first (from basic type DOS). Follow the menu for your
DOS (I use MYDOS) which is "L" for load then simply type the file
name if your drive is drive #1 (or only drive).

Check the Atari 8-Bit FAQ for a wealth of info.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1329. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:28:52 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <y6-dndoK7eFUEbXfRVn-ug@comcast.com>
Source record: 12234

"Momo" <quality_us@yahoo.com> wrote in message
news:G_OVd.27794$SQ4.17164@fe1.texas.rr.com...
:
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:X-CdnZ_VOo7JMbvfRVn-vA@comcast.com...
: >
: > Is there a source for these. Again, I'm searching the
: > internet for one. Or even two, but I can find nothing.
: > When I made carts in the '80s, they were plentiful, but
: > now there are none that I can find. Any help appreciated.
: >
: > Thanks,
: >
: > Apple II Forever, Apple II Together
: > Bill @ GarberStreet Enterprizez
: > Web Site - http://garberstreet.netfirms.com
: > HOME OF THE RAM-4-GS
: > Email - willy46pa@comcast.net
: >
: >
: I hate to say this but I think pacman and missile command might be your best
: bet. I'm totally against scavenging like this but these two are so plentiful
: it'd be no loss at around 1.00 each on ebay.
: Mo

Great idea, thanks. Wish I'd thought of it. :o)
Really, it is a good idea, since I don't plan
on burning any 8K roms. My other idea is just
having 3 actual carts with Zif socket, cut out
a hole in the case to insert just the chips
when you want to play. Any thoughts on this??

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1330. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:30:30 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ZaednTA_Hee0ELXfRVn-qQ@comcast.com>
Source record: 12235

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42281fa02a86702@comcast.net...
: >
: >Is there a source for these. Again, I'm searching the
: >internet for one. Or even two, but I can find nothing.
: >When I made carts in the '80s, they were plentiful, but
: >now there are none that I can find. Any help appreciated.
: >
: >Thanks,
: >
: >Apple II Forever, Apple II Together
: >Bill @ GarberStreet Enterprizez
: >Web Site - http://garberstreet.netfirms.com
: >HOME OF THE RAM-4-GS
: >Email - willy46pa@comcast.net
: >
:
: Did you try Best Electronics or B&C Computers?

Haven't as yet. I have so many things going at once
that I keep forgetting to. It's been suggested to me
a couple times now. Thanks for the reply.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1331. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:35:40 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <0JydncEdJOHCE7XfRVn-oA@comcast.com>
Source record: 12236

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:riZVd.946$tq3.147@newsfe2-gui.ntli.net...
: "carmel" <carmel_andrews@yahoo.com> wrote in message
: news:6ea184ba.0503040027.97ad608@posting.google.com...
: > MICRODRIVE... Hey matey, are you sure you've gotten hold of the right
: > newsgroup here, this is the ATARI forum.... I think you're looking for
: > another newsgroup... perhaps SINCLAIR SPECTRUM might help
:
: Microdrive is the name IBM use for their hard-disk-in-a-CF-envelope.

He/she is probably thinking of the MicroDrive IDE controller
for the Apple IIe and IIgs, which I deal in hear in the US,
and I sell and service them. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1332. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:37:47 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <zo2dnZdaDpZDE7XfRVn-uQ@comcast.com>
Source record: 12237

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:xVJVd.20019$QQ3.19855@trnddc02...
: > Correct me if I am wrong, as far as I know, you CAN'T read ATRs on any of
: > the DOSes on the Atari! Maybe there is a util that can read them on the
: > Atari? Otherwise, you can ONLY read the ATRs in an emulator on the PC!
: >
: You can load an ATR into APE and read it with your 8-bit CPU. APE is a
: peripheral emulator not a CPU emulator. You still need a real 8-bit CPU and
: an APE (or SIO2PC) cable to use it but then DOS will access it just like a
: regular drive.
:
: > BTW, I believe you will have to attach the ATR as a harddrive (H1:, H2:,
: > etc). When you do this in the emulator, then you CAN read the ATRs using
: > the DOS from the emulator. I think you need MyDOS for this, though?
:
: the H#: device works with a PC folder only - you can't attach an ATR that
: way. To attach an ATR to the emulator mount it as a D#: device.
:
: BTW, I do this all the time and I do not use MyDOS for anything - in fact I
: cannot remember the last time I loaded MyDOS. I use Sparta DOS 99.9999% of
: the time.

Can you point me to a download site for SpartaDOS. I've been
searching for a week now. Thanks. Or better still, email the
disk image to me, ATR, I assume. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1333. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 16:38:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <kamdnVbCSfK9ErXfRVn-2Q@comcast.com>
Source record: 12238

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42281fa02a86700@comcast.net...
: >
: >I am interested in where I can get actual
: >rom files that I can burn to eprom and then
: >insert into cards that I've ordered from
: >AtariAge. I'm getting so I can install a
: >ZIF sicket into them and we can just put
: >the chip in the ZIF and then plug it into
: >the slot. Any links or actual files you
: >can provide would be appreciated.
: >
: >Thanks in advance,
: >
: >Apple II Forever, Apple II Together
: >Bill @ GarberStreet Enterprizez
: >Web Site - http://garberstreet.netfirms.com
: >HOME OF THE RAM-4-GS
: >Email - willy46pa@comcast.net
: >
:
: I got the ROM files by just taking ATR files and then running a program that
: extracts the raw files out.

Name of, or link to, this program would help a lot.

Thanks.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1334. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 18:41:00 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <0Z1Wd.9914$p63.7567@newssvr31.news.prodigy.com>
Source record: 12239

"gareth rees" <gareth.rees74@MUNGEntlworld.com> wrote in message news
> Hi, I have just recently aquired a 1050 and disks(Ebay). I cant remember
how
> to load disks! when I put in disk it starts up... then nothing. I only had
a
> tape player in my youth and I remember it was turn on whilst pressing
start.
> It must be something like this....but what! Cheers Gareth
I suspect something is wrong with the 1050.
You need to describe what happens better.
Is this an 800? Or 800XL? If it is 800, then you might get a blue screen
if the computer doesn't recognize the drive.
I presume you've connected the SIO cable, power adapters, and monitor or TV.
Does the 1050 light come on when you power on the computer? You should turn
the drive on, put the disk in, close the door and turn the computer on. I
can't say whether your computer is working. If an 800, you could see if a
cartridge works, (left slot).

1335. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 19:30:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <KLednVquK7DsKrXfRVn-pQ@comcast.com>
Source record: 12240

"Greenbird" <spamthis@bounce.cum> wrote in message
news:kp6h215e43i6olu546ailr96vnndgf0gva@4ax.com...
: Squacked, Chirped and Flaped his Wings!
:
:
: Isent this what you seek?
: http://www.atarimax.com/flashcart/documentation/index.html

Yeah, I like the Flashcart. There is one for the Apple II
also. A friend made a few and sent me one that I use for
games on the Apple II. Works like DOS on a cart like the
InstaDOS cart for the Atari 8. I also bought that. Not sure
how to get into the built-in Basic though on the XL. Anyone
know how to do this??? Seems the cart is at the same location
as the built-in Basic.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1336. Re: TOP ZX SPECTRUM + 128 K by E-BAY

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 20:00:17 UTC
From: korax1214@gmail.com
Message-ID: <1109966417.134263.197710@l41g2000cwc.googlegroups.com>
Source record: 12241
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,fr.usenet.8bits,comp.sys.sinclair

daniel wrote:
> ZX SPECTRUM + 128 K
>
>
>
http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5170482000&ssPageName=ADME:B:LC:DE:1

You left out of your crosspost the most relevant newsgroup of all --
comp.sys.sinclair :-) (Though comp.sys.amstrad.8bit is also relevant,
as IIRC this is one of the Amstrad Speccies.)

Duly added. :)

1337. Re: TOP ZX SPECTRUM + 128 K by E-BAY

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 20:09:31 UTC
From: korax1214@gmail.com
Message-ID: <1109966971.648009.111240@f14g2000cwb.googlegroups.com>
Source record: 12242
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,fr.usenet.8bits,comp.sys.sinclair

korax1214@gmail.com wrote:
> daniel wrote:
> > ZX SPECTRUM + 128 K
> >
> >
> >
> >
> http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5170482000&ssPageName=ADME:B:LC:DE:1
> >
> > You left out of your crosspost the most relevant newsgroup of all --
> > comp.sys.sinclair :-) (Though comp.sys.amstrad.8bit is also relevant,
> > as IIRC this is one of the Amstrad Speccies.)
> >
> > Duly added. :)

Just looked at the auction, and have thus (for the first time) seen
what the initial "toast-rack heatsink" version of the 128K looks like!

I don't know what's supposed to be so "rare" about it, however, other
than the fact that 2 out of 3 eBay listings use that adjective,
justified or not...

1338. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 20:10:04 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <wg3Wd.1213$603.840@newsread2.news.atl.earthlink.net>
Source record: 12243

I never saw any of those except a very few magazine ads,
but I would expect the DB15 is too small; normally slaves
of that time period connected with a 34 pin edge card or
equivalent...
Jess
"JR" <""jr256_69\"@NO$PAMhotmail.com"> wrote in message
news:6N2dnTMnNKPnHLrfRVn-qw@comcast.com...
> I have one of these that has been converted to use 3.5" disks,
but I
> have no documentation for it. I've search the Internet hi and
low and
> there isn't much out there. Does anybody have any information
on this
> piece of hardware? I understand you can attach slave drives to
the
> unit, but I'm not sure how to connect them. There is a DB15
connector
> on the back, does anyone know what that is for? Also any
information on
> the jumper and dip switch settings would be appreciated.

1339. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 20:20:30 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <iq3Wd.1400$CW2.288@newsread3.news.atl.earthlink.net>
Source record: 12244

Most .COM files require that Basic not be present so you would
'boot' directly into DOS without the cart.
The 'boot' process begins with all components powered 'off':
1) connect 800 to drive configured to D1:
2) power 'on' drive
3) insert disk after spinning stops
4) power 'on' the 800
Bootable software like DOS and disk games will load & execute
at this point if drive and disk are functional
Jess
"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in
message news:112h338m1ci651a@corp.supernews.com...
> On 4 Mar 2005 15:44:53 G, "gareth rees" wrote:
> >Hi, I have just recently aquired a 1050 and disks(Ebay). I
cant remember how
> >to load disks! when I put in disk it starts up... then
nothing. I only had a
> >tape player in my youth and I remember it was turn on whilst
pressing start.
> >It must be something like this....but what! Cheers Gareth
> >.
> Most game disks you will want to boot while holding "option" to
> avoid loading basic.
>
> If you want to load a binary (.com) for instance you need to
load a
> DOS diskette first (from basic type DOS). Follow the menu for
your
> DOS (I use MYDOS) which is "L" for load then simply type the
file
> name if your drive is drive #1 (or only drive).
>
> Check the Atari 8-Bit FAQ for a wealth of info.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1340. Re: NEWBE here Looking... any help

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 20:31:36 UTC
From: wduke@sympatico.ca
Message-ID: <1gswo6s.92c4sa1rmckrkN%wduke@sympatico.ca>
Source record: 12246

I'm sorry, I assumed that you were familiar with such things as Google.
I guess I was wrong!

Here's some help for you:

In the URL space at the top of your web browser type:

http://www.google.com

Once Google appears on your web browser, type "Atari 8-bit software" in
the search field. Click search and download till your heart is
content.

If your abilities preclude you from performing such "advanced" searches,
email me with a list of the software that you are seeking and I will
personally send you the "warez" you desire.

Squaked, Chirped, Flapped his wings and Flew away.

Greenbird <spamthis@bounce.cum> wrote:

> I see, so you are saying I should check "alt..useless yickady yak" or
> "alt.who do you think your talking to" or My personal fav " alt.hump
> it up or shut it up"
> THX dud. you been a real help
>
>
>
>
>
> Squacked, Chirped and Flaped his Wings!
> >Greenbird <spamthis@bounce.cum> wrote:
> >
> >> Looking for the warez... just got my 800 going.. any place to find the
> >> "pool disk" or any ATR games?
> >> THX Greenbird
> >
> >Looking for the "warez"? That's funny!
> >
> >Pretty much all Atari 8-bit software is available free as freeware,
> >shareware or abandonware. Atari 8-bit support has been long dropped by
> >the publishers. I don't think it's even practical to tag Atari 8-bit
> >software copying as software piracy.
> >
> >I don't think software publishers care too much about what you do with
> >their old Atari 8-bit products, as long as you don't try to profit from
> >their distribution.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1341. Re: TOP ZX SPECTRUM + 128 K by E-BAY

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 20:34:33 UTC
From: Daren <pearcy@-removethis-gmail.com>
Message-ID: <4228c64f$0$2763$cc9e4d1f@news-text.dial.pipex.com>
Source record: 12245
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,fr.usenet.8bits,comp.sys.sinclair

korax1214@gmail.com wrote:
> korax1214@gmail.com wrote:
>
>>daniel wrote:
>>
>>>ZX SPECTRUM + 128 K
>>>
>>>
>>>
>>
> http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5170482000&ssPageName=ADME:B:LC:DE:1
>
>>You left out of your crosspost the most relevant newsgroup of all --
>>comp.sys.sinclair :-) (Though comp.sys.amstrad.8bit is also relevant,
>>as IIRC this is one of the Amstrad Speccies.)
>>
>>Duly added. :)
>
>
> Just looked at the auction, and have thus (for the first time) seen
> what the initial "toast-rack heatsink" version of the 128K looks like!
>
> I don't know what's supposed to be so "rare" about it, however, other
> than the fact that 2 out of 3 eBay listings use that adjective,
> justified or not...
>

The 128K+ is 'rare', as it was released shortly before Amstrad bought
out Sinclair. Only 70,000 were made, and Amstrad did not continue it's
production. And they killed off the QL :-(

Daren

1342. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 21:39:45 UTC
From: gareth rees <gareth.rees74@ntlworld.com>
Message-ID: <BA4Wd.980$EQ3.191@newsfe4-gui.ntli.net>
Source record: 12097

Hi, Still no luck! when I turn computer on nothing happens, maybe its the
cable.
The atari 800 works, well cartridges do. The only time the 1050 works is
when it is switched on or when I put a disk in. Any other ideas?
"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:0Z1Wd.9914$p63.7567@newssvr31.news.prodigy.com...
>
> "gareth rees" <gareth.rees74@MUNGEntlworld.com> wrote in message news
>> Hi, I have just recently aquired a 1050 and disks(Ebay). I cant remember
> how
>> to load disks! when I put in disk it starts up... then nothing. I only
>> had
> a
>> tape player in my youth and I remember it was turn on whilst pressing
> start.
>> It must be something like this....but what! Cheers Gareth
> I suspect something is wrong with the 1050.
> You need to describe what happens better.
> Is this an 800? Or 800XL? If it is 800, then you might get a blue screen
> if the computer doesn't recognize the drive.
> I presume you've connected the SIO cable, power adapters, and monitor or
> TV.
> Does the 1050 light come on when you power on the computer? You should
> turn
> the drive on, put the disk in, close the door and turn the computer on. I
> can't say whether your computer is working. If an 800, you could see if a
> cartridge works, (left slot).
>
>

1343. Re: TOP ZX SPECTRUM + 128 K by E-BAY

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 21:54:35 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <AvGdnXK0V9y-RLXfRVn-rA@comcast.com>
Source record: 12098
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,fr.usenet.8bits,comp.sys.sinclair

<korax1214@gmail.com> wrote in message
news:1109966971.648009.111240@f14g2000cwb.googlegroups.com...
: korax1214@gmail.com wrote:
: > daniel wrote:
: > > ZX SPECTRUM + 128 K
: > >
: > >
: > >
: >
: http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=5170482000&ssPageName=ADME:B:LC:DE:1
: >
: > You left out of your crosspost the most relevant newsgroup of all --
: > comp.sys.sinclair :-) (Though comp.sys.amstrad.8bit is also relevant,
: > as IIRC this is one of the Amstrad Speccies.)
: >
: > Duly added. :)
:
: Just looked at the auction, and have thus (for the first time) seen
: what the initial "toast-rack heatsink" version of the 128K looks like!
:
: I don't know what's supposed to be so "rare" about it, however, other
: than the fact that 2 out of 3 eBay listings use that adjective,
: justified or not...

Well, it seemed "Rare" to me. (spoken sarcastically as hell) :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1344. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-04 23:41:08 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <om6Wd.37706$SQ4.19181@fe1.texas.rr.com>
Source record: 12099

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:y6-dndoK7eFUEbXfRVn-ug@comcast.com...
>
> "Momo" <quality_us@yahoo.com> wrote in message
news:G_OVd.27794$SQ4.17164@fe1.texas.rr.com...
> :
> : "Bill Garber" <willy46pa@comcast.net> wrote in message
> : news:X-CdnZ_VOo7JMbvfRVn-vA@comcast.com...
> : >
> : > Is there a source for these. Again, I'm searching the
> : > internet for one. Or even two, but I can find nothing.
> : > When I made carts in the '80s, they were plentiful, but
> : > now there are none that I can find. Any help appreciated.
> : >
> : > Thanks,
> : >
> : > Apple II Forever, Apple II Together
> : > Bill @ GarberStreet Enterprizez
> : > Web Site - http://garberstreet.netfirms.com
> : > HOME OF THE RAM-4-GS
> : > Email - willy46pa@comcast.net
> : >
> : >
> : I hate to say this but I think pacman and missile command might be your
best
> : bet. I'm totally against scavenging like this but these two are so
plentiful
> : it'd be no loss at around 1.00 each on ebay.
> : Mo
>
> Great idea, thanks. Wish I'd thought of it. :o)
> Really, it is a good idea, since I don't plan
> on burning any 8K roms. My other idea is just
> having 3 actual carts with Zif socket, cut out
> a hole in the case to insert just the chips
> when you want to play. Any thoughts on this??
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>
```

Well I dont know about chips, they would definitely bend and break after a few hundred pulls 8-).
I would go with something like a SIM. Better would be a module like the tandy model 100 uses for memory, a sort of chip on a small piece of PCB. That would work well, you'd only have to worry about losing it.
Mo

1345. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 00:45:29 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1109983549.ea7e9ac74bb84fcce4495075e5b44c68@teranews>
Source record: 12100

On Thu, 3 Mar 2005 01:43:01 -0700, "Nite Hacker" <notvalid@yahoo.com>
wrote:

>Man! That's a HARD decision to make! Whether to sell it or hold onto
>it!?!?

Not hard at all.... At $222, i'd sell the 2-3 i have

>I seen one posted by someone else here in the newsgroup which the final bid
>was $222.50 US!!!
>
>That's just enough to tempt me to go and find mine and sell it NOW! Even
>rarier, I think, is the RT8 cart!? However, I don't know how much that
>would be in demand?

I've got a few RT8 carts too. Very tempting...

>If there is enough demand or requests for it here, then I will go and dig
>them out and put them on eBay and you guys can battle it out!!! :-)
>
>Nite Hacker

I'm going down to the basement now and taking a look...

1346. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 00:51:39 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1109983906.5c8adbe3d129aa077c526917f1797f17@teranews>
Source record: 12101

On Thu, 03 Mar 2005 13:28:30 -0800, JR
<""jr256_69\"@NO$PAMhotmail.com"> wrote:

>I have one of these that has been converted to use 3.5" disks, but I
>have no documentation for it. I've search the Internet hi and low and
>there isn't much out there. Does anybody have any information on this
>piece of hardware? I understand you can attach slave drives to the
>unit, but I'm not sure how to connect them. There is a DB15 connector
>on the back, does anyone know what that is for? Also any information on
>the jumper and dip switch settings would be appreciated.

Hi all,

3.5" drives? very nice. I have one in an original box in the basement
with manuals, etc. I will get it out and see if I can scan the manual
to a PDF...

Rory

1347. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 03:15:32 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ov9Wd.9982$NY3.1624@newssvr31.news.prodigy.com>
Source record: 12102

"gareth rees" <gareth.rees74@MUNGEtlworld.com> wrote in message news
> Hi, Still no luck! when I turn computer on nothing happens, maybe its the
> cable.
> The atari 800 works, well cartridges do. The only time the 1050 works is
> when it is switched on or when I put a disk in. Any other ideas?
OK, cartridges work. OK, the disk drive is operating, makes noise when
turned on or disk is inserted and the door closed.
How about this? Look in the little retangular hole in the back of the
1050. You should see a black (or white) plastic switch sticking up. Both
the white and black ones should be to the left. It is the drive number
selector. If one or both the switches are to the right, then the drive
isn't configured as D1:, which it must be for the computer to boot from it.
?

1348. Re: Atari 800 cart cases

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 03:40:28 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <asCdnRVzNoyut7TfRVn-gQ@comcast.com>
Source record: 12103

```
"Momo" <quality_us@yahoo.com> wrote in message
news:om6Wd.37706$SQ4.19181@fe1.texas.rr.com...
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:y6-dndoK7eFUEbXfRVn-ug@comcast.com...
: >
: > "Momo" <quality_us@yahoo.com> wrote in message
: news:G_OVd.27794$SQ4.17164@fe1.texas.rr.com...
: > :
: > : "Bill Garber" <willy46pa@comcast.net> wrote in message
: > : news:X-CdnZ_VOo7JMbvfRVn-vA@comcast.com...
: > : >
: > : > Is there a source for these. Again, I'm searching the
: > : > internet for one. Or even two, but I can find nothing.
: > : > When I made carts in the '80s, they were plentiful, but
: > : > now there are none that I can find. Any help appreciated.
: > : >
: > : > Thanks,
: > : >
: > : > Apple II Forever, Apple II Together
: > : > Bill @ GarberStreet Enterprizez
: > : > Web Site - http://garberstreet.netfirms.com
: > : > HOME OF THE RAM-4-GS
: > : > Email - willy46pa@comcast.net
: > : >
: > : >
: > : I hate to say this but I think pacman and missile command might be your
: best
: > : bet. I'm totally against scavenging like this but these two are so
: plentiful
: > : it'd be no loss at around 1.00 each on ebay.
: > : Mo
: >
: > Great idea, thanks. Wish I'd thought of it. :o)
: > Really, it is a good idea, since I don't plan
: > on burning any 8K roms. My other idea is just
: > having 3 actual carts with Zif socket, cut out
: > a hole in the case to insert just the chips
: > when you want to play. Any thoughts on this??
: >
: > Apple II Forever, Apple II Together
: > Bill @ GarberStreet Enterprizez
: > Web Site - http://garberstreet.netfirms.com
: > HOME OF THE RAM-4-GS
: > Email - willy46pa@comcast.net
```

: >
: >
: Well I dont know about chips, they would definitely bend and break after a
: few hundred pulls 8-).
: I would go with something like a SIM. Better would be a module like the
: tandy model 100 uses for memory, a sort of chip on a small piece of PCB.
: That would work well, you'd only have to worry about losing it.
: Mo

Don't you know what a ZIF socket is. It has a lever that releases
the pins of the chip, you simply lift it out. There is no force
involved during insertion or extraction. Look it up, ZIF socket.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1349. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 05:57:16 UTC
From: google@gornall.net
Message-ID: <1110002236.657385.152070@f14g2000cwb.googlegroups.com>
Source record: 12104

I'd guess $222 is probably more than most would pay. I did because I have a pressing project and I want to see how the "experts" did it. My goal in fact is to remove the necessity for Spartados X and provide something of a similar nature. To understand the beast, one must study the beast, and I wouldn't guess many people would pay as much.

Also, from my perspective (as a Brit), everything on Ebay is half-price.

ATB,
Simon.

1350. Re: TOP ZX SPECTRUM + 128 K by E-BAY

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 08:09:24 UTC
From: Themis Papassilekas <gryzor@spammenot.please.gryzor.info>
Message-ID: <1110010160.303728@athnrd02>
Source record: 12105
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,fr.usenet.8bits,comp.sys.sinclair

Daren wrote:
And they killed off the QL :-(

And a good thing they did :D

Now seriously, wasn't the QL dragging down Sinclair?

Cheers
Th

1351. WTT -- Amdek Amdisk III

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 11:34:33 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503050334.412c6df@posting.google.com>
Source record: 12106

Anyone with a *complete, working* one of these want to trade for a
working 256K MIO or ATR-8000 w/HD interface? Or -- I'd trade a
working ATR board (no case or HD) for a working, partial Amdek (case
missing, etc.)
Email if interested.
-Larry

1352. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 12:18:54 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d0c8md$sg5$1@reader11.wxs.nl>
Source record: 12107
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> schreef in bericht
news:Pine.LNX.4.44.0503030815320.14457-100000@onyx.spiritone.com...
> I'm having a Birthday Bash and the Gifts are yours!

Happy Birthday Ben!

Greetz,
Marius

1353. Re: XF551 cant format side 2 disk!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 12:22:19 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503050422.784f4b12@posting.google.com>
Source record: 12108

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<421E2DF3.8D271F8D@students.uni-mainz.de>...
> ...Here in germany ABBUC has schematics for such a thing
> available...

Found this page:
http://www.b-pahl.de/Atari8bit/XF551/xf551.html#Index

And it can be translated to English pretty well with AltaVista/Babelfish:
http://world.altavista.com/babelfish/tr

-Larry

1354. Re: Would it be possible to build an Atari 8bit today?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 12:22:50 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d0c8to$sm9$1@reader11.wxs.nl>
Source record: 12109

"JohnH." <john@jrcc.net> schreef in bericht
news:1109855663.435096.323320@g14g2000cwa.googlegroups.com...
> Hi All,
>
> Would it be possible to build an Atari 8-bit computer today with parts
> that you could buy new? A question like this was recently posted on
> the Commodore news group. It's an interesting question.
>
> I'm not talking about a super expanded version (Like the Commodore
> One, for those that are familiar with that.) I mean just a garden
> variety 800XL or 130XE.
>
>
> John
>

Yes and no.

Yes: all needed custom chips are still available (NEW chips) in special stores (like Best Electronics). So it is technically possible to build a new one. But I guess this is not exactly what you are trying to ask. And that is why the answer is also 'no'

When these custom chips are all sold out. It is not possible to build a 100% real atari anymore. These chips are non-standard, and as far as I know, the factory data sheets (to build new ones) are still secret. It might be possible to build compatible custom chips (using microcontrollers like the ATMELS etc) but even then, i wonder if it will be 100% the same.

Marius

1355. Re: Shink-Wrapped Action! packages

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 14:20:55 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503050620.676d122@posting.google.com>
Source record: 12110

stephensheppard@hotmail.com wrote in message
news:<1109890727.938793.207230@o13g2000cwo.googlegroups.com>...
>
> Do you know what version(s) you have. The last was ver. 3.6 but I'm
> not sure it was ever sold straight out. I got mine as an upgrade from
> OSS.
>
> Can you see what color the cartridges are?
>
> The newest ones were orange with a yellow label but that doesn't
> guarantee the version number. My first cartridge was version 3.1, also
> orange.

Hmm. Are you sure? ICD carts were black. FTE carts (that I saw
advertised) were black. Who released the newest orange ones? Unless
there were some older orange stock that was updated and sold by FTE.
(?) Orange carts almost always had 2ea. 2764 eproms or compatible
roms. Black carts had 1ea 27128 (ep)rom. Version number is at $B000
from the monitor. =6 (V3.6) =5 (V3.5) (etc.)
-Larry

1356. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 15:14:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <r1kWd.3891$4x2.994@newsfe4-gui.ntli.net>
Source record: 12111

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:0JydncEdJOHCE7XfRVn-oA@comcast.com...

> : "carmel" <carmel_andrews@yahoo.com> wrote in message
> : news:6ea184ba.0503040027.97ad608@posting.google.com...
> : > MICRODRIVE... Hey matey, are you sure you've gotten hold of the right
> : > newsgroup here, this is the ATARI forum.... I think you're looking for
> : > another newsgroup... perhaps SINCLAIR SPECTRUM might help
>
> He/she is probably thinking of the MicroDrive IDE controller
> for the Apple IIe and IIgs, which I deal in hear in the US,
> and I sell and service them. :o)

No, Carmel meant Sinclair's proprietary storage device which was a big loop
of tape in a cartridge. Now deader than 8-track cartridges...

1357. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 15:23:16 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <E9kWd.3909$4x2.1972@newsfe4-gui.ntli.net>
Source record: 12112

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:42286fe1$0$1362$f69f905@mamut2.aster.pl...
>> A URL pointing to a webpage telling all about it.
>
> There is no such URL, but I think I can answer all the questions you could
> have.

Who makes it, who sells it, how much, what does it look like, where can I find the circuit diagram, what advantage does it have over similar products, what parts does it use, how much current, is it a commercial product or just a one-off some guy made, why doesn't it have a web page, does it come with a manual and source code, is the user interface in English or not, and so on.

1358. Re: Shink-Wrapped Action! packages

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 15:56:09 UTC
From: Daniel Miller <NOSPAMdaclmi@sisna.com>
Message-ID: <ojlj21de5eo2hck4oqm86k00fpccl98492@4ax.com>
Source record: 12113

I am interested in getting one!

On Thu, 3 Mar 2005 14:20:28 -0500, "Berky Dandenhoffer"
<wforbes@adelphia.net> wrote:

>With all the discussion of SpartaDOS X carts and what
>they fetch on eBay, it makes me think I should
>get out the 4 shrink-wrapped copies of Action! I have
>in a storage unit and put them up on eBay. Perhaps there
>would be takers?????

1359. Re: Shink-Wrapped Action! packages

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 16:19:36 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110039576.829935.289290@o13g2000cwo.googlegroups.com>
Source record: 12114

Larry wrote:
> stephensheppard@hotmail.com wrote in message
news:<1109890727.938793.207230@o13g2000cwo.googlegroups.com>...
> >
> > Do you know what version(s) you have. The last was ver. 3.6 but
I'm
> > not sure it was ever sold straight out. I got mine as an upgrade
from
> > OSS.
> >
> > Can you see what color the cartridges are?
> >
> > The newest ones were orange with a yellow label but that doesn't
> > guarantee the version number. My first cartridge was version 3.1,
also
> > orange.
>
> Hmm. Are you sure? ICD carts were black. FTE carts (that I saw
> advertised) were black. Who released the newest orange ones? Unless
> there were some older orange stock that was updated and sold by FTE.
> (?) Orange carts almost always had 2ea. 2764 eproms or compatible
> roms. Black carts had 1ea 27128 (ep)rom. Version number is at $B000
> from the monitor. =6 (V3.6) =5 (V3.5) (etc.)
> -Larry

Version 3.6, orange cartridge here. A direct upgrade from OSS. Invoice
is dated March 22, 1984, ($20 USD)

Previous version was 3.1, also an orange cartridge. I don't have the
receipt for that original cartridge so I can't tell you the date I
purchased it.

The cartridge is glued shut so I can't/won't verify the EPROMs.

I thought we were talking about original OSS cartridges. It's just that
my cartridge definitely is orange and definitely is version 3.6, the
last version produced, so I just assumed the orange carts came last.

I see now that ICD made a deal with OSS in 1988. I vaguely remember
hearing it at the time but had pretty much had dropped the 8-bit hobby
before any products were re-released. Frankly, I didn't even know that
OSS products had ever resurfaced at that date or beyond.

Obviously I goofed.

Sorry if I confused the issue.

A couple questions:

Since I have been wrong all along exactly how does one identify
different releases of Action!? Were the later releases of Action!
carrying labels other than OSS, for example ICD/OSS, ICD, or FTE?

Steve Sheppard

1360. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 17:15:11 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4229e8ab$0$1379$f69f905@mamut2.aster.pl>
Source record: 12115

> Who makes it, who sells it,

This guy: jurek@rembertow.net

> how much

Ask him for current pricing. Available items are sold on Ebay or Allegro
anyway.

> what does it look like

This is sort of cartridge fitting in ECI+CARTRIDGE slot in XE computers.
The box is about 1,5 cm high, 15 cm long, and its width is less or more
equal to the XE ECI+CARTRIDGE slot. You have an ECI+CARTRIDGE connector
at one end, and an IDE cable at the other end. The whole is cased with
black plastic case.

> where can I find the circuit diagram,

Nowhere, this is not a public domain item.

> what advantage does it have over similar products,

1) it is available and still being made;
2) the software is maintained, you can download an upgrade for the
internal handler, for example;
3) it uses a well defined Atari parallel bus interface, thus no OS
modifications or other hacks are necessary to get the machine booting
from this device;
4) it works fine with unmodified SpartaDOS X, SpartaDOS 3.x, MyDOS (and
other DOS-es, but using it with DOS 2.x lacks sense);
5) it allows you to make true partitions (up to 16);
6) it can currently address up to 8 GB (and this is not a hardware
limit, so an upgraded internal ROM can do more);
7) it works with all devices which are ATA-compliant;
8) you can use two drives (master/slave);

> what parts does it use,

Plastic case, cable, PCB, an EPROM, a number of other chips, a LED, a
bit of tin; a wire, perhaps.

> how much current,

Standard Atari power supply is enough (it may not be enough for the
drive, however, this depends on the drive).

> is it a commercial product or just
> a one-off some guy made

This is a commercial product.

> why doesn't it have a web page,

Because all the information is available on request.

> does it come with a
> manual

Yes.

> and source code,

No.

> is the user interface in English

Yes.

> and so on.

"so on" is not a question, so I cannot answer.

KMK

1361. Karateka

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 17:20:14 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503050920.1db5a5@posting.google.com>
Source record: 12116

Hy guys, need to know if somebody has a bin or exe image of the karateka xe cart, i allready have the disk but some of us would like to burn an image in one of those beautiful maxflash carts :) . Thank you very much.

Javier

1362. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 17:43:52 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4229ef63$0$1385$f69f905@mamut2.aster.pl>
Source record: 12117

> Who makes it, who sells it,

This guy: jurekQrembertow.net

where Q stands for @.

> how much

Ask him for current pricing. Available items are sold on Ebay or Allegro
anyway.

> what does it look like

This is sort of cartridge fitting in ECI+CARTRIDGE slot in XE computers.
The box is about 1,5 cm high, 15 cm long, and its width is less or more
equal to the XE ECI+CARTRIDGE slot. You have an ECI+CARTRIDGE connector
at one end, and an IDE cable at the other end. The whole is cased with
black plastic case.

> where can I find the circuit diagram,

Nowhere, this is not a public domain item.

> what advantage does it have over similar products,

1) it is available and still being made;
2) the software is maintained, you can download an upgrade for the
internal handler, for example;
3) it uses a well defined Atari parallel bus interface, thus no OS
modifications or other hacks are necessary to get the machine booting
from this device;
4) it works fine with unmodified SpartaDOS X, SpartaDOS 3.x, MyDOS (and
other DOS-es, but using it with DOS 2.x lacks sense);
5) it allows you to make true partitions (up to 16);
6) it can currently address up to 8 GB (and this is not a hardware
limit, so an upgraded internal ROM can do more);
7) it works with all devices which are ATA-compliant;
8) you can use two drives (master/slave);

> what parts does it use,

Plastic case, cable, PCB, an EPROM, a number of other chips, a LED, a
bit of tin; a wire, perhaps.

> how much current,

Standard Atari power supply is enough (it may not be enough for the
drive, however, this depends on the drive).

> is it a commercial product or just
> a one-off some guy made

This is a commercial product.

> why doesn't it have a web page,

Because all the information is available on request.

> does it come with a manual

Yes.

> and source code,

No.

> is the user interface in English

Yes.

> and so on.

"so on" is not a question, so I cannot answer.

KMK

1363. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:02:41 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <t5nWd.145145$Yu.142225@fed1read01>
Source record: 12122

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:xVJVd.20019$QQ3.19855@trnddc02...
> > Correct me if I am wrong, as far as I know, you CAN'T read ATRs on any
of
> > the DOSes on the Atari! Maybe there is a util that can read them on the
> > Atari? Otherwise, you can ONLY read the ATRs in an emulator on the PC!
> >
> You can load an ATR into APE and read it with your 8-bit CPU. APE is a
> peripheral emulator not a CPU emulator. You still need a real 8-bit CPU
and
> an APE (or SIO2PC) cable to use it but then DOS will access it just like a
> regular drive.
>
> > BTW, I believe you will have to attach the ATR as a harddrive (H1:, H2:,
> > etc). When you do this in the emulator, then you CAN read the ATRs
using
> > the DOS from the emulator. I think you need MyDOS for this, though?
>
> the H#: device works with a PC folder only - you can't attach an ATR that
> way. To attach an ATR to the emulator mount it as a D#: device.
>
> BTW, I do this all the time and I do not use MyDOS for anything - in fact
I
> cannot remember the last time I loaded MyDOS. I use Sparta DOS 99.9999%
of
> the time.

Well, I don't remember since it's been awhile so forgive me!!! :-)

I do know that you have to do it a certain way in order to read an ATR in
DOS. It's NOT as simple as attaching it to a drive and then using any DOS
to read an ATR like a regular disk directory. It DOESN'T work that easy! I
KNOW that the Atari DOSes (2.0, 2.5) can't read an ATR directory! I wasn't
sure about the other DOSes, except for MyDOS and so that's why I mentioned
that one. I couldn't remember how I did it, BUT I know you CAN read them if
you have the right DOS!

Thanks for the input, though! :-)

Nite Hacker

1364. Re: Karateka

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:06:21 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <v8KdnXNpIIu-aLTfRVn-qw@comcast.com>
Source record: 12118

"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0503050920.1db5a5@posting.google.com...
: Hy guys, need to know if somebody has a bin or exe image of the
: karateka xe cart, i allready have the disk but some of us would like
: to burn an image in one of those beautiful maxflash carts :) . Thank
: you very much.
:
: Javier

There is a Karateka here, and is 131,072 bytes. Doesn't say XE
anywhere when you run it.

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=6047

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1365. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:10:24 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-PydnZgtHduLa7TfRVn-sQ@comcast.com>
Source record: 12119

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4229e8ab$0$1379$f69f905@mamut2.aster.pl...
: > Who makes it, who sells it,
:
: This guy: jurek@rembertow.net
:
: > how much
:
: Ask him for current pricing. Available items are sold on Ebay or Allegro
: anyway.
:
: > what does it look like
:
: This is sort of cartridge fitting in ECI+CARTRIDGE slot in XE computers.
: The box is about 1,5 cm high, 15 cm long, and its width is less or more
: equal to the XE ECI+CARTRIDGE slot. You have an ECI+CARTRIDGE connector
: at one end, and an IDE cable at the other end. The whole is cased with
: black plastic case.

Assuming from what I read here, this is an XE only product???

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1366. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:23:02 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <t5nWd.145146$Yu.3220@fed1read01>
Source record: 12123

One program to read/work with ATRs is called ATRUtil. However, it seems to have been pulled. It was written by Ken Siders BUT it's not on his site now?

I think there are other ones too that works with ATRs but I don't know them right off hand. If you go to ftp.spudster.org, you might find it there or find similiar ATR utils?

If you can't find it or a similiar util, let us know and one of us can send you a prog that works with ATRs.

Nite Hacker

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:kamdnVbCSfK9ErXfRVn-2Q@comcast.com...
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42281fa02a86700@comcast.net...
> : >
> : >I am interested in where I can get actual
> : >rom files that I can burn to eprom and then
> : >insert into cards that I've ordered from
> : >AtariAge. I'm getting so I can install a
> : >ZIF sicket into them and we can just put
> : >the chip in the ZIF and then plug it into
> : >the slot. Any links or actual files you
> : >can provide would be appreciated.
> : >
> : >Thanks in advance,
> : >
> : >Apple II Forever, Apple II Together
> : >Bill @ GarberStreet Enterprizez
> : >Web Site - http://garberstreet.netfirms.com
> : >HOME OF THE RAM-4-GS
> : >Email - willy46pa@comcast.net
> : >
> :
> : I got the ROM files by just taking ATR files and then running a program
that
> : extracts the raw files out.
>
> Name of, or link to, this program would help a lot.
>
> Thanks.
>

> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>

1367. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:31:00 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4229fa6f$0$1360$f69f905@mamut2.aster.pl>
Source record: 12120

> Assuming from what I read here, this is an XE only product???

It was designed as an interface for XE computers, yes. The reason is that the wast majority of Ataris in our country are XEs. It is possible to make an adapter for XL bus, they're electronically very similar (not identical, though). As far as I know, Jurek is currently working on such an adapter.

This device cannot cooperate with 400/800 series, because these computers lack the PBI functionality added in XL/XE series.

K.

1368. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:35:25 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <DMSdna9Fka9uZrTfRVn-oQ@comcast.com>
Source record: 12121

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4229fa6f$0$1360$f69f905@mamut2.aster.pl...
: > Assuming from what I read here, this is an XE only product???
:
: It was designed as an interface for XE computers, yes. The reason is
: that the wast majority of Ataris in our country are XEs. It is possible
: to make an adapter for XL bus, they're electronically very similar (not
: identical, though). As far as I know, Jurek is currently working on such
: an adapter.

Great, when the adapter is done, let me know. :o)

: This device cannot cooperate with 400/800 series, because these
: computers lack the PBI functionality added in XL/XE series.

I see.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1369. Re: Holmes CDs sent out

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 18:57:19 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <gNnWd.146005$Yu.77637@fed1read01>
Source record: 12126

My payment was sent. You should receive it Saturday or Monday.

Thanks!

Nite Hacker

"Steve S." <j70141@hotmail.com> wrote in message
news:NzPVd.631$cN6.449@newsread1.news.pas.earthlink.net...
> I have sent out the CDs that people asked of me. If you do not receive
the
> CDs within two weeks from now, please contact me. Payment is still
pending
> from two people, if you have not done so, please send it now so I can get
> your CDs out to you.
>
>
> Thanks.
>
>

1370. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:02:00 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <422a01b5$0$1366$f69f905@mamut2.aster.pl>
Source record: 12124

> : It is possible
> : to make an adapter for XL bus, they're electronically very similar (not
> : identical, though). As far as I know, Jurek is currently working on such
> : an adapter.
>
> Great, when the adapter is done, let me know. :o)

Well, as far as I know, you're not the only one, who wants it, and some
amount of such adapters is already preodrered. :o)

K.

1371. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:13:40 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <gNnWd.146006$Yu.21170@fed1read01>
Source record: 12125

When you insert carts, I think they usually disable BASIC because, usually, that area is used by games/programs for data, etc. Unless there is an option to start this cart with BASIC, I think you are stuck without it! I guess Steven Tucker would have the answer to this question!

Nite Hacker

"Bill Garber" <willy46pa@comcast.net> wrote in message news:KLednVquK7DsKrXfRVn-pQ@comcast.com...
>
> "Greenbird" <spamthis@bounce.cum> wrote in message
> news:kp6h215e43i6olu546ailr96vnndgf0gva@4ax.com...
> : Squacked, Chirped and Flaped his Wings!
> :
> :
> : Isent this what you seek?
> : http://www.atarimax.com/flashcart/documentation/index.html
>
> Yeah, I like the Flashcart. There is one for the Apple II
> also. A friend made a few and sent me one that I use for
> games on the Apple II. Works like DOS on a cart like the
> InstaDOS cart for the Atari 8. I also bought that. Not sure
> how to get into the built-in Basic though on the XL. Anyone
> know how to do this??? Seems the cart is at the same location
> as the built-in Basic.
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>

1372. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:31:16 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <gNnWd.146007$Yu.43743@fed1read01>
Source record: 12127

Have you tried holding down the Option key when you turn the computer on???

If it still doesn't work, are you getting any signals (beeping sounds) when it is reading the drive? While it's reading the disk, you should get beeping sounds that it is reading from the drive. One beep for each sector it reads. If not, then you probably need to check and see that it is set as D1: as Russ suggested and then try again! Be sure to hold down the Option key while turning the computer on! Once it starts reading the disk, you can release the Option key.

You indicate you are using an 800 (not 800XL)? If you were using an 800XL, then you might need a translator disk to load the 800 OS into the XL prior to starting the game. Several games will only work under the 800 OS. SOME games will only work on the 800 XL but this is much rarer than the former. Does the disk have a title on it? Is it a game? If it's a DOS disk, then you should get a blue screen with a "READY" prompt or it will go to the DOS menu if you are holding down the Option key. If you have a DOS disk, try it and see if it works. Try other games (holding down Option key).

If you tried all the suggested solutions, you might need to get another drive that you know is in working order and try loading that disk again. You can buy one from one of the reputable dealers that are still around! There's also a chance that the disk you are trying to use is old/damaged and may not work! There are MANY things to look for so to try and narrow it down and get help from this forum is HARD! Probably the best solution is to send the drive to a reputable dealer and have them check it out for you. If it's NOT the drive, then it could be the computer! To save you time, you just might want to send the computer along with the drive and have them checked out at the same time. Or, if your lucky, find someone near you who can do this for you.

Nite Hacker

"gareth rees" <gareth.rees74@ntlworld.com> wrote in message
news:BA4Wd.980$EQ3.191@newsfe4-gui.ntli.net...
> Hi, Still no luck! when I turn computer on nothing happens, maybe its the
> cable.
> The atari 800 works, well cartridges do. The only time the 1050 works is
> when it is switched on or when I put a disk in. Any other ideas?
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:0Z1Wd.9914$p63.7567@newssvr31.news.prodigy.com...
> >
> > "gareth rees" <gareth.rees74@MUNGEntlworld.com> wrote in message news
> >> Hi, I have just recently aquired a 1050 and disks(Ebay). I cant
remember
> > how

> >> to load disks! when I put in disk it starts up... then nothing. I only
> >> had
> > a
> >> tape player in my youth and I remember it was turn on whilst pressing
> > start.
> >> It must be something like this....but what! Cheers Gareth
> > I suspect something is wrong with the 1050.
> > You need to describe what happens better.
> > Is this an 800? Or 800XL? If it is 800, then you might get a blue
screen
> > if the computer doesn't recognize the drive.
> > I presume you've connected the SIO cable, power adapters, and monitor or
> > TV.
> > Does the 1050 light come on when you power on the computer? You should
> > turn
> > the drive on, put the disk in, close the door and turn the computer on.
I
> > can't say whether your computer is working. If an 800, you could see if
a
> > cartridge works, (left slot).
> >
> >
>
>

1373. WTT: SDX 4.19

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:35:51 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503051135.440b9835@posting.google.com>
Source record: 12128

Let's see if this arouses some interest...

I have a extra Sparta Dos X V4.19 and manual that I'd entertain a
trade for something "special". And I mean "special". Emails, please.

-Larry

1374. Re: NEWBE here Looking... any help Greenbird

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:39:15 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <SUnWd.146156$Yu.62833@fed1read01>
Source record: 12129

As suggested, just use Google to find a TON of stuff on the Atari!

Here's a search engine just for the 8-bit...
http://www.newbreedsoftware.com/xlsearch/

You should find what you want from the above link!

Nite Hacker

"Greenbird" <spamthis@bounce.cum> wrote in message
news:5t5e215e7c4cccqj6iaq7j9vh8vv5fjvsk@4ax.com...
>
>
> Looking for the warez... just got my 800 going.. any place to find the
> "pool disk" or any ATR games?
> THX Greenbird

1375. Re: Atari 8 bit versus Commodore

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:51:06 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <udoWd.146563$Yu.142322@fed1read01>
Source record: 12131

They are BOTH equally good! To say which one is better than the other is
just NOT fair, I don't think!

I think they are both EQUAL!!!

Sure, one can do something that the other can't do and visa-versa, BUT,
overall, I think they are pretty much equal in graphics, sound, quality,
etc. So, as far as I am concerned, I can't really say which one is better
than the other!

Nite Hacker

"Firemover/Diomedes/Zagor" <diomedes@siol.net> wrote in message
news:f032c4f2.0501290553.19d2d339@posting.google.com...
> The war between 8-bit Atari and Commodore 64 is over, but anyway.
> Which one is better? ;) All around performance ratio and stuff...

1376. test

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 19:52:23 UTC
From: The6502Man <tony.rudzki@gmail.com>
Message-ID: <bK-dnTKCTdFKkLffRVn-qQ@comcast.com>
Source record: 12130

```
ignore.test
```

1377. trivia Puruit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 20:11:29 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <QnoWd.10339$2s.8533@lakeread06>
Source record: 12132

I have my own Trivia Pursuit from Professional 1984. It is my favorite one but the disk has many bad sectors. :-(I was looking for the Trivia image disk thru FTP or Holmes FTP. I could not find it. Another Trivia Pursuit clone I found is not from Professional company. I want Trivia Pursuit from Professional company. If anyone find it thru ftp or anyone have own, please let me know...

Thanks!
Jack

1378. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 20:36:59 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <QKoWd.147216$Yu.101849@fed1read01>
Source record: 12133

You have to find and download the game!

He gave a link to a forum for M.U.L.E. which you probably can get a link there for it. Or you can probably can find it just by searching Google for it. It's really NOT that hard to find it!

He was just advertising for the (his) forum. I don't think he was looking for ways to spam!

You need NOT be so critical here! MOST people here are nice and don't do things like this!

Nite Hacker

"Greenbird" <spamthis@bounce.cum> wrote in message news:ro5e21dqlh7ngrteff3cni8s7e13679mdt@4ax.com...
> Squacked, Chirped and Flaped his Wings!
>
>
>
>
>
>
> Dont see any place to play. Just questions and possibly a spam
> harvester? Whats up?
>
>
>
>
> >See you there!
> >
> >Adam
>

1379. Re: Atari 800 / 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 20:50:21 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <nYoWd.8505$3z.2606@okepread03>
Source record: 12134

It's possible he has a bad SIO cable.

Thomas

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:gNnWd.146007$Yu.43743@fed1read01...
> Have you tried holding down the Option key when you turn the computer
> on???
>
> If it still doesn't work, are you getting any signals (beeping sounds)
> when
> it is reading the drive? While it's reading the disk, you should get
> beeping sounds that it is reading from the drive. One beep for each
> sector
> it reads. If not, then you probably need to check and see that it is set
> as
> D1: as Russ suggested and then try again! Be sure to hold down the Option
> key while turning the computer on! Once it starts reading the disk, you
> can
> release the Option key.
>
> You indicate you are using an 800 (not 800XL)? If you were using an
> 800XL,
> then you might need a translator disk to load the 800 OS into the XL prior
> to starting the game. Several games will only work under the 800 OS.
> SOME
> games will only work on the 800 XL but this is much rarer than the former.
> Does the disk have a title on it? Is it a game? If it's a DOS disk, then
> you should get a blue screen with a "READY" prompt or it will go to the
> DOS
> menu if you are holding down the Option key. If you have a DOS disk, try
> it
> and see if it works. Try other games (holding down Option key).
>
> If you tried all the suggested solutions, you might need to get another
> drive that you know is in working order and try loading that disk again.
> You can buy one from one of the reputable dealers that are still around!
> There's also a chance that the disk you are trying to use is old/damaged
> and
> may not work! There are MANY things to look for so to try and narrow it
> down and get help from this forum is HARD! Probably the best solution is
> to
> send the drive to a reputable dealer and have them check it out for you.
> If
> it's NOT the drive, then it could be the computer! To save you time, you

> just might want to send the computer along with the drive and have them
> checked out at the same time. Or, if your lucky, find someone near you
> who
> can do this for you.
>
> Nite Hacker
>
>
> "gareth rees" <gareth.rees74@ntlworld.com> wrote in message
> news:BA4Wd.980$EQ3.191@newsfe4-gui.ntli.net...
>> Hi, Still no luck! when I turn computer on nothing happens, maybe its the
>> cable.
>> The atari 800 works, well cartridges do. The only time the 1050 works is
>> when it is switched on or when I put a disk in. Any other ideas?
>> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
>> news:0Z1Wd.9914$p63.7567@newssvr31.news.prodigy.com...
>> >
>> > "gareth rees" <gareth.rees74@MUNGEntlworld.com> wrote in message news
>> >> Hi, I have just recently aquired a 1050 and disks(Ebay). I cant
> remember
>> > how
>> >> to load disks! when I put in disk it starts up... then nothing. I only
>> >> had
>> > a
>> >> tape player in my youth and I remember it was turn on whilst pressing
>> > start.
>> >> It must be something like this....but what! Cheers Gareth
>> > I suspect something is wrong with the 1050.
>> > You need to describe what happens better.
>> > Is this an 800? Or 800XL? If it is 800, then you might get a blue
> screen
>> > if the computer doesn't recognize the drive.
>> > I presume you've connected the SIO cable, power adapters, and monitor
>> > or
>> > TV.
>> > Does the 1050 light come on when you power on the computer? You should
>> > turn
>> > the drive on, put the disk in, close the door and turn the computer on.
> I
>> > can't say whether your computer is working. If an 800, you could see
>> > if
> a
>> > cartridge works, (left slot).
>> >
>> >
>>
>>
>
>

1380. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 21:06:46 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110056806.058985.305070@f14g2000cwb.googlegroups.com>
Source record: 12135

If you are talking about PC utilities to create ATRs or extract files from an existing ATR then MakeATR (see link) is a good one. It builds or extracts files from ATRs containing the following DOS formats: Atari DOS, Atari DOS II+/D, SpartaDOS X, and MyDOS.

MakeATR has a hex viewer but no hex editor so it would not be of much use with boot ATRs that don't contain DOS files or files of any kind. These just have raw sectors..

If you are talking about trying to open an ATR file using an Atari. IWell, 'm not sure why you would want to that.

If you are mounting an ATR using SIO2PC or APE software (or equivalents) or an emulator then you need to be booting the correct DOS, meaning a DOS which is compatible with the file format of the ATR you wish to use. For example, if you boot MyDOS then you can't read SpartaDOS disks/ATRs and vice versa. Both MyDOS and SpartaDOS can access DOS 2.0 disks.

Accessing ATRs requires following the same rules as accessing real disks. Some formats just aren't compatible with some DOSes.

Link to MakeATR

www.makeatr.prv.pl (seems to be having problems at the moment).

Steve Sheppard

1381. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 21:09:41 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <AdpWd.147788$Yu.88609@fed1read01>
Source record: 12136

I am not sure about CSS? However, the website is still here...
www.nleaudio.com/css It hasn't been updated for about 5 years now, though.
So is it still in operation... I am not sure?

About FTe/ICD... this is one of the BIGGEST mysteries in the 8-bit
community! We pretty much consider that one dead around here! The guy who
bought *ALL* the ICD line of products started with a big bang and then
rapidly fizzled out! I think he produced one (shareware, I think?) version
of DOS and was advertising the other products in the ICD line but then, for
some reason, he vanished not very long after he started! I don't even know
if he actually sold anything to anyone!!! If I remember, at that time,
people were ordering stuff BUT never got anything! He had plans to
distribute new stuff but NEVER did! As far as we know, he just vanished
into thin air... NEVER to be heard from again! Maybe he went bust and had
to get rid of everything!? I don't think NOBODY really knows what happened
to him!?!?

Nite Hacker

"Managed Resistance" <wduke@sympatico.ca> wrote in message
news:1gsnecd.1lai7cy1iq4fpgN%wduke@sympatico.ca...
> I was thinking about really getting into the 8-bit scene again. I was
> wondering what kind of stuff you folks are doing with your 8-bits?
>
> I doubt that too many people would still be using their 8-bits for any
> serious work anymore. So, aside from games, what other kind of stuff
> are folks doing with the 8-bit Atari these days?
>
> I know that mod'ing the 8-bit can be alot of fun but what kinds of
> things are you doing with your turbocharged 8-bits?
>
> I found an old CSS catalog (from 1993) which had alot of interesting
> products in it. The blackbox, floppy board, multiplexer, etc. Is
> anybody still producing these products?
>
> I've always wanted to get my hands on a 1MB MIO from ICD. I've heard
> that the Black Box is a better interface, but there was something about
> that little 1MB MIO that I always found kind of cool.
>
> Is Fine Tooned Engineering still playing around with 8-bit products? I
> know that they were doing something with some of the old ICD products a
> while back.
>
>
> --

> Is there intelligent life at Blackburn Group radio stations? No!
> ---
>
> Just say "NO!" to corruption!

1382. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-05 22:10:01 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <422a2dc0$0$1377$f69f905@mamut2.aster.pl>
Source record: 12137

> About FTe/ICD... I don't even know
> if he actually sold anything to anyone!!!

Yes, he did. I bought from him SpartaDOS plus manuals and R-Time8 plus manuals and disks. Pity I didn't have much more spare money at that time.

K.

1383. Need a 130 xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 00:39:52 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <sjsWd.36082$r55.25020@attbi_s52>
Source record: 12138

Ok, so i got a 130xe from a jerk on ebay
(long story, he stiffed me out of the power
supply and didnt look like the one in his
picture anyway) and its got a bad keyboard.
A trace is apparently cracked, I but cant
seem to find which one to even attempt a repair.

I hate to put much more $ into this, since i dont
know if its got other issues too.. sooo.. does
anyone got an extra keyboard they might want to
part for a few bucks? Even if its yellowed i
wont mind, as i can always look for a better one
down the road if this thing works.

1384. Re: Would it be possible to build an Atari 8bit today?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 00:44:00 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <knsWd.36091$r55.16984@attbi_s52>
Source record: 12139

Marius Diepenhorst wrote:
> "JohnH." <john@jrcc.net> schreef in bericht
> news:1109855663.435096.323320@g14g2000cwa.googlegroups.com...
>
>>Hi All,
>>
>>Would it be possible to build an Atari 8-bit computer today with parts
>>that you could buy new? A question like this was recently posted on
>>the Commodore news group. It's an interesting question.
>>
>>I'm not talking about a super expanded version (Like the Commodore
>>One, for those that are familiar with that.) I mean just a garden
>>variety 800XL or 130XE.
>>
>>
>>John
>>
>
>
> Yes and no.
>
> Yes: all needed custom chips are still available (NEW chips) in special
> stores (like Best Electronics). So it is technically possible to build a new
> one. But I guess this is not exactly what you are trying to ask. And that is
> why the answer is also 'no'
>
> When these custom chips are all sold out. It is not possible to build a 100%
> real atari anymore. These chips are non-standard, and as far as I know, the
> factory data sheets (to build new ones) are still secret. It might be
> possible to build compatible custom chips (using microcontrollers like the
> ATMELS etc) but even then, i wonder if it will be 100% the same.
>
> Marius
>
>

You could use FPGAs as well to replicate the missing parts.

But again, we have to know how they work to do so..

1385. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 00:47:06 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <eqsWd.34894$Ze3.6119@attbi_s51>
Source record: 12140

Managed Resistance wrote:
> I have been reading with some interest, descriptions of various hacks
> for the Atari 8-bit. I am curious to learn whether or not anybody has
> ever attempted to completely redesign the Atari 8-bit?
>
> I mean, has anybody ever thought of producing the Atari 8-bit that Atari
> would be selling today if they were still producing the funky little
> machines?
>
> I would tend to think that a completely redesigned Atari could be both
> backward compatible and still offer greater performance and
> functionality. You wouldn't necessarily have to stick with an 8-bit
> processor and bus. If the core elements of the 8-bit architecture were
> left intact, it shouldn't really be too difficult to incorporate newer
> technologies on a completely redesigned Atari 8-bit motherboard.
>
> There would be cost considerations, of course, but this would be a
> project for those that have a love for the machine.
>
>
Considering they moved on to 16 bit machines, and later 32 bit
machines i dont think Atari would still be making 'the little
funky machines' even if they were still alive...

Backwards comatiblity would be tough as well at this point, since
most likely they would be using PPC chips, which are a different
animal then the Moto 8/16 bitters were.

Emulation is your friend.

1386. Re: Would it be possible to build an Atari 8bit today?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 00:48:05 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <9rsWd.34900$Ze3.6552@attbi_s51>
Source record: 12141

Marius Diepenhorst wrote:
> "JohnH." <john@jrcc.net> schreef in bericht
> news:1109855663.435096.323320@g14g2000cwa.googlegroups.com...
>
>>Hi All,
>>
>>Would it be possible to build an Atari 8-bit computer today with parts
>>that you could buy new? A question like this was recently posted on
>>the Commodore news group. It's an interesting question.
>>
>>I'm not talking about a super expanded version (Like the Commodore
>>One, for those that are familiar with that.) I mean just a garden
>>variety 800XL or 130XE.
>>
>>
>>John
>>
>
>
> Yes and no.
>
> Yes: all needed custom chips are still available (NEW chips) in special
> stores (like Best Electronics). So it is technically possible to build a new
> one. But I guess this is not exactly what you are trying to ask. And that is
> why the answer is also 'no'
>
> When these custom chips are all sold out. It is not possible to build a 100%
> real atari anymore. These chips are non-standard, and as far as I know, the
> factory data sheets (to build new ones) are still secret. It might be
> possible to build compatible custom chips (using microcontrollers like the
> ATMELS etc) but even then, i wonder if it will be 100% the same.
>
> Marius
>
>

Now that i think about it, somone must know how those chips work as we
do have 8 bit emulators...

1387. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 01:17:19 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <zSsWd.3099$603.1400@newsread2.news.atl.earthlink.net>
Source record: 12142

Cartridges use the same address space as internal Basic and
all except the pass through types like SpartaX and RTime8
will disable XL/XE Basic.
Jess
"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:gNnWd.146006$Yu.21170@fed1read01...
> When you insert carts, I think they usually disable BASIC
because, usually,
> that area is used by games/programs for data, etc. Unless
there is an
> option to start this cart with BASIC, I think you are stuck
without it! I
> guess Steven Tucker would have the answer to this question!
>
> Nite Hacker

1388. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 01:31:06 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <0ZKdnfPCuKXBwLffRVn-2w@comcast.com>
Source record: 12143

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:zSsWd.3099$603.1400@newsread2.news.atl.earthlink.net...
: Cartridges use the same address space as internal Basic and
: all except the pass through types like SpartaX and RTime8
: will disable XL/XE Basic.
: Jess

Yes, I captured $A000-$BFFF and it was BASIC,
the same space as InstaDOS. Still there must
be something that lets BASIC run. If I had an
Atari 800, I could insert the cart into the
right slot and BASIC cart in the left and see
if I get both, but I don't sad to say. Where
can I get that software that captures actual
cart programs?? I can't even remember the name
of it anymore.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1389. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 02:17:23 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <TKtWd.3145$603.1997@newsread2.news.atl.earthlink.net>
Source record: 12144

Actually 'vice/versa' is not correct; Sparta can read both
Atari 2.0 and MyDos formats.

The only way to read an ATR/XFD on a real A8 is with
a suitable utility like APE or SIO2PC which make the Atari
believe they are actual drives. You always need some form
of interface because the A8 will ask for a specific sector
number and that must be translated into the correct portion
of the ATR data and then respond in suitable SIO format.

It is fairly easy to create A8 utilities to write a disk from the
ATR; the trick is you need DD (180K) or ED (130K) storage
for the SD (90K) ATR because it will not fit on SD 88K disks.
Jess
<stephensheppard@hotmail.com> wrote in message
news:1110056806.058985.305070@f14g2000cwb.googlegroups.com...

> For example, if you boot MyDOS then you can't read
> SpartaDOS disks/ATRs and vice versa. Both MyDOS
> and SpartaDOS can access DOS 2.0 disks.
>
> Accessing ATRs requires following the same rules as accessing
real
> disks. Some formats just aren't compatible with some DOSes.
>
> Link to MakeATR
>
> www.makeatr.prv.pl (seems to be having problems at the moment).
>
> Steve Sheppard

1390. Re: Cool Stuff For Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 03:09:43 UTC
From: wduke@sympatico.ca
Message-ID: <1gsz1ck.1erav8bti4pfkN%wduke@sympatico.ca>
Source record: 12047

I remember talking to the FTe/ICD guy at the last Toronto Atari
Federation Convention in Toronto, Ontario. I think I still have his
business card kicking around somewhere.

He was talking about some really interesting products at the last
Toronto show. He even had a couple of prototypes. I just haven't
heard anything about him or his products since.

Although, I left the Atari scene not too long after that convention, so
I don't really know what has been happening in the Atari world. I'm
just getting back into the 8-bit scene now.

Nostalgia gets the best of me.

Nite Hacker <notvalid@yahoo.com> wrote:

> I am not sure about CSS? However, the website is still here...
> www.nleaudio.com/css It hasn't been updated for about 5 years now, though.
> So is it still in operation... I am not sure?
>
> About FTe/ICD... this is one of the BIGGEST mysteries in the 8-bit
> community! We pretty much consider that one dead around here! The guy who
> bought *ALL* the ICD line of products started with a big bang and then
> rapidly fizzled out! I think he produced one (shareware, I think?) version
> of DOS and was advertising the other products in the ICD line but then, for
> some reason, he vanished not very long after he started! I don't even know
> if he actually sold anything to anyone!!! If I remember, at that time,
> people were ordering stuff BUT never got anything! He had plans to
> distribute new stuff but NEVER did! As far as we know, he just vanished
> into thin air... NEVER to be heard from again! Maybe he went bust and had
> to get rid of everything!? I don't think NOBODY really knows what happened
> to him!?!?
>
> Nite Hacker
>
>
> "Managed Resistance" <wduke@sympatico.ca> wrote in message
> news:1gsnecd.1lai7cy1iq4fpgN%wduke@sympatico.ca...
> > I was thinking about really getting into the 8-bit scene again. I was
> > wondering what kind of stuff you folks are doing with your 8-bits?
> >
> > I doubt that too many people would still be using their 8-bits for any
> > serious work anymore. So, aside from games, what other kind of stuff
> > are folks doing with the 8-bit Atari these days?
> >
> > I know that mod'ing the 8-bit can be alot of fun but what kinds of

> > things are you doing with your turbocharged 8-bits?
> >
> > I found an old CSS catalog (from 1993) which had alot of interesting
> > products in it. The blackbox, floppy board, multiplexer, etc. Is
> > anybody still producing these products?
> >
> > I've always wanted to get my hands on a 1MB MIO from ICD. I've heard
> > that the Black Box is a better interface, but there was something about
> > that little 1MB MIO that I always found kind of cool.
> >
> > Is Fine Tooned Engineering still playing around with 8-bit products? I
> > know that they were doing something with some of the old ICD products a
> > while back.
> >
> >
> > --
> > Is there intelligent life at Blackburn Group radio stations? No!
> > --
> >
> > Just say "NO!" to corruption!

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1391. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 03:09:43 UTC
From: wduke@sympatico.ca
Message-ID: <1gsz13h.ua4rkbkxkaquN%wduke@sympatico.ca>
Source record: 12145

Ziggy <Ziggy@TheCentre.com> wrote:

> Managed Resistance wrote:
> > I have been reading with some interest, descriptions of various hacks
> > for the Atari 8-bit. I am curious to learn whether or not anybody has
> > ever attempted to completely redesign the Atari 8-bit?
> >
> > I mean, has anybody ever thought of producing the Atari 8-bit that Atari
> > would be selling today if they were still producing the funky little
> > machines?
> >
> > I would tend to think that a completely redesigned Atari could be both
> > backward compatible and still offer greater performance and
> > functionality. You wouldn't necessarily have to stick with an 8-bit
> > processor and bus. If the core elements of the 8-bit architecture were
> > left intact, it shouldn't really be too difficult to incorporate newer
> > technologies on a completely redesigned Atari 8-bit motherboard.
> >
> > There would be cost considerations, of course, but this would be a
> > project for those that have a love for the machine.
> >
> >
> Considering they moved on to 16 bit machines, and later 32 bit
> machines i dont think Atari would still be making 'the little
> funky machines' even if they were still alive...
>
> Backwards comatiblity would be tough as well at this point, since
> most likely they would be using PPC chips, which are a different
> animal then the Moto 8/16 bitters were.
>
> Emulation is your friend.

Apple moved from the 68K processors to the PPC with very few problems
and really good backward compatibility. I don't think it would be too
tough to revamp the 8-bit Atari and still maintain decent backward
compatibility.

It would take some OS wizardry by some clever coders, but I don't think
that it would be anything approaching the realm of the impossible.

--
Is there intelligent life at Blackburn Group radio stations? No!

Just say "NO!" to corruption!

1392. Re: Would it be possible to build an Atari 8bit today?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 03:18:48 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <sEuWd.4859$4x2.2947@newsfe4-gui.ntli.net>
Source record: 12146

"JohnH." <john@jrcc.net> wrote in message
news:1109855663.435096.323320@g14g2000cwa.googlegroups.com...
> Hi All,
>
> Would it be possible to build an Atari 8-bit computer today with parts
> that you could buy new? A question like this was recently posted on
> the Commodore news group. It's an interesting question.

Certainly.

However it does take time and effort to do so.

I'm working on it between distractions.
http://www.howell1964.freeserve.co.uk/logic/atari_800_project.htm

1393. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 03:34:36 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <qeuk21hbk95rtrkffi5a1f0vc8mcgodga9@4ax.com>
Source record: 12048

"Nite Hacker" <notvalid@yahoo.com>:
>When you insert carts, I think they usually disable BASIC because, usually,
>that area is used by games/programs for data, etc. Unless there is an
>option to start this cart with BASIC, I think you are stuck without it! I
>guess Steven Tucker would have the answer to this question!

The Flashcart has the ability to turn itself off, so I guess that is how it
can utilize basic. I've never put anything on one of mine that requires
BASIC so I haven't seen how it works.

Shawn Jefferson
(fix reply to for email)

1394. Re: Karateka

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 03:52:08 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <ghvk21l38es7k7qp3ci693nktebsare8ma@4ax.com>
Source record: 12049

monjarojas@yahoo.com.mx (Javier.):
>Hy guys, need to know if somebody has a bin or exe image of the
>karateka xe cart, i allready have the disk but some of us would like
>to burn an image in one of those beautiful maxflash carts :) . Thank
>you very much.

Take a look on the AtariMax forum. It's already been done, and a ATR
programming image is there waiting for you. Try the Search feature on the
forums.

http://www.atarimax.com/

Shawn Jefferson
(fix reply to for email)

1395. Re: Need a 130 xe keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 04:49:32 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <CZvWd.8522$3z.1292@okepread03>
Source record: 12050

You will be better off buying the mylar insert from Best Electronics and replacing that. The factory mylar is notorious for failure. If you get a used keyboard, it may fail on you very soon.

Thomas

"Ziggy" <Ziggy@TheCentre.com> wrote in message news:sjsWd.36082$r55.25020@attbi_s52...
> Ok, so i got a 130xe from a jerk on ebay
> (long story, he stiffed me out of the power
> supply and didnt look like the one in his
> picture anyway) and its got a bad keyboard.
> A trace is apparently cracked, I but cant
> seem to find which one to even attempt a repair.
>
> I hate to put much more $ into this, since i dont
> know if its got other issues too.. sooo.. does
> anyone got an extra keyboard they might want to
> part for a few bucks? Even if its yellowed i
> wont mind, as i can always look for a better one
> down the road if this thing works.

1396. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 05:19:29 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <BpwWd.16868$hU7.9939@newssvr33.news.prodigy.com>
Source record: 12051

"Bill Garber" <willy46pa@MUNGEcomcast.net> wrote in message news:
> "RetroJess" <RJH4JHH2@MUNGEpeoplepc.com> wrote in message

> : Cartridges use the same address space as internal Basic and
> : all except the pass through types like SpartaX and RTime8
> : will disable XL/XE Basic.
> : Jess
>
> Yes, I captured $A000-$BFFF and it was BASIC,
> the same space as InstaDOS. Still there must
> be something that lets BASIC run. If I had an
> Atari 800, I could insert the cart into the
> right slot and BASIC cart in the left and see
> if I get both, but I don't sad to say. Where
> can I get that software that captures actual
> cart programs?? I can't even remember the name
> of it anymore.
You're probably talking about 'cartcopy', or maybe 'The Impersonator'. I
don't know what InstaDOS is, apparently a DOS on cart that takes up the
A000-BFFF memory and does'nt allow BASIC to run.
I don't know what you're trying to accomplish.
If you really want to copy original carts, the best way is a Omnimon OS.
But just about every cart ever produced has already been dumped and is
available, either as a ROM image or cracked to run as a load file.
There may be other OSes that have a machine monitor, I just don't know any.

1397. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 07:18:38 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <i9yWd.56558$uc.20251@trnddc03>
Source record: 12052

> I do know that you have to do it a certain way in order to read an ATR in
> DOS. It's NOT as simple as attaching it to a drive and then using any DOS
> to read an ATR like a regular disk directory. It DOESN'T work that easy!
> I
> KNOW that the Atari DOSes (2.0, 2.5) can't read an ATR directory! I
> wasn't
> sure about the other DOSes, except for MyDOS and so that's why I mentioned
> that one. I couldn't remember how I did it, BUT I know you CAN read them
> if
> you have the right DOS!
>

Are you mounting ATR's in an emulator or thru APE or another peripheral emulation setup?

Perhaps you have some bad ATR's because it DOES work very easily here - in fact it works exactly like the real hardware did. The ATR image acts like a drive.

Perhaps it is the "DOS rules" (or whatever you want to call them) that are confusing you. Basically, the same DOS rules apply to the ATR images that applied to the real floppies using real hardware back in 1985. For example, if the disk format of the ATR image is DOS 2 and it has a directory, then Atari DOS 2 will read that directory in the ATR just like a 1050 reads a floppy disk. DOS 2 will not read a SpartaDOS disk but that is due to disk format incompatibility - it has nothing to do with it being an ATR file. And if you try to use DOS 2 (or any other DOS) to read an ATR of some 'Boot Disk' formats you might get some garbage... the same garbage you would have gotten back in 1985 with the real hardware.

The only trouble I have ever had with ATR images is formatting some hard disk images using older versions of the emulator... but I never had those same problems when formatting the same images thru APE, so I figured it was an emulator issue - that may be fixed now in a800win plus. I haven't tested since I started using the plus versions.

1398. Computer Classic Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 16:25:50 UTC
From: daniel <knopdaniel1972@arocr.de>
Message-ID: <422b2f0f$0$1084$9b4e6d93@newsread2.arcor-online.net>
Source record: 12053
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.sinclair,es.comp.sistemas.sinclair,fr.usenet.8bits,hr.comp.sinclair,rec.games.video.classic

Hi ,

Computer Classic Games Server is Online

Emulators and Games for Classics Computers

http://www.cclassic.szu.pl/

by

1399. Re: Computer Classic Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-06 20:48:26 UTC
From: deKay <andyk@lofi-gaming.org.uk>
Message-ID: <03rm215gbqc8h527t80c15c8vjb312hrg2@4ax.com>
Source record: 12054
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Soni tempori elseu romani yeof helsforo nisson ol sefini ill des Sun, 6 Mar 2005 17:25:50 +0100, sefini jorgo geanyet des mani yeof do comp.sys.sinclair, yawatina tan reek esk "daniel" <knopdaniel1972@arocr.de> fornis do marikano es bono tan el:

>Emulators and Games for Classics Computers
>
>http://www.cclassic.maximumspammage.pl/

Probably best removing all the illegal stuff on there before you get a nasty email from the copyright holders, yes?

deKay
--
+ Lofi Gaming - www.lofi-gaming.org.uk [Gamertag: deKay 01]
|- Gaming Diary - www.lofi-gaming.org.uk/diary/
|- My computer runs at 3.5MHz and I'm proud of that
|- Hurry up and go touch it.

1400. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 01:36:25 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110159385.320958.34850@l41g2000cwc.googlegroups.com>
Source record: 12055

RetroJess wrote:
> Actually 'vice/versa' is not correct; Sparta can read both
> Atari 2.0 and MyDos formats.
>
> The only way to read an ATR/XFD on a real A8 is with
> a suitable utility like APE or SIO2PC which make the Atari
> believe they are actual drives. You always need some form
> of interface because the A8 will ask for a specific sector
> number and that must be translated into the correct portion
> of the ATR data and then respond in suitable SIO format.
>
> It is fairly easy to create A8 utilities to write a disk from the
> ATR; the trick is you need DD (180K) or ED (130K) storage
> for the SD (90K) ATR because it will not fit on SD 88K disks.
> Jess
> <stephensheppard@hotmail.com> wrote in message
> news:1110056806.058985.305070@f14g2000cwb.googlegroups.com...
>
> > For example, if you boot MyDOS then you can't read
> > SpartaDOS disks/ATRs and vice versa. Both MyDOS
> > and SpartaDOS can access DOS 2.0 disks.
> >
> > Accessing ATRs requires following the same rules as accessing
> real
> > disks. Some formats just aren't compatible with some DOSes.
> >
> > Link to MakeATR
> >
> > www.makeatr.prv.pl (seems to be having problems at the moment).
> >
> > Steve Sheppard

OK, I see that after booting with SpartaDOS I can read MyDOS 4.53/4
ATRs but not MyDOS 3.18 ATRs (which were created from my own early
1980's collection of disks). Newly created MyDOS 3.18 ATRs aren't
readable by SpartaDOS either so it's not a problem with the original
disks or the process of converting to ATRs.

Steve Sheppard.

1401. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 02:34:04 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <w4PWd.5157$603.4081@newsread2.news.atl.earthlink.net>
Source record: 12056

I cannot say what weirdness happens with your ATRs, but
with real disks - Sparta above ver 1 contains a 2.0S kernel
for accessing single or double density media with Atari Dos
sector layouts. These Dos 2.0S compatibles include Dos 2.5,
TopDos, DosXL 2.3, SmartDos, K-Dos, MyDos 3.011,
MyDos 3.018, MyDos 4.3, MyDos 4.5, MyDos 4.53 and
probably others; they are all 40 track by 18 sector = 720.
1, 2, 3 are boot; 360 is VTOC; 361-368 are Directory;
data sectors are 125 byte w/ last 3 as link & count. The DD
versions continue the pattern in a 253/3 byte system; several
also extend to DSDD or DSSD eliminating the file number bits.
All MyDos versions use this same 2.0S configuration. Sparta
will read them all...
Jess
<stephensheppard@hotmail.com> wrote in message
news:1110159385.320958.34850@l41g2000cwc.googlegroups.com...
>
> OK, I see that after booting with SpartaDOS I can read MyDOS
4.53/4
> ATRs but not MyDOS 3.18 ATRs (which were created from my own
early
> 1980's collection of disks). Newly created MyDOS 3.18 ATRs
aren't
> readable by SpartaDOS either so it's not a problem with the
original
> disks or the process of converting to ATRs.
>
> Steve Sheppard.

1402. Re: trivia Puruit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 02:38:21 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <x8PWd.5158$603.990@newsread2.news.atl.earthlink.net>
Source record: 12057

The only one I ever saw was by SunCom or some such; came with
controllers for joystick ports...
Jess
"Jack" <tseng4@hotmail.com> wrote in message
news:QnoWd.10339$2s.8533@lakeread06...
> I have my own Trivia Pursuit from Professional 1984. It is my
favorite one
> but the disk has many bad sectors. :-(I was looking for the
Trivia image
> disk thru FTP or Holmes FTP. I could not find it. Another
Trivia Pursuit
> clone I found is not from Professional company. I want Trivia
Pursuit from
> Professional company. If anyone find it thru ftp or anyone have
own, please
> let me know...
>
> Thanks!
> Jack

1403. Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 03:02:57 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <BvPWd.28903$uc.9368@trnddc09>
Source record: 12059

```
=====================================
Atari 8-bit Internet BBS List
=====================================
available on the Internet thru Telnet:

<> Closer To Home
telnet://cth.hn.org:23
telnet://cth.dtdns.net:23

<> Boot Factory 2k+
telnet://bfbbs.no-ip.com:23
telnet://bfbbs.dtdns.net:23

<> BBS:MouseNet
telnet://atari-bbs.kicks-ass.net:23

<> Inside the 8-bit BBS (2 lines)
telnet://TCPIPExpress.dyndns.org:8888
telnet://TCPIPExpress.dyndns.org:8889

<> The Atari Inside (2 lines)
telnet://213.10.217.144:8888
telnet://213.10.217.144:8889

=====================================

If anyone knows of any others, please send them to me.
Thanks.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/
```

1404. Which celebrities own an ATARI 800 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 03:03:03 UTC
From: insane_pile@yahoo.co.nz
Message-ID: <d97491c7.0503061903.26a261a9@posting.google.com>
Source record: 12058
Cross-posted to: comp.sys.atari.8bit,israel.amix

I heard that many important celebrities are ATARI users.

Is that true ?

1405. Alternate Reality and more NEW & SSI AD&D titles still sealed offered on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 03:29:53 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <EPPWd.9060$6g7.369@bignews1.bellsouth.net>
Source record: 12060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Thought I would let you guys know about my ebay offerings. These are one of a kind items I have no more.

Dragons of Flame for Atari ST:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175795234&ssPageName=STRK:MESE:IT

And Heroes of the Lance for Atari ST:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175795758&ssPageName=STRK:MESE:IT

Also for Atari 8-bit Alternate Reality : The City New and Sealed with hintbook :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175792885&ssPageName=STRK:MESE:IT

And the Hitchhikers Guide to the Galaxy also New and Sealed for Atari 8-bit :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8175793826&ssPageName=STRK:MESE:IT

1406. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 11:59:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <422C4206.6DED14F7@students.uni-mainz.de>
Source record: 12061

Hello Bill,
you are right in some way, LOAD"C:" and SAVE"C:" do also work to load/save tapes, but it takes much longer to load and/or save a tape that way (almost twice the time) than using CLOAD and CSAVE. The difference is the gap between the data, with CLOAD we have short gaps, with LOAD"C:" we have long gaps. and you know that loading a tape usually takes very long, so this is an easy way of saving some loading time (use CLOAD/CSAVE instead of LOAD/SAVE "C:")... -Andreas

1407. Re: Interview with Bill Hogue on Atari8bit.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 12:04:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <422C4369.642D0C38@students.uni-mainz.de>
Source record: 12062

Well,
since real Atari computers do not have a "F3" key, what key do we have
to press there to reach the special options screen ?!? Or what key of
the Atari matches the F3 key ?!? -Andreas.

1408. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 12:16:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <422C4602.D169BADA@students.uni-mainz.de>
Source record: 12063

Hmmm,
afaik not only spectrum had Microdrives. nowadays we live in the PC
world and IBM does manufacture microdrives. Of course both items only
use the same name, they have nothing in common... -Andreas.

1409. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 12:29:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <422C493C.FF301EA8@students.uni-mainz.de>
Source record: 12064

Hello Konrad,
it is very nice, you want to answer all questions about the KMK harddisk interface. But why not create a homepage, so you do not have to answer the same questions again and again... here are my questions:

1) does the KMK interface connect to the XL parallel bus, the XE cart port + ECI , the SIO port, the cart port or what ?!?

2) maximum number of partitions available ?!? (Myide = 8, msc-ide = 240)

3) maximum partition size (standard = 16 Meg.)

4) does the harddisk then work with files only (under DOS or Gamedos) or does it also support disk-images/boot-disks (like MyIDE) ?!?

5) 16bit or 8bit data transfer ?!? support of other items like CD-ROM, DVD-ROM, ZIP drives and such that require 16bit data transfer ?!? (msc-ide = 16bit, usage of CD ROM, ZIP drive and DVD ROM possible; MyIDE = 8Bit, usage of CD ROM, DVD ROM and Zip drive not possible);

6) does the KMK interface include a special OS ?!? If so, what has been changed there (and what parts of the original Atari OS have been removed/replaced) ?!?

7) does the KMK interface support flash cards or microdrives ?!? (MyIde supports flash cards, msc-ide does not)

8) does the KMK interface work with different DOS systems (like Sparta, MyDOS, Top DOs Prof., etc.) ?!?

9) where can I buy the KMK interface and for what price (in dollars or euros) ?!?

greetings - andreas magenheimer.

1410. Re: NEWBE here Looking... any help

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 13:59:34 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <g6ZWd.159632$0u.116717@fed1read04>
Source record: 12065

So be it!!!

We offered you the solutions! If you don't want to take it, then it's your fault!

Google is *NOT* as bad as you are making it out to be! You CAN safely surf the net if you have firewalls and/or other protection in place! We are *NOT* here to hand you things on a silver platter! If you can't take the time to use Google, then it's your own fault!

"Greenbird" <spamthis@bounce.cum> wrote in message news:82fn21h53p3nhc1j6erbvnerdgsh2tqhqp@4ax.com...
> Squacked, Chirped and Flaped his Wings!
>
> Oh you mean the hit counter scams and the dead links or is it the web
> bus and Trojans attendant with come on tripe and referral bull that
> gigel comes up with?
> Or is it the sites SELLING Atari 8 bit software?
> Axuly its more effort then its worth. And so is this lame shift.
> THX again... ta ta.
>
>
>
>
>
> >I'm sorry, I assumed that you were familiar with such things as Google.
> >I guess I was wrong!
> >
> >Here's some help for you:
> >
> >In the URL space at the top of your web browser type:
> >
> >http://www.google.com
> >
> >Once Google appears on your web browser, type "Atari 8-bit software" in
> >the search field. Click search and download till your heart is
> >content.
> >
> >If your abilities preclude you from performing such "advanced" searches,
> >email me with a list of the software that you are seeking and I will
> >personally send you the "warez" you desire.
> >
> >
> >Squaked, Chirped, Flapped his wings and Flew away.
> >

> >
> >
> >
> >Greenbird <spamthis@bounce.cum> wrote:
> >
> >> I see, so you are saying I should check "alt..useless yickady yak" or
> >> "alt.who do you think your talking to" or My personal fav " alt.hump
> >> it up or shut it up"
> >> THX dud. you been a real help
> >>
> >>
> >>
> >>
> >>
> >> Squacked, Chirped and Flaped his Wings!
> >> >Greenbird <spamthis@bounce.cum> wrote:
> >> >
> >> >> Looking for the warez... just got my 800 going.. any place to find
the
> >> >> "pool disk" or any ATR games?
> >> >> THX Greenbird
> >> >
> >> >Looking for the "warez"? That's funny!
> >> >
> >> >Pretty much all Atari 8-bit software is available free as freeware,
> >> >shareware or abandonware. Atari 8-bit support has been long dropped
by
> >> >the publishers. I don't think it's even practical to tag Atari 8-bit
> >> >software copying as software piracy.
> >> >
> >> >I don't think software publishers care too much about what you do with
> >> >their old Atari 8-bit products, as long as you don't try to profit
from
> >> >their distribution.
>

1411. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 14:13:19 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <9jZWd.159633$0u.67405@fed1read04>
Source record: 12066

As I said, I don't remember as it's been awhile since I used the emulator. Well, yeah, I know, if you attach an ATR to a drive, it works just like a regular disk does! However, if you are working with ATRs that are bigger than the DOS you are using allows, then it won't work right. IE 180k or bigger. These require MyDOS or SpartaDOS! Atari DOSes (2.0, 2.5) will only read 90k, or 1050 enhanced disks. I DO remember that much! So, if you are using MyDOS or SpartaDOS, then you are OK! You CAN read ANY ATR then! BUT if you are trying to use one of the Atari DOSes (2.0 or 2.5), then you will only be able to read 90k or 1050 enhanced and that's about it. You CAN'T read the 16mb ATR's, etc!

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:i9yWd.56558$uc.20251@trnddc03...
> > I do know that you have to do it a certain way in order to read an ATR in
> > DOS. It's NOT as simple as attaching it to a drive and then using any DOS
> > to read an ATR like a regular disk directory. It DOESN'T work that easy!
> > I
> > KNOW that the Atari DOSes (2.0, 2.5) can't read an ATR directory! I
> > wasn't
> > sure about the other DOSes, except for MyDOS and so that's why I mentioned
> > that one. I couldn't remember how I did it, BUT I know you CAN read them
> > if
> > you have the right DOS!
> >
>
> Are you mounting ATR's in an emulator or thru APE or another peripheral
> emulation setup?
>
> Perhaps you have some bad ATR's because it DOES work very easily here - in
> fact it works exactly like the real hardware did. The ATR image acts like a
> drive.
>
> Perhaps it is the "DOS rules" (or whatever you want to call them) that are
> confusing you. Basically, the same DOS rules apply to the ATR images that
> applied to the real floppies using real hardware back in 1985. For example,
> if the disk format of the ATR image is DOS 2 and it has a directory, then
> Atari DOS 2 will read that directory in the ATR just like a 1050 reads a

> floppy disk. DOS 2 will not read a SpartaDOS disk but that is due to disk
> format incompatibility - it has nothing to do with it being an ATR file.
> And if you try to use DOS 2 (or any other DOS) to read an ATR of some
'Boot
> Disk' formats you might get some garbage... the same garbage you would
have
> gotten back in 1985 with the real hardware.
>
> The only trouble I have ever had with ATR images is formatting some hard
> disk images using older versions of the emulator... but I never had those
> same problems when formatting the same images thru APE, so I figured it
was
> an emulator issue - that may be fixed now in a800win plus. I haven't
tested
> since I started using the plus versions.
>
>

1412. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 14:24:56 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <1uZWd.159634$0u.53808@fed1read04>
Source record: 12067

<stephensheppard@hotmail.com> wrote in message
news:1110159385.320958.34850@l41g2000cwc.googlegroups.com...
>
> RetroJess wrote:
> > Actually 'vice/versa' is not correct; Sparta can read both
> > Atari 2.0 and MyDos formats.
> >
> > The only way to read an ATR/XFD on a real A8 is with
> > a suitable utility like APE or SIO2PC which make the Atari
> > believe they are actual drives. You always need some form
> > of interface because the A8 will ask for a specific sector
> > number and that must be translated into the correct portion
> > of the ATR data and then respond in suitable SIO format.
> >
> > It is fairly easy to create A8 utilities to write a disk from the
> > ATR; the trick is you need DD (180K) or ED (130K) storage
> > for the SD (90K) ATR because it will not fit on SD 88K disks.
> > Jess
> > <stephensheppard@hotmail.com> wrote in message
> > news:1110056806.058985.305070@f14g2000cwb.googlegroups.com...
> >
> > > For example, if you boot MyDOS then you can't read
> > > SpartaDOS disks/ATRs and vice versa. Both MyDOS
> > > and SpartaDOS can access DOS 2.0 disks.
> > >
> > > Accessing ATRs requires following the same rules as accessing
> > real
> > > disks. Some formats just aren't compatible with some DOSes.
> > >
> > > Link to MakeATR
> > >
> > > www.makeatr.prv.pl (seems to be having problems at the moment).
> > >
> > > Steve Sheppard
>
> OK, I see that after booting with SpartaDOS I can read MyDOS 4.53/4
> ATRs but not MyDOS 3.18 ATRs (which were created from my own early
> 1980's collection of disks). Newly created MyDOS 3.18 ATRs aren't
> readable by SpartaDOS either so it's not a problem with the original
> disks or the process of converting to ATRs.
>
>
> Steve Sheppard.

There were some major changes made to make MyDOS more compatible with all the other DOSes (Atari, Sparta, etc)! Correct me if I am wrong, MyDOS 3.18 was probably written by someone different than MyDOS 4.53/4, etc. MyDOS 4.53/4 had some major changes to work with emulators, large ATRs, work with disks created from other DOSes, etc. So, yeah, I would think there are major differences between MyDOS 3.18 and MyDOS 4.53/4, etc!

Nite Hacker

1413. Re: Which celebrities own an ATARI 800 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 15:22:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d0hs7ehjm1@reader11.wxs.nl>
Source record: 12068

And that is why you reply to this posting. Because of the Ignore idea?

"The Anti-Troll" <Anonymous-Remailer@See.Comment.Header> schreef in bericht
news:5WZF1VA538418.218125@anonymous.poster...
> On 6 Mar 2005, insane_pile@yahoo.co.nz (Paul Eisner) wrote:
>>I heard that many important celebrities are ATARI users.
>>
>>Is that true ?
>
>
> Every month or so, using a fictitious name, this troll floods 5000
> newsgroups (all cross-posted to a single low-traffic but unrelated
> newsgroup) with superficially relevant comments. The purpose is to
> disrupt
> with off-topic crosspostings.
>
> Like all trolls, he means to annoy and disrupt. The tracking newsgroup is
> the way he "keeps score" of how much damage he has caused. Don't put
> yourself on display in his trophy case.
>
> If you feel you have to respond to one of his posts, please don't
> crosspost
> to his tracking newsgroup.
>
> Like all trolls, the way to handle him is to IGNORE him.
>
> Take a few minutes of your time and check out the following score cards to
> see firsthand what this perverted troll is doing. I promise, you'll be
> amazed at just how active and perverted he is. You will see firsthand the
> troll's work and his trophies. You will see into the sickness and darkness
> of the worst troll on the internet today. Read some of his posts and look
> at the headers. You will see than no newsgroup is immune. You will see
> flamewars started, some containing over a hundred messages.
>
> Browse the can.uucp newsgroup, his old score card, for Karl-Hugo Weesberg
>
> Browse the is.matur newsgroup, his old score card, for Dan Simper.
>
> Browse the scot.tld newsgroup, his old score card, for Bruno Beam.
>
> Browse the israel.amix newsgroup, his current score card, for Paul Eisner.
>
> He is known as the "anagram troll" because his fictitious names are often
> discovered to be anagrams (for example "Dan Simper" is an anagram of

> "Spiderman", Bruno Beam is an anagram of "Unabomber").
>
> This guy is a serious troll with a serious problem. Don't be one of his
> trophies.
>
> Chances are that I don't subscribe to this newsgroup. I am simply
> monitoring the newsgroups the Anagram Troll is using as his score card.
> Any
> posts from me are a result of that monitoring. I normally only post to the
> newsgroup being spammed, not to the score card newsgroup, thus I will not
> see any replies directly to this post.
>
> Above all, please do not allow him to start a flamewar or extensive
> discussion in your newsgroup. He thrives on that. If it is too late, don't
> crosspost to his score card newsgroup. That trophy count is his motivation
> to continue trolling. Please help stop him in his tracks.
>
>

1414. Re: Which celebrities own an ATARI 800 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 16:58:01 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1110214681.052661.290120@g14g2000cwa.googlegroups.com>
Source record: 12069

Marius Diepenhorst wrote:
> And that is why you reply to this posting. Because of the Ignore
idea?
>

First of all, read the original message, check where the replies are forwarded to. Read "The Anti-Troll"'s message. Google the OP, and check his subjects. You will see TAT is correct. And you will note TAT has changed the follow-ups to thwart the OPs original plan.

Secondly, please do not top-post...

Ben

1415. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 17:53:22 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110218002.202125.97870@g14g2000cwa.googlegroups.com>
Source record: 12070

RetroJess wrote:
> I cannot say what weirdness happens with your ATRs, but
> with real disks - Sparta above ver 1 contains a 2.0S kernel
> for accessing single or double density media with Atari Dos
> sector layouts. These Dos 2.0S compatibles include Dos 2.5,
> TopDos, DosXL 2.3, SmartDos, K-Dos, MyDos 3.011,
> MyDos 3.018, MyDos 4.3, MyDos 4.5, MyDos 4.53 and
> probably others; they are all 40 track by 18 sector = 720.
> 1, 2, 3 are boot; 360 is VTOC; 361-368 are Directory;
> data sectors are 125 byte w/ last 3 as link & count. The DD
> versions continue the pattern in a 253/3 byte system; several
> also extend to DSDD or DSSD eliminating the file number bits.
> All MyDos versions use this same 2.0S configuration. Sparta
> will read them all...
> Jess
> <stephensheppard@hotmail.com> wrote in message
> news:1110159385.320958.34850@l41g2000cwc.googlegroups.com...
> >
> > OK, I see that after booting with SpartaDOS I can read MyDOS
> 4.53/4
> > ATRs but not MyDOS 3.18 ATRs (which were created from my own
> early
> > 1980's collection of disks). Newly created MyDOS 3.18 ATRs
> aren't
> > readable by SpartaDOS either so it's not a problem with the
> original
> > disks or the process of converting to ATRs.
> >
> > Steve Sheppard.

I see what you are saying. This is strange that I am having this issue then.

The problem is made more complicated by the fact that the only Atari I own is an 800. SpartaDOS doesn't run on an 800 so I use BWDOS (Bewesoft DOS) to access SpartaDOS disks. However, BWDOS can't access my original MyDOS 3.18 disks which perfectly readable, or perfect enough to extract all files from most of my disks. A few disks suffer from some kind of media rot after all these years and are totally unsalvageble.

I just tried again. That is I formatted some new 3.18 disks on the real Atari and formatted 3.18 ATRs in Atari800Win Plus. Both BWDOS (800) and SpartaDOS (emulator) complain with an error, SpartaDOS - error 143, BWDOS - 148 (real disk or ATR), when attempting to read. Other than

this problem both DOSes work fine.

Incidentally, SWP (of ATR-8000 fame) supplied the MyDOS builder disk which can create two different versions of MyDOS. 3.18 is created if you wish the ATR-8000 RS232 driver built into DOS.SYS. 3.013 is built if you don't. Do you think this could be the source my issue?

Also, in the emulator I probably built MyDOs 3.013 not 3.18. (Sorry, I typically refer to either version as 3.18 but this is not correct).

Perhaps I should just switch to MyDOS 4.53 all around. I no longer need an RS232 driver anyway.

Steve Sheppard

1416. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 18:05:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110218711.715511.60480@g14g2000cwa.googlegroups.com>
Source record: 12071

I'm in no position to argue the point one way or the other since I don't know what is the issue.

RetroJess (sp?) stated that the sector structure, sector links, VTOC, and all conform to Atari DOS 2.0s specs so I can't see what could be wrong only that something is wrong (for me).

Charles Marslett (sp?) devloped MyDOS then eventually released it to public domain. I don't know who has been doing all the recent development (Lee Barnes maybe?).

1417. Re: Which celebrities own an ATARI 800 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-07 20:32:47 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <112pejqn9lep7a9@corp.supernews.com>
Source record: 12072
Cross-posted to: comp.sys.atari.8bit,israel.amix

"Paul Eisner" <insane_pile@yahoo.co.nz> wrote in message
news:d97491c7.0503061903.26a261a9@posting.google.com...
> I heard that many important celebrities are ATARI users.
>
> Is that true ?

Yes Paul, Alan Alda uses one exclusively! Now go clean your room before
mom comes home.

1418. Re: trivia Puruit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 01:01:34 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <OP6Xd.32118$SE2.30135@fe2.texas.rr.com>
Source record: 12073

Is this the one of which you speak? If so I may be able to find the disks in my stack somewhere and rip you some ATR's. Let me know. BTW the case is small, plastic and more green than blue. The scan came out kinda blue. It's made by Domark.
Mo
Heres the scans
http://home.houston.rr.com/elmo/tp1.jpg
http://home.houston.rr.com/elmo/tp2.jpg

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:x8PWd.5158$603.990@newsread2.news.atl.earthlink.net...
> The only one I ever saw was by SunCom or some such; came with
> controllers for joystick ports...
> Jess
> "Jack" <tseng4@hotmail.com> wrote in message
> news:QnoWd.10339$2s.8533@lakeread06...
> > I have my own Trivia Pursuit from Professional 1984. It is my
> favorite one
> > but the disk has many bad sectors. :-(I was looking for the
> Trivia image
> > disk thru FTP or Holmes FTP. I could not find it. Another
> Trivia Pursuit
> > clone I found is not from Professional company. I want Trivia
> Pursuit from
> > Professional company. If anyone find it thru ftp or anyone have
> own, please
> > let me know...
> >
> > Thanks!
> > Jack
>
>
>

1419. Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 01:39:38 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <422D029E.9B295F84@ix.netcom.com>
Source record: 12074

Every Atari 800 emulator I've tried ZAXXON on exhibits an
annoying artifact which consists of a 'noisy' area near the
top of the screen which seems to follow the players
horizontal position. Has anyone else seen this? Is there a
fix?

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

1420. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 03:58:23 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <vg8q21ddjpufqsdvb72tth9m8v1p16np22@4ax.com>
Source record: 12075

Andreas Magenheimer <magea000@students.uni-mainz.de>:

>2) maximum number of partitions available ?!? (Myide = 8, msc-ide =
>240)

Just as an aside, MyIDE is only limited to 8 partitions (if you don't count the image space which has only the limit of the space on your hard drive.. think thousands of SD/ED disk images available here) because the current software doesn't allow for more to be kept. That includes Mr.Atari's FDISK.BAS and my MyIDECFG program.

Shawn Jefferson
(fix reply to for email)

1421. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 04:46:18 UTC
From: Bob Stinson <bstin@NOSPAMshaw.ca>
Message-ID: <u6aXd.600593$Xk.286981@pd7tw3no>
Source record: 12076

google@gornall.net wrote:
> I'd guess $222 is probably more than most would pay. I did because I
> have a pressing project and I want to see how the "experts" did it. My
> goal in fact is to remove the necessity for Spartados X and provide
> something of a similar nature. To understand the beast, one must study
> the beast, and I wouldn't guess many people would pay as much.

Of course there is the fact that you had previously asked if anyone had any for sale, but nobody said they did, and I just happened to put that auction on eBay at JUST the right time.... for both of us, it seems! :-)

Besides, there was the 2nd place bidder that seemed to want it quite badly too, at, iirc, $200, and I've since talked to someone else on this group that actually paid $300 for one!!! He shall remain anonymous though, unless he feels like confessing! ;-)

1422. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 05:51:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6020@comcast.net>
Source record: 12085

>One program to read/work with ATRs is called ATRUtil. However, it seems to
>have been pulled. It was written by Ken Siders BUT it's not on his site
>now?

That is the one that I use...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1423. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 05:57:19 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <Y1cXd.159743$0u.88983@fed1read04>
Source record: 12077

Well, I have one but I had NO intentions to sell it! However, in light of this recent auction... maybe I just might be tempted to give in and sell mine!!! *LOL* BUT... I have to go to storage and struggle through boxes and boxes to try and find it! If it's this rare, though, then maybe I shouldn't?? That's a HARD choice to make! :-(

Nite Hacker

"Bob Stinson" <bstin@NOSPAMshaw.ca> wrote in message news:u6aXd.600593$Xk.286981@pd7tw3no...
> google@gornall.net wrote:
> > I'd guess $222 is probably more than most would pay. I did because I
> > have a pressing project and I want to see how the "experts" did it. My
> > goal in fact is to remove the necessity for Spartados X and provide
> > something of a similar nature. To understand the beast, one must study
> > the beast, and I wouldn't guess many people would pay as much.
>
> Of course there is the fact that you had previously asked if anyone had
> any for sale, but nobody said they did, and I just happened to put that
> auction on eBay at JUST the right time.... for both of us, it seems! :-)
>
> Besides, there was the 2nd place bidder that seemed to want it quite
> badly too, at, iirc, $200, and I've since talked to someone else on this
> group that actually paid $300 for one!!! He shall remain anonymous
> though, unless he feels like confessing! ;-)

1424. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 06:13:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6021@comcast.net>
Source record: 12086

>Actually 'vice/versa' is not correct; Sparta can read both
>Atari 2.0 and MyDos formats.
>
>The only way to read an ATR/XFD on a real A8 is with
>a suitable utility like APE or SIO2PC which make the Atari
>believe they are actual drives. You always need some form
>of interface because the A8 will ask for a specific sector
>number and that must be translated into the correct portion
>of the ATR data and then respond in suitable SIO format.

That is basically what I do except I use 800XLDJ (uses DI image files), a SIO2PC cable, my Atari STe or Atari Clone (Hades060). The A8 thinks my STe or Hades is a disk drive and read/writes from that.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1425. Re: Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 06:41:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <422d507414f6022@comcast.net>
Source record: 12087

>Does anyone have Frogger by Atari???
>
>I used to play that one from a cart file BUT I haven't found this one
>anywhere on the net!
>
>If you have it, please send it to nite hacker 38 at yahoo dot com (fix the
>email - no spaces!).
>
>Thanks!
>
>Nite Hacker
>

I believe there is an ATR version of the Sierra Online Frogger game which, in
my opinion, is the best one. I might have it somewhere.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1426. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 06:59:01 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <Y1cXd.159744$0u.32334@fed1read04>
Source record: 12078

I really can't argue either. I was just trying to help. Guess I am not much help on this subject!

I don't know enough specs on the DOSes that well to help, but I do know how to use them in general and do remember some things about them! I really don't know what the issue is either, now!?

I DO know that MyDOS 4.53/4 or SpartaDOS CAN read DOS 2.0/2.5 disks... for forward compatibility purposes! BUT, correct me if I am wrong, MyDOS and SpartaDOS have a little different format, especially in the VTOC area such as SpartaDOS with the time/date stamps included. MyDOS is different too or in a different area? So if you try to read a MyDOS/SpartaDOS in 2.0 or 2.5, you won't get anything! They are/maybe similiar in structure, BUT they are not really backward compatible! SpartaDOS/MyDOS had code put in to be able to read 2.0/2.5 disks since there were ALOT of them out there and they wanted their DOS to be able to read them as well! I think you can even create (format) new 2.0/2.5 style disks in Sparta?? Don't remember if you can do that in MyDOS, though?

I know there are limitations due to the Atari OS and so that's why some things CAN'T be changed, such as the maximum limit of sectors of a disk/ATR is 65536 (256*256)... the two bytes used to point to the next sector. This, unfortunately, CANNOT be changed... unless you change the OS... and, I think, the sector links HAVE to be in the same place too...125+3 or 253+3 and there always has to be the 3 boot sectors (in SD)! Hence, the need for IDE support!!! :-)

I don't know about the DOS you were using? Maybe whomever did that version made some slight changes that created a compatibility issue? Because, as far as I knew, you COULD read 2.0/2.5 disks in MyDOS. You were talking about ATRs, though? Well, I don't know if MyDOS had support for ATRs back then? I KNOW the current version(s) of MyDOS does have support for ATRs... including the mega images (16mb)! I am not sure about SpartaDOS? I think I had a version created just for the purpose of working on a BlackBox. I don't know if that included reading 16mb partitions or if that had already existed? I think it has had this ability for quite some time before MyDOS did!?

That's about as much as I know about DOSes right now. I could examine each one and break them down and tell you the differences, but I don't have the time to do that right now! BUT I am sure someone probably already knows most of the differences anyways such as Retro does!

So, guess I am not much help on this topic... sorry!

Nite Hacker

<stephensheppard@hotmail.com> wrote in message
news:1110218711.715511.60480@g14g2000cwa.googlegroups.com...
> I'm in no position to argue the point one way or the other since I
> don't know what is the issue.
>
> RetroJess (sp?) stated that the sector structure, sector links, VTOC,
> and all conform to Atari DOS 2.0s specs so I can't see what could be
> wrong only that something is wrong (for me).
>
> Charles Marslett (sp?) devloped MyDOS then eventually released it to
> public domain. I don't know who has been doing all the recent
> development (Lee Barnes maybe?).
>

1427. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 07:04:28 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <67cXd.159747$0u.109146@fed1read04>
Source record: 12079

I believe there is a problem with that game in emulation!

As far as I know, there has been NO correction for this one yet... either in the emulator or the game itself?

Nite Hacker

"C. Bond" <cbond@ix.netcom.com> wrote in message news:422D029E.9B295F84@ix.netcom.com...
> Every Atari 800 emulator I've tried ZAXXON on exhibits an
> annoying artifact which consists of a 'noisy' area near the
> top of the screen which seems to follow the players
> horizontal position. Has anyone else seen this? Is there a
> fix?
>
>
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com
>
>

1428. Re: trivia Puruit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 08:08:54 UTC
From: atari_frog@yahoo.com
Message-ID: <709fb371.0503080008.7cb3abb7@posting.google.com>
Source record: 12080

Professional Software, not Domark... Anyway, the correct title should be Trivia Fever I believe.

We don't have the game in our database either as it really saw limited release. Do you have any way of duplicating the disk at all? I doubt it can really be fixed but you never know... However, if you still have the box, we'd welcome a scan ;-)

Thanks!

--
Atari Frog
http://www.atarimania.com

1429. Re: Evolution Of The Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 08:53:30 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <422d6771$0$29892$f69f905@mamut2.aster.pl>
Source record: 12081

> 1) does the KMK interface connect to the XL parallel bus, the XE cart
> port + ECI , the SIO port, the cart port or what ?!?

ECI+CART on XE. An adapter for XL bus is being prepared (AFAIK).

> 2) maximum number of partitions available ?!? (Myide = 8, msc-ide =
> 240)

16 at once (speaking of the "BIOS" level software).

> 3) maximum partition size (standard = 16 Meg.)

8 GB (again, BIOS level software limit).

> 4) does the harddisk then work with files only (under DOS or Gamedos) or
> does it also support disk-images/boot-disks (like MyIDE) ?!?

Difficult question, what is "support for disk images". Certainly the OS
cannot boot from a file (for disk image is a file), it can only boot
from a partition. You can copy the disk image's contents to an empty
partition and boot.

> 5) 16bit or 8bit data transfer ?!? support of other items like CD-ROM,
> DVD-ROM, ZIP drives and such that require 16bit data transfer ?!?

16 bit data transfer. I don't know for ZIP drives, but if the ZIP is
ATA-compliant, it will work.

> 6) does the KMK interface include a special OS ?!?

Nope. It is a self-contained parallel bus device.

> 7) does the KMK interface support flash cards or microdrives ?!? (MyIde
> supports flash cards, msc-ide does not)

If these devices are ATA-compliant, the support is there. If for "flash
cards" you mean so called CFs (compact flash), these have been proved to
work with the interface. Microdrives to my knowledge are CF-like
devices, except that they contain a micro-harddisk instead of flash
memory. Microdrive behaves as CF, and CF card is ATA-compliant. So they
ought to work.

> 8) does the KMK interface work with different DOS systems (like Sparta,
> MyDOS, Top DOs Prof., etc.) ?!?

Yes, the device is not DOS-dependent.

> 9) where can I buy the KMK interface and for what price (in dollars or
> euros) ?!?

E-mail to: jurekQrembertow.net (q = @)

K.

1430. Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 10:33:20 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <CefXd.162963$0u.19878@fed1read04>
Source record: 12082

Does anyone have Frogger by Atari???

I used to play that one from a cart file BUT I haven't found this one anywhere on the net!

If you have it, please send it to nite hacker 38 at yahoo dot com (fix the email - no spaces!).

Thanks!

Nite Hacker

1431. Crisis Mountain

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 10:36:57 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <CefXd.162964$0u.147592@fed1read04>
Source record: 12083

Does anyone have a fixed version of this game???

All I have found is a version that has a line running through the screen!

I have downloaded it from several different places but they *ALL* have the SAME problem!

I have the original disk, but it's in storage right now. I could probably fix it myself someday but until then, I was wondering if anyone has done it already?

If so, please send to nite hacker 38 at yahoo dot com (fix the email - no spaces!).

Thanks

Nite Hacker

1432. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 10:51:38 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <7sfXd.163242$0u.80388@fed1read04>
Source record: 12084

Correction:

Closer To Home: telnet://cth.dtdns.net

This works! The first one doesn't seem to work anymore and the second one does work... if you drop the 23. Or at least that's how it works for me, using the regular Windows Telnet client!

You might have to drop the 23 from the others in this list too. So if one doesn't work and it has 23, try dropping it. The 8888 and 8889s are needed so dropping them won't work!

Nite Hacker

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:BvPWd.28903$uc.9368@trnddc09...
> ======================================
> Atari 8-bit Internet BBS List
> ======================================
> available on the Internet thru Telnet:
>
> <> Closer To Home
> telnet://cth.hn.org:23
> telnet://cth.dtdns.net:23
>
> <> Boot Factory 2k+
> telnet://bfbbs.no-ip.com:23
> telnet://bfbbs.dtdns.net:23
>
> <> BBS:MouseNet
> telnet://atari-bbs.kicks-ass.net:23
>
> <> Inside the 8-bit BBS (2 lines)
> telnet://TCPIPExpress.dyndns.org:8888
> telnet://TCPIPExpress.dyndns.org:8889
>
> <> The Atari Inside (2 lines)
> telnet://213.10.217.144:8888
> telnet://213.10.217.144:8889
>
> ======================================
>
> If anyone knows of any others, please send them to me.
> Thanks.
>
>

> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
>

1433. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 14:46:54 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1110293214.699674.186660@f14g2000cwb.googlegroups.com>
Source record: 12088

IIRC, this happened even on my original 400 (Datasoft tape)

1434. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 16:04:31 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110297871.750854.119790@o13g2000cwo.googlegroups.com>
Source record: 12089

Nite Hacker wrote:
> I really can't argue either. I was just trying to help. Guess I am
not
> much help on this subject!

> I don't know enough specs on the DOSes that well to help, but I do
know how
> to use them in general and do remember some things about them! I
really
> don't know what the issue is either, now!?
>
> I DO know that MyDOS 4.53/4 or SpartaDOS CAN read DOS 2.0/2.5
disks... for
> forward compatibility purposes! BUT, correct me if I am wrong, MyDOS
and
> SpartaDOS have a little different format, especially in the VTOC area
such
> as SpartaDOS with the time/date stamps included. MyDOS is different
too or
> in a different area? So if you try to read a MyDOS/SpartaDOS in 2.0
or 2.5,
> you won't get anything! They are/maybe similiar in structure, BUT
they are
> not really backward compatible! SpartaDOS/MyDOS had code put in to
be able
> to read 2.0/2.5 disks since there were ALOT of them out there and
they
> wanted their DOS to be able to read them as well! I think you can
even
> create (format) new 2.0/2.5 style disks in Sparta?? Don't remember
if you
> can do that in MyDOS, though?

AFAIK or knew (past tense) MyDOS was fully Atari DOS compatible except
for MyDOS' support of subdiretories. I always thought the disk
structures were compatible with Atari DOS 2.0.

I knew nothing about SpartaDOS and don't know much more now. I only
know that *I* was unable to read MyDOS disks using SpartaDOS and vice
versa.

It's not a big problem. It is time to bring my MyDOs up to date,
anyway. Mostly, I'm just curious about the source of the problem.

> I know there are limitations due to the Atari OS and so that's why
some

> things CAN'T be changed, such as the maximum limit of sectors of a
disk/ATR
> is 65536 (256*256)... the two bytes used to point to the next sector.
This,
> unfortunately, CANNOT be changed... unless you change the OS... and,
I
> think, the sector links HAVE to be in the same place too...125+3 or
253+3
> and there always has to be the 3 boot sectors (in SD)! Hence, the
need for
> IDE support!!! :-)

That's about what I remembered, probably more vaguely than you.

> I don't know about the DOS you were using? Maybe whomever did that
version
> made some slight changes that created a compatibility issue?
Because, as
> far as I knew, you COULD read 2.0/2.5 disks in MyDOS. You were
talking
> about ATRs, though? Well, I don't know if MyDOS had support for ATRs
back
> then? I KNOW the current version(s) of MyDOS does have support for
ATRs...
> including the mega images (16mb)! I am not sure about SpartaDOS? I
think I
> had a version created just for the purpose of working on a BlackBox.
I
> don't know if that included reading 16mb partitions or if that had
already
> existed? I think it has had this ability for quite some time before
MyDOS
> did!?

After re-reading a bit of history of MyDOS I have learned that MyDOS was primarily created for the ATR8000. (I should have known that). I did know that hard disk interfaces were available for the ATR8000 almost from the beginning and Charles Marslett was right on top this with updates of MyDOS. It's the first DOS that I recall which could handle 16MB disk sizes.

ATRs are just files used for Atari disk emulation. There's not much to them. Basically, raw sector data, plus a header at the beginning of the file (16 bytes?). Nothing else AFAIK.

The simple structure makes it possible to emulate any disk, be it a boot disk or a DOS disk (any DOS disk).

Anyway, we are way offtopic.

My appologies to Bill Garber for hijacking his thread.

Steve Sheppard

1435. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 17:21:14 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503080921.3a78b335@posting.google.com>
Source record: 12090

After reading some of the older posts in this thread, it made me
wonder -- what purpose does a GAL serve -- is it just electronic form
of "copy protection" or does a GAL provide a map for the bank
selection? (or maybe both?)
-Larry

1436. Re: Crisis Mountain

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 17:40:00 UTC
From: "Steve S." <j70141@hotmail.com>
Message-ID: <QrlXd.3912$oO4.3343@newsread3.news.pas.earthlink.net>
Source record: 12091

Didn't you just get a copy of my CDs? I know frogger is on there, and
believe the other may be there too.

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:CefXd.162964$0u.147592@fed1read04...
> Does anyone have a fixed version of this game???
>
> All I have found is a version that has a line running through the screen!
>
> I have downloaded it from several different places but they *ALL* have the
> SAME problem!
>
> I have the original disk, but it's in storage right now. I could probably
> fix it myself someday but until then, I was wondering if anyone has done
> it
> already?
>
> If so, please send to nite hacker 38 at yahoo dot com (fix the email - no
> spaces!).
>
> Thanks
>
> Nite Hacker
>
>

1437. Re: Newbie questions....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-08 18:39:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <HjmXd.9887$m31.111810@typhoon.sonic.net>
Source record: 12092

Thomas J. Andrews <tjatari@dreamscape.com> wrote:
> My most-used reference was Mapping the Atari. My copy was always right
> on my desk, right within reach. There are important little tidbits there
> that you just can't find anywhere else.

I've got my copy of Mapping (and De Re) out on my desk at home right now ;^)
(Along with my Action! manual)

'Course, I'm REALLY rusty right now :)

Too much damned C...

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1438. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 02:19:21 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <dIWdnfuImoS3wLPfRVn-hw@comcast.com>
Source record: 12093

```
<stephensheppard@hotmail.com> wrote in message
news:1110297871.750854.119790@o13g2000cwo.googlegroups.com...
:
: Nite Hacker wrote:
: > I really can't argue either. I was just trying to help. Guess I am
: not
: > much help on this subject!
:
: > I don't know enough specs on the DOSes that well to help, but I do
: know how
: > to use them in general and do remember some things about them! I
: really
: > don't know what the issue is either, now!?
: >
: > I DO know that MyDOS 4.53/4 or SpartaDOS CAN read DOS 2.0/2.5
: disks... for
: > forward compatibility purposes! BUT, correct me if I am wrong, MyDOS
: and
: > SpartaDOS have a little different format, especially in the VTOC area
: such
: > as SpartaDOS with the time/date stamps included. MyDOS is different
: too or
: > in a different area? So if you try to read a MyDOS/SpartaDOS in 2.0
: or 2.5,
: > you won't get anything! They are/maybe similiar in structure, BUT
: they are
: > not really backward compatible! SpartaDOS/MyDOS had code put in to
: be able
: > to read 2.0/2.5 disks since there were ALOT of them out there and
: they
: > wanted their DOS to be able to read them as well! I think you can
: even
: > create (format) new 2.0/2.5 style disks in Sparta?? Don't remember
: if you
: > can do that in MyDOS, though?
:
: AFAIK or knew (past tense) MyDOS was fully Atari DOS compatible except
: for MyDOS' support of subdiretories. I always thought the disk
: structures were compatible with Atari DOS 2.0.
:
: I knew nothing about SpartaDOS and don't know much more now. I only
: know that *I* was unable to read MyDOS disks using SpartaDOS and vice
: versa.
:
```

: It's not a big problem. It is time to bring my MyDOs up to date,
: anyway. Mostly, I'm just curious about the source of the problem.
:
: > I know there are limitations due to the Atari OS and so that's why
: some
: > things CAN'T be changed, such as the maximum limit of sectors of a
: disk/ATR
: > is 65536 (256*256)... the two bytes used to point to the next sector.
: This,
: > unfortunately, CANNOT be changed... unless you change the OS... and,
: I
: > think, the sector links HAVE to be in the same place too...125+3 or
: 253+3
: > and there always has to be the 3 boot sectors (in SD)! Hence, the
: need for
: > IDE support!!! :-)
:
: That's about what I remembered, probably more vaguely than you.
:
: > I don't know about the DOS you were using? Maybe whomever did that
: version
: > made some slight changes that created a compatibility issue?
: Because, as
: > far as I knew, you COULD read 2.0/2.5 disks in MyDOS. You were
: talking
: > about ATRs, though? Well, I don't know if MyDOS had support for ATRs
: back
: > then? I KNOW the current version(s) of MyDOS does have support for
: ATRs...
: > including the mega images (16mb)! I am not sure about SpartaDOS? I
: think I
: > had a version created just for the purpose of working on a BlackBox.
: I
: > don't know if that included reading 16mb partitions or if that had
: already
: > existed? I think it has had this ability for quite some time before
: MyDOS
: > did!?
:
: After re-reading a bit of history of MyDOS I have learned that MyDOS
: was primarily created for the ATR8000. (I should have known that). I
: did know that hard disk interfaces were available for the ATR8000
: almost from the beginning and Charles Marslett was right on top this
: with updates of MyDOS. It's the first DOS that I recall which could
: handle 16MB disk sizes.
:
: ATRs are just files used for Atari disk emulation. There's not much to
: them. Basically, raw sector data, plus a header at the beginning of the
: file (16 bytes?). Nothing else AFAIK.
:

: The simple structure makes it possible to emulate any disk, be it a
: boot disk or a DOS disk (any DOS disk).
:
: Anyway, we are way offtopic.
:
: My appologies to Bill Garber for hijacking his thread.
:
: Steve Sheppard

No problem, Steve. Happens in Apple II forums also.
Anyway, I'm getting a lot of refreshment from the
varience of the topic. Been a while since I had to
deal with anything Atari, and any and all new/old
information is welcome. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1439. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 02:21:13 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <u4OdndgsL4MEwLPfRVn-gQ@comcast.com>
Source record: 12094

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:422d507414f6020@comcast.net...
: >One program to read/work with ATRs is called ATRUtil. However, it seems to
: >have been pulled. It was written by Ken Siders BUT it's not on his site
: >now?
:
: That is the one that I use...
: --
: Edward S. Baiz Jr.
: (Gamer)

I believe I got that from somewhere. Maybe just
before it was pulled. I'll check to be sure, but
I know that I did download it.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1440. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 04:02:21 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <hzuXd.60302$uc.897@trnddc03>
Source record: 12095

You are correct - Tom's Hammernode URL does not seem to be working anymore.
I made a note of this on the 'LIST'.

23 is the port designation. The URL:port is merely the way of designating
the port to use. Since 23 is the default port for telnet you don't actually
need it but it was on the list merely for notification puposes. That way
you won't try to access BF2k+ using port 8888.

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:7sfXd.163242$0u.80388@fed1read04...
> Correction:
>
> Closer To Home: telnet://cth.dtdns.net
>
> This works! The first one doesn't seem to work anymore and the second one
> does work... if you drop the 23. Or at least that's how it works for me,
> using the regular Windows Telnet client!
>
> You might have to drop the 23 from the others in this list too. So if one
> doesn't work and it has 23, try dropping it. The 8888 and 8889s are
> needed
> so dropping them won't work!
>
> Nite Hacker
>
>
>
> "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> news:BvPWd.28903$uc.9368@trnddc09...
>> ======================================
>> Atari 8-bit Internet BBS List
>> ======================================
>> available on the Internet thru Telnet:
>>
>> <> Closer To Home
>> telnet://cth.hn.org:23
>> telnet://cth.dtdns.net:23
>>
>> <> Boot Factory 2k+
>> telnet://bfbbs.no-ip.com:23
>> telnet://bfbbs.dtdns.net:23
>>
>> <> BBS:MouseNet
>> telnet://atari-bbs.kicks-ass.net:23
>>

>> <> Inside the 8-bit BBS (2 lines)
>> telnet://TCPIPExpress.dyndns.org:8888
>> telnet://TCPIPExpress.dyndns.org:8889
>>
>> <> The Atari Inside (2 lines)
>> telnet://213.10.217.144:8888
>> telnet://213.10.217.144:8889
>>
>> ==
>>
>> If anyone knows of any others, please send them to me.
>> Thanks.
>>
>>
>> --
>> Cabell
>> A8 Internet BBS: telnet://bfbbs.no-ip.com
>> A8 Website: www.amfband.com/bf/
>>
>>
>>
>
>

1441. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 05:32:20 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1110346318@rtfm.mit.edu>
Source record: 12096
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 15, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1442. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 11:48:08 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd2tojo.1j4.usenet-200503@camel.hias.horus.com>
Source record: 11997

On 8 Mar 2005 09:21:14 -0800, Larry wrote:
> After reading some of the older posts in this thread, it made me
> wonder -- what purpose does a GAL serve -- is it just electronic form
> of "copy protection" or does a GAL provide a map for the bank
> selection? (or maybe both?)

Kind of both. First of all, the GAL just contains the bank selection
logic. But since GALs have a "security fuse" which prevents reading
out the logic, it also serves as a (in this case simple) kind of
copy protection.

The bank selection logic of SpartaDos X is very simple and can
be reverse engineered by just looking at the code in the ROM.

But it is possible to implement more advanced protection schemes
using a GAL that are not as obvious as the SpartaDos X logic.

so long,

Hias

1443. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 13:37:46 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <112tv1hqrctldcf@corp.supernews.com>
Source record: 11998

"Bob Stinson" <bstin@NOSPAMshaw.ca> wrote in message
news:u6aXd.600593$Xk.286981@pd7tw3no...
> google@gornall.net wrote:
> Besides, there was the 2nd place bidder that seemed to want it quite badly
> too, at, iirc, $200, and I've since talked to someone else on this group
> that actually paid $300 for one!!! He shall remain anonymous though,
> unless he feels like confessing! ;-)

I am the $300 dummy. <sigh> I have had "the fever" really badly and just HAD to have a SDX cartridge but couldn't find one ANYWHERE, including on eBay. Naturally, after I decide to just go for it and buy it they start showing up all over the place for $100-$150 less than I paid! I didn't really NEED it for anything, but I wanted to play with it. And, I wanted to HAVE IT when I learned about the whole piggy back thing. SD, SDX and MyDOS are all new to me - I didn't ever move past DOS 2.5 and the 1050. Learning about Sparta and the XF551 has been a blast!

Now I get seriuosly off topic with this last paragraph, so skip it if you see fit... :)

Anyway, I'm getting over the fever now... Now that I own two Super Archiver 1050 drives, two 5.25" HyperXF 551 drives (many thanks to two frequenters of this news group for the upgrade chips), two Happy 1050 drives and a stock 1050. I have a 3.5" XF551 on its way now, as well, and more thanks to one of these frequenters - I have a 3.5" HyperXF chip to try slapping into that bad boy. Just stuff to play with... I have two 130XEs, one with Tucker's 32-in-1 ROM upgrade and my stock 800XL... I have an 850 interface and the APE/ProSystem cables and software. I have several books now and picked up a few cartridges, including (more thanks) MAC/65 which I never thought I'd end up with. It's been a trip and I've met some very kind and fun people along the way. And then there's the extra 800XL/1050 package I sold and the one currently for sale as well - but I don't count that one in my arsenal since it's all packaged up and whatever... By far the two best investments have been the APE interface and the 32-in-1 OS upgrade. If you don't have 'em, GET 'EM! hehe

Sean

1444. Re: Computer Classic Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 18:52:00 UTC
From: korax1214@gmail.com
Message-ID: <1110394320.745024.322110@o13g2000cwo.googlegroups.com>
Source record: 11999
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

deKay wrote:
> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des Sun,
6 Mar
> 2005 17:25:50 +0100, sefini jorgo geanyet des mani yeof do
comp.sys.sinclair,
> yawatina tan reek esk "daniel" <knopdaniel1972@arocr.de> fornis do
marikano es
> bono tan el:
>
> >Emulators and Games for Classics Computers
> >
> >http://www.cclassic.maximumspammage.pl/
>
> Probably best removing all the illegal stuff on there before you get
a nasty
> email from the copyright holders, yes?

Yes indeed, the Odin/Thor stuff (which has just this past month been
denied distribution, and legitimate sites such as WoS have complied
with this) needs to be taken down for a start...

(I posted this before, but some filth seems to have done a forged
cancel...)

1445. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 23:46:10 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <6VLXd.8479$603.3615@newsread2.news.atl.earthlink.net>
Source record: 12001

Hi Steve;

<stephensheppard@hotmail.com> wrote in message
news:1110218002.202125.97870@g14g2000cwa.googlegroups.com...
> The problem is made more complicated by the fact that the only
Atari I
> own is an 800. SpartaDOS doesn't run on an 800 so I use BWDOS
> (Bewesoft DOS) to access SpartaDOS disks. However, BWDOS
> can't access original MyDOS 3.18 disks which perfectly
readable, or
> enough to extract all files from most of my disks.

Yep, I use 800 and XL and like MyDos 4.5 because it supports
both
Axlon and XE type ramdisks; even converted all of my old 2.5
enhanced
floppies 'cause MyDos won't find any files above sector 720. I
Don't
know much about BW's capabilities; saw it online, but not used
yet.

> I just tried again. That is I formatted some new 3.18 disks on
the real
> Atari and formatted 3.18 ATRs in Atari800Win Plus. Both BWDOS
(800) and
> SpartaDOS (emulator) complain with an error, SpartaDOS - error
143,
> BWDOS - 148 (real disk or ATR), when attempting to read. Other
than
> this problem both DOSes work fine.

Sparta ver 1 will only do 2.0S type media in that little file
menu for disk
management. You might send me a 3.018 ATR to play with.

> Incidentally, SWP (of ATR-8000 fame) supplied the MyDOS builder
disk
> which can create two different versions of MyDOS. 3.18 is
created if
> you wish the ATR-8000 RS232 driver built into DOS.SYS. 3.013
is built
> if you don't. Do you think this could be the source my issue?

I would not think so... The differences are in the code and not
in the disk
layout. I have an old 3.011 disk by SWP and a 4.3 from ??.

> Also, in the emulator I probably built MyDOs 3.013 not 3.18.
(Sorry, I
> typically refer to either version as 3.18 but this is not
correct).
> Perhaps I should just switch to MyDOS 4.53 all around. I no
longer
> need an RS232 driver anyway.

I had never noticed that "0" until just looking at my disks;
Choice depends
on the lomem and the features you need. 4.5 was my first MyDos
when it
went PD.
Jess

1446. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 23:46:11 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <7VLXd.8480$603.7643@newsread2.news.atl.earthlink.net>
Source record: 12002

MyDos 4.5 was IIRC done at least partly by Bob Puff; don't know
what
access he had to Marslett's previous source codes of the 3.1x and
4.3
varieties. Per the 4.5 docs, some of the XIO calls were
configured to give
it compatibility to Sparta, but it was already a 2.0S type file
structure. I am
not aware of any emulator adjustments; it has always had hard
drive
capability which translates to large ATR usefulness.
Jess
"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:1uZWd.159634$0u.53808@fed1read04...
>
> There were some major changes made to make MyDOS more
compatible with all
> the other DOSes (Atari, Sparta, etc)! Correct me if I am
wrong, MyDOS 3.18
> was probably written by someone different than MyDOS 4.53/4,
etc. MyDOS
> 4.53/4 had some major changes to work with emulators, large
ATRs, work with
> disks created from other DOSes, etc. So, yeah, I would think
there are
> major differences between MyDOS 3.18 and MyDOS 4.53/4, etc!
>
> Nite Hacker

1447. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-09 23:46:13 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <9VLXd.8481$603.8083@newsread2.news.atl.earthlink.net>
Source record: 12000

Hey, Nite;
Sparta and the 2.0S type utilize completely different disk and file structures. MyDos is totally compatible with 2.0S in SINGLE density for reading or writing each other's media except for sector
720 which 2.0 does not use. 2.0 will read a file using sector 720,
but cannot delete it nor overwrite it; it will generate a disk full error.
MyDos is just like 2.0 with 2.5 Enhanced media; it will not see the
<bracketed> files past sector 720. MyDos is really only different from 2.0 when you get to higher capacity storage; there is even a patched 2.0 that will access MyDos files in SSDD. File number tokens, forward sector link pointers and VTOC/Directory structures cause incompatibilities above sector 720 and get worse above 1024.

The ATR, XFD and XLDJ image formats follow their own standards and interface to the various disk and computer emulators; they are
transparent and totally immaterial to which DOS is in use.
Jess
"Nite Hacker" <notvalid@yahoo.com> wrote in message news:Y1cXd.159744$0u.32334@fed1read04...

> I DO know that MyDOS 4.53/4 or SpartaDOS CAN read DOS 2.0/2.5 disks
> forward compatibility purposes! BUT, correct me if I am wrong, MyDOS and
> SpartaDOS have a little different format, especially in the VTOC area such
> as SpartaDOS with the time/date stamps included. MyDOS is different too or
> in a different area? So if you try to read a MyDOS/SpartaDOS in 2.0 or 2.5,
> you won't get anything! They are/maybe similiar in structure, BUT they are
> not really backward compatible! SpartaDOS/MyDOS had code put in to be able
> to read 2.0/2.5 disks since there were ALOT of them out there and they
> wanted their DOS to be able to read them as well! I think you can even
> create (format) new 2.0/2.5 style disks in Sparta?? Don't

remember if you
> can do that in MyDOS, though?
>
> I know there are limitations due to the Atari OS and so that's
why some
> things CAN'T be changed, such as the maximum limit of sectors
of a disk/ATR
> is 65536 (256*256)... the two bytes used to point to the next
sector. This,
> unfortunately, CANNOT be changed... unless you change the OS...
and, I
> think, the sector links HAVE to be in the same place
too...125+3 or 253+3
> and there always has to be the 3 boot sectors (in SD)! Hence,
the need for
> IDE support!!! :-)

The resident disk handler in the OS is limited to 2 bytes for
zero thru 65535; the sector links and other aspects of the disk
and file structure including the boot sectors are totally a
function
of the file management system (DOS) so complete freedom is
available there. Incompatibility is the only penalty for breaking
convention.

> I don't know about the DOS you were using? Maybe whomever did
that version
> made some slight changes that created a compatibility issue?
Because, as
> far as I knew, you COULD read 2.0/2.5 disks in MyDOS. You were
talking
> about ATRs, though? Well, I don't know if MyDOS had support
for ATRs back
> then? I KNOW the current version(s) of MyDOS does have support
for ATRs...
> including the mega images (16mb)! I am not sure about
SpartaDOS? I think I
> had a version created just for the purpose of working on a
BlackBox. I
> don't know if that included reading 16mb partitions or if that
had already
> existed? I think it has had this ability for quite some time
before MyDOS
> did!?

My money would be on MyDos; I believe they supported DSDD with
sectors up to 1440 and even larger eight inch floppies on the SWP
ATR8000 before we ever heard of ICD and SpartaDos. The
theoretical
capacity was in place for 16MB before the hardware was available.
OSS DosXL was also doing something similar with Percom higher

capacity drives about the same time.

1448. Re: trivia fever! not Pursuit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 00:00:53 UTC
From: Jack <tseng4@hotmail.com>
Message-ID: <W6MXd.12299$2s.8126@lakeread06>
Source record: 12003

YES it is Trivia Fever! you are right.. sorry! I overlooked the title.

Anyone has Trivia Fever, please let me know!

Thanks!
Jack

"Atari Frog" <atari_frog@yahoo.com> wrote in message
news:709fb371.0503080008.7cb3abb7@posting.google.com...
> Professional Software, not Domark... Anyway, the correct title should
> be Trivia Fever I believe.
>
> We don't have the game in our database either as it really saw limited
> release. Do you have any way of duplicating the disk at all? I doubt
> it can really be fixed but you never know... However, if you still
> have the box, we'd welcome a scan ;-)
>
> Thanks!
>
> --
> Atari Frog
> http://www.atarimania.com

1449. Re: Actual cartridge rom files

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 00:17:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110413874.038975.271790@f14g2000cwb.googlegroups.com>
Source record: 12004

Hi Jess,

RetroJess wrote:
> Hi Steve;
>
> <stephensheppard@hotmail.com> wrote in message
> news:1110218002.202125.97870@g14g2000cwa.googlegroups.com...
> > The problem is made more complicated by the fact that the only
> Atari I
> > own is an 800. SpartaDOS doesn't run on an 800 so I use BWDOS
> > (Bewesoft DOS) to access SpartaDOS disks. However, BWDOS
> > can't access original MyDOS 3.18 disks which perfectly
> readable, or
> > enough to extract all files from most of my disks.
>
> Yep, I use 800 and XL and like MyDos 4.5 because it supports
> both
> Axlon and XE type ramdisks; even converted all of my old 2.5
> enhanced
> floppies 'cause MyDos won't find any files above sector 720. I
> Don't
> know much about BW's capabilities; saw it online, but not used
> yet.
>
> > I just tried again. That is I formatted some new 3.18 disks on
> the real
> > Atari and formatted 3.18 ATRs in Atari800Win Plus. Both BWDOS
> (800) and
> > SpartaDOS (emulator) complain with an error, SpartaDOS - error
> 143,
> > BWDOS - 148 (real disk or ATR), when attempting to read. Other
> than
> > this problem both DOSes work fine.
>
> Sparta ver 1 will only do 2.0S type media in that little file
> menu for disk
> management. You might send me a 3.018 ATR to play with.

Sorry, I don't have 3.018. SWP distributions of MyDOS I own are
3.013/3.18 and 3.014/3.19. I seem to have lost 3.011/3.16.

I wasn't able to guess at your email address. Google Groups mask the
last three characters of the nickname of your address.

Email me at Stephen Sheppard at hotmail dot com, no spaces and I'll be happy to send you both of the two versions I do own. Alternatively, you can visit Mathy Van Nisselroy's MyDOS page and find what them. He's added both the MyDOS builder disks I sent him.

http://www.mathyvannisselroy.nl/

>
> > Incidentally, SWP (of ATR-8000 fame) supplied the MyDOS builder
> disk
> > which can create two different versions of MyDOS. 3.18 is
> created if
> > you wish the ATR-8000 RS232 driver built into DOS.SYS. 3.013
> is built
> > if you don't. Do you think this could be the source my issue?
>
> I would not think so... The differences are in the code and not
> in the disk
> layout. I have an old 3.011 disk by SWP and a 4.3 from ??.
>
> > Also, in the emulator I probably built MyDOs 3.013 not 3.18.
> (Sorry, I
> > typically refer to either version as 3.18 but this is not
> correct).
> > Perhaps I should just switch to MyDOS 4.53 all around. I no
> longer
> > need an RS232 driver anyway.
>
> I had never noticed that "0" until just looking at my disks;
> Choice depends
> on the lomem and the features you need. 4.5 was my first MyDos
> when it
> went PD.

The "0" is in all the non-RS232 version numbers. Don't know why the version numbers are out of sync, e.g. the non-RS232 version, 3.013, is paired with the RS232 version, 3.18.

Steve Sheppard

1450. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 01:03:51 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1110416631.555594.126450@g14g2000cwa.googlegroups.com>
Source record: 12005

Sean, I can only say that I envy you. And yes, I understand the fever
thing. LOL

Alas...
John

1451. Re: Teac NOS 360K drives have arrived today....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 02:12:38 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <YLGdndgcC46EMLLfRVn-uA@comcast.com>
Source record: 12006

Do these work with the Atari8?

"dx375" <dx375athotmail.com@> wrote in message
news:7h5u21d9an6uj3gkbp1cn5ss0a2cqbapcj@4ax.com...
> Folks, the TEAC 360K 5 1/4 floppy drives have arrived and are new as
> noted previously. (NOS)
> There are 3 still available, first come first served, as many as you
> may want.
> Please contact me by email for further information.
> Cheers Dave
>

1452. Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 03:48:09 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <rqPXd.20270$5T6.14899@bignews4.bellsouth.net>
Source record: 12007

A while back I started making some relocatable ML routines in strings that can be called from X=USR(ADR(ML$)) like for instance to relocate the charset and to reserve memory for PM graphics.

Just wondering if there is a known library of useful ML routines that can be called from Atari BASIC?

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/OldSerpentChained.htm

1453. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 05:24:24 UTC
From: micrologix1500@yahoo.com
Message-ID: <1110432264.628224.70980@l41g2000cwc.googlegroups.com>
Source record: 12008

Rory McMahon wrote:
> On Thu, 03 Mar 2005 13:28:30 -0800, JR
> <""jr256_69\"@NO$PAMhotmail.com"> wrote:
>
> >I have one of these that has been converted to use 3.5" disks, but I

> >have no documentation for it. I've search the Internet hi and low
and
> >there isn't much out there. Does anybody have any information on
this
> >piece of hardware? I understand you can attach slave drives to the
> >unit, but I'm not sure how to connect them. There is a DB15
connector
> >on the back, does anyone know what that is for? Also any
information on
> >the jumper and dip switch settings would be appreciated.
>
> Hi all,
>
> 3.5" drives? very nice. I have one in an original box in the
basement
> with manuals, etc. I will get it out and see if I can scan the manual
> to a PDF...
>
> Rory

Hey, I had one of these! It was a REALLY well engineered/designed disk drive enclosure. I sold mine about 12 years ago when I was hard up for cash. Shoulda kept it, alteast the drives themselves anyway! The guy that bought it said he was going to put 3.5" drives in it.. if I had known ahead of time, I would have asked to keep the drives. Quite a collectors item! I know I have one, maybe two of the 3" disks. I think it has DOS XL on it. I should still have the docs as well, let me know if yours doesn't turn up and I'll look for mine!

1454. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 05:25:55 UTC
From: micrologix1500@yahoo.com
Message-ID: <1110432355.523970.40130@o13g2000cwo.googlegroups.com>
Source record: 12009

Don't remember having a screwed up screen on mine, which was on the original tape..

Of course that might have been because the stupid 410 would refuse to load the entire program so often :)

1455. Re: Crisis Mountain

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 06:16:14 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <%CRXd.26570$FM3.23142@fed1read02>
Source record: 12011

Yes, I ordered a set. I sent you an MO last weekend so you should have been shipping them sometime this week?

Thanks... when I get them I will look for them! However, I downloaded that game already from his site and it had the SAME problem! MAN, I wish I could get to my disks and get it!!!

Nite Hacker

"Steve S." <j70141@hotmail.com> wrote in message news:QrlXd.3912$oO4.3343@newsread3.news.pas.earthlink.net...
> Didn't you just get a copy of my CDs? I know frogger is on there, and
> believe the other may be there too.
>
> "Nite Hacker" <notvalid@yahoo.com> wrote in message
> news:CefXd.162964$0u.147592@fed1read04...
> > Does anyone have a fixed version of this game???
> >
> > All I have found is a version that has a line running through the screen!
> >
> > I have downloaded it from several different places but they *ALL* have the
> > SAME problem!
> >
> > I have the original disk, but it's in storage right now. I could probably
> > fix it myself someday but until then, I was wondering if anyone has done
> > it
> > already?
> >
> > If so, please send to nite hacker 38 at yahoo dot com (fix the email - no
> > spaces!).
> >
> > Thanks
> >
> > Nite Hacker
> >
> >
>
>

1456. Re: Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 06:17:26 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <0DRXd.26571$FM3.12913@fed1read02>
Source record: 12010

Maybe I am wrong? BUT wasn't there a version of Frogger made by Atari???

Nite Hacker

"Nite Hacker" <notvalid@yahoo.com> wrote in message
news:CefXd.162963$0u.19878@fed1read04...
> Does anyone have Frogger by Atari???
>
> I used to play that one from a cart file BUT I haven't found this one
> anywhere on the net!
>
> If you have it, please send it to nite hacker 38 at yahoo dot com (fix the
> email - no spaces!).
>
> Thanks!
>
> Nite Hacker
>
>

1457. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 06:19:48 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <eFRXd.26630$FM3.7891@fed1read02>
Source record: 12012

Well, if there is a GOOD version of this game, sure would be nice to get it!
Maybe the version floating ALL over the internet is the SAME/BAD version...
such as the Crisis Mountain game is... arggghhh!!!

Nite Hacker

<micrologix1500@yahoo.com> wrote in message
news:1110432355.523970.40130@o13g2000cwo.googlegroups.com...
> Don't remember having a screwed up screen on mine, which was on the
> original tape..
>
> Of course that might have been because the stupid 410 would refuse to
> load the entire program so often :)
>

1458. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 06:23:39 UTC
From: Nite Hacker <notvalid@yahoo.com>
Message-ID: <PIRXd.26721$FM3.24366@fed1read02>
Source record: 12013

Well, I know that's a port. BUT it didn't work for me! I had to drop the
:23 to access the ones that you have designated with a 23 and so I am merely
mentioning it so that if others try to access these that they too should try
dropping the :23 if they don't work as posted!

It was just an FYI! :-)

Nite Hacker

"cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:hzuXd.60302$uc.897@trnddc03...
> You are correct - Tom's Hammernode URL does not seem to be working
anymore.
> I made a note of this on the 'LIST'.
>
> 23 is the port designation. The URL:port is merely the way of designating
> the port to use. Since 23 is the default port for telnet you don't
actually
> need it but it was on the list merely for notification puposes. That way
> you won't try to access BF2k+ using port 8888.
>
> "Nite Hacker" <notvalid@yahoo.com> wrote in message
> news:7sfXd.163242$0u.80388@fed1read04...
> > Correction:
> >
> > Closer To Home: telnet://cth.dtdns.net
> >
> > This works! The first one doesn't seem to work anymore and the second
one
> > does work... if you drop the 23. Or at least that's how it works for
me,
> > using the regular Windows Telnet client!
> >
> > You might have to drop the 23 from the others in this list too. So if
one
> > doesn't work and it has 23, try dropping it. The 8888 and 8889s are
> > needed
> > so dropping them won't work!
> >
> > Nite Hacker
> >
> >
> >
> > "cbc" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> > news:BvPWd.28903$uc.9368@trnddc09...

> >> ======================================
> >> Atari 8-bit Internet BBS List
> >> ======================================
> >> available on the Internet thru Telnet:
> >>
> >> <> Closer To Home
> >> telnet://cth.hn.org:23
> >> telnet://cth.dtdns.net:23
> >>
> >> <> Boot Factory 2k+
> >> telnet://bfbbs.no-ip.com:23
> >> telnet://bfbbs.dtdns.net:23
> >>
> >> <> BBS:MouseNet
> >> telnet://atari-bbs.kicks-ass.net:23
> >>
> >> <> Inside the 8-bit BBS (2 lines)
> >> telnet://TCPIPExpress.dyndns.org:8888
> >> telnet://TCPIPExpress.dyndns.org:8889
> >>
> >> <> The Atari Inside (2 lines)
> >> telnet://213.10.217.144:8888
> >> telnet://213.10.217.144:8889
> >>
> >> ======================================
> >>
> >> If anyone knows of any others, please send them to me.
> >> Thanks.
> >>
> >>
> >> --
> >> Cabell
> >> A8 Internet BBS: telnet://bfbbs.no-ip.com
> >> A8 Website: www.amfband.com/bf/
> >>
> >>
> >>
> > >
> > >
>
>

1459. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 11:49:20 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503100349.778147af@posting.google.com>
Source record: 12014

Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:<1109983906.5c8adbe3d129aa077c526917f1797f17@teranews>...
> On Thu, 03 Mar 2005 13:28:30 -0800, JR
> <""jr256_69\"@NO$PAMhotmail.com"> wrote:
>
> Hi all,
>
> 3.5" drives? very nice. I have one in an original box in the basement
> with manuals, etc. I will get it out and see if I can scan the manual
> to a PDF...
>
> Rory

Do you by chance know what kind of hardware the controller board uses?
i.e. processor and FDC types mainly.
-Larry

1460. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 13:49:24 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <EfYXd.4981$oO4.4179@newsread3.news.pas.earthlink.net>
Source record: 12015

Son of man wrote:
> A while back I started making some relocatable ML routines in strings that
> can be called from X=USR(ADR(ML$)) like for instance to relocate the charset
> and to reserve memory for PM graphics.
>
>
> Just wondering if there is a known library of useful ML routines that can be
> called from Atari BASIC?
>

There was a commercial one available. I bought it but can't remember the
name right now. About that time I switched over to Action! so I never
produced any programs with the routines.

1461. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 14:46:58 UTC
From: stephensheppard@hotmail.com
Message-ID: <1110466018.815543.305260@f14g2000cwb.googlegroups.com>
Source record: 12020

C. Bond wrote:
> Every Atari 800 emulator I've tried ZAXXON on exhibits an
> annoying artifact which consists of a 'noisy' area near the
> top of the screen which seems to follow the players
> horizontal position. Has anyone else seen this? Is there a
> fix?
>
>
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com

The "noise" is in the game. I see it using my real Atari 800. The noise also appears at the bottom of screen. It shows up just as noticably on my All-in-Wonder (original) card (connected to 800 via a homemade SVideo cable) as it does in Atari800Win Plus but less noticebly on my television, which overscans slightly (determined by using video test patterns).

I remember a few games of the day exhibited similar problems. IIRC, the explanation was that some programmers did not take into account that some TVs or composite monitors did not overscan as much as others. Programmers either hid or didn't pay attention to things happening in the overscan regions.

Most TVs don't overscan very much today and, of course, emulators don't overscan at all.

I have a workaround for you but you might not like it. In Atari800Win Plus set the graphics mode to 640x400 (clipped) and use fullscreen mode. This will clip off the top and bottom portions of the screen, eliminating the "noise". The clipping does not seem to affect the playability of Zaxxon (for other games it does).

Steve Sheppard

1462. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 15:02:15 UTC
From: atari_frog@yahoo.com
Message-ID: <709fb371.0503100702.4e5771ce@posting.google.com>
Source record: 12017

Did you check our version? It's the 32K disk release but it's a FRESH
crack from an original.

--
Atari Frog
http://www.atarimania.com

1463. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 16:16:43 UTC
From: Managed Resistance <wduke@cogeco.ca>
Message-ID: <Lp_Xd.6962$lf1.1436243@read2.cgocable.net>
Source record: 12019

I've always wanted to operate my very own BBS. I think I'll set one up
this weekend and post the URL here.

I used to sysop a BBS for the local Commodore users group many years ago.
That was odd really, cuz I've never owned a Commodore computer in my entire
life. Come to think of it, I wasn't a member of the user group either...
Hey, just how did I become the sysop?

Ah, the simple Commodore users... They just needed an Atari user to come
along and do things right.

Anyway, watch for the URL of my very own Atari BBS... Coming to a newsgroup
near you.

In article <BvPWd.28903$uc.9368@trnddc09>, "cbc"
<cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:

> ======================================
> Atari 8-bit Internet BBS List
> ======================================
> available on the Internet thru Telnet:
>
> <> Closer To Home
> telnet://cth.hn.org:23
> telnet://cth.dtdns.net:23
>
> <> Boot Factory 2k+
> telnet://bfbbs.no-ip.com:23
> telnet://bfbbs.dtdns.net:23
>
> <> BBS:MouseNet
> telnet://atari-bbs.kicks-ass.net:23
>
> <> Inside the 8-bit BBS (2 lines)
> telnet://TCPIPExpress.dyndns.org:8888
> telnet://TCPIPExpress.dyndns.org:8889
>
> <> The Atari Inside (2 lines)
> telnet://213.10.217.144:8888
> telnet://213.10.217.144:8889
>
> ======================================
>
> If anyone knows of any others, please send them to me.
> Thanks.

>
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
>

1464. FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 16:49:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503100845460.26795-100000@onyx.spiritone.com>
Source record: 12021
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Some are less! Games are for the Classic Atari 8 bit line!

Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede, Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star Raiders II (Disk version), Super Breakout and Tennis!

Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster, BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue on Fractalus! and Star Raiders II!

Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller, Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout at the OK galaxy, Sports Illustrated Computer Title Bout Game of Professional Boxing, Sports Illustrated Computer Football Strategy, TAC, Tank Arkade and Voyager I!

CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-OUT and MATCH-WITS!

Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole Position and Tumble Bugs!

EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing Destruction Set and Touchdown Football!

Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!

MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.

Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of the Jedi-Death Star Battle!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1465. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 16:55:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503100852440.26795-100000@onyx.spiritone.com>
Source record: 12016
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1466. Re: Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 18:27:22 UTC
From: none@spam.sucks
Message-ID: <Xns961588E8842C0crushero1m@207.69.189.191>
Source record: 12018

The original disk/cassette version (by John Harris) was released by Sierra.
It was subsequently released as a cart by Parker Bros. It was more or less
the same, sans the musical soundtrack and a few minor variations to the
graphics.

> Maybe I am wrong? BUT wasn't there a version of Frogger made by
> Atari???
>
> Nite Hacker

1467. New Atari Web-Page!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 22:19:41 UTC
From: Carey Christenson <falcon060@adelphia.net>
Message-ID: <v_udnbYEhI1gWq3fRVn-gg@adelphia.com>
Source record: 12022

To everyone,
Just an announcement to let everyone know that I just created a web page about 3 weeks ago. I am making it available for all atarians to see. I plan this weekend working on my CAB HOTLIST and removing and adding web pages to bring it up to date. Unfortnately some links dont work anymore and should be taken off. And I have some that are on my MAC that I hope to add to the list. I also plan on doing some other changes as well. If anyone has a link to an atari page and would like to see it added into my CAB HOTLIST or even on my FRONT PAGE let me know. If you want a link as a graphic you must supply the GIF or JPG. Also, if anyone has some cool ideas for improvements to my web-page I am more than happy to read any e-mails or messages on CSAST. Also, does anyone have a cool GRAPHIC they could suggest for my FALCON060 Homepage title at the top of my web page?? The URL to my web page is as follows:

http://users.adelphia.net/~falcon060

Thanks,
Carey Christenson

P.S. E-mail me via the contact at the bottom of my web page. Thanks!!

1468. Re: NEWBE here Looking... any help

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-10 22:45:05 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE563821.2AC%wduke@cogeco.ca>
Source record: 12023

Apparently, english, to you, is more effort than it's worth. Please don't
go way, Greenbird. I'm beginning to like your posts. That is, once I
decipher them and translate them to a form suitable for human comprehension.

What is it that you're looking for? Be specific.

"Nothing splendid has ever been achieved except by those who dared
believe that something inside them was superior to circumstance."

--Bruce Barton

in article 82fn21h53p3nhc1j6erbvnerdgsh2tqhqp@4ax.com, Greenbird at
spamthis@bounce.cum wrote on 03/06/2005 09:38 PM:

> Squacked, Chirped and Flaped his Wings!
>
> Oh you mean the hit counter scams and the dead links or is it the web
> bus and Trojans attendant with come on tripe and referral bull that
> gigel comes up with?
> Or is it the sites SELLING Atari 8 bit software?
> Axuly its more effort then its worth. And so is this lame shift.
> THX again... ta ta.

1469. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 00:41:04 UTC
From: The6502Man <tony.rudzki@gmail.com>
Message-ID: <PaydnfMKurB9da3fRVn-uQ@comcast.com>
Source record: 12024

Get some of the old issues of Antic or Analog (somewhere on the web), and look there. Their BASIC games always contained the exact routines you are looking for. I seem to remember ANTIC in particular, having a middle section that had all the control characters that made up the string that it called from BASIC.

Tony

1470. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 01:01:35 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <g46Yd.20494$5T6.12046@bignews4.bellsouth.net>
Source record: 12025

"The6502Man" <tony.rudzki@gmail.com> wrote in message
news:PaydnfMKurB9da3fRVn-uQ@comcast.com...
> Get some of the old issues of Antic or Analog (somewhere on the web), and
> look there. Their BASIC games always contained the exact routines you are
> looking for. I seem to remember ANTIC in particular, having a middle
> section that had all the control characters that made up the string that
> it called from BASIC.

Yeah alot of programs contain ML routines, but I would have liked a
documented libabry of ML routines and preferably relocatable ones for Atari
Basic.

Perhaps I'll start the library with some useful ones I wrote some time ago.

>
>
> Tony

1471. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 02:22:49 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <mK6dnTqpUcRrnazfRVn-tA@comcast.com>
Source record: 12026

Larry wrote:
> Rory McMahon <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:<1109983906.5c8adbe3d129aa077c526917f1797f17@teranews>...
>
>>On Thu, 03 Mar 2005 13:28:30 -0800, JR
>><""jr256_69\"@NO$PAMhotmail.com"> wrote:
>>
>>Hi all,
>>
>>3.5" drives? very nice. I have one in an original box in the basement
>>with manuals, etc. I will get it out and see if I can scan the manual
>>to a PDF...
>>
>>Rory
>
>
> Do you by chance know what kind of hardware the controller board uses?
> i.e. processor and FDC types mainly.
> -Larry

The main items of interest on the controller board are:

MC6809P CPU
FD1797A-02 Controller
MC6809P Async. Adapter

1472. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 02:25:09 UTC
From: The6502Man <tony.rudzki@gmail.com>
Message-ID: <5IydnUbIDIPYnKzfRVn-rg@comcast.com>
Source record: 12027

Son of man wrote:
> "The6502Man" <tony.rudzki@gmail.com> wrote in message
> news:PaydnfMKurB9da3fRVn-uQ@comcast.com...
>
>>Get some of the old issues of Antic or Analog (somewhere on the web), and
>>look there. Their BASIC games always contained the exact routines you are
>>looking for. I seem to remember ANTIC in particular, having a middle
>>section that had all the control characters that made up the string that
>>it called from BASIC.
>
>
> Yeah alot of programs contain ML routines, but I would have liked a
> documented libabry of ML routines and preferably relocatable ones for Atari
> Basic.
>

Well, any routines stored in strings would be relocatable by default.
The routines themselves aren't that much, since they are basically
movers (copying default character set to ram) or clearers (clearing ram
for PM graphics).

Tony

1473. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 03:31:19 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <zd8Yd.20158$Q83.15506@bignews5.bellsouth.net>
Source record: 12028

```
"The6502Man" <tony.rudzki@gmail.com> wrote in message
news:5IydnUbIDIPYnKzfRVn-rg@comcast.com...
> Son of man wrote:
>> "The6502Man" <tony.rudzki@gmail.com> wrote in message
>> news:PaydnfMKurB9da3fRVn-uQ@comcast.com...
>>
>>>Get some of the old issues of Antic or Analog (somewhere on the web), and
>>>look there. Their BASIC games always contained the exact routines you
>>>are looking for. I seem to remember ANTIC in particular, having a middle
>>>section that had all the control characters that made up the string that
>>>it called from BASIC.
>>
>>
>> Yeah alot of programs contain ML routines, but I would have liked a
>> documented libabry of ML routines and preferably relocatable ones for
>> Atari Basic.
>>
>
> Well, any routines stored in strings would be relocatable by default. The
> routines themselves aren't that much, since they are basically movers
> (copying default character set to ram) or clearers (clearing ram for PM
> graphics).

Other routines could be made to make game programming more accessible to the
Atari Basic user. Like a routine to read the joystick and move a PM player
in the right direction, that sort of thing. Thing is, player movement is
better done during VBI. But other routines like
USR(ADR(UPDATESCORE$,MEMADR,POINTS)) could be used to speedily add points to
a score displayed on the screen, with the rightmost char of the score on the
screen being at MEMADR and initialized to '0's. Things like that would be
nice. Perhaps I'll make this my next ML routine to do.

Anyone else of course is free to offer their routine that can do the job in
the most efficient way speed-wise, and should be relocateable or able to be
stored in an Atari basic string.

>
>
> Tony
```

1474. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 03:51:07 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <7w8Yd.20232$Q83.18209@bignews5.bellsouth.net>
Source record: 12029

```
"Son of man" <bcozier@bellsouth.net> wrote in message
news:zd8Yd.20158$Q83.15506@bignews5.bellsouth.net...
> "The6502Man" <tony.rudzki@gmail.com> wrote in message
> news:5IydnUbIDIPYnKzfRVn-rg@comcast.com...
>> Son of man wrote:
>>> "The6502Man" <tony.rudzki@gmail.com> wrote in message
>>> news:PaydnfMKurB9da3fRVn-uQ@comcast.com...
>>>
>>>>Get some of the old issues of Antic or Analog (somewhere on the web),
>>>>and look there. Their BASIC games always contained the exact routines
>>>>you are looking for. I seem to remember ANTIC in particular, having a
>>>>middle section that had all the control characters that made up the
>>>>string that it called from BASIC.
>>>
>>>
>>> Yeah alot of programs contain ML routines, but I would have liked a
>>> documented libabry of ML routines and preferably relocatable ones for
>>> Atari Basic.
>>>
>>
>> Well, any routines stored in strings would be relocatable by default. The
>> routines themselves aren't that much, since they are basically movers
>> (copying default character set to ram) or clearers (clearing ram for PM
>> graphics).
>
> Other routines could be made to make game programming more accessible to
> the Atari Basic user. Like a routine to read the joystick and move a PM
> player in the right direction, that sort of thing. Thing is, player
> movement is better done during VBI. But other routines like
> USR(ADR(UPDATESCORE$,MEMADR,POINTS)) could be used to speedily add points
> to a score displayed on the screen, with the rightmost char of the score
> on the screen being at MEMADR and initialized to '0's. Things like that
> would be nice. Perhaps I'll make this my next ML routine to do.
>
> Anyone else of course is free to offer their routine that can do the job
> in the most efficient way speed-wise, and should be relocateable or able
> to be stored in an Atari basic string.

I just realized the routine would be much easier to code if the POINTS to
add is specified in string form and with another char say '+' at the end to
indicate the end of the pointsstring. For example to add 125 points you'd
call:

USR(ADR(UPDATESCORE$,MEMADR,ADR("125+"))
```

rather than sending the integer value of 125.

I believe this will allow for faster and shorter ML code than specifying an actual integer value for POINTS.

1475. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 12:37:28 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503110437.ac39d49@posting.google.com>
Source record: 12030

JR <""jr256_69\"@NO$PAMhotmail.com"> wrote in message
news:<mK6dnTqpUcRrnazfRVn-tA@comcast.com>...
>
> The main items of interest on the controller board are:
>
> MC6809P CPU
> FD1797A-02 Controller
> MC6809P Async. Adapter

Thanks!

1476. The latest Atari800Win 4.0 keyboard layout bug?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 15:21:56 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <TGiYd.20747$5T6.18642@bignews4.bellsouth.net>
Source record: 12031

If you do help and keyboard layout, it says the Atari doublequote is assigned to pc key doublequote but it really looks like its assigned to pc key @ which is shift-2 like on real atari's.

Did they change it and not update the help -> keyboard layout option?

Or maybe I'm using a non-standard keyboard template? However I see nothing in the keyboard template to re-assign the doublequote.

--
"The blindingly obvious is never immediately apparent." Brad Rogers
http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/OldSerpentChained.htm

1477. Re: The latest Atari800Win 4.0 keyboard layout bug?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 15:36:39 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <GUiYd.20766$5T6.11772@bignews4.bellsouth.net>
Source record: 12032

"Son of man" <bcozier@bellsouth.net> wrote in message
news:TGiYd.20747$5T6.18642@bignews4.bellsouth.net...
> If you do help and keyboard layout, it says the Atari doublequote is
> assigned to pc key doublequote but it really looks like its assigned to pc
> key @ which is shift-2 like on real atari's.
>
> Did they change it and not update the help -> keyboard layout option?
>
> Or maybe I'm using a non-standard keyboard template? However I see nothing
> in the keyboard template to re-assign the doublequote.

Apparently it's the default.a8k template I was trying to use...I unchecked
"use keyboard template" and all is good again.

>
> --
> "The blindingly obvious is never immediately apparent." Brad Rogers
> http://bellsouthpwp.net/c/h/Christ-Son-of-Buddha/OldSerpentChained.htm
>

1478. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 16:00:46 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ifjYd.20789$5T6.11828@bignews4.bellsouth.net>
Source record: 12034

```
"Charles Richmond" <richmond@plano.net> wrote in message
news:4231D9D6.44247479@plano.net...
> The6502Man wrote:
>>
>> Son of man wrote:
>> > "The6502Man" <tony.rudzki@gmail.com> wrote in message
>> > news:PaydnfMKurB9da3fRVn-uQ@comcast.com...
>> >
>> >>Get some of the old issues of Antic or Analog (somewhere on the web),
>> >>and
>> >>look there. Their BASIC games always contained the exact routines you
>> >>are
>> >>looking for. I seem to remember ANTIC in particular, having a middle
>> >>section that had all the control characters that made up the string
>> >>that
>> >>it called from BASIC.
>> >
>> >
>> > Yeah alot of programs contain ML routines, but I would have liked a
>> > documented libabry of ML routines and preferably relocatable ones for
>> > Atari
>> > Basic.
>> >
>>
>> Well, any routines stored in strings would be relocatable by default.
>> The routines themselves aren't that much, since they are basically
>> movers (copying default character set to ram) or clearers (clearing ram
>> for PM graphics).
>>
> Relocateable routines would be needed...but I have seen ML routines
> stored over *comments*. Just find the right line of BASIC by tracing
> down the linked list of lines...then overwrite the comment with the
> ML code.

kinda related...it's better to reserve memory for PM graphics before
reserving memory for a custom charset, right? Something to do with the PM
graphics requiring a page boundary or something?

>
> --
> +-----------------------------------------------------------------+
> | Charles and Francis Richmond It is moral cowardice to leave |
> | undone what one perceives right |
> | richmond at plano dot net to do. -- Confucius |
>
```

> +--+

1479. WTB: The Learning Phone cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 16:14:31 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1110557671.286405.263830@g14g2000cwa.googlegroups.com>
Source record: 12035

Hi everyone,

I'm looking for a copy of Atari's "The Learning Phone" cartridge from 1985, with documentation.

I can't find anywhere online that sells this cart, so I'm asking in here.

Let me know! Thanks!
FST

1480. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 16:22:46 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503110822.6c1b84b9@posting.google.com>
Source record: 12036

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<rqPXd.20270$5T6.14899@bignews4.bellsouth.net>...
> A while back I started making some relocatable ML routines in strings that
> can be called from X=USR(ADR(ML$)) like for instance to relocate the charset
> and to reserve memory for PM graphics.
>
>
> Just wondering if there is a known library of useful ML routines that can be
> called from Atari BASIC?

There are three that I know of. The most complete was a commercial
product called "BASIC Turbocharger" published by Alpha Systems. It
was a book + disk, and had an optional source code disk. Not all were
relocatable as I recall -- I think a lot of them went on Page 6.

An earlier product was "Page Six" by Synapse. I don't recall much
about it.

The last was a "Shareware" product called "Basic Powerpack". It is
widely available.

-Larry

1481. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 16:24:05 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8BjYd.20793$5T6.13000@bignews4.bellsouth.net>
Source record: 12037

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503110822.6c1b84b9@posting.google.com...
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:<rqPXd.20270$5T6.14899@bignews4.bellsouth.net>...
>> A while back I started making some relocatable ML routines in strings
>> that
>> can be called from X=USR(ADR(ML$)) like for instance to relocate the
>> charset
>> and to reserve memory for PM graphics.
>>
>>
>> Just wondering if there is a known library of useful ML routines that can
>> be
>> called from Atari BASIC?
>
> There are three that I know of. The most complete was a commercial
> product called "BASIC Turbocharger" published by Alpha Systems. It
> was a book + disk, and had an optional source code disk. Not all were
> relocatable as I recall -- I think a lot of them went on Page 6.
>
> An earlier product was "Page Six" by Synapse. I don't recall much
> about it.
>
> The last was a "Shareware" product called "Basic Powerpack". It is
> widely available.
>
> -Larry

thanks for all the info, i'll see what i can find.

1482. Re: trivia Puruit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 16:48:45 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <NZjYd.1106$qf2.280@newsread2.news.atl.earthlink.net>
Source record: 12038

Wow, never saw that one or even heard about it; believe I was
thinking of 'Party Quiz' by some company with 'Sun' in their
name...
Jess
"Momo" <quality_us@yahoo.com> wrote in message
news:OP6Xd.32118$SE2.30135@fe2.texas.rr.com...
> Is this the one of which you speak? If so I may be able to find
the disks in
> my stack somewhere and rip you some ATR's. Let me know. BTW the
case is
> small, plastic and more green than blue. The scan came out
kinda blue. It's
> made by Domark.
> Mo
> Heres the scans
> http://home.houston.rr.com/elmo/tp1.jpg
> http://home.houston.rr.com/elmo/tp2.jpg
>

1483. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 16:51:38 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1110559896.e8b8f55bceeb2a2755c159de8857ceaa@teranews>
Source record: 12039

On 11 Mar 2005 08:22:46 -0800, LLppwhite@aol.com (Larry) wrote:

>"Son of man" <bcozier@bellsouth.net> wrote in message
news:<rqPXd.20270$5T6.14899@bignews4.bellsouth.net>...
>> A while back I started making some relocatable ML routines in strings that
>> can be called from X=USR(ADR(ML$)) like for instance to relocate the charset
>> and to reserve memory for PM graphics.
>>
>>
>> Just wondering if there is a known library of useful ML routines that can be
>> called from Atari BASIC?
>
>There are three that I know of. The most complete was a commercial
>product called "BASIC Turbocharger" published by Alpha Systems. It
>was a book + disk, and had an optional source code disk. Not all were
>relocatable as I recall -- I think a lot of them went on Page 6.
>
>An earlier product was "Page Six" by Synapse. I don't recall much
>about it.
>
>The last was a "Shareware" product called "Basic Powerpack". It is
>widely available.
>
>-Larry

Dragons Tail has a bunch of routines (2 or 3 disks) as I recall. Also
was commerical.

Rory

1484. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 17:48:05 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <4231D9D6.44247479@plano.net>
Source record: 12033

```
The6502Man wrote:
>
> Son of man wrote:
> > "The6502Man" <tony.rudzki@gmail.com> wrote in message
> > news:PaydnfMKurB9da3fRVn-uQ@comcast.com...
> >
> >>Get some of the old issues of Antic or Analog (somewhere on the web), and
> >>look there. Their BASIC games always contained the exact routines you are
> >>looking for. I seem to remember ANTIC in particular, having a middle
> >>section that had all the control characters that made up the string that
> >>it called from BASIC.
> >
> >
> > Yeah alot of programs contain ML routines, but I would have liked a
> > documented libabry of ML routines and preferably relocatable ones for Atari
> > Basic.
> >
>
> Well, any routines stored in strings would be relocatable by default.
> The routines themselves aren't that much, since they are basically
> movers (copying default character set to ram) or clearers (clearing ram
> for PM graphics).
>
Relocateable routines would be needed...but I have seen ML routines
stored over *comments*. Just find the right line of BASIC by tracing
down the linked list of lines...then overwrite the comment with the
ML code.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |

+-----------------------------------------------------------------+
```

1485. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 19:53:32 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <tot331hof99r5f89ijnkv2gts47barcv1g@4ax.com>
Source record: 12040

On Mon, 07 Mar 2005 03:02:57 GMT, "cbc"
<cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:

>=======================================
> Atari 8-bit Internet BBS List
>=======================================
>available on the Internet thru Telnet:
>
>If anyone knows of any others, please send them to me.
>Thanks.

I point to this in the "Welcome FAQ" :

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1486. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-11 22:05:53 UTC
From: wduke@cogeco.ca
Message-ID: <1gt9qs6.1p2t307ud28xsN%wduke@cogeco.ca>
Source record: 12041

If I recall correctly, I may have purchased such a disk from the old
Bellcom public domain library. If so, I still have it. Although, I
have no idea how I would upload it, as I have no way of connecting my XL
to the net. I haven't even built myself an SIO2PC cable yet.

I'll take a look through my old Bellcom catalogs later and see. If I
have it, I'll see if I can find some way to upload it. I would assume
that this stuff is already floating around the internet somewhere
though.

Son of man <bcozier@bellsouth.net> wrote:

> A while back I started making some relocatable ML routines in strings that
> can be called from X=USR(ADR(ML$)) like for instance to relocate the charset
> and to reserve memory for PM graphics.
>
>
> Just wondering if there is a known library of useful ML routines that can be
> called from Atari BASIC?

1487. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 00:07:20 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <YoqYd.8635$DW.7279@newssvr17.news.prodigy.com>
Source record: 12042

"Managed Resistance" <wduke@MUNGEcogeco.ca> wrote in message ...
> If I recall correctly, I may have purchased such a disk from the old
> Bellcom public domain library. If so, I still have it. Although, I
> have no idea how I would upload it, as I have no way of connecting my XL
> to the net. I haven't even built myself an SIO2PC cable yet.
>
> I'll take a look through my old Bellcom catalogs later and see. If I
> have it, I'll see if I can find some way to upload it. I would assume
> that this stuff is already floating around the internet somewhere
> though.
>
>
>
> Son of man <bcozier@bellsouth.net> wrote:
>
> > A while back I started making some relocatable ML routines in strings
that
> > can be called from X=USR(ADR(ML$)) like for instance to relocate the
charset
> > and to reserve memory for PM graphics.
> >
> >
> > Just wondering if there is a known library of useful ML routines that
can be
> > called from Atari BASIC?

If you locate the bellcom disk in your catalog that has what is looked for,
I have about 900 disks, but I don't know which one it is. (The disks are in
the Holmes CDs.)

1488. Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 02:08:57 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503111808.39e28bf2@posting.google.com>
Source record: 12043

Please if someone wanna sell issues 11,12 & 13 of Analog Magazine, please let me know i live in Mexico. Thank you very much. Javier.

1489. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 02:55:56 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <ss-dnaXZleyrx6_fRVn-ow@comcast.com>
Source record: 12044

```
Larry wrote:
> JR <""jr256_69\"@NO$PAMhotmail.com"> wrote in message
news:<mK6dnTqpUcRrnazfRVn-tA@comcast.com>...
>
>>The main items of interest on the controller board are:
>>
>>MC6809P CPU
>>FD1797A-02 Controller
>>MC6809P Async. Adapter
>
>
> Thanks!

Ooops! that should have read:

MC6850 Async. Adapter
```

1490. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 05:21:57 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <V%uYd.69592$SQ4.55332@fe1.texas.rr.com>
Source record: 12045

"Managed Resistance" <wduke@cogeco.ca> wrote in message
news:Lp_Xd.6962$If1.1436243@read2.cgocable.net...
> I've always wanted to operate my very own BBS. I think I'll set one up
> this weekend and post the URL here.
>
> I used to sysop a BBS for the local Commodore users group many years ago.
> That was odd really, cuz I've never owned a Commodore computer in my
entire
> life. Come to think of it, I wasn't a member of the user group either...
> Hey, just how did I become the sysop?
>
> Ah, the simple Commodore users... They just needed an Atari user to come
> along and do things right.
>
> Anyway, watch for the URL of my very own Atari BBS... Coming to a
newsgroup
> near you.
>
> ----------
> In article <BvPWd.28903$uc.9368@trnddc09>, "cbc"
> <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:
>
>
> > ======================================
> > Atari 8-bit Internet BBS List
> > ======================================
> > available on the Internet thru Telnet:
> >
> > <> Closer To Home
> > telnet://cth.hn.org:23
> > telnet://cth.dtdns.net:23
> >
> > <> Boot Factory 2k+
> > telnet://bfbbs.no-ip.com:23
> > telnet://bfbbs.dtdns.net:23
> >
> > <> BBS:MouseNet
> > telnet://atari-bbs.kicks-ass.net:23
> >
> > <> Inside the 8-bit BBS (2 lines)
> > telnet://TCPIPExpress.dyndns.org:8888
> > telnet://TCPIPExpress.dyndns.org:8889
> >
> > <> The Atari Inside (2 lines)

> > telnet://213.10.217.144:8888
> > telnet://213.10.217.144:8889
> >
> > ==
> >
> > If anyone knows of any others, please send them to me.
> > Thanks.
> >
> >
> > --
> > Cabell
> > A8 Internet BBS: telnet://bfbbs.no-ip.com
> > A8 Website: www.amfband.com/bf/
> >
> >
> >

I really, really hope you have a 300 baud dial up availabe! I'd love to dust
off my acoustic coupler!
Mo

1491. Re: trivia Puruit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 05:24:16 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <42vYd.69622$SQ4.9604@fe1.texas.rr.com>
Source record: 12046

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:NZjYd.1106$qf2.280@newsread2.news.atl.earthlink.net...
> Wow, never saw that one or even heard about it; believe I was
> thinking of 'Party Quiz' by some company with 'Sun' in their
> name...
> Jess
> "Momo" <quality_us@yahoo.com> wrote in message
> news:OP6Xd.32118$SE2.30135@fe2.texas.rr.com...
> > Is this the one of which you speak? If so I may be able to find
> the disks in
> > my stack somewhere and rip you some ATR's. Let me know. BTW the
> case is
> > small, plastic and more green than blue. The scan came out
> kinda blue. It's
> > made by Domark.
> > Mo
> > Heres the scans
> > http://home.houston.rr.com/elmo/tp1.jpg
> > http://home.houston.rr.com/elmo/tp2.jpg
> >
>
>
>

It's a very small box. The pics are about 3/4 size and inside are holders
for two cassettes, although my version has I believe one or two disks.
Mo

1492. 810 drive - Proper power supply?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 06:35:53 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1110609353.512415.28140@o13g2000cwo.googlegroups.com>
Source record: 11948

I recently purchased an 800XL w/ 810 floppy drive on Ebay. The computer works fine. (I even managed to make the internal mod to allow display through the S-Video input on my TV!) However, the 810 drive doesn't want to spin up.

I think the power supply that came with the drive is not the correct one. While the power light on the drive comes on, the drive barely groans. The spindle doesn't rotate, etc. I flipped the power supply over and see that it is a Model # CO4319, 9 Volt AC and 15.3 VA rating. This works out to only about 1.7 amp. That doesn't sound right at all for this old monster floppy drive.

1) What is the correct AC output and correct amp rating for a power supply? I just might have something laying around that I can adapt.

2) Also, please tell me the correct original Model # is for the 810 power supply - so I can look for one.

Thanks for any help!

Chicago Pete

1493. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 08:43:48 UTC
From: cbc <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <8ZxYd.2987$wL6.1290@trnddc03>
Source record: 11949

Some of those do not exist anymore and I believe Stephen's is not on that
web list at all.

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:tot331hof99r5f89ijnkv2gts47barcv1g@4ax.com...
> On Mon, 07 Mar 2005 03:02:57 GMT, "cbc"
> <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:
>
>>=======================================
>> Atari 8-bit Internet BBS List
>>=======================================
>>available on the Internet thru Telnet:
>>
>>If anyone knows of any others, please send them to me.
>>Thanks.
>
> I point to this in the "Welcome FAQ" :
>
> Atari 8-Bit Telnet BBS List (Nolan Friedland)
> http://www.ilmarinen.us/spacebbs/bbs-telnet.html
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1494. Re: 810 drive - Proper power supply?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 09:55:24 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <d0ue89$25r8$1@node2.news.atman.pl>
Source record: 11950

> 1) What is the correct AC output and correct amp rating for a power
> supply? I just might have something laying around that I can adapt.

It should be 9V AC, 3A, 27VA power supply.

Jurek.

1495. Remapping joystick to keyboard in atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 10:12:59 UTC
From: Mark Daniel <whatsinaname0101@yahoo.com>
Message-ID: <1110622379.235237.219540@l41g2000cwc.googlegroups.com>
Source record: 11951

My laptop requires two keys to use the emulated numeric keypad. I
would like to use the arrow keys. My laptop is running Gentoo Linux.
I have looked at the sourcecode and found definitions that indicate the
numeric keypad as well as A=left D=right X=down W=up. What do I need
to change to set the arrow knothingeys as directional movement? A,D, X
and W seem to do nothing. And I must have missed fire being defined...
I tried -mouse joy but mouse movement seems to haqve no effevt either.
Any help would be appreciated.

1496. Re: 810 drive - Proper power supply?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-12 21:56:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <u5p631h8sar05vj6gkac5uru7g41cm4qfv@4ax.com>
Source record: 11952

On 11 Mar 2005 22:35:53 -0800, "kafer77@ameritech.net" <kafer77@ameritech.net>
wrote:

>I recently purchased an 800XL w/ 810 floppy drive on Ebay. The
>computer works fine. (I even managed to make the internal mod to allow
>display through the S-Video input on my TV!) However, the 810 drive
>doesn't want to spin up.
>
>I think the power supply that came with the drive is not the correct
>one. While the power light on the drive comes on, the drive barely
>groans. The spindle doesn't rotate, etc. I flipped the power supply
>over and see that it is a Model # CO4319, 9 Volt AC and 15.3 VA rating.
> This works out to only about 1.7 amp. That doesn't sound right at all
>for this old monster floppy drive.
>
>1) What is the correct AC output and correct amp rating for a power
>supply? I just might have something laying around that I can adapt.
>
>2) Also, please tell me the correct original Model # is for the 810
>power supply - so I can look for one.

You're right, CO14319 is too weak for disk drives.

CO17945 (3.4 amps) is the usual model used with the 810.

From the FAQ:

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

1497. 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 07:18:13 UTC
From: Scot Jones <news@scotjones.spam.co.uk>
Message-ID: <d10pfg$m3v$1$830fa7a5@news.demon.co.uk>
Source record: 11953

Ive just purchased a 1050 disk drive from eBay but it doesn't contain a dos
disk (so I believe)
Is this going to be a problem for me or are they easy to get hold of???

Regards

Scot Jones

M1AFY
CBR900rrx

1498. David Firth

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 09:39:56 UTC
From: Paul R <prixon@#NOSPAM#lycos.co.uk>
Message-ID: <42340a6d$0$560$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 11954

Does anyone have a working contact email for David Firth (original author of Atari800 emulator)?

Thanks,
P

1499. Re: RLL Hard Drives with MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 09:55:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503130148100.21748-100000@onyx.spiritone.com>
Source record: 11955

Thank You Vidar. Thanx! ===Ben===

On Mon, 13 Dec 2004, Vidar Olavesen wrote:

> I used to get the ST-225 to work with the Adaptec 4000 adapter. Now, I don't
> get any HD's to work with either of my MIO's.
>
> Hoping for a Black Box setup. Thank you Ben at Bravo Sierra for helping me
> getting in touch with Bob Puff. I really appreciate that!
>
> "LarryWhite" <llppwhite@aol.comnsp> skrev i melding
> news:20041212124707.08274.00001942@mb-m05.aol.com...
> > Has anyone had any experience or thoughts about using an RLL drive with
> the
> > MIO? I remember that you can't use an MFM drive with an RLL controller,
> but I
> > seem to remember that the reverse would work (on a PC). These are cheap
> and
> > listed as "refurbished" ST-250R.
> > Thanks,
> > Larry

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1500. Identifying a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 16:33:40 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <EXZYd.2089$uw6.2066@trnddc06>
Source record: 11956

Got an email from someone who's trying to figure out a game he played at one time. He's not completely sure which particular Atari system he played it on though. Here's what he provided:

> >Hi there. I wish to purchase from you an atari, but i have several problems:

> > I'm looking for a specific game i used to play when i was young. Description of the game: You
> > start walking upwards in a lane, until you reach a house. if you walk on the
> > carpet, you fall down and die. You have to walk not through the carpet, but
> > bypass it from the side. I call it the "death game", because you always get a
> > feeling in the game that you are about to die.

> >Do you know the name of the game, or where i can look for it (since i need to be sure that the atari model i buy is compatibe with this game).

The only things that remotely come to mind for me on the 8bit system would be:

- Hi-res Adventure #1 Mystery House or #3 Cranston Manor

- Zork series

- Scott Adams graphic adventrues (maybe)

Anyone have any ideas what this game may be, either on 8bit or 16bit Atari systems? It sure would've been helpful if he at least mentioned how long ago he played it.

Thanks for the help.

Glenn

1501. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 16:50:42 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <Cb_Yd.12824$U_4.10622@fe2.texas.rr.com>
Source record: 11957

"Scot Jones" <news@scotjones.spam.co.uk> wrote in message
news:d10pfg$m3v$1$830fa7a5@news.demon.co.uk...
> Ive just purchased a 1050 disk drive from eBay but it doesn't contain a
dos
> disk (so I believe)
> Is this going to be a problem for me or are they easy to get hold of???
>
> Regards
>
> Scot Jones
>
> M1AFY
> CBR900rrx
>
>
> ---
>
>
Yeah you need one of those! There are actually several different ones I use
regularly. DOS 2.5, MyDOS, SpartaDOS. They can all be downloaded, but to put
them on disk you'll need something like a 1050toPC cable adapter to hook
your 1050 to your pc and write disks. Thats the most valuable 8bit tool I
have. They can be found on Ebay.
Mo

1502. Re: The latest Atari800Win 4.0 keyboard layout bug?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 17:03:05 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.1c9e1fe7eb158fe698969a@news-west.newscene.com>
Source record: 11958

Umm... where did you get Atari800Win 4.0? The most current versions
I've found are a much lower revision than that.

In article <TGiYd.20747$5T6.18642@bignews4.bellsouth.net>,
bcozier@bellsouth.net says...
> If you do help and keyboard layout, it says the Atari doublequote is
> assigned to pc key doublequote but it really looks like its assigned to pc
> key @ which is shift-2 like on real atari's.

1503. 1050 happy board with controller

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 19:50:43 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <nQ0Zd.730$qf7.495@newsfe4-gui.ntli.net>
Source record: 11959

If anyone wants to take a look on Ebay, I am selling one of my happy boards, rev c, genuine Happy, with the add on controller, which you don't see very often. Thanks for looking.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&rd=1&item=8177425049&ssPageName=STRK:MESE:IT

1504. Re: The latest Atari800Win 4.0 keyboard layout bug?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 20:00:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qMKdnQvfqZJJBqnfRVn-rA@comcast.com>
Source record: 11960

"Oscar Fowler" <oscar@justified.com> wrote in message
news:MPG.1c9e1fe7eb158fe698969a@news-west.newscene.com...
: Umm... where did you get Atari800Win 4.0? The most current versions
: I've found are a much lower revision than that.

Probably here, same place I did. :o)

http://www.a800win.atari-area.prv.pl/

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1505. Re: Identifying a game

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-13 23:19:01 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <fe7f$4234c93d$50ab51e2$25844@news1.surfino.com>
Source record: 11961

Sounds like "Maxwell's Manor" to me. It's for the 8bit computers. Great strange morbid game. (-;

Cheers,

Frank

1506. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 00:28:53 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE5A44F5.2DC%wduke@cogeco.ca>
Source record: 11962

Wow! I put all of this stuff in file folders a while back to make them
easy to find, but do you think they're easy to find? Hell, no! Anyway, I
have the old Bellcom catalogs in my hand right now.

Let's see:

Disk 049 - Basic Aids #1
Disk 113 - Atari Basic Power Pack
Disk 128 - Basic Aids #2
Disk 129 - Atari Basic Power Pack Utilities
Disk 432 - Nava's Basic Routines
Disk 628 - Extended Atari Basic

There's a few that are readily apparent from a quick perusal of the catalog.
If you'd like, I could compile a list of the entire Bellcom disk catalog.
Let me know if you're interested.

Thanks

> From: "russg" <russgilb@MUNGEsbcglobal.net>
> Organization: SBC http://yahoo.sbc.com
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 12 Mar 2005 00:07:20 GMT
> Subject: Re: Anyone made a library of ML routines for BASIC?
>
>
> "Managed Resistance" <wduke@MUNGEcogeco.ca> wrote in message ...
>> If I recall correctly, I may have purchased such a disk from the old
>> Bellcom public domain library. If so, I still have it. Although, I
>> have no idea how I would upload it, as I have no way of connecting my XL
>> to the net. I haven't even built myself an SIO2PC cable yet.
>>
>> I'll take a look through my old Bellcom catalogs later and see. If I
>> have it, I'll see if I can find some way to upload it. I would assume
>> that this stuff is already floating around the internet somewhere
>> though.
>>
>>
>>
>> Son of man <bcozier@bellsouth.net> wrote:
>>
>>> A while back I started making some relocatable ML routines in strings
> that
>>> can be called from X=USR(ADR(ML$)) like for instance to relocate the
> charset
>>> and to reserve memory for PM graphics.

>>>
>>>
>>> Just wondering if there is a known library of useful ML routines that
> can be
>>> called from Atari BASIC?
>
> If you locate the bellcom disk in your catalog that has what is looked for,
> I have about 900 disks, but I don't know which one it is. (The disks are in
> the Holmes CDs.)
>
>

1507. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 00:33:08 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE5A45F4.2DD%wduke@cogeco.ca>
Source record: 11963

Sorry, Momo, I won't be putting my BBS on the phone lines; not worth the
extra expense. Besides, I don't expect this bbs to get much use unless
there's a sudden and dramatic insurgence of net users longing to telnet
their way to the good ole days.

Ya know, I just happen to have a 300baud Atari pocket modem kicking around.
I'm not even sure why I keep it.

Ah well, it's not like it takes up that much space.

> From: "Momo" <quality_us@yahoo.com>
> Organization: Road Runner High Speed Online http://www.rr.com
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 12 Mar 2005 05:21:57 GMT
> Subject: Re: Atari 8-bit Internet BBS List
>
>
> "Managed Resistance" <wduke@cogeco.ca> wrote in message
> news:Lp_Xd.6962$If1.1436243@read2.cgocable.net...
>> I've always wanted to operate my very own BBS. I think I'll set one up
>> this weekend and post the URL here.
>>
>> I used to sysop a BBS for the local Commodore users group many years ago.
>> That was odd really, cuz I've never owned a Commodore computer in my
> entire
>> life. Come to think of it, I wasn't a member of the user group either...
>> Hey, just how did I become the sysop?
>>
>> Ah, the simple Commodore users... They just needed an Atari user to come
>> along and do things right.
>>
>> Anyway, watch for the URL of my very own Atari BBS... Coming to a
> newsgroup
>> near you.
>>
>> ----------
>> In article <BvPWd.28903$uc.9368@trnddc09>, "cbc"
>> <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:
>>
>>
>>> ====================================
>>> Atari 8-bit Internet BBS List
>>> ====================================
>>> available on the Internet thru Telnet:
>>>

>>> <> Closer To Home
>>> telnet://cth.hn.org:23
>>> telnet://cth.dtdns.net:23
>>>
>>> <> Boot Factory 2k+
>>> telnet://bfbbs.no-ip.com:23
>>> telnet://bfbbs.dtdns.net:23
>>>
>>> <> BBS:MouseNet
>>> telnet://atari-bbs.kicks-ass.net:23
>>>
>>> <> Inside the 8-bit BBS (2 lines)
>>> telnet://TCPIPExpress.dyndns.org:8888
>>> telnet://TCPIPExpress.dyndns.org:8889
>>>
>>> <> The Atari Inside (2 lines)
>>> telnet://213.10.217.144:8888
>>> telnet://213.10.217.144:8889
>>>
>>> ==
>>>
>>> If anyone knows of any others, please send them to me.
>>> Thanks.
>>>
>>>
>>> --
>>> Cabell
>>> A8 Internet BBS: telnet://bfbbs.no-ip.com
>>> A8 Website: www.amfband.com/bf/
>>>
>>>
>>>
>
> I really, really hope you have a 300 baud dial up availabe! I'd love to dust
> off my acoustic coupler!
> Mo
>
>

1508. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 02:20:02 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <mx6Zd.3403$qW.3065@newsread3.news.atl.earthlink.net>
Source record: 11964

Hey, Scot;
Most of us would mail you a system disk if you can't get an
SIO2PC cable. Depending on location the postage is about
U$1 to U$3; you will need to decide which Dos version you
prefer based on expected usage and online study.
Jess
"Scot Jones" <news@scotjones.spam.co.uk> wrote in message
news:d10pfg$m3v$1$830fa7a5@news.demon.co.uk...
> Ive just purchased a 1050 disk drive from eBay but it doesn't
contain a dos
> disk (so I believe)
> Is this going to be a problem for me or are they easy to get
hold of???
>
> Regards
>
> Scot Jones
>
> M1AFY
> CBR900rrx

1509. WTB: atari 830

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 12:29:09 UTC
From: krap@zwieracz.krap.pl
Message-ID: <d1402l$2s9c$1@zwieracz.krap.pl>
Source record: 11965

```
echlo

:)

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===
```

1510. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 12:38:31 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <bBfZd.75579$SQ4.19121@fe1.texas.rr.com>
Source record: 11966

"William Duke" <wduke@cogeco.ca> wrote in message
news:BE5A45F4.2DD%wduke@cogeco.ca...
> Sorry, Momo, I won't be putting my BBS on the phone lines; not worth the
> extra expense. Besides, I don't expect this bbs to get much use unless
> there's a sudden and dramatic insurgence of net users longing to telnet
> their way to the good ole days.
>
> Ya know, I just happen to have a 300baud Atari pocket modem kicking
around.
> I'm not even sure why I keep it.
>
> Ah well, it's not like it takes up that much space.
>
>

I dont think I could do it anyway now that I have a digital phone system.
I've noticed when I talk on the phone it switches back and forth like its
voice activated or something. Im sure that would interfere with any modem.
Mo

1511. [ot] Atari 8-bit manuals, users guides @ 0.99

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 18:16:14 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <OxkZd.5008$ZB6.3206@newssvr19.news.prodigy.com>
Source record: 11967

Going through storage I found a large stack of extra users guides
and equiptment manuals. I have listed them all at 99 cents each, if you
are missing one for your collection have a look. :)

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarimax

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1512. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 18:18:18 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE5B3F9A.2F5%wduke@cogeco.ca>
Source record: 11968

Road Runner High Speed Online... http://www.rr.com

I wonder if they ever tell people to kiss their rr's? Probably not.

When I was in high school, I did a science project on computers. I
remember calling around to a bunch of local industries asking for old
computer junk. An employee of DEC gave me an old acoustic coupler modem
for an old DEC PDP terminal. I don't know what ever happened to it.

I also had complete schematics for an old PDP 8... It was a monster of a
document, several hundred pages long, and they were nowhere near standard
sized pages. Of course, I couldn't make heads or tails of it.

Anyway, it's amazing what you can get if you just ask.

> From: "Momo" <quality_us@yahoo.com>
> Organization: Road Runner High Speed Online http://www.rr.com
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 14 Mar 2005 12:38:31 GMT
> Subject: Re: Atari 8-bit Internet BBS List
>
> "William Duke" <wduke@cogeco.ca> wrote in message
> news:BE5A45F4.2DD%wduke@cogeco.ca...
>> Sorry, Momo, I won't be putting my BBS on the phone lines; not worth the
>> extra expense. Besides, I don't expect this bbs to get much use unless
>> there's a sudden and dramatic insurgence of net users longing to telnet
>> their way to the good ole days.
>>
>> Ya know, I just happen to have a 300baud Atari pocket modem kicking
> around.
>> I'm not even sure why I keep it.
>>
>> Ah well, it's not like it takes up that much space.
>>
>>
>
> I dont think I could do it anyway now that I have a digital phone system.
> I've noticed when I talk on the phone it switches back and forth like its
> voice activated or something. Im sure that would interfere with any modem.
> Mo
>
>
>

1513. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-14 20:46:34 UTC
From: Scot Jones <news@scotjones.spam.co.uk>
Message-ID: <d14t7a$es6$1$8300dec7@news.demon.co.uk>
Source record: 11969

Ok cool ordered a sio to pc lead,,, so where do i go next ie sites to d/l
dos and any utils to tx to disk??

can ya tell im a newbie??? sorry

--
---
www.scotjones.co.uk
www.scot-jones.co.uk
M1AFY
CBR900rrx

"Momo" <quality_us@yahoo.com> wrote in message
news:Cb_Yd.12824$U_4.10622@fe2.texas.rr.com...
>
> "Scot Jones" <news@scotjones.spam.co.uk> wrote in message
> news:d10pfg$m3v$1$830fa7a5@news.demon.co.uk...
>> Ive just purchased a 1050 disk drive from eBay but it doesn't contain a
> dos
>> disk (so I believe)
>> Is this going to be a problem for me or are they easy to get hold of???
>>
>> Regards
>>
>> Scot Jones
>>
>> M1AFY
>> CBR900rrx
>>
>>
>> ---
>>
>>
> Yeah you need one of those! There are actually several different ones I
> use
> regularly. DOS 2.5, MyDOS, SpartaDOS. They can all be downloaded, but to
> put
> them on disk you'll need something like a 1050toPC cable adapter to hook
> your 1050 to your pc and write disks. Thats the most valuable 8bit tool I
> have. They can be found on Ebay.
> Mo
>
>

1514. Re: The latest Atari800Win 4.0 keyboard layout bug?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 00:13:06 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.1c9fd63af713f47d98969b@news-west.newscene.com>
Source record: 11970

Ah-ha! Thanks!

In article <qMKdnQvfqZJJBqnfRVn-rA@comcast.com>, willy46pa@comcast.net
says...
> Probably here, same place I did. :o)
>
> http://www.a800win.atari-area.prv.pl/
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net

1515. Bitsmack Podcast

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 00:48:42 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <d15bda026s2@news1.newsguy.com>
Source record: 11972

Selfless promotion of our new podcast at bitsmack.com. Where
pop culture and geek culture collides. The show is broken into
three sections: video games, TV, and movies. Each show is about
30 minutes long and can be listened from the website or, using an RSS
reader that supports enclosures, downloaded automatically to your
computer.

More information on podcasts is available from:
http://www.ipodder.org/

p.s. We record on Thursday nights, that's why I haven't been at
the atari chats lately.

--
Ryan 'Gozar' Collins
Bitsmack Podcast - http://bitsmack.com/
Where pop culture and geek culture collide

1516. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 00:54:56 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <AnqZd.9870$DW.5503@newssvr17.news.prodigy.com>
Source record: 11971

"Scot Jones" <news@scotjones.spam.co.uk> wrote in message ...
> Ok cool ordered a sio to pc lead,,, so where do i go next ie sites to d/l
> dos and any utils to tx to disk??
>
> can ya tell im a newbie??? sorry
That's a good question. What software is used with the sio2pc cable? I would have recommended a PRO/APE cable, but I'm not sure APE unregistered allows writing to Atari. I think so, it is writing to PC from Atari I think is disabled. And who knows of a good download site? spudster seems to be busted and Holmes is gone. Maybe www.atarimania.com has DOS images.

1517. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 01:06:09 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <5yqZd.9879$DW.6232@newssvr17.news.prodigy.com>
Source record: 11973

I just tried ftp://ftp.spudster.org and downloaded FTE32g.atr, so at least
it is partially working.
It is a little difficult to navigate spudster if you don't know what you're
looking for. FTE32g.atr is the latest SpartaDOS shareware. The other
popular DOS is MyDOS 4.53. You might find both in the cth/utilities/ATR or
some such.
"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:AnqZd.9870$DW.5503@newssvr17.news.prodigy.com...
>
> "Scot Jones" <news@scotjones.spam.co.uk> wrote in message ...
> > Ok cool ordered a sio to pc lead,,, so where do i go next ie sites to
d/l
> > dos and any utils to tx to disk??
> >
> > can ya tell im a newbie??? sorry
> That's a good question. What software is used with the sio2pc cable? I
> would have recommended a PRO/APE cable, but I'm not sure APE unregistered
> allows writing to Atari. I think so, it is writing to PC from Atari I
think
> is disabled. And who knows of a good download site? spudster seems to be
> busted and Holmes is gone. Maybe www.atarimania.com has DOS images.
>
>

1518. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 02:57:23 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <nasZd.268$my.258@fe1.texas.rr.com>
Source record: 11974

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:AnqZd.9870$DW.5503@newssvr17.news.prodigy.com...
>
> "Scot Jones" <news@scotjones.spam.co.uk> wrote in message ...
> > Ok cool ordered a sio to pc lead,,, so where do i go next ie sites to
d/l
> > dos and any utils to tx to disk??
> >
> > can ya tell im a newbie??? sorry
> That's a good question. What software is used with the sio2pc cable? I
> would have recommended a PRO/APE cable, but I'm not sure APE unregistered
> allows writing to Atari. I think so, it is writing to PC from Atari I
think
> is disabled. And who knows of a good download site? spudster seems to be
> busted and Holmes is gone. Maybe www.atarimania.com has DOS images.
>
>

I use APE for DOS by Steve Tucker. I promise I'll register soon Steve if I
can ever get out of my other debts 8-). The APE package comes with the
Prosystem as well for copyprotected disks. Once you get that up and running
let me know and I'll post all my DOS's up on comp.sys.atari.binaries.
I would've recommended the 1050 2 PC cable more than the SIO2PC though. The
1050 let's you create atari disks directly from your PC whereas the SIO2PC
makes your PC emulate an Atari disk drive- that's okay if you want to load
an archived disk fast but it gets cumbersome to create disks that way,
especially if the ATR your dumping was created using EXE2ATR. Thats another
can of worms we can work out when you come to it. You'll know you've hit one
of these when you get an ATR thats smaller than actual disk. Hope this
helps.
Mo

1519. Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 08:52:29 UTC
From: Alek <gebi@poczta.fm>
Message-ID: <d1680r$1tl$1@nemesis.news.tpi.pl>
Source record: 11975

Hi.
I am just wandering if anyone thought about converting Atari music files
(SAP or another format) to sounds for phones.
Maybe it would be possible to write program in Java which emulates Atari
music on phones and gives a really exciting music?

1520. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 11:50:39 UTC
From: james <sup8pdct@eftel.net.au>
Message-ID: <4236cc12$1@news.eftel.com>
Source record: 11976

"Matthias Reichl" <usenet-200503@hias.horus.com> wrote in message
news:slrnd2tojo.1j4.usenet-200503@camel.hias.horus.com...
>> wonder -- what purpose does a GAL serve -- is it just electronic form
>> of "copy protection" or does a GAL provide a map for the bank
>> selection? (or maybe both?)
>
> Kind of both. First of all, the GAL just contains the bank selection
> logic. But since GALs have a "security fuse" which prevents reading

The gal is used for bank selection, pass through cart enable, rom dissable.
There is nothing fancy, 1 chip to replace the job of many. Is easy to see
what is programmed in to it, work out the inputs, use all combinations and
see what the output is.
The MMU in the xl/xe is also a gal of some type. Someone somewhere has the
files for the Gal somewhere.
In the same cart as SDX, also came The express cart and the windows
enviroment (name?) They just programmed the gal a little between the carts.

James

1521. looking for omnimon and ultimon images for use with atari 8bit emu's

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 12:12:56 UTC
From: carmel_andrews@yahoo.com
Message-ID: <6ea184ba.0503150412.65afcddf@posting.google.com>
Source record: 11977

I am looking for properly functioning images for the following

Omnimon-xl/e version(david young/CDY cons.) Ultimon xl/xe(John Lawson -UK), also Latest version of mydos with ramdisk and superdos 5.1

I want to try and get these images to work with atari800win+ (latest beta)

I have having problems with my present omnimon image, it wont allow me to use dos and a separate ATR image and the game Atr image, as it crashes/locks up after the second time you enter dos (also you have to keep on holding down option... annoying)

Alternatively if anyone has an image of Qmeg, Speedy o/s or that built in monitor o/s that had a built in c simulator, that can be used on the above emu's

any help is greatly appreicated

1522. Re: SpartaDos X

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 17:03:13 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd3e5ah.68k.usenet-200503@camel.hias.horus.com>
Source record: 11978

On Tue, 15 Mar 2005 21:50:39 +1000, james wrote:
> The gal is used for bank selection, pass through cart enable, rom dissable.
> There is nothing fancy, 1 chip to replace the job of many. Is easy to see
> what is programmed in to it, work out the inputs, use all combinations and
> see what the output is.

Certainly doable, but in general it can be quite a lot of work,
especially if the GAL is configured to registered mode.

> In the same cart as SDX, also came The express cart and the windows
> enviroment (name?) They just programmed the gal a little between the carts.

I guess you mean Diamond GOS. All these carts are more or less
identical, the only difference is the bank select address:
D5Ex for SDX, D5Dx for GOS and D57x for express.

so long,

Hias

1523. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 18:13:25 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <3a036$42372492$50ab541e$15443@news1.surfino.com>
Source record: 11979

Two years back I converted the original "Ghostbusters" laugh with the help
of Atari800Win into a .wav file which I uploaded on my shite Sagem My-X 5.
Lots of fun when queing up or something and the phone goes off. (-;

I've never had the need for another ringtone again. (-;

Cheers,

Frank

1524. Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-15 19:17:47 UTC
From: "James T. Sprinkle" <oicmrsnakes@hotmail.com>
Message-ID: <vxGZd.3$%4.175@news-west.eli.net>
Source record: 11980

Anybody know of anyone building an Atari computer from components? (Besides Atari, of course!) Kind of a homebrew Atari compatible computer? If you do, could you point me in the right direction. Thanks!

JaYmZ

1525. Re: Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 04:40:20 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503152040.3bf84b7d@posting.google.com>
Source record: 11981

Thank you very much, you know i'm some kind of compulsive collector so
i really wanna buy those magazines, i also know they will be hard to
get but e-bay is like a box of chocolates, you never know if your 2
dollar bet is going to get you a little wonder...

Javier.

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<JBIZd.4662$qW.3441@newsread3.news.atl.earthlink.net>...
> Sorry, Javier;
>
> Those early ones may be difficult to locate; I have a #13 and
> some
> pages Xeroxed from #9. I will not give them up, but I'm glad to
> help
> you find something in one of them.
> Jess
>
> "Javier." <monjarojas@yahoo.com.mx> wrote in message
> news:850110a.0503111808.39e28bf2@posting.google.com...
> > Please if someone wanna sell issues 11,12 & 13 of Analog
> Magazine, please let
> > me know i live in Mexico. Thank you very much. Javier.

1526. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 09:05:22 UTC
From: Alek <gebi@poczta.fm>
Message-ID: <d18t50$7sk$1@nemesis.news.tpi.pl>
Source record: 11982

> Two years back I converted the original "Ghostbusters" laugh with the help
> of Atari800Win into a .wav file which I uploaded on my shite Sagem My-X 5.
> Lots of fun when queing up or something and the phone goes off. (-;
>
> I've never had the need for another ringtone again. (-;

The idea is to put lot of Atari melodies into phone (not wav-s because they
take a lot of place but original musics) to hear them like mp3-s.

1527. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 09:29:32 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d18u9v$d94$1@reader13.wxs.nl>
Source record: 11983

"Alek" <gebi@poczta.fm> schreef in bericht
news:d18t50$7sk$1@nemesis.news.tpi.pl...
> The idea is to put lot of Atari melodies into phone (not wav-s because
> they take a lot of place but original musics) to hear them like mp3-s.

My Phone (Siemens M65) is able to play MIDI files. There are a few computer game midi files available on the net, so I have nice ringtones. Not only from games by the way. My absolute top-favorite ringtone is KNIGHT RIDER. When I am called you hear the famous Knight Rider tune ... every body loves it. :)

Marius

1528. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 10:30:15 UTC
From: Alek <gebi@poczta.fm>
Message-ID: <d19247dfr1@nemesis.news.tpi.pl>
Source record: 11984

> My Phone (Siemens M65) is able to play MIDI files. There are a few
> computer game midi files available on the net, so I have nice ringtones.
> Not only from games by the way. My absolute top-favorite ringtone is
> KNIGHT RIDER. When I am called you hear the famous Knight Rider tune ...
> every body loves it. :)
I have Nokia 6100 which also plays MIDI files, but I don't know tool which
can convert SAP files to MIDI, so I thought that it would be better to write
Java application which can play Atari music files.

1529. New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 14:13:53 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <113gfp989n4ggef@corp.supernews.com>
Source record: 11985

Marcin Lewandowski has apparently decided to take over working on updates
for the Atari800Win Plus emulator and the first fruits of his labors were
released on 3/8/05 with a fourth beta version:

http://atariarea.histeria.pl/PLus/index_us.htm

WooHOO!!

1530. Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 14:49:05 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1110984545.399012.278230@o13g2000cwo.googlegroups.com>
Source record: 11986

Hi everyone,

I was wondering if anyone has performed the following modification:

http://www.atarimagazines.com/v3n1/littlebrother.html

It is a mod to generate separate video signals and audio signal. These past few weekends, Rory McMahon and I built the mod, finding out that the initial parts list is wrong, and doesn't match the schematic. We then tried the resistances on the schematic, and that didn't work. Then, we tried breadboarding it with both resistances. That didn't work.

Can anyone provide me with the correct values, or does anyone know the online whereabouts of the original author?

Thanks!

FST

1531. Re: New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 14:49:13 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <4238476b$0$4597$ba620dc5@nova.planet.nl>
Source record: 11987

"Gork" <nokraygienspam@hotmail.com> schreef in bericht
news:113gfp989n4ggef@corp.supernews.com...
> Marcin Lewandowski has apparently decided to take over working on updates
> for the Atari800Win Plus emulator and the first fruits of his labors were
> released on 3/8/05 with a fourth beta version:
>
> http://atariarea.histeria.pl/PLus/index_us.htm
>
> WooHOO!!
On my PC (windows XP pentium IV) it doesn't work properly this version! The screen output seems to be buggy, it only refreshes the screen (ONE SCREEN) when I go to the menubar, when I leave the menu bar it refreshes one screen again and then the screen output is frozen again.

Strange,
Marius

1532. Re: Anyone made a library of ML routines for BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 14:57:47 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4238496B.C3547642@students.uni-mainz.de>
Source record: 11988

Well,
I guess it was the "Basic Power Pack" diskette by Bob Duhamel, available in the Bellcom library and many other PD libraries. Think Umich also has this disk and er well, I have it in my collection too... As always, e-mail me if you are interested and I will return a zipped ATR to you. Besides I also remember some diskettes with USR routines (and other stuff) by a magazine called XEST, they are in my collection too...
-Andreas.

1533. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 15:00:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42384A28.7953EA3@students.uni-mainz.de>
Source record: 11989

Well,
some of the newer cellular phones can playback MP3 and there are already
dozens of Atari sounds in MP3 format available... -Andreas.

1534. Re: New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 15:33:32 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <113gkeoeqbb6n40@corp.supernews.com>
Source record: 11990

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:4238476b$0$4597$ba620dc5@nova.planet.nl...
>
> "Gork" <nokraygienspam@hotmail.com> schreef in bericht
> news:113gfp989n4ggef@corp.supernews.com...
>> Marcin Lewandowski has apparently decided to take over working on updates
>> for the Atari800Win Plus emulator and the first fruits of his labors were
>> released on 3/8/05 with a fourth beta version:
>>
>> http://atariarea.histeria.pl/PLus/index_us.htm
>>
>> WooHOO!!
> On my PC (windows XP pentium IV) it doesn't work properly this version!
> The screen output seems to be buggy, it only refreshes the screen (ONE
> SCREEN) when I go to the menubar, when I leave the menu bar it refreshes
> one screen again and then the screen output is frozen again.
>
> Strange,
> Marius
>

I'm using XP Pro with a P4 and an Intel mbd and am not having these
problems... How odd! I haven't even tried running the emulator at full
screen, though - I've been running it in a 672x480 window. If posting my
emulator's video settings would be helpful I'd be happy to do it.

Sean

1535. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 21:12:47 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111007567.009383.257120@l41g2000cwc.googlegroups.com>
Source record: 11991

FireflyST wrote:
> Hi everyone,
>
> I was wondering if anyone has performed the following modification:
>
> http://www.atarimagazines.com/v3n1/littlebrother.html
>
> It is a mod to generate separate video signals and audio signal.
These
> past few weekends, Rory McMahon and I built the mod, finding out that
> the initial parts list is wrong, and doesn't match the schematic. We
> then tried the resistances on the schematic, and that didn't work.
> Then, we tried breadboarding it with both resistances. That didn't
> work.
>
> Can anyone provide me with the correct values, or does anyone know
the
> online whereabouts of the original author?
>
> Thanks!
>
> FST

In the Help! section of a couple of subsequent issues of Antic were
claims that the parts list and the article had some inaccuracies but
then claimed all values on the schematics were correct.

1536. Re: New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-16 21:59:01 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <d1aahv$7im$1@reader10.wxs.nl>
Source record: 11992

"Gork" <nokraygienspam@hotmail.com> schreef in bericht
news:113gkeoeqbb6n40@corp.supernews.com...

> I'm using XP Pro with a P4 and an Intel mbd and am not having these
> problems... How odd! I haven't even tried running the emulator at full
> screen, though - I've been running it in a 672x480 window. If posting my
> emulator's video settings would be helpful I'd be happy to do it.

That is very kind, but I guess there is something else wrong. I have run the
third version of the emulator without any problem, and this new one won't
run very godo here. I will try to erase all settings, registery entries of
the emulator and then re-install it. Thanks for your help.

Marius

1537. Atari Basic Reference.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 03:36:22 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503161936.4042388f@posting.google.com>
Source record: 11993

Hy, guys, found this on e-bay...
Never seen before, Is it rare???. Fool to ask since i bought it anyway
:).
Thank you very much.
Javier .

<a href="http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=8176333123&ssPageName=STR
K:MEWN:IT">Auction

1538. Looking for Analog issues

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 03:46:45 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0503161946.7d312080@posting.google.com>
Source record: 11994

Hi

I'm looking for Analog magazine issues 30 and 32.
Anybody wants to give away / sell / trade any of these issues?
If so, please contact me at "lbaeza at yahoo dot com".

Regards

1539. Re: New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 05:22:17 UTC
From: none@spam.sux
Message-ID: <Xns961C3CCE4ED1crushero1m@207.69.189.191>
Source record: 11995

One bug I have encountered is that the "saved state" files don't work with the beta 4 version. It either crashes the emulator or simply gives a static shot of the program in question as it looked during the save. You can still hear sound, but nothing on the screen moves.

> That is very kind, but I guess there is something else wrong. I have
> run the third version of the emulator without any problem, and this
> new one won't run very godo here. I will try to erase all settings,
> registery entries of the emulator and then re-install it. Thanks for
> your help.

1540. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 05:28:07 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1111037241@rtfm.mit.edu>
Source record: 11996
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 15, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1541. Re: New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 06:34:23 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111041263.890211.279490@l41g2000cwc.googlegroups.com>
Source record: 11848

none@spam.sux wrote:
> One bug I have encountered is that the "saved state" files don't work
with
> the beta 4 version. It either crashes the emulator or simply gives a

> static shot of the program in question as it looked during the save.
You
> can still hear sound, but nothing on the screen moves.

Check the Performance settings. After restoring a game state the
screen refresh frequency setting seems to be set to a very large number
instead of 1.

Changing it back to 1 corrects the problem.

You don't have to fix this every time you load a state but I have had
to do it more than once per session.

It's still annoying.

1542. rare atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 07:56:56 UTC
From: steve spink <steve@mistral.co.uk>
Message-ID: <d1bd88$s5h$2@titan.btinternet.com>
Source record: 11849

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8178255182

1543. Rare atari stuff on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 07:56:56 UTC
From: steve spink <steve@mistral.co.uk>
Message-ID: <d1bd88$s5h$1@titan.btinternet.com>
Source record: 11850

Hi,
I'm selling off my retro collection and you may be interested in some rare
atari stuff that I'm selling.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=81782551
82&rd=1

Cheers,

Steve.

1544. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 14:02:12 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1111068132.068031.300570@z14g2000cwz.googlegroups.com>
Source record: 11851

stephensheppard@hotmail.com wrote:
>
> In the Help! section of a couple of subsequent issues of Antic were
> claims that the parts list and the article had some inaccuracies but
> then claimed all values on the schematics were correct.

Unfortunately, even using that information, we were not able to
determine the correct information.

1545. FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 16:56:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503170850390.12266-100000@onyx.spiritone.com>
Source record: 11852
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Some are less! Games are for the Classic Atari 8 bit line!

Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede, Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star Raiders II (Disk version), Super Breakout and Tennis!

Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster, BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue on Fractalus! and Star Raiders II!

Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller, Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout at the OK galaxy, Sports Illustrated Computer Title Bout Game of Professional Boxing, Sports Illustrated Computer Football Strategy, TAC, Tank Arkade and Voyager I!

CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-OUT and MATCH-WITS!

Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole Position and Tumble Bugs!

EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing Destruction Set and Touchdown Football!

Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!

MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.

Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of the Jedi-Death Star Battle!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1546. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 17:03:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503170900090.12266-100000@onyx.spiritone.com>
Source record: 11853
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1547. Re: New Atari800Win Plus beta released

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 17:56:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111082193.066666.36010@o13g2000cwo.googlegroups.com>
Source record: 11854

Seems the bug is worse than I thought.

I'm finding that the ROM selections occasionally get changed to garbage values when a state is loaded which means one more thing to fix.

1548. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 18:04:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111080059.589685.226600@z14g2000cwz.googlegroups.com>
Source record: 11855

FireflyST wrote:
> stephensheppard@hotmail.com wrote:
> >
> > In the Help! section of a couple of subsequent issues of Antic were
> > claims that the parts list and the article had some inaccuracies
but
> > then claimed all values on the schematics were correct.
>
> Unfortunately, even using that information, we were not able to
> determine the correct information.

I don't know if this will help (doubt it) other than providing some
reference material but it's the only other video mod I've seen that
pulls data directly from the lum0 thru lum3 signals.

http://www.geocities.com/atarimods/8bit-ttl1.html

It's a TTL video mod by the way not composite video, chroma, luminence.

I also have some thoughts and questions for the forum.

Looking at the "Litte Brother" schematic I'm confused by the resistance
values chosen, or rather the order of choice.

Lum0 thru Lum3 would seem to imply that luminence values are four bits
of binary encoded information (my speculation). So why wouldn't the
high order bit, if you will, be connected through the lowest value
resistor, yielding a higher voltage at that point?

The resistors chosen double the value of one another, 4.7K -> 9.1K ->
18K -> 36K. These are connected to Lum2, Lum1, Lum0, Lum3,
respectively. Wouldn't it make more sense that they be connected to
Lum3, Lum2, Lum1, Lum0, respectively, Lum3 being high order and Lum0
being low order?

Can someone tell me if Lum0 thru Lum3 work as I speculated? or are the
designations just arbitrary?

Steve Sheppard

1549. Re: Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 20:38:51 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <vVl_d.6944$qW.262@newsread3.news.atl.earthlink.net>
Source record: 11856

Hey, Javier;

I know someone with a #13, but it would take more than
U$2 if I had a spare. I think those #12 and before are
even less common.
Jess
"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0503152040.3bf84b7d@posting.google.com...
> Thank you very much, you know i'm some kind of compulsive
collector so
> i really wanna buy those magazines, i also know they will be
hard to
> get but e-bay is like a box of chocolates, you never know if
your 2
> dollar bet is going to get you a little wonder...
>
> > "Javier." <monjarojas@yahoo.com.mx> wrote in message
> > news:850110a.0503111808.39e28bf2@posting.google.com...
> > > Please if someone wanna sell issues 11,12 & 13 of Analog
> > Magazine, please let me know i live in Mexico.

1550. Re: FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 20:45:18 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE5F568D.393%wduke@cogeco.ca>
Source record: 11858
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Atari Software NIB! Atarimusic II, The Home Filing Manager NIB!

Manuals? Have I got manuals?

Yeah, I got manuals...

Disk Operating System II Reference Manual... Includes Original Disk
Operating System II Diskette.

Home Calc Manual & Original Home Calc Diskette... Does Not Include Dongle!

APX Atari Program Exchange "Mapware" Manual... Diskette lost, destroyed or
stolen!

AtariWriter Manual and Quick Reference Card... I may even have the
AtariWriter cartridge kicking around... Act now and I'll throw in the
AtariWriter helpful hints brochure and a genuine AtariWriter Plus manual...
The gifts are yours!!!

The first & finest... Genuine OS/A+ manual and diskette from Optimized
Systems Software...

Too much stuff to mention... dirt cheap!!!

Operators are standing by... Won't you call now?

> From: Bravo Sierra Computers <atari@aracnet.com>
> Organization: http://extra.newsguy.com
> Newsgroups:
> comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.vi
> deo.marketplace,pdx.forsale
> Date: Thu, 17 Mar 2005 08:56:26 -0800
> Subject: FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!
>
> Games Factory New In the Box, your choice, $20.00! Some are less! Games
> are for the Classic Atari 8 bit line!
>
> Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig
> Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede,
> Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star
> Raiders II (Disk version), Super Breakout and Tennis!
>
> Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster,
> BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern
> Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue
> on Fractalus! and Star Raiders II!

>
> Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller,
> Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout
> at the OK galaxy, Sports Illustrated Computer Title Bout Game of
> Professional Boxing, Sports Illustrated Computer Football Strategy, TAC,
> Tank Arkade and Voyager I!
>
> CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-
> OUT and MATCH-WITS!
>
> Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole
> Position and Tumble Bugs!
>
> EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords
> of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing
> Destruction Set and Touchdown Football!
>
> Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!
>
> MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.
>
> Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of
> the Jedi-Death Star Battle!
>
> Games listed above, some I have Many of, others I have One, Two or a Few
> of each Title! Act now while I still have it! I sell Used & New Atari with
> Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB
> Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit &
> ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software,
> Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail
> Atari@aracnet.com Earning your Business, one satisfied customer at a Time!
>
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

1551. Re: Looking for Analog issues

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-17 20:53:42 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <q7m_d.6952$qW.4783@newsread3.news.atl.earthlink.net>
Source record: 11857

Hey, Luis;

I have a 29 and a 30; both complete and in decent shape
with the cover a little loose.
Jess

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0503161946.7d312080@posting.google.com...
> Hi
>
> I'm looking for Analog magazine issues 30 and 32.
> Anybody wants to give away / sell / trade any of these issues?
> If so, please contact me at "lbaeza at yahoo dot com".
>
> Regards

1552. Re: rare atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 00:30:12 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <oip_d.79429$r55.78691@attbi_s52>
Source record: 11859

steve spink wrote:
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8178255182
>
>
>
Man.. 3 TT's :(

1553. Re: Rare atari stuff on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 03:59:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <GLednZMvjNOHz6ffRVn-2A@comcast.com>
Source record: 11860

steve spink <steve@mistral.co.uk> wrote in message
news:d1bd88$s5h$1@titan.btinternet.com...
: Hi,
: I'm selling off my retro collection and you may be interested in some rare
: atari stuff that I'm selling.
:
:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=81782551
: 82&rd=1
:
: Cheers,
:
: Steve.

You really should have split this stuff up.
Would have gotten much more for it, and
I might have bought some of the pieces
rather than the entire lot. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1554. EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 05:07:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns961D11F79062emuslor@130.133.1.4>
Source record: 11861

I'd like to have the ability to burn EPROMS such as those found in 8-bit Atari cartridges and various 8-bit consoles (the older ones like Atari 2600, coleco, intellivision, etc.). Anyone here have a recommendation on a decent burner that would suffice for most of the older systems without all the bells and whistles that make the more advanced systems overly costly? Keep in mind that I'm new to this sort of thing but that I'd like work on developing some cartridge-based homebrews.

Thanks!

--
Slor

1555. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 05:11:22 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns961D1C683006emuslor@130.133.1.4>
Source record: 11862

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns961D11F79062emuslor@130.133.1.4:

> I'd like to have the ability to burn EPROMS such as those found in
> 8-bit Atari cartridges and various 8-bit consoles (the older ones like
> Atari 2600, coleco, intellivision, etc.). Anyone here have a
> recommendation on a decent burner that would suffice for most of the
> older systems without all the bells and whistles that make the more
> advanced systems overly costly? Keep in mind that I'm new to this
> sort of thing but that I'd like work on developing some
> cartridge-based homebrews.
>
> Thanks!
>

Oh yeah - it would be a huge bonus if the burner would support the type of
chips used for the OS and BASIC in the Atari 8-bits...

--
Slor

1556. Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 05:42:19 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1111124539.280875.125010@z14g2000cwz.googlegroups.com>
Source record: 11863

I purchased this off Ebay - "As-Is" - so I guess I can't complain. Although the seller said it powered on "OK!" Nevertheless, I could use some help diagnosing the problem. The power supply that accompanied it is Model CA017964 rated as 9V AC/50VA rating. Within just a minute or so after plugging in the powersupply and then turning on the driver (the led does light up), the rear voltage regulator nearest the power supply socket (12 volt) turns the heat sink much more than just warm - closer to hot!! At any rate, the drive does nothing either when the DOS floppy is inseted and the dooor closed OR when my working 800XL is turned on. Upon close inspection, I noted that two (2) of the 4 stepper motor in-line connectors were inserted backwards - meaning the #1 pin on the connector was at the opposite end from the #1 pin on the appropriate row of pins. It's clear to me that someone removed the drive and put things back together wrong. One of the 3 large capacitors is a different brand/voltage from the other 2, etc. - like a 25 volt rating versus 35 volt for the other 2.

So here are my requests: 1) do any of you technicians out there have the schematic/diagram for the 1050 I could buy and 2) does anyone have any ideas where to start in any effort to track down the cause for the apparent short??

Thanks
Chicago Pete

1557. Re: FA: Various items on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 06:24:04 UTC
From: Ken Ames <kenames@pacbell.dotnet>
Message-ID: <f5O4dXX6MbiT-pn2-yNB5dK4E31vG@localhost>
Source record: 11864

On Thu, 3 Mar 2005 02:04:37 UTC, Michael Current
<hunmanik@earthlink.net> wrote:

> On Tue, 01 Mar 2005 03:56:25 GMT, Bob Stinson <bstin@NOSPAMshaw.ca> wrote:
>
> >I've got a few Atari 8-Bit items up for auction on eBay, and thought
> >that some of the folks that read this newsgroup just might be
> >interested. Items currently available are as follows:
> >
> >5.) A XF551 c/w XF551 Enhancer & a stack of disks, with less than 2 days
> >left. Current bid: $41.55 US
> >
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=5169070999
>
> I'd never quite been sure whether Atari really did ship any XF551s with DOS XE
> or not. This picture with the "Includes the New DOS XE" sticker on the XF551
> box finally confirms for me that they did. So I'm grateful for that photo,
> thanks!
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

hi,
yep, I can confirm that, bought 2 with DOS XE included.

Ken

1558. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 06:56:22 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <qYu_d.14904$1_1.10993@newssvr31.news.prodigy.com>
Source record: 11865

Slor wrote:
> I'd like to have the ability to burn EPROMS such as those found in 8-bit
> Atari cartridges and various 8-bit consoles (the older ones like Atari
> 2600, coleco, intellivision, etc.). Anyone here have a recommendation on a
> decent burner that would suffice for most of the older systems without all
> the bells and whistles that make the more advanced systems overly costly?
> Keep in mind that I'm new to this sort of thing but that I'd like work on
> developing some cartridge-based homebrews.

The Needham's EMP-11 is a good entry level programmer with commercial
support. http://www.needhams.com/

If you dont mind having a more do-it-yourself type programmer, you
can get a 'Willem' programmer off eBay for around $40 that does all the
eprom types you would need.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1559. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 11:32:06 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <423abc36$0$528$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 11866

Steven Tucker wrote:
> a 'Willem' programmer off eBay for around $40

One of these is in the post to me at the moment,
so I'll send some feedback on it after a few goes.

Regards,
Mark

1560. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 13:48:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns961D5988B7176emuslor@130.133.1.4>
Source record: 11867

Despite all prevention efforts, Steven Tucker <classics@atarimax.com>
wrote in news:qYu_d.14904$1_1.10993@newssvr31.news.prodigy.com:

> Slor wrote:
>> I'd like to have the ability to burn EPROMS such as those found in
>> 8-bit Atari cartridges and various 8-bit consoles (the older ones
>> like Atari 2600, coleco, intellivision, etc.). Anyone here have a
>> recommendation on a decent burner that would suffice for most of the
>> older systems without all the bells and whistles that make the more
>> advanced systems overly costly? Keep in mind that I'm new to this
>> sort of thing but that I'd like work on developing some
>> cartridge-based homebrews.
>
> The Needham's EMP-11 is a good entry level programmer with
> commercial
> support. http://www.needhams.com/
>
> If you dont mind having a more do-it-yourself type programmer,
> you
> can get a 'Willem' programmer off eBay for around $40 that does all
> the eprom types you would need.
>
> Steve

Based purely on the price difference, I'd probably go for the Willem. What
sort of "do-it-yourself" things are we talking about with this one?

--
Slor

1561. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 15:33:07 UTC
From: Michael Beck <beck@ipd.info.uni-karlsruhe.de>
Message-ID: <d1esbj$j5t$1@news2.rz.uni-karlsruhe.de>
Source record: 11868

kafer77@ameritech.net wrote:

[..]
> So here are my requests: 1) do any of you technicians out there have
> the schematic/diagram for the 1050 I could buy and 2) does anyone have
> any ideas where to start in any effort to track down the cause for the
> apparent short??

Here <http://www.dereatari.republika.pl/atarisch/1050.zip> you can
find at least some kind of schematics for that drive.

best regards,
--
Michael Beck

1562. Re: 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 16:59:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <423b1242104e8a0@comcast.net>
Source record: 11874

>Ok cool ordered a sio to pc lead,,, so where do i go next ie sites to d/l
>dos and any utils to tx to disk??
>
>can ya tell im a newbie??? sorry
>

There are plenty of DOS images out there. I have some for DOS 2, Mydos and others. If you can not find any, email me. The SIO cable is a must. I use my Atari ST and Hades with it and my 8-bit. APE is a good program that PC owners use...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1563. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 18:24:57 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <d1f6cl$q61$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11869

stephensheppard@hotmail.com wrote:

> Lum0 thru Lum3 would seem to imply that luminence values are four bits
> of binary encoded information (my speculation). So why wouldn't the
> high order bit, if you will, be connected through the lowest value
> resistor, yielding a higher voltage at that point?
>
> The resistors chosen double the value of one another, 4.7K -> 9.1K ->
> 18K -> 36K. These are connected to Lum2, Lum1, Lum0, Lum3,
> respectively. Wouldn't it make more sense that they be connected to
> Lum3, Lum2, Lum1, Lum0, respectively, Lum3 being high order and Lum0
> being low order?

A very similar resistor network is found in the Atari 800XL schematics.
Here LUM3 is connected by 4.7K, LUM2 by 9.1K, LUM1 by 18K, LUM0 by 36K.
The luminance signal is "pulled low" by a diode and 750 ohm by the CSYNC
signal, responsible for the "back and front porch" of the horizontal and
vertical sync.

> Can someone tell me if Lum0 thru Lum3 work as I speculated? or are the
> designations just arbitrary?

According to the 800XL schematics, their naming is well-choosen. LUM0 is
pin 31, LUM1 is pin 22, LUM2 is pin 23, LUM3 is pin 24 on the GTIA.
There is an additional CMOS 4050 driver between GTIA and the resistor
network to decouple the two.

Greetings,
Thomas

1564. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 18:28:54 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <d1f6k3$q7n$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11870

Slor wrote:

>>I'd like to have the ability to burn EPROMS such as those found in
>>8-bit Atari cartridges and various 8-bit consoles (the older ones like
>>Atari 2600, coleco, intellivision, etc.). Anyone here have a
>>recommendation on a decent burner that would suffice for most of the
>>older systems without all the bells and whistles that make the more
>>advanced systems overly costly? Keep in mind that I'm new to this
>>sort of thing but that I'd like work on developing some
>>cartridge-based homebrews.

All I had to offer is a "home made" version I did based on one VIA and a
couple of up/down counters (4516's) to address the address bus of the
EPROM, plus some additional stuff to generate the voltages. I could
print down the schematics. You'd still have to built it, though.

> Oh yeah - it would be a huge bonus if the burner would support the type of
> chips used for the OS and BASIC in the Atari 8-bits...

I wasn't able to find an EPROM that is suitable for the Basic ROM, this
seems to be a non-standard thing. A tiny adapter in the middle worked
fine for my 8-bit, though, when replacing the Rev-B Basic with the Rev-C
Basic and a 2764 EPROM. The Os rom is a standard 27128 EPROM that is
easy to find, though.

So long,
Thomas

1565. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 20:20:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111177201.150227.304970@f14g2000cwb.googlegroups.com>
Source record: 11871

Thomas Richter wrote:
> stephensheppard@hotmail.com wrote:
>
> > Lum0 thru Lum3 would seem to imply that luminence values are four
bits
> > of binary encoded information (my speculation). So why wouldn't
the
> > high order bit, if you will, be connected through the lowest value
> > resistor, yielding a higher voltage at that point?
> >
> > The resistors chosen double the value of one another, 4.7K -> 9.1K
->
> > 18K -> 36K. These are connected to Lum2, Lum1, Lum0, Lum3,
> > respectively. Wouldn't it make more sense that they be connected
to
> > Lum3, Lum2, Lum1, Lum0, respectively, Lum3 being high order and
Lum0
> > being low order?
>
> A very similar resistor network is found in the Atari 800XL
schematics.
> Here LUM3 is connected by 4.7K, LUM2 by 9.1K, LUM1 by 18K, LUM0 by
36K.
> The luminance signal is "pulled low" by a diode and 750 ohm by the
CSYNC
> signal, responsible for the "back and front porch" of the horizontal
and
> vertical sync.
>
> > Can someone tell me if Lum0 thru Lum3 work as I speculated? or are
the
> > designations just arbitrary?
>
> According to the 800XL schematics, their naming is well-choosen. LUM0
is
> pin 31, LUM1 is pin 22, LUM2 is pin 23, LUM3 is pin 24 on the GTIA.
> There is an additional CMOS 4050 driver between GTIA and the resistor

> network to decouple the two.
>
> Greetings,
> Thomas

Thanks Thomas.

That's what I would have thought except you lost me with the "back and front porch" stuff.

I don't really understand electronics and I can't completely read schematics. I was just using logic with the Lum0 thru Lum3 stuff.

Now I'm not so sure about my speculation. I just found my Atari 800 schematic. (Actually I just remembered I own the 400/800 Technical Reference Manual). This schematic has the resistors paired as they are in the Little Brother article.

LM0 --> 18K ;designated LM instead of LUM in this schematic.
LM1 --> 9.1K
LM2 --> 4.7K
LM3 --> 36K

Sorry, I probably just confused the entire issue for everyone. I should have kept my mouth shut (er, or my fingers off the keyboard).

Steve Sheppard

1566. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 20:31:31 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <DUG_d.14360$qf2.12994@newsread2.news.atl.earthlink.net>
Source record: 11872

Hey, Pete;
Check the resistance in each direction of the four (4) diodes in
the
rear and left of the large silo like capacitors; ohms should be
different
one way than the other. Seems like they are numbered consecutive
like C18, C19... and arranged two by two (= =). Any measuring
the same in both directions are probably bad and not major
difficult to replace.
Jess
<kafer77@ameritech.net> wrote in message
news:1111124539.280875.125010@z14g2000cwz.googlegroups.com...
> I purchased this off Ebay - "As-Is" - so I guess I can't
complain.
> Although the seller said it powered on "OK!" Nevertheless, I
could use
> some help diagnosing the problem. The power supply that
accompanied it
> is Model CA017964 rated as 9V AC/50VA rating. Within just a
minute or
> so after plugging in the powersupply and then turning on the
driver
> (the led does light up), the rear voltage regulator nearest the
power
> supply socket (12 volt) turns the heat sink much more than just
warm -
> closer to hot!! At any rate, the drive does nothing either
when the
> DOS floppy is inseted and the dooor closed OR when my working
800XL is
> turned on. Upon close inspection, I noted that two (2) of the
4
> stepper motor in-line connectors were inserted backwards -
meaning the
> #1 pin on the connector was at the opposite end from the #1 pin
on the
> appropriate row of pins. It's clear to me that someone removed
the
> drive and put things back together wrong. One of the 3 large
> capacitors is a different brand/voltage from the other 2,
etc. - like a
> 25 volt rating versus 35 volt for the other 2.
>
> So here are my requests: 1) do any of you technicians out there

have
> the schematic/diagram for the 1050 I could buy and 2) does
anyone have
> any ideas where to start in any effort to track down the cause
for the
> apparent short??
>
> Thanks
> Chicago Pete

1567. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-18 20:56:09 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111179369.518667.214090@o13g2000cwo.googlegroups.com>
Source record: 11873

>According to the 800XL schematics, their naming is well-choosen. LUM0
is
>pin 31, LUM1 is pin 22, LUM2 is pin 23, LUM3 is pin 24 on the GTIA.
>There is an additional CMOS 4050 driver between GTIA and the resistor
>network to decouple the two.

To add yet more confusion, in the 800 schematic pin 31 is LUM3, pin 24
is LUM 2, pin 23 is LUM1, and pin 22 is LUM0 of the CTIA, the
predecessor of the GTIA.

The GTIA of the day was pin compatible. I had my CTIA and OS ROMs
upgraded around 1983.

Steve Sheppard

1568. SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 00:04:02 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <i82dnRewBIXx8abfRVn-qw@comcast.com>
Source record: 11875

If I swap the data-in and data-out lines to the
SIO2PC, can I use this with the 1050 drive instead
of hooking to the 800XL ?? Will SIO2PC software work,
or will I need different software ??

Thanks in advance,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1569. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 00:04:22 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <a0K_d.11352$DW.1193@newssvr17.news.prodigy.com>
Source record: 11876

>> The Needham's EMP-11 is a good entry level programmer with
>> commercial
>> support. http://www.needhams.com/
>>
>> If you dont mind having a more do-it-yourself type programmer,
>> you
>> can get a 'Willem' programmer off eBay for around $40 that does all
>> the eprom types you would need.
>
> Based purely on the price difference, I'd probably go for the Willem. What
> sort of "do-it-yourself" things are we talking about with this one?

By do-it-yourself I mean there is nobody to call if it does not work
the way you expect. Commercial device programmers typically include technical
support from an engineer if the hardware or algorithm does not program a
device correctly.

The support and software updates are mostly what you are paying for. A
programmer like the EMP-11 is very simple, probably no more complex than the Willem
programmer internally.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1570. Re: SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 02:38:10 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111199890.108156.322010@o13g2000cwo.googlegroups.com>
Source record: 11878

Bill Garber wrote:
> If I swap the data-in and data-out lines to the
> SIO2PC, can I use this with the 1050 drive instead
> of hooking to the 800XL ?? Will SIO2PC software work,
> or will I need different software ??
>
> Thanks in advance,
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net

I believe the Atari supplies the power for the SIO2PC cable. 1050-2-PC cables have independent power. If you had the latter then you could switch the wiring as you described but not reverse. I'm not 100% sure though.

Don't know which software works with 1050-2-PC other than APE and APE PRO.

Steve Sheppard

1571. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 02:39:13 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <vfM_d.40943$3z.14535@okepread03>
Source record: 11877

If I remember correctly, the connectors are supposed to be that way.

Thomas

<kafer77@ameritech.net> wrote in message
news:1111124539.280875.125010@z14g2000cwz.googlegroups.com...
>I purchased this off Ebay - "As-Is" - so I guess I can't complain.
> Although the seller said it powered on "OK!" Nevertheless, I could use
> some help diagnosing the problem. The power supply that accompanied it
> is Model CA017964 rated as 9V AC/50VA rating. Within just a minute or
> so after plugging in the powersupply and then turning on the driver
> (the led does light up), the rear voltage regulator nearest the power
> supply socket (12 volt) turns the heat sink much more than just warm -
> closer to hot!! At any rate, the drive does nothing either when the
> DOS floppy is inseted and the dooor closed OR when my working 800XL is
> turned on. Upon close inspection, I noted that two (2) of the 4
> stepper motor in-line connectors were inserted backwards - meaning the
> #1 pin on the connector was at the opposite end from the #1 pin on the
> appropriate row of pins. It's clear to me that someone removed the
> drive and put things back together wrong. One of the 3 large
> capacitors is a different brand/voltage from the other 2, etc. - like a
> 25 volt rating versus 35 volt for the other 2.
>
> So here are my requests: 1) do any of you technicians out there have
> the schematic/diagram for the 1050 I could buy and 2) does anyone have
> any ideas where to start in any effort to track down the cause for the
> apparent short??
>
> Thanks
> Chicago Pete
>

1572. Re: SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 03:21:58 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ctOdnaxCeYxPB6bfRVn-gQ@comcast.com>
Source record: 11879

<stephensheppard@hotmail.com> wrote in message
news:1111199890.108156.322010@o13g2000cwo.googlegroups.com...
:
: Bill Garber wrote:
: > If I swap the data-in and data-out lines to the
: > SIO2PC, can I use this with the 1050 drive instead
: > of hooking to the 800XL ?? Will SIO2PC software work,
: > or will I need different software ??
: >
: > Thanks in advance,
: >
: > Apple II Forever, Apple II Together
: > Bill @ GarberStreet Enterprizez
: > Web Site - http://garberstreet.netfirms.com
: > HOME OF THE RAM-4-GS
: > Email - willy46pa@comcast.net
:
: I believe the Atari supplies the power for the SIO2PC cable. 1050-2-PC
: cables have independent power. If you had the latter then you could
: switch the wiring as you described but not reverse. I'm not 100% sure
: though.

I have some info on the 1050-2-PC, but it doesn't mention how to
rewire, only that switching the data lines is necessary.

: Don't know which software works with 1050-2-PC other than APE and APE
: PRO.

I probably, most likely, will be using APE.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1573. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 05:33:29 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503182133.27defea2@posting.google.com>
Source record: 11880

Thomas Richter <thor@math.tu-berlin.de> wrote in message
news:<d1f6k3$q7n$1@mamenchi.zrz.TU-Berlin.DE>...
>
> All I had to offer is a "home made" version I did based on one VIA and a
> couple of up/down counters (4516's) to address the address bus of the
> EPROM, plus some additional stuff to generate the voltages. I could
> print down the schematics. You'd still have to built it, though.
>
> I wasn't able to find an EPROM that is suitable for the Basic ROM, this
> seems to be a non-standard thing. A tiny adapter in the middle worked
> fine for my 8-bit, though, when replacing the Rev-B Basic with the Rev-C
> Basic and a 2764 EPROM. The Os rom is a standard 27128 EPROM that is
> easy to find, though.
>
Hello Thomas-

I'd be interested in your burner's schematics if you get a few
"takers" and have a chance to set it down. And your 28->24 pin
adapter, please -- I first ran across one of those in a "Jiffy Dos"
eprom for the C64 (years ago). The Rev "C" Basic upgrade cried out
for this type adapter.

-Larry

1574. Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 05:58:47 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0503182354370.636@furyy1>
Source record: 11881

On Fri, 25 Feb 2005 at 20:56:39 GMT, Russ Gilbert scribbled:
->I think we generated so much noise that the OP [original poster]
->has departed. ...

I've been too busy to reply to this until now, but I saw these postings when they were current. Unfortunately, the OP was probably long gone before anybody mentioned MyUtil.

->I'll give Paypal $10 to anyone who can prove they read or wrote a
->90k Atari disk on a modern PC, using modern 5.25" drive, 360k or
->1.2meg, and *not* using a special controller.

I added the emphasis for, well, emphasis. I'd like to agree with you, but there may be more to the story. Some years ago somebody loaned me a utility program which I ran on my "PC" (what was called an "IBM clone" in the pre-Windoze age) and it allowed the 5.25" drive to read 200 different CP/M formats. At the time I was trying to read a 5.25" floppy that had supposedly been recorded back in the '80s on a Kaypro, which was another brand of 8-bits.

I never succeeded in reading the disk, which I concluded was because the disk was blank. But there's also a possibility the Kaypro disk might not have been formatted at the 180K (per side) level, or 360K total, which is as low as my "modern" (as you call it) 1.2 meg 5.25" drive goes (as you mention above).

Anyway, if a program like that could do the same sort of thing that the MyUtil program does, then who knows how many other programs might be out there, or that could be written? I'm hesitant to say absolutely that it can't be done, but as far as I'm aware, you're right: Reading a "single-density" (90K per side) Atari floppy can't be done with a 360K-and-up drive on an "IBM clone" via programming alone.

->Charles Marslett wrote 'myutil' to read and write Atari dble dens
->disks, using MyDOS.

It's amazing that after the original posting several WEEKS went by without anybody ever mentioning MyUtil. Apparently many of today's readers of this NG are totally unaware of it, or even the concept behind it. Ten years ago it was the MAJOR thing talked about on this NG for this purpose.

->You can use a 1.2 meg 5.25", but it requires telling the controller
->to use dbl and not high density, you have to use your own machine
->language routines, like Marslett did.

Well, I just use MyUtil. It's crude and it makes the drive growl
as if it doesn't like doing it, but it works.

->It is correct that you have to use a virgin dble dens floppy,

"Virgin" meaning freshly-formatted, but along with that it's
important to have the files be freshly-written onto that disk. As
I found out early on, MyUtil can't handle well (if at all) files
that are in disconnected pieces in various places on the disk.

->But I ramble.

No problem!

P.S. Does anybody here remember the olden days, back in the early
'80s, when even Atari, Commodore, and other 8-bits were called
"PC's"?! Then IBM put out its "home" computer and the term "PC"
stuck like glue to the IBM model and its clones.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

1575. Atari DOS 2.0D

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 06:30:47 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0503190116430.636@furyy1>
Source record: 11882

In an ancient posting on Tue, 08 Feb 2005 at 22:52:30 EST, Russ Gilbert scribbled:
->I didn't know there was a double dens. DOS 2D.

Yes, there really was an Atari Company DOS 2.0D, made for use in double density. For almost a decade after I first got an Atari I thought it was just a myth but then around 1990 I found it on the classic St. Louis Atari Club weather disk.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

1576. 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 08:14:11 UTC
From: Scot Jones <news@scotjones.spam.co.uk>
Message-ID: <d1gn0f$5jb$1$8300dec7@news.demon.co.uk>
Source record: 11883

Hi

Ive an old 1010 data recorder but no psu,,
Anyone know the psu voltages and polarity of the connector??

Regards

Scot

1577. FA : Many boxed+new ATARI 800 XL and 2600 cartridges :

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 09:27:44 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0503190127.1a09d0ab@posting.google.com>
Source record: 11884

Take a look at these auctions on ebay.de :

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ50QQsassZrescueonfractalus

http://search.ebay.de/_W0QQsofindtypeZ15QQuseridZrescueonfractalusQQfclZ3QQsacatZ-1QQsofocusZbsQQcatrefZC5QQfromZR7QQpfidZ0QQsinceZ30QQfsopZ1QQfsooZ1QQfrppZ50

Prices are in Euro, but I can ship worldwide and accept paypal.

Thimo

1578. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 14:42:03 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <%SW_d.14492$cN6.4737@newsread1.news.pas.earthlink.net>
Source record: 11885

Sid Pacman wrote:
>
> cause the disk was blank. But there's also a possibility the Kaypro
> disk might not have been formatted at the 180K (per side) level, or
> 360K total, which is as low as my "modern" (as you call it) 1.2 meg
> 5.25" drive goes (as you ment> Anyway, if a program like that could do the same sort of thing
> that the MyUtil program does, then who knows how many other programs
> might be out there, or that could be written? I'm hesitant to say
> absolutely that it can't be done, but as far as I'm aware, you're
> right: Reading a "single-density" (90K per side) Atari floppy can't
> be done with a 360K-and-up drive on an "IBM clone" via programming
> alone.

The problem is with the disk drive controller cards. The chip used in all the early ones was able to read/write single density but not all the manufacturers implemented it on their clone cards. The original true IBM cards for the 8088 could do it but it was a crap shoot with other controllers.

Then everyone went to the "all features in a couple of big chips" type mother boards with built in floppy controller. Same story with some suppliers implementing the ability to do single density, some not.

It probably would have made sense to make a list of who does and who doesn't support single densisty but most of the people asking the questions are kind of drive by posters. IBM motherboards change so fast it would be a constant battle keeping the list of known good MBs up to date. I don't even have a set up computer that has an open old style slot right now and the last two I put together for other people had no old style slots at all.

1579. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 14:48:43 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111243723.169060.247700@z14g2000cwz.googlegroups.com>
Source record: 11886

Sid Pacman wrote:
> On Fri, 25 Feb 2005 at 20:56:39 GMT, Russ Gilbert scribbled:
> ->I think we generated so much noise that the OP [original poster]
> ->has departed. ...
>
> I've been too busy to reply to this until now, but I saw these
> postings when they were current. Unfortunately, the OP was probably
> long gone before anybody mentioned MyUtil.
>
> ->I'll give Paypal $10 to anyone who can prove they read or wrote a
> ->90k Atari disk on a modern PC, using modern 5.25" drive, 360k or
> ->1.2meg, and *not* using a special controller.
>
> I added the emphasis for, well, emphasis. I'd like to agree with
> you, but there may be more to the story. Some years ago somebody
> loaned me a utility program which I ran on my "PC" (what was called
> an "IBM clone" in the pre-Windoze age) and it allowed the 5.25" drive
> to read 200 different CP/M formats. At the time I was trying to read
> a 5.25" floppy that had supposedly been recorded back in the '80s on
> a Kaypro, which was another brand of 8-bits.
>
> I never succeeded in reading the disk, which I concluded was be-
> cause the disk was blank. But there's also a possibility the Kaypro
> disk might not have been formatted at the 180K (per side) level, or
> 360K total, which is as low as my "modern" (as you call it) 1.2 meg
> 5.25" drive goes (as you mention above).
>
> Anyway, if a program like that could do the same sort of thing
> that the MyUtil program does, then who knows how many other programs
> might be out there, or that could be written? I'm hesitant to say
> absolutely that it can't be done, but as far as I'm aware, you're
> right: Reading a "single-density" (90K per side) Atari floppy can't
> be done with a 360K-and-up drive on an "IBM clone" via programming
> alone.
>
> ->Charles Marslett wrote 'myutil' to read and write Atari dble dens
> ->disks, using MyDOS.
>
> It's amazing that after the original posting several WEEKS went
> by without anybody ever mentioning MyUtil. Apparently many of to-
> day's readers of this NG are totally unaware of it, or even the con-
> cept behind it. Ten years ago it was the MAJOR thing talked about
> on this NG for this purpose.
>

> ->You can use a 1.2 meg 5.25", but it requires telling the controller
> ->to use dbl and not high density, you have to use your own machine
> ->language routines, like Marslett did.
>
> Well, I just use MyUtil. It's crude and it makes the drive growl
> as if it doesn't like doing it, but it works.
>
> ->It is correct that you have to use a virgin dble dens floppy,
>
> "Virgin" meaning freshly-formatted, but along with that it's
> important to have the files be freshly-written onto that disk. As
> I found out early on, MyUtil can't handle well (if at all) files
> that are in disconnected pieces in various places on the disk.
>
> ->But I ramble.
>
> No problem!
>
> P.S. Does anybody here remember the olden days, back in the early
> '80s, when even Atari, Commodore, and other 8-bits were called
> "PC's"?! Then IBM put out its "home" computer and the term "PC"
> stuck like glue to the IBM model and its clones.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * 8 Bits Forever! ... OR BUST! *
>
> (Headers munged to foil spammers; real info in taglines)

I believe the original thread became disjointed. There were replies discussing MyUtil and its two aliases, Util and DskUtil. There was also another utility called Atario. (I think that's the name). All of these can read double density (DD) Atari disks on both 360KB and 1.2MB drives. These utilites access files on Atari disks.

The combination of Anadisk 2.07 and DEANA (DE-ANAdisk) can read single density, SD, Atari disks, using PC drives. Supposedly, Andadisk 2.06 works better with 1.2MB drives. This combo worked very well for me but others have had more mixed results. This combo does not read Atari disk files but rather produces XFormer images. Anadisk produces a dump file. DEANA converts it to an XFormer image. Other utilities are needed to extract the files.

The modern utility to use for DD disks is WriteATR which can read, write, and format and very quickly. This utility uses ATR images. Again other utilities are needed to extract files from the images. (I prefer MakeATR).

Virgin floppies are not needed if you have a means to bulk erase. You can use a video tape eraser or a powerful static magnet.

The best means to port data to a PC is with an SIO2PC cable and either APE or SIO2PC software. Using this combination the PC emulates an Atari disk drive. They can do a lot more.

I still use WriteATR to create quick Atari disks from ATRs when I don't want to go to the trouble of starting up all the Atari gear and run a sector copier.

I no longer use any of the other disk utilities.

Steve Sheppard

1580. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 15:00:41 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <t8X_d.777$191.484@trnddc02>
Source record: 11887

Be careful changing those connectors. I know at least 1 of them is supposed
to be backwards! If you still need help, I'll open a 1050.

<kafer77@ameritech.net> wrote in message
news:1111124539.280875.125010@z14g2000cwz.googlegroups.com...
>I purchased this off Ebay - "As-Is" - so I guess I can't complain.
> Although the seller said it powered on "OK!" Nevertheless, I could use
> some help diagnosing the problem. The power supply that accompanied it
> is Model CA017964 rated as 9V AC/50VA rating. Within just a minute or
> so after plugging in the powersupply and then turning on the driver
> (the led does light up), the rear voltage regulator nearest the power
> supply socket (12 volt) turns the heat sink much more than just warm -
> closer to hot!! At any rate, the drive does nothing either when the
> DOS floppy is inseted and the dooor closed OR when my working 800XL is
> turned on. Upon close inspection, I noted that two (2) of the 4
> stepper motor in-line connectors were inserted backwards - meaning the
> #1 pin on the connector was at the opposite end from the #1 pin on the
> appropriate row of pins. It's clear to me that someone removed the
> drive and put things back together wrong. One of the 3 large
> capacitors is a different brand/voltage from the other 2, etc. - like a
> 25 volt rating versus 35 volt for the other 2.
>
> So here are my requests: 1) do any of you technicians out there have
> the schematic/diagram for the 1050 I could buy and 2) does anyone have
> any ideas where to start in any effort to track down the cause for the
> apparent short??
>
> Thanks
> Chicago Pete
>

1581. Re: SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 16:49:47 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <LKY_d.15263$Ux.13973@tornado.texas.rr.com>
Source record: 11888

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:ctOdnaxCeYxPB6bfRVn-gQ@comcast.com...
>
> <stephensheppard@hotmail.com> wrote in message
> news:1111199890.108156.322010@o13g2000cwo.googlegroups.com...
> :
> : Bill Garber wrote:
> : > If I swap the data-in and data-out lines to the
> : > SIO2PC, can I use this with the 1050 drive instead
> : > of hooking to the 800XL ?? Will SIO2PC software work,
> : > or will I need different software ??
> : >
> : > Thanks in advance,
> : >
> : > Apple II Forever, Apple II Together
> : > Bill @ GarberStreet Enterprizez
> : > Web Site - http://garberstreet.netfirms.com
> : > HOME OF THE RAM-4-GS
> : > Email - willy46pa@comcast.net
> :
> : I believe the Atari supplies the power for the SIO2PC cable. 1050-2-PC
> : cables have independent power. If you had the latter then you could
> : switch the wiring as you described but not reverse. I'm not 100% sure
> : though.
>
> I have some info on the 1050-2-PC, but it doesn't mention how to
> rewire, only that switching the data lines is necessary.
>
> : Don't know which software works with 1050-2-PC other than APE and APE
> : PRO.
>
> I probably, most likely, will be using APE.
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> Email - willy46pa@comcast.net
>
>
>
Here's the website for the guy who made mine. I've got a standard sio2pc and
a 1050toPC cable from him. Very reasonable price and the 1050toPC cable does
not require external voltage.

http://j131atari.webpark.pl/

Mo

1582. Re: Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 17:59:56 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503190959.fa3060e@posting.google.com>
Source record: 11889

If you really wanna sell and you have paypal let me know please. Tank you very much.

Javier.

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<vVl_d.6944$qW.262@newsread3.news.atl.earthlink.net>...
> Hey, Javier;
>
> I know someone with a #13, but it would take more than
> U$2 if I had a spare. I think those #12 and before are
> even less common.
> Jess
> "Javier." <monjarojas@yahoo.com.mx> wrote in message
> news:850110a.0503152040.3bf84b7d@posting.google.com...
> > Thank you very much, you know i'm some kind of compulsive
> collector so
> > i really wanna buy those magazines, i also know they will be
> hard to
> > get but e-bay is like a box of chocolates, you never know if
> your 2
> > dollar bet is going to get you a little wonder...
> >
> > > "Javier." <monjarojas@yahoo.com.mx> wrote in message
> > > news:850110a.0503111808.39e28bf2@posting.google.com...
> > > > Please if someone wanna sell issues 11,12 & 13 of Analog
> > > Magazine, please let me know i live in Mexico.

1583. Re: Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 18:02:41 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0503191002.71e52330@posting.google.com>
Source record: 11890

Please, if your friend is willing to sell and have paypal just let me
know. Thank you very much.
Javier

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<vVl_d.6944$qW.262@newsread3.news.atl.earthlink.net>...
> Hey, Javier;
>
> I know someone with a #13, but it would take more than
> U$2 if I had a spare. I think those #12 and before are
> even less common.
> Jess
> "Javier." <monjarojas@yahoo.com.mx> wrote in message
> news:850110a.0503152040.3bf84b7d@posting.google.com...
> > Thank you very much, you know i'm some kind of compulsive
> collector so
> > i really wanna buy those magazines, i also know they will be
> hard to
> > get but e-bay is like a box of chocolates, you never know if
> your 2
> > dollar bet is going to get you a little wonder...
> >
> > > "Javier." <monjarojas@yahoo.com.mx> wrote in message
> > > news:850110a.0503111808.39e28bf2@posting.google.com...
> > > > Please if someone wanna sell issues 11,12 & 13 of Analog
> > > Magazine, please let me know i live in Mexico.

1584. Re: SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 20:22:26 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111263746.057803.303470@l41g2000cwc.googlegroups.com>
Source record: 11891

```
Momo wrote:
> "Bill Garber" <willy46pa@comcast.net> wrote in message
> news:ctOdnaxCeYxPB6bfRVn-gQ@comcast.com...
> >
> > <stephensheppard@hotmail.com> wrote in message
> > news:1111199890.108156.322010@o13g2000cwo.googlegroups.com...
> > :
> > : Bill Garber wrote:
> > : > If I swap the data-in and data-out lines to the
> > : > SIO2PC, can I use this with the 1050 drive instead
> > : > of hooking to the 800XL ?? Will SIO2PC software work,
> > : > or will I need different software ??
> > : >
> > : > Thanks in advance,
> > : >
> > : > Apple II Forever, Apple II Together
> > : > Bill @ GarberStreet Enterprizez
> > : > Web Site - http://garberstreet.netfirms.com
> > : > HOME OF THE RAM-4-GS
> > : > Email - willy46pa@comcast.net
> > :
> > : I believe the Atari supplies the power for the SIO2PC cable.
1050-2-PC
> > : cables have independent power. If you had the latter then you
could
> > : switch the wiring as you described but not reverse. I'm not 100%
sure
> > : though.
> >
> > I have some info on the 1050-2-PC, but it doesn't mention how to
> > rewire, only that switching the data lines is necessary.
> >
> > : Don't know which software works with 1050-2-PC other than APE and
APE
> > : PRO.
> >
> > I probably, most likely, will be using APE.
> >
> > Apple II Forever, Apple II Together
> > Bill @ GarberStreet Enterprizez
> > Web Site - http://garberstreet.netfirms.com
> > HOME OF THE RAM-4-GS
> > Email - willy46pa@comcast.net
> >
```

> >
> >
> Here's the website for the guy who made mine. I've got a standard
sio2pc and
> a 1050toPC cable from him. Very reasonable price and the 1050toPC
cable does
> not require external voltage.
> http://j131atari.webpark.pl/
>
>
> Mo

Got my SIO2PC cable from the same person.

Learned I needed the 2-chip designed SIO2PC (for compatibility with my
ATR8000) and Artur built it, no extra charge.

He does good work. Tucks the circuit inside the SIO connector's shell.

1585. Re: SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 21:29:00 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <RZOdnblnuosFBKHfRVn-2g@comcast.com>
Source record: 11892

```
<stephensheppard@hotmail.com> wrote in message
news:1111263746.057803.303470@l41g2000cwc.googlegroups.com...
:
: Momo wrote:
: > "Bill Garber" <willy46pa@comcast.net> wrote in message
: > news:ctOdnaxCeYxPB6bfRVn-gQ@comcast.com...
: > >
: > > <stephensheppard@hotmail.com> wrote in message
: > > news:1111199890.108156.322010@o13g2000cwo.googlegroups.com...
: > > :
: > > : Bill Garber wrote:
: > > : > If I swap the data-in and data-out lines to the
: > > : > SIO2PC, can I use this with the 1050 drive instead
: > > : > of hooking to the 800XL ?? Will SIO2PC software work,
: > > : > or will I need different software ??
: > > : >
: > > : > Thanks in advance,
: > > : >
: > > : > Apple II Forever, Apple II Together
: > > : > Bill @ GarberStreet Enterprizez
: > > : > Web Site - http://garberstreet.netfirms.com
: > > : > HOME OF THE RAM-4-GS
: > > : > Email - willy46pa@comcast.net
: > > :
: > > : I believe the Atari supplies the power for the SIO2PC cable.
: 1050-2-PC
: > > : cables have independent power. If you had the latter then you
: could
: > > : switch the wiring as you described but not reverse. I'm not 100%
: sure
: > > : though.
: > >
: > > I have some info on the 1050-2-PC, but it doesn't mention how to
: > > rewire, only that switching the data lines is necessary.
: > >
: > > : Don't know which software works with 1050-2-PC other than APE and
: APE
: > > : PRO.
: > >
: > > I probably, most likely, will be using APE.
: > >
: > > Apple II Forever, Apple II Together
: > > Bill @ GarberStreet Enterprizez
: > > Web Site - http://garberstreet.netfirms.com
```

: > > HOME OF THE RAM-4-GS
: > > Email - willy46pa@comcast.net
: > >
: > >
: > >
: > Here's the website for the guy who made mine. I've got a standard
: sio2pc and
: > a 1050toPC cable from him. Very reasonable price and the 1050toPC
: cable does
: > not require external voltage.
: > http://j131atari.webpark.pl/
: >
: >
: > Mo
:
: Got my SIO2PC cable from the same person.
:
: Learned I needed the 2-chip designed SIO2PC (for compatibility with my
: ATR8000) and Artur built it, no extra charge.
:
: He does good work. Tucks the circuit inside the SIO connector's shell.

He does sound very competent and a good guy.
I have decided though that I can just use the
SIO-2-PC that I have, and just hook it to the
system complete. I'd rather not have a bunch
of disks anyway, which is what I'd have if I
get the 1050-2-PC cable. Why have all of those
floppies laying around. I have the INSTA-DOS
cart, so there is no reason to think I won't
have space on the actuakl disk for the programs
needed to operate the Atari side of the SIO-2-PC.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1586. How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 21:41:48 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <adqdnb0IH40JAaHfRVn-hg@comcast.com>
Source record: 11893

Hello,

I'm thinking of building some type of rack to store my 8bit carts. What do you use? Are there racks available or is this definitely a home brew project?

Ralph

1587. Re: Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 22:57:42 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <G72%d.662$Vi3.429@newsread3.news.atl.earthlink.net>
Source record: 11894

Sorry, I will not part with mine and have no spare #13,
plus do not use paypal...
Jess
"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0503190959.fa3060e@posting.google.com...
> If you really wanna sell and you have paypal let me know
please. Thank you very much.
>
> Javier.

1588. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 23:10:05 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <hj2%d.665$Vi3.331@newsread3.news.atl.earthlink.net>
Source record: 11895

It should be in the FAQ; IIRC it used a standard 9V AC brick.
Jess
"Scot Jones" <news@scotjones.spam.co.uk> wrote in message
news:d1gn0f$5jb$1$8300dec7@news.demon.co.uk...
> Hi
>
> Ive an old 1010 data recorder but no psu,,
> Anyone know the psu voltages and polarity of the connector??
>
> Regards
>
> Scot
>
>

1589. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 23:15:24 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <go2%d.666$Vi3.57@newsread3.news.atl.earthlink.net>
Source record: 11896

Commercial racks were available 15 to 20 years ago; I suspect
hobbyist
project is your only option unless you serendipitously locate a
product that
just happens to suffice - I can't think of one off hand.
Jess
"RED" <redodd@NOSPAMcomcast.net> wrote in message
news:adqdnb0IH40JAaHfRVn-hg@comcast.com...
> Hello,
>
> I'm thinking of building some type of rack to store my 8bit
carts. What do
> you use? Are there racks available or is this definitely a
home brew
> project?
>
> Ralph

1590. Re: Looking for Analog Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-19 23:21:23 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <Tt2%d.15873$qf2.13946@newsread2.news.atl.earthlink.net>
Source record: 11897

Definitely no Paypal access as Terry is not a current web
denizen.
Jess
"Javier." <monjarojas@yahoo.com.mx> wrote in message
news:850110a.0503191002.71e52330@posting.google.com...
> Please, if your friend is willing to sell and have paypal just
let me
> know. Thank you very much.
> Javier
>

1591. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 00:05:40 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <nOydnSyDh_nNI6HfRVn-1w@comcast.com>
Source record: 11898

RetroJess <RJH4JHH2@peoplepc.com> wrote in message
news:go2%d.666$Vi3.57@newsread3.news.atl.earthlink.net...
: Commercial racks were available 15 to 20 years ago; I suspect
: hobbyist
: project is your only option unless you serendipitously locate a
: product that
: just happens to suffice - I can't think of one off hand.
: Jess

Not sure if you'll find any, but if
someone has a surplus of BetaMax video
cases or racks, you might be able to
get a few cheap. They're about the same
size as a game cart.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1592. Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 00:48:48 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6232A0.3EB%wduke@cogeco.ca>
Source record: 11899

I was wondering if anybody had tried to cluster (parallel process) with the Atari 8-bits?

I was checking out this site, http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters and I began thinking about my little ole 8-bits. I know that 8-bits can be networked, so why not clustered?

All it would really take to cluster the 8-bits would be some cool software.

Anybody tried it? Considered it? Wanna try it? Wanna consider it?

Can it be done? Should it be done? Will it be done?

Let's do it!

1593. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 02:00:21 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1111284021.155237.301700@z14g2000cwz.googlegroups.com>
Source record: 11900

Thanks much Michael!! These are helpful (I hope!)

Pete

1594. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 02:01:25 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1111284085.145607.115990@o13g2000cwo.googlegroups.com>
Source record: 11901

Thanks for the info - I'll do some measurements tonight and see what I find.

Chicago Pete

1595. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 02:03:47 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1111284227.776912.81800@g14g2000cwa.googlegroups.com>
Source record: 11902

Lord...like an idiot I went and turned the one (1) connector around -
and now I'm not sure which one it was. If you could tell how ALL the
connectors to the stepper motor are supposed to be arranged - that
would really help.

Chicago Pete

1596. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 02:10:06 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1111284606.635287.321230@z14g2000cwz.googlegroups.com>
Source record: 11903

Yes, please let me know how the connectors are supposed to be aranged.
I messed up by turning all the same way - and now I don't which one(s)
were originally "backwards"!

Chicago Pete

1597. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 03:27:33 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <F46%d.33381$8D.5285@tornado.texas.rr.com>
Source record: 11904

"RED" <redodd@NOSPAMcomcast.net> wrote in message
news:adqdnb0IH40JAaHfRVn-hg@comcast.com...
> Hello,
>
> I'm thinking of building some type of rack to store my 8bit carts. What
do
> you use? Are there racks available or is this definitely a home brew
> project?
>
> Ralph
>
>

8 Track racks work well. At one point I took a shoe box, flipped it over and
cut out slots. I nice little homebrew rack for my most used carts.
Mo

1598. Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 06:12:05 UTC
From: "kafer77@ameritech.net" <kafer77@ameritech.net>
Message-ID: <1111299125.275203.33160@f14g2000cwb.googlegroups.com>
Source record: 11905

I have an Atari 800XL that I recently purchased off E-Bay. The 810 drive that came with it was dead. So I tracked down an INDUS GT drive. With the 800XL came quite a few disks - some are the original commercially sold disks and most are copies with 4 or 5 games on a disk.

1) I have one disk labled "translator". As I understand it, a "translator" disk is needed with an 800XL. Right?

QUESTION - WHY is this necessary? What does the translator do??

2) Even the couple of original commercially sold game disks will only load in successfully once in a while. And, it seems that only if I load the "translator" first do I have much of a chance that the programs will actually successfully load/run.

QUESTION - Can it be that the real problem is that the drive is out of alignment?? If yes, what can be done to correct things??

Chicago Pete

1599. Re: SIO2PC with 1050 drive question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 11:17:12 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503200317.64ca3d86@posting.google.com>
Source record: 11906

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:<RZOdnblnuosFBKHfRVn-2g@comcast.com>...
>
> He does sound very competent and a good guy.
> I have decided though that I can just use the
> SIO-2-PC that I have, and just hook it to the
> system complete. I'd rather not have a bunch
> of disks anyway, which is what I'd have if I
> get the 1050-2-PC cable. Why have all of those
> floppies laying around. I have the INSTA-DOS
> cart, so there is no reason to think I won't
> have space on the actuakl disk for the programs
> needed to operate the Atari side of the SIO-2-PC.
>
Sounds like the original question is now academic, but as goes the
interface, anyone who contemplates using ProSystem as well as APE
should check out the AtariMax auto-sensing interface. It
automatically switches between APE mode and ProSys mode depending on
the software used. It draws its power from the Atari computer SIO +5V
line, so no external power supply is required. It is slickest
interface I've seen/used -- but of course, that's my opinion. I've
also used it (and other 1-chip interfaces) successfully with my Percom
and the ATR8000, although I have heard that both these drive systems
can have problems with some interfaces.
-Larry

1600. Monitor Cables Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 12:07:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503200327470.26156-100000@onyx.spiritone.com>
Source record: 11907
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I've got a mixture of Commodore 1084 and 1084S Monitors as well as a few Amiga Monitors! These monitors support Chroma/Luma as well as Composite Video. They all support RGB for the Amiga, ST and I think the Jaguar. What I need are RGB Cables with a 13 Pin Din for the ST on one end and a 9 pin connector for RGB on the other end. As well as an RCA jack for sound. E-Mail if interested. Vendors welcome. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1601. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 13:09:51 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <zCe%d.87167$r55.38158@attbi_s52>
Source record: 11908

William Duke wrote:
> I was wondering if anybody had tried to cluster (parallel process) with the
> Atari 8-bits?
>
> I was checking out this site,
> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
> and I began thinking about my little ole 8-bits. I know that 8-bits can be
> networked, so why not clustered?
>
> All it would really take to cluster the 8-bits would be some cool software.
>
> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>
> Can it be done? Should it be done? Will it be done?
>
> Let's do it!
>

While it might be 'cool', it would be pretty worthless.. As far as raw
computing power goes.

I once clustered a roomfull of 486's thinking id have a nice powerhouse
to play with.. But due to the overhead and the power differences in
newer technology, the P5 that was the 'host' actually ran faster....

Rather dissapointing..

1602. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 14:19:26 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <IOKdnffpccn-G6DfRVn-pg@comcast.com>
Source record: 11909

<kafer77@ameritech.net> wrote in message
news:1111299125.275203.33160@f14g2000cwb.googlegroups.com...
> I have an Atari 800XL that I recently purchased off E-Bay. The 810
> drive that came with it was dead. So I tracked down an INDUS GT drive.
> With the 800XL came quite a few disks - some are the original
> commercially sold disks and most are copies with 4 or 5 games on a
> disk.
>
> 1) I have one disk labled "translator". As I understand it, a
> "translator" disk is needed with an 800XL. Right?
>
> QUESTION - WHY is this necessary? What does the translator do??
>
> 2) Even the couple of original commercially sold game disks will only
> load in successfully once in a while. And, it seems that only if I
> load the "translator" first do I have much of a chance that the
> programs will actually successfully load/run.
>
> QUESTION - Can it be that the real problem is that the drive is out of
> alignment?? If yes, what can be done to correct things??
>
> Chicago Pete

You'll find the answers here.

http://www.faqs.org/faqs/atari-8-bit/faq/

Ralph

1603. Re: Help w/ Dead Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 14:45:57 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1111329957.798319.69290@l41g2000cwc.googlegroups.com>
Source record: 11910

kafer77@ameritech.net wrote:
> Yes, please let me know how the connectors are supposed to be
aranged.
> I messed up by turning all the same way - and now I don't which
one(s)
> were originally "backwards"!
>
> Chicago Pete

J1 is the only jack mounted in the offset style in two of my drives,
BUT if you turned on the drive with it lined up with the others then
your track zero sensor ($25 - B&C) is now fried and not working. The
head should step in one notch and then sail to the very outside of the
disk when the drive is powered up. Those drives with bad track zero
sensors will just step in, and in, and in, until the head is sitting at
the inside of the disk.
B&C - http://www.myatari.com

I suspect that you have other problems as well, see this thread on
another 'hot' 1050.
http://groups-beta.google.com/group/comp.sys.atari.8bit/browse_thread/thread/e84217c21e379
d4f/72607aeed765e502#72607aeed765e502

You won't find anyone better at 1050 diagnostics via the web than Rick
Cortese so you might want to also search the group using his name and
1050 to see what he has to say on it. Paul Alhart still repairs 1050
drives as well, look for him too.

Don't feel bad as I did it too and lost my track zero sensor as well.
Now when I open a 'new to me' 1050, I draw a line across the inside top
of those jacks with a magic marker to mark them such that I never make
that mistake again. I swear someone once posted a picture of those
jacks in this group but I could not find it. I'm also thinking that
some drives have two jacks mounted in the offset style but I could be
misremembering things again.

1604. Re: Monitor Cables Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 18:52:29 UTC
From: Tim <tjlazer@CRAPmail.com>
Message-ID: <113rhjgjmv7p7ba@corp.supernews.com>
Source record: 11911
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I had Redmond Cable, here in Redmond, WA make me one for my Commodore 1084 to connect to the Atari ST with attached RCA cable to connect to the monitor. It cost about $25.

This is the only way you are going to get one as these are extremely rare, since you are trying to connect an Atari to a Commodore monitor!

Tim

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0503200327470.26156-100000@onyx.spiritone.com...
> I've got a mixture of Commodore 1084 and 1084S Monitors as well as a few
> Amiga Monitors! These monitors support Chroma/Luma as well as Composite
> Video. They all support RGB for the Amiga, ST and I think the Jaguar. What
> I need are RGB Cables with a 13 Pin Din for the ST on one end and a 9 pin
> connector for RGB on the other end. As well as an RCA jack for sound.
> E-Mail if interested. Vendors welcome. Thanx! ===Ben===
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> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

1605. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 22:10:23 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE635EFF.40B%wduke@cogeco.ca>
Source record: 11912

Yeah, but all of the Atari's would be running at the same speed. So the
speedup would be noticeable. Secondly, there wouldn't be that much
overhead. If you interfaced the Atari's via the parallel port and if the
software were on rom, it would be one kick butt little cluster.

I'm thinking more along the lines of app's or games that are specifically
written to take advantage of the parallel processing capabilities.

but you really wouldn't need to have the software on rom. The drivers
could be loaded from disk and occupy a very small portion of ram on each
machine. If the software were intelligent enough to divide the tasks among
the Atari's, a significant performance boost could be realized. Secondly,
by sharing the processing load among several processors and system memories,
much more sophisticated applications and games would be possible.

> From: Ziggy <Ziggy@TheCentre.com>
> Organization: Comcast Online
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 20 Mar 2005 13:09:51 GMT
> Subject: Re: Atari 8-bit Cluster
>
> William Duke wrote:
>> I was wondering if anybody had tried to cluster (parallel process) with the
>> Atari 8-bits?
>>
>> I was checking out this site,
>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
>> and I began thinking about my little ole 8-bits. I know that 8-bits can be
>> networked, so why not clustered?
>>
>> All it would really take to cluster the 8-bits would be some cool software.
>>
>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>
>> Can it be done? Should it be done? Will it be done?
>>
>> Let's do it!
>>
>
> While it might be 'cool', it would be pretty worthless.. As far as raw
> computing power goes.
>
> I once clustered a roomfull of 486's thinking id have a nice powerhouse
> to play with.. But due to the overhead and the power differences in
> newer technology, the P5 that was the 'host' actually ran faster....

>
> Rather dissapointing..

1606. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 23:32:25 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <dKn%d.24648$Ux.13774@tornado.texas.rr.com>
Source record: 11913

```
"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:hj2%d.665$Vi3.331@newsread3.news.atl.earthlink.net...
> It should be in the FAQ; IIRC it used a standard 9V AC brick.
> Jess
> "Scot Jones" <news@scotjones.spam.co.uk> wrote in message
> news:d1gn0f$5jb$1$8300dec7@news.demon.co.uk...
> > Hi
> >
> > Ive an old 1010 data recorder but no psu,,
> > Anyone know the psu voltages and polarity of the connector??
> >
> > Regards
> >
> > Scot
> >
> >
>
>

No it uses a 9VAC 500Ma wallwort
Those 9volt bricks put out 30 to 40 amps and will fry the recorder! The
Atari original actually says "for use with 1010 recorder" on it.
Mo
```

1607. Re: David Firth

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-20 23:42:45 UTC
From: davidjfi___@yahoo.co.uk
Message-ID: <kn7qh8R1pgPCFwty@yahoo.co.uk>
Source record: 11914

In message <42340a6d$0$560$ed2619ec@ptn-nntp-reader03.plus.net>, Paul R
<prixon@#NOSPAM#lycos.co.uk> writes
>Does anyone have a working contact email for David Firth (original author of
>Atari800 emulator)?

Yes, its "davidjfi" + "rth" at "yahoo.co.uk"

Regards
--
David J. Firth

1608. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 01:08:43 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <VMGdnfkr6ZwOg6PfRVn-oQ@comcast.com>
Source record: 11915

In case you don't want to skim thru the billion page faq, I'll be kind
enough to spend 10 seconds answering you:

The translator is needed for a handful of programs (not too many) that were
originally designed on the Atari 800.
The 800xl has some differences....the translator makes it emulate [per se]
the 800 - so the games will run.

I remember I needed the translator for shamus....um....alley cat...I don't
think I needed the xlator for any games I really cared for!

-z-

<kafer77@ameritech.net> wrote in message
news:1111299125.275203.33160@f14g2000cwb.googlegroups.com...
> I have an Atari 800XL that I recently purchased off E-Bay. The 810
> drive that came with it was dead. So I tracked down an INDUS GT drive.
> With the 800XL came quite a few disks - some are the original
> commercially sold disks and most are copies with 4 or 5 games on a
> disk.
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> "translator" disk is needed with an 800XL. Right?
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> QUESTION - WHY is this necessary? What does the translator do??
>
> 2) Even the couple of original commercially sold game disks will only
> load in successfully once in a while. And, it seems that only if I
> load the "translator" first do I have much of a chance that the
> programs will actually successfully load/run.
>
> QUESTION - Can it be that the real problem is that the drive is out of
> alignment?? If yes, what can be done to correct things??
>
> Chicago Pete
>

1609. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 01:57:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <jSp%d.42170$3z.31274@okepread03>
Source record: 11916

I remember the sound on Moon Patrol was really high pitched without the translator.

Thomas

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:VMGdnfkr6ZwOg6PfRVn-oQ@comcast.com...
> In case you don't want to skim thru the billion page faq, I'll be kind
> enough to spend 10 seconds answering you:
>
> The translator is needed for a handful of programs (not too many) that
> were
> originally designed on the Atari 800.
> The 800xl has some differences....the translator makes it emulate [per se]
> the 800 - so the games will run.
>
> I remember I needed the translator for shamus....um....alley cat...I don't
> think I needed the xlator for any games I really cared for!
>
> -z-
>
>
> <kafer77@ameritech.net> wrote in message
> news:1111299125.275203.33160@f14g2000cwb.googlegroups.com...
>> I have an Atari 800XL that I recently purchased off E-Bay. The 810
>> drive that came with it was dead. So I tracked down an INDUS GT drive.
>> With the 800XL came quite a few disks - some are the original
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>> 2) Even the couple of original commercially sold game disks will only
>> load in successfully once in a while. And, it seems that only if I
>> load the "translator" first do I have much of a chance that the
>> programs will actually successfully load/run.
>>
>> QUESTION - Can it be that the real problem is that the drive is out of
>> alignment?? If yes, what can be done to correct things??
>>
>> Chicago Pete
>>

>
>

1610. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 02:47:00 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <113sdd4p7g6er52@news.supernews.com>
Source record: 11917

On Sat, 19 Mar 2005 18:48:48 -0600, William Duke wrote:

> I was wondering if anybody had tried to cluster (parallel process) with
> the Atari 8-bits?
>
> I was checking out this site,
> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac
> clusters and I began thinking about my little ole 8-bits. I know that
> 8-bits can be networked, so why not clustered?
>
> All it would really take to cluster the 8-bits would be some cool
> software.
>
> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>
> Can it be done? Should it be done? Will it be done?
>
> Let's do it!

I think I saw something in the news 3 to 5 months ago that the University
of Washington (I think) was going to/had clustered 100 or so Commodore
8-bits that had been donated to them ages ago.

Can't find anything immediately on Google.
--
Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & News Guru

1611. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 02:55:33 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE63A1D5.415%wduke@cogeco.ca>
Source record: 11918

Do you remember what they said they were doing with them?

I remember hearing some old news about Microsoft's new operating system,
Longhorn, having some radical networking kind of thingy. Were they going
to include the ability to cluster? I saw in another forum that some
Windows user was wanting to cluster his XP machines but was informed that it
was not possible.

> From: qnr <terry@timestorm.ross.com>
> Organization: It's around here somewhere....
> Reply-To: TheNameInFrom @ aliboom.com
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 20 Mar 2005 20:47:00 -0600
> Subject: Re: Atari 8-bit Cluster
>
> On Sat, 19 Mar 2005 18:48:48 -0600, William Duke wrote:
>
>> I was wondering if anybody had tried to cluster (parallel process) with
>> the Atari 8-bits?
>>
>> I was checking out this site,
>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac
>> clusters and I began thinking about my little ole 8-bits. I know that
>> 8-bits can be networked, so why not clustered?
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>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
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>> Can it be done? Should it be done? Will it be done?
>>
>> Let's do it!
>
> I think I saw something in the news 3 to 5 months ago that the University
> of Washington (I think) was going to/had clustered 100 or so Commodore
> 8-bits that had been donated to them ages ago.
>
> Can't find anything immediately on Google.
> --
> Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
> Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
> Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & News Guru

1612. Daisy-Dots III ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 03:16:40 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503201916.4227c340@posting.google.com>
Source record: 11919

I recently came across a used copy of DD3 and its printed manual, and
remembered that someone had contacted its author several years ago
about the possibility of releasing it as "freeware" (but without
conclusive results). I also *seem* to remember that the author did
not have a copy of DD3 and wanted one. (?) If anyone has an email
address for the author, could they please *email* me. I wanted to
offer him the software and ask again about sharing it with others or
perhaps selling/licensing his rights.
Thanks,
Larry

1613. ATR8000 HD and MyDos 3.16b

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 03:31:21 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503201931.1d86f69e@posting.google.com>
Source record: 11920

I'm trying to track down a copy of MyDos 3.16b. I've contacted the
author, but he no longer has this version. This is a *very specific*
version of MyDos which has code to access an ATR8000 hard drive. It
is probably contained as a seperate driver file, much like the RS232
driver. I've been in contact with several other ATR8000 owners, but
so far, no luck. I have lost the address of the person that I got my
ATR's from, but maybe I'll get lucky and he will see this post. But
if anyone has a an ATR8000, could they please check and see if they
have the 3.16b? I would love to see this old HD system brought back
to "life."
Thanks,
Larry

1614. Adaptec HD Enclosure

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 04:19:30 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503202019.4f2d8fba@posting.google.com>
Source record: 11921

(FWIW) I ran across something today that might be useful to someone needing a HD enclosure for their Atari IDE hard drive system. CompUSA has an Adaptec USB 2.0, 3-1/2" HD enclosure on special this week for $29.99 (no rebate required!) This looks to be a very high-quality enclosure -- compact aluminum body with an external +5/+12 Volt (switching) power supply. Of course, it is USB 2.0, so some minor adaption is needed to use it with a ribbon cable, but that is how I plan to use it. It is listed at their web site. I bought one today and have already mounted an IDE HD in it. Tomorrow, I'll format it and set up the HD partitions, etc.
-Larry

1615. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 05:21:17 UTC
From: Simon <news@gornall.net>
Message-ID: <_K2dnVuWDaVTxKPfRVn-pw@comcast.com>
Source record: 11922

William Duke wrote:
> Yeah, but all of the Atari's would be running at the same speed. So the
> speedup would be noticeable. Secondly, there wouldn't be that much
> overhead. If you interfaced the Atari's via the parallel port and if the
> software were on rom, it would be one kick butt little cluster.
>
> I'm thinking more along the lines of app's or games that are specifically
> written to take advantage of the parallel processing capabilities.
>
> but you really wouldn't need to have the software on rom. The drivers
> could be loaded from disk and occupy a very small portion of ram on each
> machine. If the software were intelligent enough to divide the tasks among
> the Atari's, a significant performance boost could be realized. Secondly,
> by sharing the processing load among several processors and system memories,
> much more sophisticated applications and games would be possible.

What exactly did you have in mind ? It sounds like a solution in
desperate need of a problem to me. How about a back-of-the-envelope
best-case calculation:

The 6502 runs at ~1.8MHz, each instruction takes ~2 clocks IIRC for an
average of 900k instructions/sec. Say you cluster even 50 8-bits, you
end up with ~50M insns/sec (without any overhead subtracted for
communication and coherence. Let's say you use a relatively efficient
protocol, eg: Block Synchronous Parallel (again, IIRC). That had about
25% overhead on typical tasks when I was at college about 10 years ago.)
So we're up to about 37 million insns/sec.

A modern PC (hell, even an old one) will run a hell of a lot faster,
they're superscalar and multiple issue. Modern chips approach 1
insn/clock, and they're clocked at between 2-3 thousand million
clocks/second, or (on average) 67 times faster. And you can write code
that does:

```
for (int i=0; i<N; i++)
{
// do stuff dependent on 'i'
}
```

... and expect stuff to be done at top speed. With clusters you have to
maintain thread pools, work queues, pending-data management, flow
analysis, the whole shebang... Even then there is code that just doesn't
parallelise well. The simple loop above will bring a cluster to its
knees and the cluster will collectively run at the speed of the one
machine it's sent to.

So, conclusion: if you're thinking about doing this because it'd be a cool thing to do (and that's it), all the more power to your elbow my friend. At the very least, exploring parallel processing is a hugely educational topic and it continues the good-old 8-bit tradition of pushing the envelope.

If however, you're doing this because you think it might be generally useful, can I have some of what you're smoking ? Sounds like it could be good stuff [grin]

Simon.

1616. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 13:11:06 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503210511.7803caee@posting.google.com>
Source record: 11923

"Momo" <quality_us@yahoo.com> wrote in message
news:<dKn%d.24648$Ux.13774@tornado.texas.rr.com>...
>
> No it uses a 9VAC 500Ma wallwort
> Those 9volt bricks put out 30 to 40 amps and will fry the recorder! The
> Atari original actually says "for use with 1010 recorder" on it.

Hmm... I thought that someone would jump right on this answer, but it
didn't work out that way. So I'll "tiptoe" on the reply. :-)

I'm quite sure that my original 1010 came with the "standard" 9VAC, 31
VA power supply. But in addition, why would a PS with a higher
current rating "fry" the 1010? Perhaps you're thinking of the
problems of higher voltages (or even AC vs. DC)? If one came with a
small wall-wart, it was likely a cost decision.

My understanding has always been that this issue is quite analagous to
a (DC)battery -- a "D" and a "AAA" both supply about 1.5 volts when
new, but the "D" has a lot more capacity. Same with an AC PS -- if
the device doesn't draw much current, it doesn't draw much current.
The problems come if a device tries to draw more current than the PS
can comfortably produce.

If I'm wrong here, someone please (gently) enlighten me.

-Larry

1617. Ice Queen in Eternal Dagger question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 14:26:40 UTC
From: dpurves <dpurves@gmail.com>
Message-ID: <1111415200.100797.305730@o13g2000cwo.googlegroups.com>
Source record: 11924

Yesterday I completed Eternal Dagger for the second time, the first being many years ago on my old Atari 800 XL. Both that and Wizard's Crown are two of my all time favorite games, but there is one thing that has bothered me for almost two decades now. In the notes that came with the game they talk about an Ice Queen, who appears to travelers as a sort of damsel in distress, and if I remember correctly she was supposed to have some inter-dimensional travel device. I have searched the world of Eternal Dagger far and wide, and have found no trace of her. Also, to my knowledge, she is never actually mentioned in the game itself. Does she exist? From my searching it looks like no one else has found her either. Was she a planned character, that got into the instruction book but never actually got programmed into the game? Or was the whole thing just a tease, and they never had any actual intention to include her at all. If anyone knows, I'd love to hear.

I'm still frustrated that they never continued this excellent series, and that the reward for saving the world from a demon invasion is to be stuck in a forest in some other dimension, apparently forever.

1618. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 16:26:45 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9620746F88B6Aemuslor@130.133.1.4>
Source record: 11925

Despite all prevention efforts, Thomas Richter <thor@math.tu-berlin.de>
wrote in news:d1f6k3$q7n$1@mamenchi.zrz.TU-Berlin.DE:

>
> I wasn't able to find an EPROM that is suitable for the Basic ROM,
> this seems to be a non-standard thing. A tiny adapter in the middle
> worked fine for my 8-bit, though, when replacing the Rev-B Basic with
> the Rev-C Basic and a 2764 EPROM. The Os rom is a standard 27128 EPROM
> that is easy to find, though.
>

Can anyone recommend a good supplier for the various EPROMs? I've found
them places, but I don't have a basis to judge reasonable pricing.

Also, is there any place out there to get empty 8-bit cartridge shells?

--
Slor

1619. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 17:45:21 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <cYOdncSY0_2zlaLfRVn-jA@comcast.com>
Source record: 11926

Slor <slor@comcast.net> wrote in message
news:Xns9620746F88B6Aemuslor@130.133.1.4...
: Despite all prevention efforts, Thomas Richter <thor@math.tu-berlin.de>
: wrote in news:d1f6k3$q7n$1@mamenchi.zrz.TU-Berlin.DE:
:
: >
: > I wasn't able to find an EPROM that is suitable for the Basic ROM,
: > this seems to be a non-standard thing. A tiny adapter in the middle
: > worked fine for my 8-bit, though, when replacing the Rev-B Basic with
: > the Rev-C Basic and a 2764 EPROM. The Os rom is a standard 27128 EPROM
: > that is easy to find, though.
: >
:
: Can anyone recommend a good supplier for the various EPROMs?
: I've found them places, but I don't have a basis to judge
: reasonable pricing.

I just scout out eBay, and various other online places
that I can find through a Google search.

: Also, is there any place out there to get empty 8-bit
: cartridge shells?

I've been looking myself. If you find places, let ME know.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
Email - willy46pa@comcast.net

1620. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 17:56:05 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.1ca8b899b08ec08b98969c@news-west.newscene.com>
Source record: 11927

It's nice to see a knowledgeable answer to one of these questions.

=)

In article <_K2dnVuWDaVTxKPfRVn-pw@comcast.com>, news@gornall.net
> If however, you're doing this because you think it might be generally
> useful, can I have some of what you're smoking ? Sounds like it could be
> good stuff [grin]

1621. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 18:07:23 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <v3E%d.398$gl5.137@newsread1.news.pas.earthlink.net>
Source record: 11928

Slor wrote:
> Despite all prevention efforts, Thomas Richter <thor@math.tu-berlin.de>
> wrote in news:d1f6k3$q7n$1@mamenchi.zrz.TU-Berlin.DE:
>
>
>>I wasn't able to find an EPROM that is suitable for the Basic ROM,
>>this seems to be a non-standard thing. A tiny adapter in the middle
>>worked fine for my 8-bit, though, when replacing the Rev-B Basic with
>>the Rev-C Basic and a 2764 EPROM. The Os rom is a standard 27128 EPROM
>>that is easy to find, though.
>>
>
>
> Can anyone recommend a good supplier for the various EPROMs? I've found
> them places, but I don't have a basis to judge reasonable pricing.
>
> Also, is there any place out there to get empty 8-bit cartridge shells?
>

2ï¿½

Buy yourself an UV EPROM eraser. I think I paid ~$35 for mine years ago
and it was worth every penny. When making my own cart software it took
4-5 tries before I got it right and being able to erase my mistakes
saved the price of EPROMS at the time.

You will also find a lot of junk equipment and low cost used EPROMs.
Just a for instance, I think the early IBM PC with BASIC had about eight
or nine 8kx8 EPROMS. Most of ones you use will either be 8kx8 or 16kx8.

There were several blank carts you could buy. I think B&C in their
current version may have some and you can always count on Best.

1622. Re: ATR8000 HD and MyDos 3.16b

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-21 20:21:31 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <f1G%d.1087$S46.941@newsread3.news.atl.earthlink.net>
Source record: 11929

Dis you ask Mathy? He has some 3.16 stuff on his page:
http://www.mathyvannisselroy.nl/mydos.htm

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503201931.1d86f69e@posting.google.com...
> I'm trying to track down a copy of MyDos 3.16b. I've contacted
the
> author, but he no longer has this version. This is a *very
specific*
> version of MyDos which has code to access an ATR8000 hard
drive. It
> is probably contained as a seperate driver file, much like the
RS232
> driver. I've been in contact with several other ATR8000
owners, but
> so far, no luck. I have lost the address of the person that I
got my
> ATR's from, but maybe I'll get lucky and he will see this post.
But
> if anyone has a an ATR8000, could they please check and see if
they
> have the 3.16b? I would love to see this old HD system brought
back
> to "life."
> Thanks,
> Larry

1623. Re: David Firth

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 00:08:00 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <53966f.759100@fmlynet.org>
Source record: 11930

Nicely answered. :)

Doc Clu

> From: davidjfi___@yahoo.co.uk

> In message <42340a6d$0$560$ed2619ec@ptn-nntp-reader03.plus.net>, Paul R
> <prixon@#NOSPAM#lycos.co.uk> writes
>> Does anyone have a working contact email for David Firth (original author of
>> Atari800 emulator)?

> Yes, its "davidjfi" + "rth" at "yahoo.co.uk"

> Regards
> --
> David J. Firth

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1624. Re: Atari 8-bit Internet BBS List

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 00:10:00 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <139670.759140@fmlynet.org>
Source record: 11931

What BBS do you run?

Doc Clu

> From: William Duke <wduke@cogeco.ca>

>Sorry, Momo, I won't be putting my BBS on the phone lines; not worth the extra
> expense. Besides, I don't expect this bbs to get much use unless
> there's a sudden and dramatic insurgence of net users longing to telnet their
> way to the good ole days.

>Ya know, I just happen to have a 300baud Atari pocket modem kicking around. I'
> not even sure why I keep it.

> Ah well, it's not like it takes up that much space.

>> From: "Momo" <quality_us@yahoo.com>
>> Organization: Road Runner High Speed Online http://www.rr.com
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 12 Mar 2005 05:21:57 GMT
>> Subject: Re: Atari 8-bit Internet BBS List
>>
>>
>> "Managed Resistance" <wduke@cogeco.ca> wrote in message
>> news:Lp_Xd.6962$If1.1436243@read2.cgocable.net...
>>> I've always wanted to operate my very own BBS. I think I'll set one up
>>> this weekend and post the URL here.
>>>
>>> I used to sysop a BBS for the local Commodore users group many years ago.
>>> That was odd really, cuz I've never owned a Commodore computer in my
>> entire
>>> life. Come to think of it, I wasn't a member of the user group either...
>>> Hey, just how did I become the sysop?
>>>
>>> Ah, the simple Commodore users... They just needed an Atari user to come
>>> along and do things right.
>>>
>>> Anyway, watch for the URL of my very own Atari BBS... Coming to a
>> newsgroup
>>> near you.
>>>
>>> ----------
>>> In article <BvPWd.28903$uc.9368@trnddc09>, "cbc"
>>> <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote:
>>>
>>>

>>>> ======================================
>>>> Atari 8-bit Internet BBS List
>>>> ======================================
>>>> available on the Internet thru Telnet:
>>>>
>>>> <> Closer To Home
>>>> telnet://cth.hn.org:23
>>>> telnet://cth.dtdns.net:23
>>>>
>>>> <> Boot Factory 2k+
>>>> telnet://bfbbs.no-ip.com:23
>>>> telnet://bfbbs.dtdns.net:23
>>>>
>>>> <> BBS:MouseNet
>>>> telnet://atari-bbs.kicks-ass.net:23
>>>>
>>>> <> Inside the 8-bit BBS (2 lines)
>>>> telnet://TCPIPExpress.dyndns.org:8888
>>>> telnet://TCPIPExpress.dyndns.org:8889
>>>>
>>>> <> The Atari Inside (2 lines)
>>>> telnet://213.10.217.144:8888
>>>> telnet://213.10.217.144:8889
>>>>
>>>> ======================================
>>>>
>>>> If anyone knows of any others, please send them to me.
>>>> Thanks.
>>>>
>>>>
>>>> --
>>>> Cabell
>>>> A8 Internet BBS: telnet://bfbbs.no-ip.com
>>>> A8 Website: www.amfband.com/bf/
>>>>
>>>>
>>>>
>>
>> I really, really hope you have a 300 baud dial up availabe! I'd love to dust
>> off my acoustic coupler!
>> Mo
>>
>>

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1625. Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 00:12:22 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <139671.75918b@fmlynet.org>
Source record: 11933

Sounds fun. You have the scematic of the Atari 8-bit yet? Which would you
do?

Doc Clu

> From: "James T. Sprinkle" <oicmrsnakes@hotmail.com>

> Anybody know of anyone building an Atari computer from components? (Besides
> Atari, of course!) Kind of a homebrew Atari compatible computer? If you do,
> could you point me in the right direction. Thanks!

> JaYmZ

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1626. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Gro

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 00:14:28 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <539672.7591ce@fmlynet.org>
Source record: 11932

Would seeing the video section of the Atari 800 schematic help?

Doc Clu

> From: stephensheppard@hotmail.com

> FireflyST wrote:
>> stephensheppard@hotmail.com wrote:
>> >
>> > In the Help! section of a couple of subsequent issues of Antic were
>> > claims that the parts list and the article had some inaccuracies
> but
>> > then claimed all values on the schematics were correct.
>>
>> Unfortunately, even using that information, we were not able to
>> determine the correct information.

> I don't know if this will help (doubt it) other than providing some reference
> material but it's the only other video mod I've seen that pulls data directly
> from the lum0 thru lum3 signals.

> http://www.geocities.com/atarimods/8bit-ttl1.html

> It's a TTL video mod by the way not composite video, chroma, luminence.

> I also have some thoughts and questions for the forum.

>Looking at the "Litte Brother" schematic I'm confused by the resistance values
> chosen, or rather the order of choice.

> Lum0 thru Lum3 would seem to imply that luminence values are four bits of
> binary encoded information (my speculation). So why wouldn't the high order
> bit, if you will, be connected through the lowest value resistor, yielding a
> higher voltage at that point?

> The resistors chosen double the value of one another, 4.7K -> 9.1K -> 18K ->
>36K. These are connected to Lum2, Lum1, Lum0, Lum3, respectively. Wouldn't i
>make more sense that they be connected to Lum3, Lum2, Lum1, Lum0, respectively
> Lum3 being high order and Lum0 being low order?

> Can someone tell me if Lum0 thru Lum3 work as I speculated? or are the
> designations just arbitrary?

> Steve Sheppard

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* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1627. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 00:22:22 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <439673.7592cb@fmlynet.org>
Source record: 11935

For the Atari 800 carts I have these cart holders that are square, hold four cartidges, and can interlock with another cart holder just like it. I have four of theser stacked this way. I display my favorite carts, the rest are stored in a box somewhere. :)

As for Atari Jaguar carts... a rack for holding Audio cassettes works.

To make something like that work on for the 8-bit carts you would need to remove a panel between slots... It would probably take two slots to loosely hold the Atari 8-bit carts.

Doc Clu

> From: "Momo" <quality_us@yahoo.com>

> "RED" <redodd@NOSPAMcomcast.net> wrote in message
> news:adqdnb0IH40JAaHfRVn-hg@comcast.com...
>> Hello,
>>
>> I'm thinking of building some type of rack to store my 8bit carts. What
> do
>> you use? Are there racks available or is this definitely a home brew
>> project?
>>
>> Ralph
>>
>>

> 8 Track racks work well. At one point I took a shoe box, flipped it over and
> cut out slots. I nice little homebrew rack for my most used carts. Mo

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1628. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 00:27:48 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <f39674.759378@fmlynet.org>
Source record: 11934

Hehehe... an Atari 8-BIT Transputer workstation. LOL!!

I think it would be fun to play with. Let's see, what do I need more speed
for on the Atari 8-bit? Not sure.

Speaking of cluster, anyone try to make a dual processor setup for the
8-bit? What if a bunch of 6502's were piggy backed on a Atari motherboard?

Doc Clu

> From: William Duke <wduke@cogeco.ca>

> Do you remember what they said they were doing with them?

> I remember hearing some old news about Microsoft's new operating system,
> Longhorn, having some radical networking kind of thingy. Were they going
> to include the ability to cluster? I saw in another forum that some
> Windows user was wanting to cluster his XP machines but was informed that it
> was not possible.

>> From: qnr <terry@timestorm.ross.com>
>> Organization: It's around here somewhere....
>> Reply-To: TheNameInFrom @ aliboom.com
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sun, 20 Mar 2005 20:47:00 -0600
>> Subject: Re: Atari 8-bit Cluster
>>
>> On Sat, 19 Mar 2005 18:48:48 -0600, William Duke wrote:
>>
>>> I was wondering if anybody had tried to cluster (parallel process) with
>>> the Atari 8-bits?
>>>
>>> I was checking out this site,
>>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac
>>> clusters and I began thinking about my little ole 8-bits. I know that
>>> 8-bits can be networked, so why not clustered?
>>>
>>> All it would really take to cluster the 8-bits would be some cool
>>> software.
>>>
>>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>>
>>> Can it be done? Should it be done? Will it be done?
>>>
>>> Let's do it!
>>

>> I think I saw something in the news 3 to 5 months ago that the University
>> of Washington (I think) was going to/had clustered 100 or so Commodore
>> 8-bits that had been donated to them ages ago.
>>
>> Can't find anything immediately on Google.
>> --
>> Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
>> Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
>> Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & News Guru

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1629. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 01:24:21 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <9tK%d.9065$ot.8529@tornado.texas.rr.com>
Source record: 11936

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503210511.7803caee@posting.google.com...
> "Momo" <quality_us@yahoo.com> wrote in message
news:<dKn%d.24648$Ux.13774@tornado.texas.rr.com>...
> >
> > No it uses a 9VAC 500Ma wallwort
> > Those 9volt bricks put out 30 to 40 amps and will fry the recorder! The
> > Atari original actually says "for use with 1010 recorder" on it.
>
> Hmm... I thought that someone would jump right on this answer, but it
> didn't work out that way. So I'll "tiptoe" on the reply. :-)
>
> I'm quite sure that my original 1010 came with the "standard" 9VAC, 31
> VA power supply. But in addition, why would a PS with a higher
> *current* rating "fry" the 1010? Perhaps you're thinking of the
> problems of higher voltages (or even AC vs. DC)? If one came with a
> small wall-wart, it was likely a cost decision.
>
> My understanding has always been that this issue is quite analagous to
> a (DC)battery -- a "D" and a "AAA" both supply about 1.5 volts when
> new, but the "D" has a lot more capacity. Same with an AC PS -- if
> the device doesn't draw much current, it doesn't draw much current.
> The problems come if a device tries to draw more current than the PS
> can comfortably produce.
>
> If I'm wrong here, someone please (gently) enlighten me.
>
> -Larry

Okay I may have exagerated the part about frying the recorder, but when it's
designed to work on 500ma it would seem logical that 40amps wouldn't be good
for it.Maybe it would be good for it, I'm not an electrical engineer. But I
do know that both of the units I have both came with 500ma wallworts marked
"for atari 1010 recorder" on it. Who knows maybe either/or would be fine.
;-)
I have a 1020 plotter that needs an adapter, the FAQ says its the same as
the 400/800 9V 30-40 amps AC. But from my research I've read that its the
same unit as the Radio Shack CGP-115 in different clothing. However the
CGP-115 I have has an odd 9.8Volt 1.2 amp power brick. I havent plugged it
into anything yet until Im positive about which it is. It's like an enigma
wrapped in a riddle...
Mo

1630. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 03:28:31 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns9620C62815FD4ambassadorkosh@68.6.19.6>
Source record: 11937

"Momo" <quality_us@yahoo.com> wrote in
news:9tK%d.9065$ot.8529@tornado.texas.rr.com:

> "Larry" <LLppwhite@aol.com> wrote in message
> news:12e3f8fa.0503210511.7803caee@posting.google.com...
>> "Momo" <quality_us@yahoo.com> wrote in message
>> news:<dKn%d.24648$Ux.13774@tornado.texas.rr.com>...
>> >
>> > No it uses a 9VAC 500Ma wallwort
>> > Those 9volt bricks put out 30 to 40 amps and will fry the recorder!
>> > The Atari original actually says "for use with 1010 recorder" on
>> > it.
>>
>> Hmm... I thought that someone would jump right on this answer, but
>> it didn't work out that way. So I'll "tiptoe" on the reply. :-)
>>
>> I'm quite sure that my original 1010 came with the "standard" 9VAC,
>> 31 VA power supply. But in addition, why would a PS with a higher
>> *current* rating "fry" the 1010? Perhaps you're thinking of the
>> problems of higher voltages (or even AC vs. DC)? If one came with a
>> small wall-wart, it was likely a cost decision.
>>
>> My understanding has always been that this issue is quite analagous
>> to a (DC)battery -- a "D" and a "AAA" both supply about 1.5 volts
>> when new, but the "D" has a lot more capacity. Same with an AC PS --
>> if the device doesn't draw much current, it doesn't draw much
>> current. The problems come if a device tries to draw more current
>> than the PS can comfortably produce.
>>
>> If I'm wrong here, someone please (gently) enlighten me.
>>
>> -Larry
>
> Okay I may have exagerated the part about frying the recorder, but
> when it's designed to work on 500ma it would seem logical that 40amps
> wouldn't be good for it.Maybe it would be good for it, I'm not an
> electrical engineer. But I do know that both of the units I have both
> came with 500ma wallworts marked "for atari 1010 recorder" on it. Who
> knows maybe either/or would be fine. ;-)
> I have a 1020 plotter that needs an adapter, the FAQ says its the same
> as the 400/800 9V 30-40 amps AC. But from my research I've read that
> its the same unit as the Radio Shack CGP-115 in different clothing.
> However the CGP-115 I have has an odd 9.8Volt 1.2 amp power brick. I
> havent plugged it into anything yet until Im positive about which it

> is. It's like an enigma wrapped in a riddle...
> Mo
>
>
>

A power supply will only supply as much current as the load requires. So it doesn't matter what the max current rating is (although some regulated power supplies require a minimum load in order that the regulators will function). As long as the voltage is correct, and the power supply's current rating is at least equal to the expected load, there won't be a problem.

Actually if the load pulls the max current from the supply all the time it will shorten the life of the supply, and generate lots of heat in the process.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

1631. Re: ATR8000 HD and MyDos 3.16b

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 04:33:06 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503212033.468168a5@posting.google.com>
Source record: 11938

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:<f1G%d.1087$S46.941@newsread3.news.atl.earthlink.net>...
> Dis you ask Mathy? He has some 3.16 stuff on his page:
> http://www.mathyvannisselroy.nl/mydos.htm

Thanks for the suggestion.
Yes, I'm familiar with Mathy's files, but 3.16 is not the same as
3.16b.
As best I can determine, the versions that mention "ATR8000" or
"ATR8500" refer to the ATR's RS232 functions. The HD functions are
quite different. Here's the way it works (abbreviated):
1) User establishes a CP/M Hard Drive using the ATR8000/8500 and
appropriate CP/M HD setup files. (The Atari is just a terminal for
CP/M.)
2) User assigns one CP/M HD partition to be used by the Atari.
3) User boots a floppy disk with MyDos 3.16b (can't boot directly from
the HD).
4) If user lacks 3.16b there is no way for the Atari to "see" the
Atari partition on the HD.

-Larry

1632. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 05:32:54 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE651836.44D%wduke@cogeco.ca>
Source record: 11940

You people just have no imagination!

I was thinking more along the lines of task sharing. For example: One Atari 8-bit could be responsible rendering graphics, taking care of user input, controlling gameplay while another Atari 8-bit could be handling sound effects and music.

The cluster wouldn't require that much overhead. There would be a "real" use in a gaming environment.

You just have no imagination!

> From: Greg.Goodwin@fmlynet.org
> Organization: Echogate
> Newsgroups: comp.sys.atari.8bit
> Date: 22 Mar 2005 00:27:48 GMT
> Subject: Re: Atari 8-bit Cluster
>
> Hehehe... an Atari 8-BIT Transputer workstation. LOL!!
>
> I think it would be fun to play with. Let's see, what do I need more speed
> for on the Atari 8-bit? Not sure.
>
> Speaking of cluster, anyone try to make a dual processor setup for the
> 8-bit? What if a bunch of 6502's were piggy backed on a Atari motherboard?
>
> Doc Clu
>
>
>
>
>> From: William Duke <wduke@cogeco.ca>
>
>> Do you remember what they said they were doing with them?
>
>> I remember hearing some old news about Microsoft's new operating system,
>> Longhorn, having some radical networking kind of thingy. Were they going
>> to include the ability to cluster? I saw in another forum that some
>> Windows user was wanting to cluster his XP machines but was informed that it
>> was not possible.
>
>
>
>>> From: qnr <terry@timestorm.ross.com>
>>> Organization: It's around here somewhere....

>>> Reply-To: TheNameInFrom @ aliboom.com
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sun, 20 Mar 2005 20:47:00 -0600
>>> Subject: Re: Atari 8-bit Cluster
>>>
>>> On Sat, 19 Mar 2005 18:48:48 -0600, William Duke wrote:
>>>
>>>> I was wondering if anybody had tried to cluster (parallel process) with
>>>> the Atari 8-bits?
>>>>
>>>> I was checking out this site,
>>>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac
>>>> clusters and I began thinking about my little ole 8-bits. I know that
>>>> 8-bits can be networked, so why not clustered?
>>>>
>>>> All it would really take to cluster the 8-bits would be some cool
>>>> software.
>>>>
>>>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>>>
>>>> Can it be done? Should it be done? Will it be done?
>>>>
>>>> Let's do it!
>>>
>>> I think I saw something in the news 3 to 5 months ago that the University
>>> of Washington (I think) was going to/had clustered 100 or so Commodore
>>> 8-bits that had been donated to them ages ago.
>>>
>>> Can't find anything immediately on Google.
>>> --
>>> Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
>>> Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
>>> Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & News Guru
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1633. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 06:09:04 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE652095.48B%wduke@cogeco.ca>
Source record: 11943

What am I smoking? I'm smoking possibility!!!

The practical possibilities are virtually unlimited and then, limited only to your imagination.

For example: In a game... You could farm out tasks that are taxing to the host Atari to other Atari's. For example, sound effects and music could be handled by a second Atari. The overhead would be minimal because the host Atari would only need to tell the clustered machines what sounds to produce or generate. The actual work of producing the sound could be handled by another machine... allowing the host to carry on with other tasks.

That's just one example. I could come up with a whole host of other possibilities but the chief use of Atari 8-bit computers these days is games... The gaming possibilities for clustered Atari's is virtually limitless.

Think about the possibilities for game graphics... A second Atari computer could be the intermediary between the host Atari and a disk drive... The host computer, instead of pulling graphic images directly from the disk, could retrieve graphics from a second atari that alters images on the fly. In essence, you could have games that never actually look the same... consequently, they would never play the same because everytime you played the game, it would be different. Clustering the Atari could help to alleviate the "boredom" factor...

There's so much that could be done, if you only dare to imagine!!!

> From: Simon <news@gornall.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 20 Mar 2005 21:21:17 -0800
> Subject: Re: Atari 8-bit Cluster
>
> William Duke wrote:
>> Yeah, but all of the Atari's would be running at the same speed. So the
>> speedup would be noticeable. Secondly, there wouldn't be that much
>> overhead. If you interfaced the Atari's via the parallel port and if the
>> software were on rom, it would be one kick butt little cluster.
>>
>> I'm thinking more along the lines of app's or games that are specifically
>> written to take advantage of the parallel processing capabilities.
>>
>> but you really wouldn't need to have the software on rom. The drivers
>> could be loaded from disk and occupy a very small portion of ram on each
>> machine. If the software were intelligent enough to divide the tasks among
>> the Atari's, a significant performance boost could be realized. Secondly,

>> by sharing the processing load among several processors and system memories,
>> much more sophisticated applications and games would be possible.
>
> What exactly did you have in mind ? It sounds like a solution in
> desperate need of a problem to me. How about a back-of-the-envelope
> best-case calculation:
>
> The 6502 runs at ~1.8MHz, each instruction takes ~2 clocks IIRC for an
> average of 900k instructions/sec. Say you cluster even 50 8-bits, you
> end up with ~50M insns/sec (without any overhead subtracted for
> communication and coherence. Let's say you use a relatively efficient
> protocol, eg: Block Synchronous Parallel (again, IIRC). That had about
> 25% overhead on typical tasks when I was at college about 10 years ago.)
> So we're up to about 37 million insns/sec.
>
> A modern PC (hell, even an old one) will run a hell of a lot faster,
> they're superscalar and multiple issue. Modern chips approach 1
> insn/clock, and they're clocked at between 2-3 thousand million
> clocks/second, or (on average) 67 times faster. And you can write code
> that does:
>
> for (int i=0; i<N; i++)
> {
> // do stuff dependent on 'i'
> }
>
> ... and expect stuff to be done at top speed. With clusters you have to
> maintain thread pools, work queues, pending-data management, flow
> analysis, the whole shebang... Even then there is code that just doesn't
> parallelise well. The simple loop above will bring a cluster to its
> knees and the cluster will collectively run at the speed of the one
> machine it's sent to.
>
> So, conclusion: if you're thinking about doing this because it'd be a
> cool thing to do (and that's it), all the more power to your elbow my
> friend. At the very least, exploring parallel processing is a hugely
> educational topic and it continues the good-old 8-bit tradition of
> pushing the envelope.
>
> If however, you're doing this because you think it might be generally
> useful, can I have some of what you're smoking ? Sounds like it could be
> good stuff [grin]
>
> Simon.

1634. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 06:19:57 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE65233D.48C%wduke@cogeco.ca>
Source record: 11939

> From: Greg.Goodwin@fmlynet.org
> Organization: Echogate
> Newsgroups: comp.sys.atari.8bit
> Date: 22 Mar 2005 00:27:48 GMT
> Subject: Re: Atari 8-bit Cluster
>
> Hehehe... an Atari 8-BIT Transputer workstation. LOL!!
>
> I think it would be fun to play with. Let's see, what do I need more speed
> for on the Atari 8-bit? Not sure.

Hey, Doc, did you ever work in radio? Blackburn Group might be hiring...
the only qualification is a complete and total lack of imagination. LOL!

It's not that you get more speed from an Atari 8-bit cluster, it's more
possibility!!! There's only so much you can do on a little 6502
processor... but if you break down the tasks and split them among multiple
Atari computers... the Atari's, working in tandem, could do surprising
things.

Having knowledge is good, some even say that knowledge brings power. But
having knowledge and the imagination to use that knowledge in creative new
ways... Well, that's true power!!!

> Speaking of cluster, anyone try to make a dual processor setup for the
> 8-bit? What if a bunch of 6502's were piggy backed on a Atari motherboard?

Yeah, I thought about it... But I discounted the idea as malarkey...

>
>
>
>> From: William Duke <wduke@cogeco.ca>
>
>> Do you remember what they said they were doing with them?
>
>> I remember hearing some old news about Microsoft's new operating system,
>> Longhorn, having some radical networking kind of thingy. Were they going
>> to include the ability to cluster? I saw in another forum that some
>> Windows user was wanting to cluster his XP machines but was informed that it
>> was not possible.
>
>
>
>>> From: qnr <terry@timestorm.ross.com>
>>> Organization: It's around here somewhere....

>>> Reply-To: TheNameInFrom @ aliboom.com
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sun, 20 Mar 2005 20:47:00 -0600
>>> Subject: Re: Atari 8-bit Cluster
>>>
>>> On Sat, 19 Mar 2005 18:48:48 -0600, William Duke wrote:
>>>
>>>> I was wondering if anybody had tried to cluster (parallel process) with
>>>> the Atari 8-bits?
>>>>
>>>> I was checking out this site,
>>>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac
>>>> clusters and I began thinking about my little ole 8-bits. I know that
>>>> 8-bits can be networked, so why not clustered?
>>>>
>>>> All it would really take to cluster the 8-bits would be some cool
>>>> software.
>>>>
>>>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>>>
>>>> Can it be done? Should it be done? Will it be done?
>>>>
>>>> Let's do it!
>>>
>>> I think I saw something in the news 3 to 5 months ago that the University
>>> of Washington (I think) was going to/had clustered 100 or so Commodore
>>> 8-bits that had been donated to them ages ago.
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>>> Can't find anything immediately on Google.
>>> --
>>> Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
>>> Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
>>> Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & News Guru
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1635. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 06:49:32 UTC
From: Simon <news@gornall.net>
Message-ID: <Nq-dnZn8LpVgIqLfRVn-1A@comcast.com>
Source record: 11941

William Duke wrote:
> You people just have no imagination!
>
> I was thinking more along the lines of task sharing. For example: One
> Atari 8-bit could be responsible rendering graphics, taking care of user
> input, controlling gameplay while another Atari 8-bit could be handling
> sound effects and music.
>
> The cluster wouldn't require that much overhead. There would be a "real"
> use in a gaming environment.
>
> You just have no imagination!

Hmm. My imagination is (http://axe.gornall.net/) just fine. Perhaps I was imagining a "cluster" of more than 2 machines! If you're going to run a special-case, then the s/w overhead can indeed be lower, but you end up writing the entire operating environment for every special case. With generalism comes overhead, trust me.

My position is that once you're in the realm of having to write custom s/w, you can question whether it needs to be another 8-bit, or whether you could add on a more powerful co-processor. Hence AXE.

Cheers,

Simon.

1636. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 07:28:34 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE653352.490%wduke@cogeco.ca>
Source record: 11942

How right you are. However, you can't beat the cost of multiple Atari 8-bits. Adding a second processor in the form of something like the AXE, introduces significantly more cost.

I would hazard to guess that most Atari 8-bit users probably have a second and third Atari 8-bit laying around.

Another idea I had was for games like PacMan where users could play two distinct levels simultaneously. For example, in a PacMan style game, a user could have two Atari 8-bit computers running in tandem, each with their own monitor. Instead of your PacMan dude jumping to the other side of the screen when entering a side portal as current PacMan games do. The PacMan dude would instantly jump to the next level on the second Atari 8-bit and monitor.

Or, in games that have users explore virtual worlds, a second or third Atari could be busy creating virtual worlds for the game while your primary Atari is concerned only with your interaction in the created virtual world.

The possibilities are virtually limitless.

> From: Simon <news@gornall.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 21 Mar 2005 22:49:32 -0800
> Subject: Re: Atari 8-bit Cluster
>
> William Duke wrote:
>> You people just have no imagination!
>>
>> I was thinking more along the lines of task sharing. For example: One
>> Atari 8-bit could be responsible rendering graphics, taking care of user
>> input, controlling gameplay while another Atari 8-bit could be handling
>> sound effects and music.
>>
>> The cluster wouldn't require that much overhead. There would be a "real"
>> use in a gaming environment.
>>
>> You just have no imagination!
>
> Hmm. My imagination is (http://axe.gornall.net/) just fine. Perhaps I
> was imagining a "cluster" of more than 2 machines! If you're going to
> run a special-case, then the s/w overhead can indeed be lower, but you
> end up writing the entire operating environment for every special case.
> With generalism comes overhead, trust me.
>
> My position is that once you're in the realm of having to write custom

> s/w, you can question whether it needs to be another 8-bit, or whether
> you could add on a more powerful co-processor. Hence AXE.
>
> Cheers,
>
> Simon.

1637. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 08:59:14 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d1omp2bua1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11805

Hi,

> >According to the 800XL schematics, their naming is well-choosen. LUM0
> is
> >pin 31, LUM1 is pin 22, LUM2 is pin 23, LUM3 is pin 24 on the GTIA.
> >There is an additional CMOS 4050 driver between GTIA and the resistor
> >network to decouple the two.

> To add yet more confusion, in the 800 schematic pin 31 is LUM3, pin 24
> is LUM 2, pin 23 is LUM1, and pin 22 is LUM0 of the CTIA, the
> predecessor of the GTIA.

> The GTIA of the day was pin compatible. I had my CTIA and OS ROMs
> upgraded around 1983.

Let's forget about the naming for the time being. Just make sure to
connect the right resistors to the right pins. (-; I would guess that
in this respect both networks are identically.

The "front and back porch" are modulations of the luminacity signal
that are required for the TV (or the monitor) to identify the horizontal
and vertical sync. They are generated by the CSYNC pin. Should be connected
as indicated - the internal workings shouldn't matter.

So long,
Thomas

1638. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 09:03:40 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d1on1cbua2@mamenchi.zrz.TU-Berlin.DE>
Source record: 11947

Hi,

> Can anyone recommend a good supplier for the various EPROMs? I've found
> them places, but I don't have a basis to judge reasonable pricing.

My personal resource were broken Amiga components, actually. I just
recycled the parts... (-; We've several good electronic component
dealers here in Germany - that won't help you much, I afraid, except
for comparing pricing. www1.conrad.de is one of them, www.reichelt.de
another one. According to them, a 27c256 costs around 2 Euro, that
would be approximately the same in $.

> Also, is there any place out there to get empty 8-bit cartridge shells?

Not that I'm aware of.

So long,
Thomas

1639. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 10:16:06 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE655A95.494%wduke@cogeco.ca>
Source record: 11806

> From: Simon <news@gornall.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 21 Mar 2005 22:49:32 -0800
> Subject: Re: Atari 8-bit Cluster
>
> My position is that once you're in the realm of having to write custom
> s/w, you can question whether it needs to be another 8-bit, or whether
> you could add on a more powerful co-processor. Hence AXE.

This is true, but a more powerful co-processor adds substantially more cost. With a cluster, you're working with what you have.

I don't think that an MPI for the Atari would add too much overhead. The Message Passing Interface is pretty much standardized. It would just be a matter of adapting the MPI to the Atari.

The biggest problem that I could see with clustering the Atari's is network latency. but that shouldn't even be much of a problem because Atari computers are slow to begin with. So, any latency in moving data back and forth between the Atari's should be acceptable within the Atari environment.

To go one better, why not use a PC in your Atari cluster for more processing power? If you're using something like the SIO2PC interface, you're already sharing most of the PC's resources with the Atari... Adding the ability to share processor resources would seem the next logical step. Wouldn't it?

I dunno, I think sticking with Atari 8-bits is the most practical course. Why?

1) You're working with equipment you already have and are familiar with so cost is minimised.

2) You're clustering identical platforms... So you gain the advantage of consistency among host & nodes.

3) Development time is decreased because the only thing to learn is the MPI.

I dunno, it just seems like something that would be alot of fun to do... And there are "real" benefits to be realized, if you want to realize them.

1640. Re: Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 10:38:48 UTC
From: Nite Hacker <spam@yahoo.com>
Message-ID: <6AS%d.160876$FM3.138384@fed1read02>
Source record: 11804

I don't remember?? BUT I could have sworn there was an Atari version of Frogger! I think I had copied it from my friend's carts and used to play it using the Impersonator dummy cart. So... I seem to remember playing this game and had been looking for it on the net for quite some time but have not found it anywhere!

I don't remember who it was really by. I thought it was Atari but maybe I am wrong!

I will have to check the disks someday and see if I still have it. However, I don't know if it can be converted from the dummy cart format to a raw format for use with the emulator?

Thanks for the info, though...

Nite Hacker

<none@spam.sucks> wrote in message
news:Xns961588E8842C0crushero1m@207.69.189.191...
> The original disk/cassette version (by John Harris) was released by
Sierra.
> It was subsequently released as a cart by Parker Bros. It was more or
less
> the same, sans the musical soundtrack and a few minor variations to the
> graphics.
>
>
> > Maybe I am wrong? BUT wasn't there a version of Frogger made by
> > Atari???
> >
> > Nite Hacker

1641. Re: Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 15:51:11 UTC
From: none@spam.sucks
Message-ID: <Xns96216E6B790C9crushero1m@207.69.189.191>
Source record: 11802

Check out atarimania.com.

This is apparently an early Frogger prototype, before John Harris's code:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=12181

This is, of course, the classic version by John Harris:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=6780

And this is the cartridge version put out by Parker Bros:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=5990

> I don't remember?? BUT I could have sworn there was an Atari version
> of Frogger! I think I had copied it from my friend's carts and used
> to play it using the Impersonator dummy cart. So... I seem to
> remember playing this game and had been looking for it on the net for
> quite some time but have not found it anywhere!
>
> I don't remember who it was really by. I thought it was Atari but
> maybe I am wrong!
>
> I will have to check the disks someday and see if I still have it.
> However, I don't know if it can be converted from the dummy cart
> format to a raw format for use with the emulator?

1642. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 16:02:21 UTC
From: "James T. Sprinkle" <oicmrsnakes@hotmail.com>
Message-ID: <hkX%d.5$Xu3.166@news-west.eli.net>
Source record: 11801

Hi! I don't have any schematics yet. I would think the 800xl or even 1200xl (had both of them back in my youth). Maybe I could have drummed up more interest by saying that the commodore crowd has some people building from scratch... If anyone out there has the schematics for these computers or any other of the atari 8 bits, please point me in the right direction. Thanks!

JaYmZ

<Greg.Goodwin@fmlynet.org> wrote in message news:139671.75918b@fmlynet.org...
> Sounds fun. You have the scematic of the Atari 8-bit yet? Which would you
> do?
>
> Doc Clu
>
>
>
> > From: "James T. Sprinkle" <oicmrsnakes@hotmail.com>
>
> > Anybody know of anyone building an Atari computer from components? (Besides
> > Atari, of course!) Kind of a homebrew Atari compatible computer? If you do,
> > could you point me in the right direction. Thanks!
>
> > JaYmZ
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1643. Request for Accurate Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 17:25:19 UTC
From: "James T. Sprinkle" <oicmrsnakes@hotmail.com>
Message-ID: <3yY%d.7$Xu3.212@news-west.eli.net>
Source record: 11809

Hi! Anyone know where I can get some accurate schematics for one of the
Atari 8 bit computers? Thanks!

JaYmZ

1644. Re: Request for Accurate Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 18:58:58 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <SVZ%d.23403$hU7.20052@newssvr33.news.prodigy.com>
Source record: 11798

Sam's Photofact has them. If I remember.
(130xe and maybe 800xl schematics.)
"James T. Sprinkle" <oicmrsnakes@hotmail.com> wrote in message
news:3yY%d.7$Xu3.212@news-west.eli.net...
> Hi! Anyone know where I can get some accurate schematics for one of the
> Atari 8 bit computers? Thanks!
>
> JaYmZ
>
>

1645. Re: Daisy-Dots III ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 19:51:10 UTC
From: Hugh <Gene_Gnandt@oxy.com>
Message-ID: <1111521070.581430.290250@o13g2000cwo.googlegroups.com>
Source record: 11811

The author of Daisy Dot is Ray Goldman, but I doubt whether any of the
old email
addresses for him are valid.

1646. Hmmmmm

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 20:51:39 UTC
From: Bill Forbes <wforbes@adelphia.net>
Message-ID: <dNKdnXPrNsvAGN3fRVn-1g@adelphia.com>
Source record: 11810

Rob,

I looks like Indiana has decided it wants
its men's basketball program to mirror its
football program. They are retaining
coach Davis I understand hardly anyone
showed up to see them lose to Vanderbilt
in the first round of the NIT. And Davis gets
a $300,000 bonus in June.

http://www.usatoday.com/sports/college/mensbasketball/bigten/2005-03-21-indiana-davis_x.ht
m

No wonder I follow Texas Tech. Go Bobby!!!

-Bill

1647. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 23:14:56 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <739689.7689dc@fmlynet.org>
Source record: 11800

> From: William Duke <wduke@cogeco.ca>

>> From: Greg.Goodwin@fmlynet.org
>> Organization: Echogate
>> Newsgroups: comp.sys.atari.8bit
>> Date: 22 Mar 2005 00:27:48 GMT
>> Subject: Re: Atari 8-bit Cluster
>>
>> Hehehe... an Atari 8-BIT Transputer workstation. LOL!!
>>
>> I think it would be fun to play with. Let's see, what do I need more speed
>> for on the Atari 8-bit? Not sure.

> Hey, Doc, did you ever work in radio? Blackburn Group might be hiring...
> the only qualification is a complete and total lack of imagination. LOL!

Plenty of imagination. Just not for what you are doing. Nevertheless,
wiether my pet project or not, it still sounded interesting.
And yes I have worked in radio, both FM and Shortwave. Would gladly do
it again.

> It's not that you get more speed from an Atari 8-bit cluster, it's
more > possibility!!! There's only so much you can do on a little 6502
> processor... but if you break down the tasks and split them among multiple
>Atari computers... the Atari's, working in tandem, could do surprising things

> Having knowledge is good, some even say that knowledge brings power. But
> having knowledge and the imagination to use that knowledge in creative new
> ways... Well, that's true power!!!

Sounds cool indeed. I have really enjoyed seeing the demos of the 14 and
16 mhz speedups that have been mentioned on Atari Age lately. Truly
amazing.

>> Speaking of cluster, anyone try to make a dual processor setup for the
>> 8-bit? What if a bunch of 6502's were piggy backed on a Atari motherboard?

> Yeah, I thought about it... But I discounted the idea as malarkey...

Why is that?

>>
>>
>>
>>> From: William Duke <wduke@cogeco.ca>
>>
>>> Do you remember what they said they were doing with them?

>>
>>> I remember hearing some old news about Microsoft's new operating system,
>>> Longhorn, having some radical networking kind of thingy. Were they going
>>> to include the ability to cluster? I saw in another forum that some
>>>Windows user was wanting to cluster his XP machines but was informed that it
>>> was not possible.
>>
>>
>>
>>>> From: qnr <terry@timestorm.ross.com>
>>>> Organization: It's around here somewhere....
>>>> Reply-To: TheNameInFrom @ aliboom.com
>>>> Newsgroups: comp.sys.atari.8bit
>>>> Date: Sun, 20 Mar 2005 20:47:00 -0600
>>>> Subject: Re: Atari 8-bit Cluster
>>>>
>>>> On Sat, 19 Mar 2005 18:48:48 -0600, William Duke wrote:
>>>>
>>>>> I was wondering if anybody had tried to cluster (parallel process) with
>>>>> the Atari 8-bits?
>>>>>
>>>>> I was checking out this site,
>>>>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac
>>>>> clusters and I began thinking about my little ole 8-bits. I know that
>>>>> 8-bits can be networked, so why not clustered?
>>>>>
>>>>> All it would really take to cluster the 8-bits would be some cool
>>>>> software.
>>>>>
>>>>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>>>>
>>>>> Can it be done? Should it be done? Will it be done?
>>>>>
>>>>> Let's do it!
>>>>
>>>> I think I saw something in the news 3 to 5 months ago that the University
>>>> of Washington (I think) was going to/had clustered 100 or so Commodore
>>>> 8-bits that had been donated to them ages ago.
>>>>
>>>> Can't find anything immediately on Google.
>>>> --
>>>> Terry Ross | qnr | <terry at aliboom dot com> | http://linux.aliboom.com
>>>> Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
>>>> Source Mage GNU/Linux: http://www.sourcemage.org - Tome team & News Guru
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1648. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 23:28:42 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1111534123.227383b268cefa028088e9439f5fbc94@teranews>
Source record: 11945

"Simon" <news@gornall.net> wrote in message
news:_K2dnVuWDaVTxKPfRVn-pw@comcast.com...
>
> What exactly did you have in mind ? It sounds like a solution in
> desperate need of a problem to me. How about a back-of-the-envelope
> best-case calculation:
>

But, why not?

1649. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-22 23:41:34 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <N220e.10662$fn3.4558@attbi_s01>
Source record: 11808

Simon wrote:
> William Duke wrote:
>
>> You people just have no imagination!
>>
>> I was thinking more along the lines of task sharing. For example: One
>> Atari 8-bit could be responsible rendering graphics, taking care of user
>> input, controlling gameplay while another Atari 8-bit could be handling
>> sound effects and music.
>>
>> The cluster wouldn't require that much overhead. There would be a
>> "real"
>> use in a gaming environment.
>>
>> You just have no imagination!
>
>
> Hmm. My imagination is (http://axe.gornall.net/) just fine. Perhaps I
> was imagining a "cluster" of more than 2 machines! If you're going to
> run a special-case, then the s/w overhead can indeed be lower, but you
> end up writing the entire operating environment for every special case.
> With generalism comes overhead, trust me.
>
> My position is that once you're in the realm of having to write custom
> s/w, you can question whether it needs to be another 8-bit, or whether
> you could add on a more powerful co-processor. Hence AXE.
>
> Cheers,
>
> Simon.

Not to veeer too far OT, but too bad we dont yet have an entire 130XE in
a FPGA...

You could 'cluster' a bunch of those in much less space..

1650. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 01:27:52 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1111541272.140184.118490@g14g2000cwa.googlegroups.com>
Source record: 11944

G.M. wrote:
<snip>
>
> A power supply will only supply as much current as the load requires.
So
> it doesn't matter what the max current rating is (although some
regulated
> power supplies require a minimum load in order that the regulators
will
> function). As long as the voltage is correct, and the power supply's

> current rating is at least equal to the expected load, there won't be
a
> problem.
>
> Actually if the load pulls the max current from the supply all the
time
> it will shorten the life of the supply, and generate lots of heat in
the
> process.
>

This reminds me of my Samsung portable modem (way back when 2400 was fast). The original 9V adapter was DOA. I phoned them, they sent another. It measured 20V. I sent it back, told them I needed 9V. The new one measured 20V. I sent it back and told them I needed 9V. The new one measured 12V. I said "Close enough!"

Every unit was marked 9V...

Ben

1651. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 01:55:37 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <W96dnfTLkbsTUd3fRVn-ow@comcast.com>
Source record: 11807

<Greg.Goodwin@fmlynet.org> wrote in message
news:739689.7689dc@fmlynet.org...
: > From: William Duke <wduke@cogeco.ca>

[snipped unnecessary stuff]

: Sounds cool indeed. I have really enjoyed seeing the demos of the 14
and
: 16 mhz speedups that have been mentioned on Atari Age lately. Truly
: amazing.

Can you point me to the 14 and 16 MHz speedups.
I have been trying this on Apple IIe and IIgs
and have no luck at all. I'd like to see it done.
Thanks.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1652. Re: Frogger by Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 02:19:50 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <an40e.1515$z.816@newsread2.news.atl.earthlink.net>
Source record: 11946

We bought Frogger on cassette by SierraOnline in '83-84 which
also had
a disk version. Later it was on a cart by someone, Parker or
maybe Atari.
Jess
"Nite Hacker" <spam@yahoo.com> wrote in message
news:6AS%d.160876$FM3.138384@fed1read02...
> I don't remember?? BUT I could have sworn there was an Atari
version of
> Frogger! I think I had copied it from my friend's carts and
used to play it
> using the Impersonator dummy cart. So... I seem to remember
playing this
> game and had been looking for it on the net for quite some time
but have not
> found it anywhere!
>
> I don't remember who it was really by. I thought it was Atari
but maybe I
> am wrong!
>
> I will have to check the disks someday and see if I still have
it. However,
> I don't know if it can be converted from the dummy cart format
to a raw
> format for use with the emulator?
>
> Thanks for the info, though...
>
> Nite Hacker
>
>
> <none@spam.sucks> wrote in message
> news:Xns961588E8842C0crushero1m@207.69.189.191...
> > The original disk/cassette version (by John Harris) was
released by
> Sierra.
> > It was subsequently released as a cart by Parker Bros. It
was more or
> less
> > the same, sans the musical soundtrack and a few minor
variations to the
> > graphics.
> >

> >
> > > Maybe I am wrong? BUT wasn't there a version of Frogger
made by
> > > Atari???
> > >
> > > Nite Hacker

1653. Re: Daisy-Dots III ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 02:45:03 UTC
From: Marshall Walker <marshall>
Message-ID: <Xns9621D3183BEFspicychronosmchsicom@216.196.97.131>
Source record: 11803

LLppwhite@aol.com (Larry) wrote in news:12e3f8fa.0503201916.4227c340
@posting.google.com:

> I recently came across a used copy of DD3 and its printed manual, and
> remembered that someone had contacted its author several years ago
> about the possibility of releasing it as "freeware" (but without
> conclusive results). I also *seem* to remember that the author did
> not have a copy of DD3 and wanted one. (?) If anyone has an email
> address for the author, could they please *email* me. I wanted to
> offer him the software and ask again about sharing it with others or
> perhaps selling/licensing his rights.
> Thanks,
> Larry

Hi,

I was the one who was trying to contact Ray Goldman about his DD3, and if
it could possibly be put into the freeware zone.

If I remember right, his original disks are somewhere at his parents
home, in Colorado, but doesn't have access to them, with his busy life
now adays.

I was looking for ATR images of the original disks as mine got destroyed
by sitting in a extemely hot garage in Utah. If you could e-mail the ATR
images to my e-mail, I would really appreicate it!

marshall

marshall.walker.walker@gmail.com

remove the extra .walker to reply.

thanks!

1654. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 03:10:09 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <o2n141dqks0c1n4j0vmfv396u56rmqr51m@4ax.com>
Source record: 11799

William Duke <wduke@cogeco.ca>:
>What am I smoking? I'm smoking possibility!!!
>
>The practical possibilities are virtually unlimited and then, limited only
>to your imagination.

Here's using some imagination: why bother with doing all the programming,
etc.. required to do parallel processing? Why not just run your program on
two computers side by side? Have the user start each at the same time, or
in the case of music on one, and graphics on the other it wouldn't really
matter.

I recall hearing about a sound demo that did exactly this, producing a
stereo sound demo using two computers.

>Think about the possibilities for game graphics... A second Atari computer
>could be the intermediary between the host Atari and a disk drive... The
>host computer, instead of pulling graphic images directly from the disk,

Sort of like getting data from a bank switching cartridge?

>could retrieve graphics from a second atari that alters images on the fly.

Why would it do that? What could it possibly do to the images that
couldn't be done on the main Atari?

Shawn Jefferson
(fix reply to for email)

1655. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 03:18:59 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <CcydnQMzZd6Efd3fRVn-1A@comcast.com>
Source record: 11812

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:51n141h0fgn11r7p02eb0nii038et4rhm5@4ax.com...
: Slor <slor@comcast.net>:
:
: >Also, is there any place out there to get empty 8-bit cartridge shells?
:
: I think there must be. The AtariMax flash cartridges seem to come in new
: cartridge shells. Maybe you could ask Steve, or the guys that run
: AtariAge?

Best Electronics does, in fact, have them.
I email'd them and I am getting the catalog,
some cart boards and cart cases.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1656. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 05:53:51 UTC
From: google@gornall.net
Message-ID: <1111557231.957689.159730@l41g2000cwc.googlegroups.com>
Source record: 11813

No, I'm sorry, I think you're letting your enthusiasm run away with itself.

The SIO speed is nowhere near enough to supply graphics - it's what, 19200 baud ? Even if you go for the enhanced-speed (hyper speed ?) SIO (which takes a chunk out of your XL's processing time), you're up to ~52 Kbaud (I think). That's about 6.5 KBytes/second or ~1 frame/second after overhead costs, assuming a 4k screen-size. It's barely enough for audio, let alone video.

Even if you go to the parallel bus, you get ~100KBytes/sec if you max out the XL/XE (ie: it's doing nothing else). That's a 25fps display with a 4k screen. You sort of lose the advantage of parallel processing if the machine providing the graphics completely saturates the machine showing them - and if the machine providing the graphics is maxed out as well (just on the transfer of data), it has no time to actually create graphics in the first place!

I looked into using the parallel port as a video-out device for AXE - it would have saved me digitising the screen display via the composite port. I concluded it was too slow to transfer the screen RAM in real-time. Pity though.

The best hope for parallel processing would be complicated game logic. Here you could offload some of the problem to the slave computer(s) so long as the data you need to transfer is not too large. Good examples might be chess programs, or mandelbrot-generator or similar. I think you'd need 3 or 4 computers before you saw a benefit though, because there is quite a bit of overhead on the host computer in co-ordinating all the work-packets to go out to the slaves.

The sound example is a good one as well - there's no back-channel of data from the slave to the host then, so you could download anything you needed at the start (to prevent delays during the game/whatever) and just send manipulation commands - again small data transfers.

At the end of the day, you can *do* more *with* more, but you are limited by the bandwidth of the node connectivity and the speed of the CPU.

Simon.

1657. 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 07:14:32 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <339692.7709d0@fmlynet.org>
Source record: 11815

> From: "Bill Garber" <willy46pa@comcast.net>

> <Greg.Goodwin@fmlynet.org> wrote in message
> news:739689.7689dc@fmlynet.org...
> : > From: William Duke <wduke@cogeco.ca>

> [snipped unnecessary stuff]

> : Sounds cool indeed. I have really enjoyed seeing the demos of the 14
> and
> : 16 mhz speedups that have been mentioned on Atari Age lately. Truly
> : amazing.

> Can you point me to the 14 and 16 MHz speedups. I have been trying this on
> Apple IIe and IIgs and have no luck at all. I'd like to see it done. Thanks.

No problem. What it boils down to, there are some guys in Europe that made
a fully compatible speed up mod on their Ataris, and they did some awesome
demos like Black, Black2, Vengence and others that they were kind enough to
make movie files of so everyone without 16 mhz Atari 8-bits could see.

The topic on Atari Age is titled "Atari 8-bit @ 14 mhz", and the direct
link... forgive me if I mistype this since I am transposing from a Mac OSX
screen to my Atari 800 keyboard...

http://www.atariage.com/forums/viewtopic.php?t=66045

I believe it is at least close to that link. Amazing demos. Let me know
what you think of them.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1658. Re: Request for Accurate Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 07:53:01 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <d1r78t$1gn$1@anderson.hrz.tu-chemnitz.de>
Source record: 11814

> Hi! Anyone know where I can get some accurate schematics for one of the
> Atari 8 bit computers? Thanks!
http://www-user.tu-chemnitz.de/~sgl/atari/ Schematics section.
Unfortunately only a 800 XL until now.

Sven

1659. Re: Request for Accurate Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 11:37:26 UTC
From: Michael Beck <mm.beck@gmx.net>
Message-ID: <d1rkdmlin1@news2.rz.uni-karlsruhe.de>
Source record: 11816

James T. Sprinkle wrote:

> Hi! Anyone know where I can get some accurate schematics for one of the
> Atari 8 bit computers? Thanks!

Try this: <http://www.dereatari.republika.pl/schematy.htm>.
Although this is a polish site, you should have no problem to find what you
need.

best regards,

1660. Re: Atari 400 video mod question (Antic: April 1984, Little Brother Grows Up)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 15:51:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111593061.057454.171160@z14g2000cwz.googlegroups.com>
Source record: 11817

Thomas Richter wrote:
> Hi,
>
> > >According to the 800XL schematics, their naming is well-choosen.
LUM0
> > is
> > >pin 31, LUM1 is pin 22, LUM2 is pin 23, LUM3 is pin 24 on the
GTIA.
> > >There is an additional CMOS 4050 driver between GTIA and the
resistor
> > >network to decouple the two.
>
> > To add yet more confusion, in the 800 schematic pin 31 is LUM3, pin
24
> > is LUM 2, pin 23 is LUM1, and pin 22 is LUM0 of the CTIA, the
> > predecessor of the GTIA.
>
> > The GTIA of the day was pin compatible. I had my CTIA and OS ROMs
> > upgraded around 1983.
>
> Let's forget about the naming for the time being. Just make sure to
> connect the right resistors to the right pins. (-; I would guess that
> in this respect both networks are identically.
>
> The "front and back porch" are modulations of the luminacity signal
> that are required for the TV (or the monitor) to identify the
horizontal
> and vertical sync. They are generated by the CSYNC pin. Should be
connected
> as indicated - the internal workings shouldn't matter.
>
> So long,
> Thomas

That simplifies things.

Using pinouts only

GTIA -- Resistor
Pin --- Value

22 ---> 18K
23 ---> 9.1K
24 ---> 4.7K
31 ---> 36K

The connection between GTIA pinouts and resistors are indeed the same on all schematics, 800, 800XL, and Little Brother article.

The luminence labels do differ between 800 and 800XL but the pinouts match (as you indicated).

Don't know how to fix FireflyST's problem, though.

1661. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 16:03:10 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <FLGdnfXhN6yzDtzfRVn-iw@comcast.com>
Source record: 11818

<Greg.Goodwin@fmlynet.org> wrote in message
news:339692.7709d0@fmlynet.org...
: > From: "Bill Garber" <willy46pa@comcast.net>
:
:
: > <Greg.Goodwin@fmlynet.org> wrote in message
: > news:739689.7689dc@fmlynet.org...
: > : > From: William Duke <wduke@cogeco.ca>
:
: > [snipped unnecessary stuff]
:
: > : Sounds cool indeed. I have really enjoyed seeing the demos of the
14
: > and
: > : 16 mhz speedups that have been mentioned on Atari Age lately.
Truly
: > : amazing.
:
: > Can you point me to the 14 and 16 MHz speedups. I have been trying this
on
: > Apple IIe and IIgs and have no luck at all. I'd like to see it done.
Thanks.
:
: No problem. What it boils down to, there are some guys in Europe that
made
: a fully compatible speed up mod on their Ataris, and they did some
awesome
: demos like Black, Black2, Vengence and others that they were kind
enough to
: make movie files of so everyone without 16 mhz Atari 8-bits could see.
:
: The topic on Atari Age is titled "Atari 8-bit @ 14 mhz", and the
direct
: link... forgive me if I mistype this since I am transposing from a Mac
OSX
: screen to my Atari 800 keyboard...
:
: http://www.atariage.com/forums/viewtopic.php?t=66045
:
: I believe it is at least close to that link. Amazing demos. Let me
know
: what you think of them.

The link is great, but the files can't be viewed
right now. I need to receive my new 80 GB hard drive
and then I can install a DivX viewer or PowerDVD.
Until then I save links and shortcut to the page
where they are and let you know later. Drive should
be here in a day or two. Thanks for the link.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1662. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 19:01:19 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1111604479.508642.180100@o13g2000cwo.googlegroups.com>
Source record: 11819

Kinda, not really, though... Willems have a lot of trouble with 2716s
and 2732s... no matter what the "supported chips" list tells you. I
know from first-hand experience. Even after bulding adaptors and
stuff, more trouble than it's worth.

Also, the power regulator design is shoddy. I suspect that's the cause
of a lot of the Willem's problems.

Keep an eye out on eBay, and you'll be able to snag a decent programmer
for not much more than a Willem.

Later,
Rob

1663. Re: EPROM burner suggestions for 8-bit computer and consoles?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-23 19:30:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <N_edncY00u4nXtzfRVn-jw@comcast.com>
Source record: 11820

"Rob Carroll" <robert.carroll30@verizon.net> wrote in message
news:1111604479.508642.180100@o13g2000cwo.googlegroups.com...
: Kinda, not really, though... Willems have a lot of trouble with 2716s
: and 2732s... no matter what the "supported chips" list tells you. I
: know from first-hand experience. Even after bulding adaptors and
: stuff, more trouble than it's worth.
:
: Also, the power regulator design is shoddy. I suspect that's the cause
: of a lot of the Willem's problems.
:
: Keep an eye out on eBay, and you'll be able to snag a decent programmer
: for not much more than a Willem.
:
: Later,
: Rob

I use an ETT SPEP PLUS programmer. I got it from eBay
for $50 plus s&h. Does up to 8 Mbit and some flash memory.
Try to find one, and if it needs software, let me know,
I'll email you the program.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1664. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 05:32:33 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1111642332@rtfm.mit.edu>
Source record: 11821
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 15, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1665. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 06:26:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db1@comcast.net>
Source record: 11826

>P.S. Does anybody here remember the olden days, back in the early
>'80s, when even Atari, Commodore, and other 8-bits were called
>"PC's"?! Then IBM put out its "home" computer and the term "PC"
>stuck like glue to the IBM model and its clones.

Yes, I remember that like it was yesterday. I do not think even acetone could pry the words IBM PC apart. It is okay with me. I will just stick to my Atari computers since that time.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1666. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 06:29:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db2@comcast.net>
Source record: 11823

>Hello,
>
>I'm thinking of building some type of rack to store my 8bit carts. What do
>you use? Are there racks available or is this definitely a home brew
>project?
>
>Ralph

I remember some type of rack coming out. At that time I did not have enough to fill it, so I passed on it. I store mine in a covered box. They all still fine except the Gorf cart.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1667. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 06:34:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db3@comcast.net>
Source record: 11825

>I have an Atari 800XL that I recently purchased off E-Bay. The 810
>drive that came with it was dead. So I tracked down an INDUS GT drive.
> With the 800XL came quite a few disks - some are the original
>commercially sold disks and most are copies with 4 or 5 games on a
>disk.
>
>1) I have one disk labled "translator". As I understand it, a
>"translator" disk is needed with an 800XL. Right?
>
>QUESTION - WHY is this necessary? What does the translator do??

From what I understand when the 800xl came out, it was internally different
than the 400 or regular 800 to the point where some programs did not run (IE
Larry Bird vs Dr. J.). "The Translator" just sets things straight and lets
these programs run.

>2) Even the couple of original commercially sold game disks will only
>load in successfully once in a while. And, it seems that only if I
>load the "translator" first do I have much of a chance that the
>programs will actually successfully load/run.
>
>QUESTION - Can it be that the real problem is that the drive is out of
>alignment?? If yes, what can be done to correct things??

I do not think so. I have tried those programs in new and used drives and they
still need "the translator".

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1668. Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 07:09:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42426ef01534db4@comcast.net>
Source record: 11824

Hello,

I purchased this interface from a guy Israel and I must say that it is an amazing piece of hardware. Works like a charm in loading the games from a CD to my Atari 130XE using a regular CD player. I hear there are utilities that explain how to copy program onto a CD in the Mega CD format. This would be great except for those programs that have to write data. I am wondering if I could use a regular Atari 1050 and daisy-chain the Mega CD player. Somehow I do not think that will work, but I will give it a try anyway.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1669. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 13:26:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <4242C00C.A11B81F8@students.uni-mainz.de>
Source record: 11822

Well,
how about the idea of the Gamelink-2 then ?!? This system allows one to
kkow 2-8 Atari computers together via a network. But, err, afaik only
one computer acts as the master, while all other computers are connected
as slaves. but maybe this can be changed somehow... anyway, the
possibility is there - but as of yet there is no(t much) software
available for it... as always... -Andreas.

1670. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 14:20:24 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4242cbeb$0$1428$f69f905@mamut2.aster.pl>
Source record: 11827

> From what I understand when the 800xl came out, it was internally different

The "translator" is simply the old 400/800 OS, and makes work programs,
which use the OS calls illegally.

K.

1671. FS: ALL NIB 20$! Atari/Avalon Hill/EOA/Epyx/Datasoft/MICROPROSE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 14:30:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503240628100.8767-100000@onyx.spiritone.com>
Source record: 11828
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Games Factory New In the Box, your choice, $20.00! Some are less! Games are for the Classic Atari 8 bit line!

Atari Games, before XEGS Carts, NIB! Asteroids, Basketball, Centipede, Dig Dug, Donkey Kong, ET Phone Home, Final Legacy, Football, Joust, Millipede, Missile Command, Moon Patrol, QIX, Space Invaders, Star Raiders, Star Raiders II (Disk version), Super Breakout and Tennis!

Atari XEGS Game Carts NIB! Archon, Ballblazer, Barnyard Blaster, BattleZone, Dark Chambers, David's Midnight Magic, Desert Falcon, Eastern Front(1941), Gato, HardBall, Lode Runner, One-On-One, Basketball, Rescue on Fractalus! and Star Raiders II!

Avalon Hill Games NIB! Andromeda Conquest, B-1 Nuclear Bomber, Controller, Five Card Draw Poker, Guderian, Paris in Danger, Planet Miners, Shootout at the OK galaxy, Sports Illustrated Computer Title Bout Game of Professional Boxing, Sports Illustrated Computer Football Strategy, TAC, Tank Arkade and Voyager I!

CBS Software Games NIB! Boulders and Bombs, K-RAZY ANTIKS, K-RAZY SHOOT-OUT and MATCH-WITS!

Datasoft Games NIB! Bismarck-the North Sea Chase, Pacific Coast Hwy, Pole Position and Tumble Bugs!

EOA/Electronic Arts Games NIB! Bill Budge Pinball Construction Set, Lords of Conquest, Music Construction Set, One-On-One Basketball(Disk), Racing Destruction Set and Touchdown Football!

Epyx Games NIB! Rescue on Fractalus(Disk) and Summer Games!

MICROPROSE Games NIB! F-15 Strike Eagle and Silent Service.

Parker Brothers Games NIB! Astro Chase, Frogger and Star Wars-Return of the Jedi-Death Star Battle!

Games listed above, some I have Many of, others I have One, Two or a Few of each Title! Act now while I still have it! I sell Used & New Atari with Lower Prices on New and Cheap prices on Used Atari!Questions? Surf the WEB Get my Catalogs at http://BensCatalogs.Atari.org for Classic Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game Consoles! Games/Software, Hardware, Books and Accessories! Call Ben 24Hrs at (503)256-9974 or E-Mail Atari@aracnet.com Earning your Business, one satisfied customer at a Time!

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1672. Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 14:36:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503240633590.8767-100000@onyx.spiritone.com>
Source record: 11829
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm having a Birthday Bash and the Gifts are yours! Make an Atari Order of $50 or more and get a gift! Your choice! First Come, First Serve while Supplies Last! Shipping & selling to anywhere the Law allows! E-Mail: Atari@aracnet.com or Call Ben NOW at (503)256-9974!

I love nothing more than someone elses Orphaned Atari Games & Computers! If you have unwanted Atari stuff! I'd be glad to Adopt! Think of it as a Birthday Gift! I'll give them a good home! E-Mail: Atari@aracnet.com

http://BensCatalogs.Atari.org Atari for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/maillist.htm Add to my E-Mailing list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1673. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 15:21:52 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qN2dnT0K8JBgR9_fRVn-vA@comcast.com>
Source record: 11830

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4242cbeb$0$1428$f69f905@mamut2.aster.pl...
: > From what I understand when the 800xl came out, it was internally
different
:
: The "translator" is simply the old 400/800 OS, and makes work programs,
: which use the OS calls illegally.

So could you stack the 400/800 OS on the 800XL OS
and put a switch on the enable pins???

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1674. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 16:09:00 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4242e55f$0$1416$f69f905@mamut2.aster.pl>
Source record: 11831

> : The "translator" is simply the old 400/800 OS, and makes work programs,
> : which use the OS calls illegally.
>
> So could you stack the 400/800 OS on the 800XL OS
> and put a switch on the enable pins???

Well, yes. Except that you most probably need to apply a little patch to the 400/800 OS in order to make it start on XL/XE hardware. Namely, the Atari OS explicitly zeroes the I/O ports, including the PORTB of the PIA. On 400/800 this does not hurt, for PORTB is a joystick port. On XL/XE however zeroing it would cause the OS ROM to be switched off, and cause the machine to hang.

So you need to modify the routine that initializes the I/O ports so that it would first of all clear the PBCTL register ($D303) before proceeding. This should be enough.

I believe that this could be also done in hardware - so that your switch could lock the bit 0 of the PORTB and keep this line be always "1" for the PIA. This would prevent switching the ROM off by the procedure mentioned above.

K.

1675. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 16:33:36 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111682016.090237.59300@o13g2000cwo.googlegroups.com>
Source record: 11832

Edward S. Baiz Jr. wrote:
> Hello,
>
> I purchased this interface from a guy Israel and I must say that it
is an
> amazing piece of hardware. Works like a charm in loading the games
from a CD
> to my Atari 130XE using a regular CD player. I hear there are
utilities that
> explain how to copy program onto a CD in the Mega CD format. This
would be
> great except for those programs that have to write data. I am
wondering if I
> could use a regular Atari 1050 and daisy-chain the Mega CD player.
Somehow I
> do not think that will work, but I will give it a try anyway.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

Got a link for that interface?

1676. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 16:34:26 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <wMGdnY--UvZidt_fRVn-rw@comcast.com>
Source record: 11833

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4242e55f$0$1416$f69f905@mamut2.aster.pl...
: > : The "translator" is simply the old 400/800 OS, and makes work
programs,
: > : which use the OS calls illegally.
: >
: > So could you stack the 400/800 OS on the 800XL OS
: > and put a switch on the enable pins???
:
: Well, yes. Except that you most probably need to apply a little patch to
: the 400/800 OS in order to make it start on XL/XE hardware. Namely, the
: Atari OS explicitly zeroes the I/O ports, including the PORTB of the
: PIA. On 400/800 this does not hurt, for PORTB is a joystick port. On
: XL/XE however zeroing it would cause the OS ROM to be switched off, and
: cause the machine to hang.
:
: So you need to modify the routine that initializes the I/O ports so that
: it would first of all clear the PBCTL register ($D303) before
: proceeding. This should be enough.
:
: I believe that this could be also done in hardware - so that your switch
: could lock the bit 0 of the PORTB and keep this line be always "1" for
: the PIA. This would prevent switching the ROM off by the procedure
: mentioned above.

Now after hearing it, I remember doing this
mod to one of my XL's back in the early 80's.
It did work fine. Can't remember if I modified
the ROM, or pulled PORTB to a "1", but it did
work.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1677. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 16:43:25 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <N6C0e.7457$S46.3876@newsread3.news.atl.earthlink.net>
Source record: 11834

Check Dan's Retrobits:
http://retrobits.net/index.html
down under Site Info > My Setup is a pic of his cart storage
drawer system; looks good to me... if you have a woodworker
in the family.
Jess
> >Hello,
> >
> >I'm thinking of building some type of rack to store my 8bit
carts. What do
> >you use? Are there racks available or is this definitely a
home brew
> >project?
> >
> >Ralph

1678. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 17:25:33 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE68623D.4E1%wduke@cogeco.ca>
Source record: 11835

> From: Greg.Goodwin@fmlynet.org
> Organization: Echogate
> Newsgroups: comp.sys.atari.8bit
> Date: 22 Mar 2005 23:14:56 GMT
> Subject: Re: Atari 8-bit Cluster
>

>>> Speaking of cluster, anyone try to make a dual processor setup for the
>>> 8-bit? What if a bunch of 6502's were piggy backed on a Atari motherboard?
>
>> Yeah, I thought about it... But I discounted the idea as malarkey...
>
> Why is that?

I'm not really technically inclined, at least not as far as the electronics
of the Atari goes. Read: Somewhere between amateur and wannabe.
However, I would tend to think that adding a second processor to the
motherboard itself, would introduce a whole assortment of problems.

The bus is not designed to support two processors. It would require so
much effort, that you'd essentially end up redesigning the whole board from
scratch. You'd have to pretty much tell the atari to forget everything
that it knows and teach it how to play in a new neighbourhood.

You wouldn't be able to simply piggyback two processors... Cuz each
processor, I would guess, would have to have it's own unique access to the
bus. You wouldn't be able to have two processors using the same data lines
simultaneously. You'd really have to introduce some type of control over
the bus and which processor could do what and when.

Of course, this is just my uneducated poke at sounding like I know what I'm
talking about... But nevertheless, I recall reading articles on problems
engineers have had in turning a single processor computer to a
multiprocessor computer.

1679. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 19:10:26 UTC
From: Cybernoid <chrismartin.online@gmail.com>
Message-ID: <1111691426.061869.4280@f14g2000cwb.googlegroups.com>
Source record: 11836

I thought that this was an interface to behave like a fast Tape Player.
So, the data is stored like audio....

1680. FA: Atari 2600 VCS woodgrain on Ebay, last day!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 21:15:06 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <3agouiF6bhsnrU1@individual.net>
Source record: 11837

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8179268680

Hellraiser..........>

1681. Games we'd like to see on the A8...

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 22:13:07 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <2ffaf$42433a23$50ab5424$19509@news1.surfino.com>
Source record: 11838

...PARADROID.

I for one think it could be easily done an the A8, and having a look at the C64 version, there might even be room for little graphical enhancements. (16bit versions not counting!)

What do others think?

Cheers,

Frank

1682. Re: Games we'd like to see on the A8...

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 22:55:17 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <42434555$0$81018$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 11840

Hi Frank,

> ....PARADROID.

Check out the ATR I posted on AtariAge
http://www.atariage.com/forums/viewtopic.php?t=31087&start=25

This has an intro based on the 16 bit version.
As for the game itself, I've often thought about
how it could be done - but I feel the A8 sprites wouldn't
be up to the job without a good multiplexing engine.
The shift to software sprites may slow the game down a bit.

I'd still like to see the exchange game on the A8 though ;)

Regards,
Mark

1683. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 22:59:24 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <3agv23F687eerU1@individual.net>
Source record: 11839

> This reminds me of my Samsung portable modem (way back when 2400 was
> fast). The original 9V adapter was DOA. I phoned them, they sent
> another. It measured 20V. I sent it back, told them I needed 9V. The
> new one measured 20V. I sent it back and told them I needed 9V. The new
> one measured 12V. I said "Close enough!"
>
> Every unit was marked 9V...

That's because they are unregulated - with no load they will run at a higher
voltage and that voltage will decrease with load.

Hellraiser.....>

1684. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 23:01:45 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <3agv6gF6b8kj4U1@individual.net>
Source record: 11841

>> > Ive an old 1010 data recorder but no psu,,
>> > Anyone know the psu voltages and polarity of the connector??
>> >
>> > Regards
>> >
>> > Scot
>> >
>> >
>>
>>
>
> No it uses a 9VAC 500Ma wallwort
> Those 9volt bricks put out 30 to 40 amps and will fry the recorder! The
> Atari original actually says "for use with 1010 recorder" on it.

30 to 40 amps seems an awful lot for a little 9v supply, either way so long as the voltage is the same the max current is irrelevant, as the device attached to it will only draw as much current as it needs. Think of it as like driving a Ferrari - it can do 200mph, but if you want to do 55mph it will do that just fine :)

Hellraiser.....>

1685. Re: Games we'd like to see on the A8...

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 23:19:49 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <2034$424349ca$50ab5424$6053@news1.surfino.com>
Source record: 11842

> Check out the ATR I posted on AtariAge
> http://www.atariage.com/forums/viewtopic.php?t=31087&start=25

I see where you're coming from, but that's why I decidedly left the 16bit versions out. I really think a fast and very playable C64 port should be possible. And the droids there are only monochromatic, so no problem for the Atari Players/Missiles. (-:

So get started again. You can use your intro, if you like... (-;

1686. Re: Games we'd like to see on the A8...

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-24 23:21:55 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <c3cd$42434a4c$50ab5424$6918@news1.surfino.com>
Source record: 11843

What happened to Speedball, BTW?

1687. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 02:17:48 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <p2t641d388cubb3t23m1kk4af2ui7fk3dc@4ax.com>
Source record: 11844

William Duke <wduke@cogeco.ca>:

>I'm not really technically inclined, at least not as far as the electronics
>of the Atari goes. Read: Somewhere between amateur and wannabe.
>However, I would tend to think that adding a second processor to the
>motherboard itself, would introduce a whole assortment of problems.

The Atari 8-bit *is* a dual processor computer already. Antic is a
processor in its own right. Atari got over this problem by "pausing" the
6502 when Antic needs access to the bus.

Shawn Jefferson
(fix reply to for email)

1688. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 02:45:44 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d1vu0o$6r2$1@hercules.btinternet.com>
Source record: 11845
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its...

You had a birthday last month your cluster fuk!.

Actually Its my turn next week, maybe you should have a Welshgits birthday
sale.

"Bravo Sierra Computers" <atari@arse-holenet.com>

> I'm having a Birthday Bash and the Gifts are yours!

1689. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 04:47:06 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <d3a01f.78b5e3@fmlynet.org>
Source record: 11846

> The link is great, but the files can't be viewed right now. I need to receive
>my new 80 GB hard drive and then I can install a DivX viewer or PowerDVD. Unti
> then I save links and shortcut to the page where they are and let you know
> later. Drive should be here in a day or two. Thanks for the link.

Well, ok, let me know what you think of it once you get the DivX working.
Yeh, it can be a pain getting that working. Can't remember when I set it
up, but it was a while back. And it was a pain there.

Doc Clu Duo

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1690. Re: Keys for Atari 800 needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 04:49:16 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <33a020.78b628@fmlynet.org>
Source record: 11847

> Greg!

> If you still have not sent the keys, please DO NOT send them anymore!

> My keyboard abruptly died, and I'll buy a replacement brand-new one.

> Thanks so much for your kindness anyway!

> regards,
> gianfranco

> p.s. I sent a c.c. of this to your email address too...

Roger dodger. :)

Doc Clu Duo

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1691. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 06:24:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <CpednZLFNdLiM97fRVn-oQ@comcast.com>
Source record: 11748

<Greg.Goodwin@fmlynet.org> wrote in message
news:d3a01f.78b5e3@fmlynet.org...
: > The link is great, but the files can't be viewed right now. I need to
receive
: >my new 80 GB hard drive and then I can install a DivX viewer or PowerDVD.
Unti
: > then I save links and shortcut to the page where they are and let you
know
: > later. Drive should be here in a day or two. Thanks for the link.
:
: Well, ok, let me know what you think of it once you get the DivX
working.
: Yeh, it can be a pain getting that working. Can't remember when I set
it
: up, but it was a while back. And it was a pain there.

I believe I have played DivX on PowerDVD before but I'm not exactly sure
if they play from hard drive or internet. I might need to burn it to VCD
first. Do you know if I do or not???

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1692. WTB: SpartaDOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 08:00:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HwP0e.87287$%Y4.81878@bignews6.bellsouth.net>
Source record: 11749

Looking for a SDX Cartridge.

E-mail me if ya have one for sale or trade.

Thanks,

phantomm@bellsouth.net

1693. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 17:00:03 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE69ADC3.4FC%wduke@cogeco.ca>
Source record: 11750

True, but we're talking about adding a second 6502 processor. Given what
you know about the 6502 and the Antic in the Atari 8-bit, you can understand
what problems one would be forced to contend with in any attempt to add a
second 6502 processor.

Not to say that it would be impossible to add a second 6502; after all,
anything is possible. To add a second 6502, that would provide any
practical use, without extensive reworking of the motherboard and OS would
present significant challenges. It could be done, just not easily.

Hey, check out this link:

http://www.kennethlamont.co.uk/site/downloads/hondaad.swf

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
> Organization: Shaw Residential Internet
> Reply-To: shawnjefferson@shaw.caREMOVEPLS
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 25 Mar 2005 02:17:48 GMT
> Subject: Re: Atari 8-bit Cluster
>
> William Duke <wduke@cogeco.ca>:
>
>> I'm not really technically inclined, at least not as far as the electronics
>> of the Atari goes. Read: Somewhere between amateur and wannabe.
>> However, I would tend to think that adding a second processor to the
>> motherboard itself, would introduce a whole assortment of problems.
>
> The Atari 8-bit *is* a dual processor computer already. Antic is a
> processor in its own right. Atari got over this problem by "pausing" the
> 6502 when Antic needs access to the bus.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

1694. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 17:03:40 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE69AE9B.4FD%wduke@cogeco.ca>
Source record: 11751

Anybody know of a way to view these AVI's on a Macintosh? Quicktime will play the audio portion, but will not display the video.

Is there a DivX CODEC for Quicktime? I downloaded DivX 5.1 and DivX 5.1.1 for the Mac, but I can't get anything to work.

Suggestions? Comments? Questions? Ideas?

> From: "Bill Garber" <willy46pa@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 25 Mar 2005 01:24:19 -0500
> Subject: Re: 14 & 16 mhz demos
>
>
> <Greg.Goodwin@fmlynet.org> wrote in message
> news:d3a01f.78b5e3@fmlynet.org...
> : > The link is great, but the files can't be viewed right now. I need to
> receive
> : >my new 80 GB hard drive and then I can install a DivX viewer or PowerDVD.
> Unti
> : > then I save links and shortcut to the page where they are and let you
> know
> : > later. Drive should be here in a day or two. Thanks for the link.
> :
> : Well, ok, let me know what you think of it once you get the DivX
> working.
> : Yeh, it can be a pain getting that working. Can't remember when I set
> it
> : up, but it was a while back. And it was a pain there.
>
> I believe I have played DivX on PowerDVD before but I'm not exactly sure
> if they play from hard drive or internet. I might need to burn it to VCD
> first. Do you know if I do or not???
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> ---
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> ---
> Email - willy46pa@comcast.net
> ---
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all

> ----------
>
>

1695. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 17:12:07 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE69B097.500%wduke@cogeco.ca>
Source record: 11752
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

That's not fair, Steve! Perhaps Ben has multiple personalities, and each personality was born on a different day. Conceivably, with multiple personalities, Ben could theoretically have a birthday everyday of the year.

Another possibility, Ben could be illiterate and unable to read the date on his birth certificate. If this were the case, it's possible that Ben is just guessing when his actual birthday is. You know, waiting for somebody to come along and say, "Yes, Ben, it is your birthday. You finally got it right!"

Perhaps Ben is just delusional. Perhaps we're just delusional and Ben doesn't even exist. That's it! We're delusional and Ben doesn't even exist. So let's just move along and leave our imaginary Atari 8-bit dealers behind.

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups:
> comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.cl
> assic,rec.games.video.marketplace,pdx.forsale
> Date: Fri, 25 Mar 2005 02:45:44 +0000 (UTC)
> Subject: Re: Ben's Atari Birthday Bash!
>
> Why its...
>
> You had a birthday last month your cluster fuk!.
>
> Actually Its my turn next week, maybe you should have a Welshgits birthday
> sale.
>
>
> "Bravo Sierra Computers" <atari@arse-holenet.com>
>
>> I'm having a Birthday Bash and the Gifts are yours!
>
>
>
>

1696. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 17:44:19 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1111772659.203345.28570@l41g2000cwc.googlegroups.com>
Source record: 11753

William Duke wrote:
>
> I dunno, it just seems like something that would be alot of fun to
do...
> And there are "real" benefits to be realized, if you want to realize
them.
>

But could this be "simulated" on an emulator before physical
development begins ?

1697. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 17:47:19 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <lhj841hfhc35e0lin8ln168rg78ohcshki@4ax.com>
Source record: 11754

William Duke <wduke@cogeco.ca>:
>Anybody know of a way to view these AVI's on a Macintosh? Quicktime will
>play the audio portion, but will not display the video.
>
>Is there a DivX CODEC for Quicktime? I downloaded DivX 5.1 and DivX 5.1.1
>for the Mac, but I can't get anything to work.
>
>Suggestions? Comments? Questions? Ideas?

Well, I read that those video were not actually DivX, but XVID (or XDIV ?)

Shawn Jefferson
(fix reply to for email)

1698. Re: Games we'd like to see on the A8...

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 18:34:09 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <424459a1$0$94484$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 11755

fsh wrote:

> What happened to Speedball, BTW?

Same as many of my projects ;)
Fallen by the wayside - as with Paradroid,
the A8's difference in hardware sprites forces a
different implementation for the SB players.
These (IMO) would be harder to implement
on the A8 (probably as software sprites)
and would slow the pace of the game.

Search on AtariAge for author Wrathchild (me)
and titles such as Barbarian, World Class Leaderboard,
Bard's Tale, Paradroid, Speedball and Elite.
Reading some of those will give you an idea
of progress (and reasons to lack off).

I'm still looking into things on the A8, and
will get around to finishing a major project one day...
just probably not in the next year or two :(

At the moment I'm happy porting games to cartridge
from disk release, e.g. Koronis Rift and Eidolon
were done recently and work on Gauntlet almost done.

Hope that helps,
Mark

1699. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 19:46:10 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111779970.513581.6940@o13g2000cwo.googlegroups.com>
Source record: 11756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yeah thats like the madman saying "Im sane, its all you lot that are nuts!".

Usually he's wrong.

Coda.

P.S do we have to duplicate this mans crime, and cross-post to so many usenet groups???

1700. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 21:53:13 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503251353.16e02675@posting.google.com>
Source record: 11757

All I can say is "WOW!" (My ATI fileplayer ate the "Black" demo-file right up.)

I just hope that this upgrade can become widely available at some point. (My wallet is ready. :-)

I've been fascinated with Turbo boards for years, since I read about the first 4 MHz turbo board for the C64 (which also explained generally how it was done.) And despite the legion of nay-sayers; I always believed it could be done on the Atari, if some smart people worked at it. Looks like they did!

Congrats to the creators of this board!

-Larry

1701. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 22:26:57 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <FP6dnXAVXI6_DdnfRVn-tQ@comcast.com>
Source record: 11758

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503251353.16e02675@posting.google.com...
: All I can say is "WOW!" (My ATI fileplayer ate the "Black" demo-file
: right up.)
:
: I just hope that this upgrade can become widely available at some
: point. (My wallet is ready. :-)
:
: I've been fascinated with Turbo boards for years, since I read about
: the first 4 MHz turbo board for the C64 (which also explained
: generally how it was done.) And despite the legion of nay-sayers; I
: always believed it could be done on the Atari, if some smart people
: worked at it. Looks like they did!
:
: Congrats to the creators of this board!

Yes, Congrats. The Apple II-IIgs line has had accelerator boards
for a long time. There were speed-ups for the II and II+ which
allowed them to run at 2.5-3.5 MHz and also incorporated 65C02
CPUs. The IIe had the Titan and Transwarp which allowed them to
run at 3.5-5 MHz, and also the Zip Chip for IIe which had 4 and
8 MHz models. These totally replaced the CPU. For the IIgs you
had Transwarp GS and ZipGS boards which with proper mods could
go up to 16 MHz. They never got them to the proposed 20 MHz.
Problem is, these technologies were buried in concrete when the
Apple II line was abandoned. Shame.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1702. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 23:07:16 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6A03D4.509%wduke@cogeco.ca>
Source record: 11759

In a word: Absolutely!

You'd be dealing almost exclusively with software. The MPI is a software interface. The only real hardware to develop is a simple cable.

The MPI for clustering microcomputers has already been developed and largely standardized. The Message Passing Interface ("MPI") is already in use on the Macintosh and in various UNIX/Linux environments for the PC. Adapting the "Open Source" MPI to the Atari 8-Bit should be a relatively simple task for anyone with enough knowledge of the Atari.

I would guess that any Atari 8-Bit cluster would not fully utilize the capabilities of the MPI already developed for other microcomputers, therefore some efficiency could be realized in an Atari 8-bit adaptation.

> From: "*ProteanThread*" <rtdos@rtdos.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 25 Mar 2005 09:44:19 -0800
> Subject: Re: Atari 8-bit Cluster
>
> William Duke wrote:
>>
>> I dunno, it just seems like something that would be alot of fun to
> do...
>> And there are "real" benefits to be realized, if you want to realize
> them.
>>
>
> But could this be "simulated" on an emulator before physical
> development begins ?
>

1703. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 23:12:09 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6A04F9.50A%wduke@cogeco.ca>
Source record: 11761
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

No, I suppose we do not.

smeg_007, huh? What is that? Sureptitious smegma? Interesting!

> From: "Coda" <smeg_007@hotmail.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: 25 Mar 2005 11:46:10 -0800
> Subject: Re: Ben's Atari Birthday Bash!
>
> Yeah thats like the madman saying "Im sane, its all you lot that are
> nuts!".
>
> Usually he's wrong.
>
> Coda.
>
> P.S do we have to duplicate this mans crime, and cross-post to so many
> usenet groups???
>

1704. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-25 23:26:23 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6A084F.50C%wduke@cogeco.ca>
Source record: 11760

Call me crazy, Red, but I store my cartridges in a box. Not just any box, mind you, a cardboard box. Yes, perhaps it's a little over the top, but I'm committed to the hobby and anything short of a cardboard box just wouldn't suffice.

A few tips on selecting the proper cardboard box for your cartridges:

1) You should get an idea of exactly how many cartridges you have before beginning your search for the proper cardboard box. You don't want to invest too much time and money into procuring an inadequate box. You should be sure that the cardboard box you get, will store all of your current cartridges, as well as any cartridges you may anticipate acquiring in the future.

2) You should choose a box that suits your own personal style and preferences. For example: You might not want a shoebox if you're a consumate consumer of a particular brand of beer. Perhaps the box that your last six or twelve pack arrived in, would make a great storage compartment for your Atari 8-bit cartridges.

3) You may wish to pick up the latest edition of Martha Stewert Living for other ideas on storing your Atari 8-Bit cartridges.

I hope this helps and please feel free to email me if you have any further questions.

> From: "RED" <redodd@NOSPAMcomcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 19 Mar 2005 16:41:48 -0500
> Subject: How do you store your carts?
>
> Hello,
>
> I'm thinking of building some type of rack to store my 8bit carts. What do
> you use? Are there racks available or is this definitely a home brew
> project?
>
> Ralph
>
>

1705. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 00:21:15 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111796475.800615.93570@o13g2000cwo.googlegroups.com>
Source record: 11762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A spam trap email address, and for twats like you.

1706. Re: Atari 800 to PC data transfer....

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 01:50:52 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <d3a030.799e5a@fmlynet.org>
Source record: 11763

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
> pry the words IBM PC apart. It is okay with me. I will just stick to my Atari
> computers since that time.

Personal computer. You know, my Newton messagepad makes a good "personal
computer", and about every other computer I have makes a good "personal
computer". Except for my Windows computer, which is on a network, but
that is a "public computer" since it is at work. ;)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1707. SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 01:59:42 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <23a031.799f75@fmlynet.org>
Source record: 11764

Hey guys, I am breaking down and trying this... IBM emulation on the Mac
with SoftPC and running APE.

Anyone have any luck with this? Obviously I have not so far.

One thing that can help me at this point... think of the SLOWEST
computer that you have ever run APE on. And it worked. :) What were
the settings... list everything in the configuration.

I am not only trying to get this work on the Mac, but on a Pre-1993 IBM
type computer.

Thanks!

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1708. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 10:23:32 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42453823$1@news.inet.com.pl>
Source record: 11765

Greg.Goodwin@fmlynet.org wrote:
> Hey guys, I am breaking down and trying this... IBM emulation on the Mac
> with SoftPC and running APE.
>
> Anyone have any luck with this? Obviously I have not so far.

I have had limited success with VirtualPC (last Connectix version) and
USB<->RS232 interface. It worked to a degree but highly unreliably.

My bet would not be on the emulation's faults though but rather on the
USB<->RS conversion's latency and co.

1709. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 14:53:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424578aa5f66f5@comcast.net>
Source record: 11770

>
>Edward S. Baiz Jr. wrote:
>> Hello,
>>
>> I purchased this interface from a guy Israel and I must say that it
>is an
>> amazing piece of hardware. Works like a charm in loading the games
>from a CD
>> to my Atari 130XE using a regular CD player. I hear there are
>utilities that
>> explain how to copy program onto a CD in the Mega CD format. This
>would be
>> great except for those programs that have to write data. I am
>wondering if I
>> could use a regular Atari 1050 and daisy-chain the Mega CD player.
>Somehow I
>> do not think that will work, but I will give it a try anyway.
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>> Photo 700 printer, PCI Networking Card, ICQ#91257633
>> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>
>Got a link for that interface?
>

Here is a link to the website that talks about it:

http://cat.asw.cz/~kubecj/acz.htm

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1710. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 14:56:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424578aa5f66f6@comcast.net>
Source record: 11768

>
>I thought that this was an interface to behave like a fast Tape Player.
> So, the data is stored like audio....
>

No I do not think the data is stored like audio, but who knows. All I know is
that the data in on the CD and I must play it like any other CD I put in the
player. Also, to get the data to load properly, you must have the volume set
correctly. Too high or low will result in nothing being loaded in.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1711. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 14:58:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424578aa5f66f7@comcast.net>
Source record: 11769

```
>> From what I understand when the 800xl came out, it was internally different
>
>The "translator" is simply the old 400/800 OS, and makes work programs,
>which use the OS calls illegally.
>
>K.

Sounds logical...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

1712. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 16:05:12 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <OdidnVsHK6myFdjfRVn-vA@comcast.com>
Source record: 11766

"William Duke" <wduke@cogeco.ca> wrote in message
news:BE6A084F.50C%wduke@cogeco.ca...
> Call me crazy, Red, but I store my cartridges in a box. Not just any box,
> mind you, a cardboard box. Yes, perhaps it's a little over the top, but
I'm
> committed to the hobby and anything short of a cardboard box just wouldn't
> suffice.
>
> A few tips on selecting the proper cardboard box for your cartridges:
>
> 1) You should get an idea of exactly how many cartridges you have before
> beginning your search for the proper cardboard box. You don't want to
> invest too much time and money into procuring an inadequate box. You
> should be sure that the cardboard box you get, will store all of your
> current cartridges, as well as any cartridges you may anticipate acquiring
> in the future.
>
> 2) You should choose a box that suits your own personal style and
> preferences. For example: You might not want a shoebox if you're a
> consumate consumer of a particular brand of beer. Perhaps the box that
> your last six or twelve pack arrived in, would make a great storage
> compartment for your Atari 8-bit cartridges.
>
> 3) You may wish to pick up the latest edition of Martha Stewert Living
for
> other ideas on storing your Atari 8-Bit cartridges.
>
> I hope this helps and please feel free to email me if you have any further
> questions.
>
>
> > From: "RED" <redodd@NOSPAMcomcast.net>
> > Newsgroups: comp.sys.atari.8bit
> > Date: Sat, 19 Mar 2005 16:41:48 -0500
> > Subject: How do you store your carts?
> >
> > Hello,
> >
> > I'm thinking of building some type of rack to store my 8bit carts. What
do
> > you use? Are there racks available or is this definitely a home brew
> > project?
> >
> > Ralph

Thanks for the reply. I never thought that cardboard would work. I don't have access to the high quality Canadian cardboard that you do.

Ralph

1713. Atari PSU s

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 16:09:53 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <lPf1e.1059$n57.129@newsfe1-win.ntli.net>
Source record: 11767

Can anyone advise of a sourec of suitable 9V ac psu's in the UK please, or have any spares ones they are willing to sell ?

Thanks

1714. Re: Games we'd like to see on the A8...

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 21:51:50 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <73a038.7a7e79@fmlynet.org>
Source record: 11771

Pirates Gold. That was a early IBM game. Or Swashbuckler on the Apple II.
.
How about this? Cap'n Magneto... early Mac game, simple graphics. .
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1715. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 22:48:29 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <c11v31hkcp027vjmfvvlv0tndqcf99c0l2@4ax.com>
Source record: 11772

Alek a ï¿½crit:

>>I have Nokia 6100 which also plays MIDI files, but I don't know tool which
>>can convert SAP files to MIDI, so I thought that it would be better to write
>>Java application which can play Atari music files.
>>

A solution is to use a software which can save all sound playing via
your soundcard.
I mean, you play the SAP files and during that the third party program
can save a WAV which will have the music on it.
After that, I think it will be esaier to convert the wav file in MIDI.

Digital Sound Recorder can do that but sure they are others and maybe
free/gpl ones;

Sorry for the bad explanations but english is not my first language

T0M

1716. [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-26 22:48:33 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <gtv041pro3figpsg34497u5d7g2jm3ee2p@4ax.com>
Source record: 11773

Hi and tnx for reading my message,

Anyone know where I wil be able to download the Miss Pacman ATR file ?

tnx in advance

T0M

1717. Re: [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 00:12:39 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <n_idnad4n-r9Z9jfRVn-gQ@comcast.com>
Source record: 11774

```
"T0M" <privee@vieprivee.fra> wrote in message
news:gtv041pro3figpsg34497u5d7g2jm3ee2p@4ax.com...
: Hi and tnx for reading my message,
:
: Anyone know where I wil be able to download the Miss Pacman ATR file ?
:
: tnx in advance
:
: T0M

Email me and I will send it to you, Or, if you'd
rather I can put an Atari 8 folder on my web server
and you can download it. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1718. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 00:57:36 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <63a03f.7a9732@fmlynet.org>
Source record: 11778

What if I don't have the USB problem? Right now I am working with a Mac that has the typical round serial port. What do you make of that? .
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1719. [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 01:02:20 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <93a040.7a984a@fmlynet.org>
Source record: 11779

I have had tons of luck at...
.
http://vjetnam.hopto.org
.
Enjoy!!
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1720. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 01:03:12 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6B7080.51E%wduke@cogeco.ca>
Source record: 11775

Have you had any luck viewing these vid's?

I was wondering if anybody could convert these videos to Quicktime Movie format or to MPEG format for us poor saps that can't find anything to play AVI's?

If anybody could do that, I would be most grateful, as I'm sure others would be to. I noticed in the AtariAge forums that other people have been unable to view these videos as well.

Thanks,

Willy

"Nothing splendid has ever been achieved except by those who dared believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person, living or dead. Nothing that I say or do is meant or intended to signify an interest in any female person, living or dead, real or fictitious, and should not be construed as an attempt to impress, attract, appease or acknowledge any female person.

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
> Organization: Shaw Residential Internet
> Reply-To: shawnjefferson@shaw.caREMOVEPLS
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 25 Mar 2005 17:47:19 GMT
> Subject: Re: 14 & 16 mhz demos
>
> William Duke <wduke@cogeco.ca>:
>> Anybody know of a way to view these AVI's on a Macintosh? Quicktime will
>> play the audio portion, but will not display the video.
>>
>> Is there a DivX CODEC for Quicktime? I downloaded DivX 5.1 and DivX 5.1.1
>> for the Mac, but I can't get anything to work.
>>
>> Suggestions? Comments? Questions? Ideas?
>
> Well, I read that those video were not actually DivX, but XVID (or XDIV ?)
>
>
> ---
> Shawn Jefferson
> (fix reply to for email)

1721. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 01:05:49 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6B711D.51F%wduke@cogeco.ca>
Source record: 11776
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gee, I never thought of myself as a twat before. Interesting!

A twat! Hmm... Can a person make money as a twat? What are the career prospects for a twat?

Nah, I don't wanna be a twat! I think I'll remain a dick! I prefer to be a dick!

Thanks anyway.

"Nothing splendid has ever been achieved except by those who dared believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do is meant or intended to signify an interest in any female person and should not be construed as an attempt to impress, attract, appease or acknowledge any female person.

> From: "Coda" <smeg_007@hotmail.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: 25 Mar 2005 16:21:15 -0800
> Subject: Re: Ben's Atari Birthday Bash!
>
> A spam trap email address, and for twats like you.
>

1722. Atari Hangout Chat Sunday at 10 am

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 01:07:30 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <13a041.7a98ef@fmlynet.org>
Source record: 11780

We have the Atari hangout chat tomorrow at 10 am CST, which is about evening for most in Europe. A great time for both to chat. :) We meet at telnet://www.atarinews.org Works like this...
.. log on, type BBS, & then BBS.
It will go from that login to the next, and that is where your ID and password would come in. From thre after the open message, T for Talk, C for chat, and then enter your Chat id and you're in! .
Hope to see some of you there tomorrow at 10 am CST. .
Doc Clu 800
.
PS: For the Atari 8-bit and emulation users, Ice-T works great in there. ❒ ❒❒und out today it is not too horrible if you run Bobterm in VT520 mode. Actually less static using that than in ASCII mode. :D Not great, but not as horrible. :) Take care!

```
--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)
```

1723. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 01:09:14 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6B71EA.521%wduke@cogeco.ca>
Source record: 11777

If I've said this once, I've said it a thousand times: Somebody should
write something like APE for the Mac. I'd use it! Hell, I'd even cough
up $20 to register the gosh darn thing.

I'd do it myself but... I really don't know how to.

Thanks,

Willy

"Nothing splendid has ever been achieved except by those who dared
believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do
is meant or intended to signify an interest in any female person and should
not be construed as an attempt to impress, attract, appease or acknowledge
any female person.

> From: silverdr <silverdr@inet.remove.it.pl>
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Mar 2005 11:23:32 +0100
> Subject: Re: SoftPC (Mac) and Dos APE
>
> Greg.Goodwin@fmlynet.org wrote:
>> Hey guys, I am breaking down and trying this... IBM emulation on the Mac
>> with SoftPC and running APE.
>>
>> Anyone have any luck with this? Obviously I have not so far.
>
> I have had limited success with VirtualPC (last Connectix version) and
> USB<->RS232 interface. It worked to a degree but highly unreliably.
>
> My bet would not be on the emulation's faults though but rather on the
> USB<->RS conversion's latency and co.

1724. Re: [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 03:09:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <NrudnWw4B7hXvtvfRVn-1A@comcast.com>
Source record: 11781

```
<Greg.Goodwin@fmlynet.org> wrote in message
news:93a040.7a984a@fmlynet.org...
: I have had tons of luck at...
: .
: http://vjetnam.hopto.org
: .
: Enjoy!!
: Doc Clu 800

GOTO M ;Page 11

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1725. Re: [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 04:06:00 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <f8cc411bc38062r88d69hc24k2qfm0ef20@4ax.com>
Source record: 11782

many thanks for your great help.

Sincerly,

T0M

1726. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 04:26:13 UTC
From: damage_x@hotmail.com
Message-ID: <1111897573.334397.172350@g14g2000cwa.googlegroups.com>
Source record: 11783

The slowest computer I've run APE on was a 16MHz 486SX. 2x SIO speed
worked but not 3x. Nothing special in the configuration

What kind of speed do you get out of SoftPC?

Have you tried doing anything else with the serial port under the
emulator to verify it is working right?

1727. [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 04:27:59 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com>
Source record: 11784

Hi and tnx for reading my message.

I will appreciate if readers of thes newsgroups will post their 10
favourite atari 8 bits games :o)

tnx in advance

T0M

Mine are:

1. M.U.L.E
2. Archon II
3. Archon I
4 Zorro
5. Kennedy Approach
6. World Karate Championship
7. Pacman
8.BallBlazer
9. Commando
10. Leader Board
--
Sorry if I don't answer quickly but I can't connect on the net each day

1728. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 04:35:12 UTC
From: damage_x@hotmail.com
Message-ID: <1111898112.067999.27200@z14g2000cwz.googlegroups.com>
Source record: 11785

Shawn Jefferson wrote:
> William Duke <wduke@cogeco.ca>:
> >Anybody know of a way to view these AVI's on a Macintosh?
Quicktime will
> >play the audio portion, but will not display the video.
> >
> >Is there a DivX CODEC for Quicktime? I downloaded DivX 5.1 and
DivX 5.1.1
> >for the Mac, but I can't get anything to work.
> >
> >Suggestions? Comments? Questions? Ideas?
>
> Well, I read that those video were not actually DivX, but XVID (or
XDIV ?)
>

They are XVID. This codec is similar to DivX, and in fact if you have a DivX player on your Mac there is a good chance that you can watch these videos by simply going into the AVI header with a hex editor and changing XVID to DIVX.

1729. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 09:12:45 UTC
From: Robert Berry <dont.look@my-ar.se>
Message-ID: <hOu1e.126$F67.97@newsfe2-win.ntli.net>
Source record: 11786

"T0M" wrote in message ...
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)

Hi Tom,

I'm not sure many people will agree with any of my choices, but here they
are anyway.....

1 - Star Raiders
2 - Pacman
3 - Galaxians
4 - Vanguard
5 - Preppie 2
6 - Centipede
7 - Zaxxon
8 - Spy Hunter
9 - Airstrike 2
10 - Bruce Lee

Rob

1730. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 10:01:10 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <rq0d41lsdpeusog9m6upbb529idpflk7ml@4ax.com>
Source record: 11787

Hi Robert,

tn for your list ! I don't know some of your titles, coooool some news
game to try !

T0M

P.S. Agree or not agree, that's not the point ;o)

1731. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 10:11:06 UTC
From: Helge Sj&#65533;str&#65533;m <helgesjoestroem@ki.tng.de>
Message-ID: <d260gm$56b$1@ulric.tng.de>
Source record: 11788

My all Time Favourites:

1. Mule
2. Bruce Lee
3. Star Raiders
4. Archon I
5. Seven Cities Of Gold
6. Voodoo Castle
7. Dallas Quest
8. Jumpman Jr.
9. Jumpman
10. Flak

Helge

1732. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 12:13:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1111925618.757841.270760@o13g2000cwo.googlegroups.com>
Source record: 11789
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

This previous post of mine was a mistake. I deleted it a few seconds after I had posted it as I realised that I had taken William out of context, and was already pretty wound up from something else. I have emailed an apology to him.

Sorry for any offence caused.

Coda.

1733. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 13:24:49 UTC
From: Scot Jones <news@scotjones.spam.co.uk>
Message-ID: <d26c6v$a6v$1$8302bc10@news.demon.co.uk>
Source record: 11790

to answer a 12 dc psu seems to be doing fine.....

thanks for the help fellas :)

--
---
www.scotjones.co.uk
www.scot-jones.co.uk
M1AFY
CBR900rrx

1734. Re: [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 14:04:39 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <BoWdnZj70IL2INvfRVn-pQ@comcast.com>
Source record: 11792

<Greg.Goodwin@fmlynet.org> wrote in message
news:93a040.7a984a@fmlynet.org...
> I have had tons of luck at...
> .
> http://vjetnam.hopto.org
> .
> Enjoy!!
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
(8:8/2)

Doc Clu 800,

Would you please email me in regards to the Omnimon for the 800. Thanks a
lot.

Ralph

1735. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 14:07:45 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1111932465.603020.86930@o13g2000cwo.googlegroups.com>
Source record: 11793

Hellraiser wrote:
> > This reminds me of my Samsung portable modem (way back when 2400
was
> > fast). The original 9V adapter was DOA. I phoned them, they sent
> > another. It measured 20V. I sent it back, told them I needed 9V.
The
> > new one measured 20V. I sent it back and told them I needed 9V. The
new
> > one measured 12V. I said "Close enough!"
> >
> > Every unit was marked 9V...
>
> That's because they are unregulated - with no load they will run at a
higher
> voltage and that voltage will decrease with load.

I'm sorry - isn't that amperage you are thinking about? How much load
would a "portable" pocket modem create?

The higher the voltage, the more heat the unit has to dissipate. Like
my TI expansion system - TI built them with unregulated power supplies.
They supply 16V and 8V to the cards, which have to step them down with
regulators to 12V and 5V respectively. Thereby generating a lot of heat
(and sometimes causing thermal shutdown on regulators).

Besides, I remember using a "battery eliminator" with my Mattel
Football II. It supplied just over 9V, and it ran MUCH faster than the
normal 9V battery. Switched to a higher voltage, it would go much
faster, lower - slower.

Ben

1736. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 14:08:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.27.14.08.14.272405@charter.net>
Source record: 11791

On Sat, 26 Mar 2005 22:27:59 -0600, T0M wrote:

> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)

1. Ultima III, IV
2. Star Raiders 1,2
3. Archon I
4. F15 - Strike Eagle
5. Wizards Crown
6. Hitchhikers Guide To The Galaxy
7. Realm Of Impossibilty
8. Rescue On Fractulus
9. Silent Service
10. Star Fleet 1

No particular order - I loved all these games. I probably spent the most hours on the Ultima series though. :-)

1737. Re: your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 15:52:03 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111938723.960417.323890@g14g2000cwa.googlegroups.com>
Source record: 11794

T0M wrote:
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)
>
> tnx in advance
>
> T0M
>
> Mine are:
>
> 1. M.U.L.E
> 2. Archon II
> 3. Archon I
> 4 Zorro
> 5. Kennedy Approach
> 6. World Karate Championship
> 7. Pacman
> 8.BallBlazer
> 9. Commando
> 10. Leader Board
> --
> Sorry if I don't answer quickly but I can't connect on the net each
day

Couldn't even remember 10 favorites from the old days so here is my top
9.

1. Star Raiders
2. Boulder Dash
3. Miner 2049er
4. Arkanoid
5. Ms. Pacman
6. Mr. Robot and his robot factory
7. Sea Wolf 2
8. Joust
9. Tapper

Henry's House is looking interesting but very difficult. It might make
it to my top 10 (and then again it might not).

1738. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 16:24:27 UTC
From: stephensheppard@hotmail.com
Message-ID: <1111940667.796776.264710@l41g2000cwc.googlegroups.com>
Source record: 11795

Edward S. Baiz Jr. wrote:
> >
> >Edward S. Baiz Jr. wrote:
> >> Hello,
> >>
> >> I purchased this interface from a guy Israel and I must say that
it
> >is an
> >> amazing piece of hardware. Works like a charm in loading the games
> >from a CD
> >> to my Atari 130XE using a regular CD player. I hear there are
> >utilities that
> >> explain how to copy program onto a CD in the Mega CD format. This
> >would be
> >> great except for those programs that have to write data. I am
> >wondering if I
> >> could use a regular Atari 1050 and daisy-chain the Mega CD player.
> >Somehow I
> >> do not think that will work, but I will give it a try anyway.
> >> --
> >> Edward S. Baiz Jr.
> >> (Gamer)
> >>
> >> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> >> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> >> Photo 700 printer, PCI Networking Card, ICQ#91257633
> >> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> >> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> >> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
> >>
> >Got a link for that interface?
> >
>
> Here is a link to the website that talks about it:
>
> http://cat.asw.cz/~kubecj/acz.htm
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633

> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

Thanks!

I never heard of the high speed tape interfaces or Mega CD interface
until now.

1739. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 16:56:49 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4246e5d0$1@news.inet.com.pl>
Source record: 11796

William Duke wrote:

>>> Hey guys, I am breaking down and trying this... IBM emulation on
>>> the Mac with SoftPC and running APE.
>>>
>>> Anyone have any luck with this? Obviously I have not so far.
>>
>> I have had limited success with VirtualPC (last Connectix version)
>> and USB<->RS232 interface. It worked to a degree but highly
>> unreliably.
>>
>> My bet would not be on the emulation's faults though but rather on
>> the USB<->RS conversion's latency and co.
>
>
> If I've said this once, I've said it a thousand times: Somebody
> should write something like APE for the Mac. I'd use it! Hell,
> I'd even cough up $20 to register the gosh darn thing.

My guess is that first you would have to "write" RS232 hardware ports
for the Mac... We are facing very similar problem here to that of people
trying to interface Commodore's IEC bus to the Macs - no directly
accessible, interrupt capable hardware port to connect it to :-(

The tendency is slowly gravitating towards USB/IEE1394<->uC<->legacy
solutions, which (given enough time and incentives to those who don't
have to work for living five or more days a week) may be the ultimate
solution for both 8bitters.

1740. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 17:02:46 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4246e734$1@news.inet.com.pl>
Source record: 11797

Greg.Goodwin@fmlynet.org wrote:
> What if I don't have the USB problem? Right now I am working with a Mac that
> has the typical round serial port. What do you make of that?

Don't know. I don't have such a Mac to try. But I guess that IF the
RS422 port of the old Macs have enough lines to cover the APE/SIO2PC
needs - it could work with the appropriate cable conversion. But then
the old Mac (round serial port) may not be powerful enough to handle
the emulation and communication within the timing constraints...

1741. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 17:20:42 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4246eb69$1@news.inet.com.pl>
Source record: 11698

Greg.Goodwin@fmlynet.org wrote:
> What if I don't have the USB problem? Right now I am working with a Mac that
> has the typical round serial port. What do you make of that? .

And I would double-check on how you connected the lines. The 8pin
mini-DIN RS-422 used on the older Macs, certainly didn't have ALL the
line equivalents of the typical RS-232. It didn't affect heavily the
regular modem operation but I am almost sure it didn't have e.g. the RI
line required by SIO2PC. I don't remember exactly which line the
APE-style cable used but this might be the show-stopper if you find the
required signal lacking.

1742. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 17:55:39 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <E5mdndEfuLdZbtvfRVn-gg@comcast.com>
Source record: 11699

<Greg.Goodwin@fmlynet.org> wrote in message
news:63a03f.7a9732@fmlynet.org...
: What if I don't have the USB problem? Right now I am working with a Mac
that
: has the typical round serial port. What do you make of that? .
: Doc Clu 800

Not sure if the info below will help you, but I figured it can't hurt.
Good luck.

Mini DIN-8 IIgs Serial Port (also IIc+ and Macintosh)

The IIgs serial port is numbered as follows,
looking at the back of the computer:

Mini-Din 8
IIgs Serial Port
(Female) Socket

8 7 6
5 4 3
2 1

Pin Signal Name and Description*

1 HSKo Handshake output. Driven uninverted from the
SCC's /DTR output.
Voh = 3.6V; Vol = -3.6V; Rl - 450 ohms
2 HSKi Handshake input or external clock. Received
inverted at SCC's /CTS and /TRxC inputs.
Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
3 TxD- Transmit data (inverted). Driven inverted
from SCC's TxD output; tri-stated when SCC's
/RTS is not asserted.
Voh = 3.6V; Vol = -3.6V; Rl = 450 ohms
4 GND Signal ground. Connected to logic and
chassis ground.
5 RxD- Receive data (inverted). Received inverted
at SCC's RxD input.
Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
6 TxD+ Transmit data. Driven uninverted from SCC's
TxD output; tri-stated when SCC's /RTS is not
asserted.
Voh = 3.6V; Vol = -3.6V; Rl = 450 ohms
7 GPi General-purpose input. Received inverted at
SCC's /DCD inputs.

Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
8 RxD+ Receive data. Received uninverted at SCC's
RxD input.
Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms

Note: Absolute values of specified voltages are minimums;
Ri is a minimum, Rl is a maximum.

Cable to connect IIgs to a serial Dsub-25 printer

The wiring for a serial printer cable would be as follows:

IIgs Printer (DB-25)

1 Hshk Out ----> 6 DSR (or possibly 5 CTS, or 8 DCD)
2 HShk In <---- 20 DTR (or possibly 4 RTS)
3 TxD- ----> 3 RxD
4 Gnd ----- 7 Signal Ground
5 RxD- <---- 2 TxD
6 TxD+ No connection
7 GPI No connection
8 RxD+ Loop to signal ground (pin 4 at IIgs or pin 7 at printer)

(Cable shield should be connected to shielding at the IIgs end, and to
pin 1 at the printer end.)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1743. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 18:27:51 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6C6557.53E%wduke@cogeco.ca>
Source record: 11700

Do you mean changing the Filetype and Creator with ResEdit? Or do you mean actually going into the HEX code, searching for a string that reads "XVID" and changing it to "DIVX"?

I'll give it a try.

Thanks.

> From: damage_x@hotmail.com
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 26 Mar 2005 20:35:12 -0800
> Subject: Re: 14 & 16 mhz demos
>
> Shawn Jefferson wrote:
>> William Duke <wduke@cogeco.ca>:
>>> Anybody know of a way to view these AVI's on a Macintosh?
> Quicktime will
>>> play the audio portion, but will not display the video.
>>>
>>> Is there a DivX CODEC for Quicktime? I downloaded DivX 5.1 and
> DivX 5.1.1
>>> for the Mac, but I can't get anything to work.
>>>
>>> Suggestions? Comments? Questions? Ideas?
>>
>> Well, I read that those video were not actually DivX, but XVID (or
> XDIV ?)
>>
>
> They are XVID. This codec is similar to DivX, and in fact if you have a
> DivX player on your Mac there is a good chance that you can watch these
> videos by simply going into the AVI header with a hex editor and
> changing XVID to DIVX.
>

1744. Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 18:32:07 UTC
From: ayjay1965 <andrew@saunders44.freeserve.co.uk>
Message-ID: <1111948327.033254.314430@o13g2000cwo.googlegroups.com>
Source record: 11701

Help! Just need to know if an american cart is different from a uk one?
Have not found any info on any carts boxes or isntructions to say
otherwise. Should I assume that the cart is before the signal is turned
into respective rf output?

Long and short is if a cart is bought from us will it work here?

Only interested in genuine atri carts by the way if this makes any
difference.

Andrew.

1745. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 18:36:50 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6C6772.540%wduke@cogeco.ca>
Source record: 11702

I figured a stab at humour was better than admitting that I only have three cartridges. I don't really have to worry about storing my cartridges; I only have three.

By the way, I've heard that the Brazillian cardboard is of the best quality. Of course, that's just a rumour and can't be substantiated.

> From: "RED" <redodd@NOSPAMcomcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Mar 2005 11:05:12 -0500
> Subject: Re: How do you store your carts?
>
>
> "William Duke" <wduke@cogeco.ca> wrote in message
> news:BE6A084F.50C%wduke@cogeco.ca...
>> Call me crazy, Red, but I store my cartridges in a box. Not just any box,
>> mind you, a cardboard box. Yes, perhaps it's a little over the top, but
> I'm
>> committed to the hobby and anything short of a cardboard box just wouldn't
>> suffice.
>>
>> A few tips on selecting the proper cardboard box for your cartridges:
>>
>> 1) You should get an idea of exactly how many cartridges you have before
>> beginning your search for the proper cardboard box. You don't want to
>> invest too much time and money into procuring an inadequate box. You
>> should be sure that the cardboard box you get, will store all of your
>> current cartridges, as well as any cartridges you may anticipate acquiring
>> in the future.
>>
>> 2) You should choose a box that suits your own personal style and
>> preferences. For example: You might not want a shoebox if you're a
>> consumate consumer of a particular brand of beer. Perhaps the box that
>> your last six or twelve pack arrived in, would make a great storage
>> compartment for your Atari 8-bit cartridges.
>>
>> 3) You may wish to pick up the latest edition of Martha Stewert Living
> for
>> other ideas on storing your Atari 8-Bit cartridges.
>>
>> I hope this helps and please feel free to email me if you have any further
>> questions.
>>
>>
>>> From: "RED" <redodd@NOSPAMcomcast.net>

>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 19 Mar 2005 16:41:48 -0500
>>> Subject: How do you store your carts?
>>>
>>> Hello,
>>>
>>> I'm thinking of building some type of rack to store my 8bit carts. What
> do
>>> you use? Are there racks available or is this definitely a home brew
>>> project?
>>>
>>> Ralph
>
>
> Thanks for the reply. I never thought that cardboard would work. I don't
> have access to the high quality Canadian cardboard that you do.
>
> Ralph
>
>

1746. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 18:48:25 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6C6A29.543%wduke@cogeco.ca>
Source record: 11703

For anybody interested, Apple released a technical note a while back that provided all of the pinout information for the Macintosh line of computers.

I don't have the actual file any longer, but I did print the thing up and I can give you the name of the file: HW 19 - Pinouts.

It was released by Apple Developer Support some time ago. It begins,

"This note gives pinouts for Macintosh ports, cables, and other products.

Below are pinout descriptions for the Macintosh ports, cables, and various other products."

> From: "Bill Garber" <willy46pa@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 27 Mar 2005 12:55:39 -0500
> Subject: Re: SoftPC (Mac) and Dos APE
>
>
> <Greg.Goodwin@fmlynet.org> wrote in message
> news:63a03f.7a9732@fmlynet.org...
> : What if I don't have the USB problem? Right now I am working with a Mac
> that
> : has the typical round serial port. What do you make of that? .
> : Doc Clu 800
>
> Not sure if the info below will help you, but I figured it can't hurt.
> Good luck.
>
> Mini DIN-8 IIgs Serial Port (also IIc+ and Macintosh)
>
> The IIgs serial port is numbered as follows,
> looking at the back of the computer:
>
> Mini-Din 8
> IIgs Serial Port
> (Female) Socket
>
> 8 7 6
> 5 4 3
> 2 1
>
> Pin Signal Name and Description*
>
> 1 HSKo Handshake output. Driven uninverted from the
> SCC's /DTR output.

> Voh = 3.6V; Vol = -3.6V; Rl - 450 ohms
> 2 HSKi Handshake input or external clock. Received
> inverted at SCC's /CTS and /TRxC inputs.
> Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
> 3 TxD- Transmit data (inverted). Driven inverted
> from SCC's TxD output; tri-stated when SCC's
> /RTS is not asserted.
> Voh = 3.6V; Vol = -3.6V; Rl = 450 ohms
> 4 GND Signal ground. Connected to logic and
> chassis ground.
> 5 RxD- Receive data (inverted). Received inverted
> at SCC's RxD input.
> Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
> 6 TxD+ Transmit data. Driven uninverted from SCC's
> TxD output; tri-stated when SCC's /RTS is not
> asserted.
> Voh = 3.6V; Vol = -3.6V; Rl = 450 ohms
> 7 GPi General-purpose input. Received inverted at
> SCC's /DCD inputs.
> Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
> 8 RxD+ Receive data. Received uninverted at SCC's
> RxD input.
> Vih = 0.2V; Vil = -0.2V; Ri = 12K ohms
>
> Note: Absolute values of specified voltages are minimums;
> Ri is a minimum, Rl is a maximum.
>
> ---
>
> Cable to connect IIgs to a serial Dsub-25 printer
>
> The wiring for a serial printer cable would be as follows:
>
> IIgs Printer (DB-25)
>
> 1 Hshk Out ----> 6 DSR (or possibly 5 CTS, or 8 DCD)
> 2 HShk In <---- 20 DTR (or possibly 4 RTS)
> 3 TxD- ----> 3 RxD
> 4 Gnd ----- 7 Signal Ground
> 5 RxD- <---- 2 TxD
> 6 TxD+ No connection
> 7 GPI No connection
> 8 RxD+ Loop to signal ground (pin 4 at IIgs or pin 7 at printer)
>
> (Cable shield should be connected to shielding at the IIgs end, and to
> pin 1 at the printer end.)
>
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez

> ---
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> ---
> Email - willy46pa@comcast.net
> ---
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all
> ---
>
>

1747. Re: Atari PSU s

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 18:53:58 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6C6B75.545%wduke@cogeco.ca>
Source record: 11705

Sorry, Richard, you don't mind if I call you Richard, do you? I have a couple of spare 9VDC PSU's but they're not 220VAC type. I'm in North America, so they're 110VAC.

As far as European sources for 9VDC PSU's, I really wouldn't know. If you have a way to make a North American PSU work for you, I have one available.

> From: "richard daley" <richard.daley3@ntlworld.com>
> Organization: ntl Cablemodem News Service
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Mar 2005 16:09:53 GMT
> Subject: Atari PSU s
>
> Can anyone advise of a sourec of suitable 9V ac psu's in the UK please, or
> have any spares ones they are willing to sell ?
>
> Thanks
>
>

1748. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 18:59:24 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qICdnfOkGIAnn9rfRVn-hQ@comcast.com>
Source record: 11704

"William Duke" <wduke@cogeco.ca> wrote in message
news:BE6C6557.53E%wduke@cogeco.ca...
: Do you mean changing the Filetype and Creator with ResEdit? Or do you
mean
: actually going into the HEX code, searching for a string that reads "XVID"
: and changing it to "DIVX"?

William,

It's right in the first few lines of character based
output. Just type DIVX over the XVID word and save.
I've done it to 2 files so far. Works great.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1749. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 19:52:40 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <daE1e.50924$3z.15799@okepread03>
Source record: 11707

Well not in any order, except probably #1.

1. Goonies
2. Bruce Lee
3. Pitfall II
4. Leaderboard
5. World Championship Karate
6. Ninja
7. Zorro
8. Archon
9. BallBlazer
10. E.T. (The A8 version was MUCH better)

"T0M" <privee@vieprivee.fra> wrote in message
news:68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com...
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)
>
> tnx in advance
>
> T0M
>
> Mine are:
>
> 1. M.U.L.E
> 2. Archon II
> 3. Archon I
> 4 Zorro
> 5. Kennedy Approach
> 6. World Karate Championship
> 7. Pacman
> 8.BallBlazer
> 9. Commando
> 10. Leader Board
> --
> Sorry if I don't answer quickly but I can't connect on the net each day

1750. Re: your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-27 19:53:27 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503271153.5a1c8796@posting.google.com>
Source record: 11706

Not in any particular order:

* Lunar Patrol (from Analog)
* Montezuma's Revenge
* Lode Runner
* Silicon Warrior
* Mr. Robot and His Robot Factory
* Wizard of Wor
* Fortress (Tetris)
* World Championship Karate (demo mode)
* Saracen
* Miner 2049er

Proably a lot I've forgotten about, too.

1751. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 00:23:42 UTC
From: dlw <ludwig66.no.spam@comcast.net>
Message-ID: <3cje411bmf16tbftftnkvv3sqpb2t8pvf1@4ax.com>
Source record: 11708

```
>> I will appreciate if readers of thes newsgroups will post their 10
>> favourite atari 8 bits games :o)
>>

Star Raiders
F15 Strike Eagle
Silent Service
Rescue on Fractalus
Star Bowl Football
Star League Baseball
M.U.L.E.
One on One
Karateka
Hitchhikers Guide to the Galaxy
```

1752. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 00:44:24 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <lrl1e.27728$b_6.12096@trnddc01>
Source record: 11709

Actually you can store the data in audio. That's how its done on the
Jaguar. Using programs like CDRECORD.EXE, a command-line CD buring software
available for a variety of platforms, you burn the raw binary data onto
audio tracks.

You would have to burn everything onto a single session on the CD and are
limited to 99 tracks for this single session according to red book
standards. Because mode standard audio CD players are only designed to read
the first session. Only difference on the Jaguar format is that the first
session contains music / audio only and the remaining sessions are available
for data, audio, and music.

I wouldn't recommend playing back this format through your stereo system
though. Would have harsh effects on your amplifier and speakers.

I have to admit, very simple and ingenious design.

Glenn

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:424578aa5f66f6@comcast.net...
> >
> >I thought that this was an interface to behave like a fast Tape Player.
> > So, the data is stored like audio....
> >
>
> No I do not think the data is stored like audio, but who knows. All I know
is
> that the data in on the CD and I must play it like any other CD I put in
the
> player. Also, to get the data to load properly, you must have the volume
set
> correctly. Too high or low will result in nothing being loaded in.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1753. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 01:40:41 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <tgJ1e.7059$z.3508@newsread2.news.atl.earthlink.net>
Source record: 11710

1 Mr Do
2 Miner 2049er
3 Lode Runner
4 Jumpman
5 Jet Boot Jack
6 Moon Patrol
7 Galaxian
8 Boulder Dash
9 O'Reilly's Mine
10 Frogger
Jess

"T0M" <privee@vieprivee.fra> wrote in message
news:68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com...
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their
10
> favourite atari 8 bits games :o)
>
> tnx in advance
>
> T0M
>
> Mine are:
>
> 1. M.U.L.E
> 2. Archon II
> 3. Archon I
> 4 Zorro
> 5. Kennedy Approach
> 6. World Karate Championship
> 7. Pacman
> 8.BallBlazer
> 9. Commando
> 10. Leader Board
> --
> Sorry if I don't answer quickly but I can't connect on the net
each day

1754. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 02:25:37 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6CD551.54E%wduke@cogeco.ca>
Source record: 11711

I downloaded a codec for quicktime that fixes the problem. I can view
those avi's no problem now. Thanx.

If anybody wants to know the name of the codec, I can put a link here for
you... Alternatively, you can check out the thread on the Applefritter site
forums.

> From: "Bill Garber" <willy46pa@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 27 Mar 2005 13:59:24 -0500
> Subject: Re: 14 & 16 mhz demos
>
>
> "William Duke" <wduke@cogeco.ca> wrote in message
> news:BE6C6557.53E%wduke@cogeco.ca...
> : Do you mean changing the Filetype and Creator with ResEdit? Or do you
> mean
> : actually going into the HEX code, searching for a string that reads "XVID"
> : and changing it to "DIVX"?
>
> William,
>
> It's right in the first few lines of character based
> output. Just type DIVX over the XVID word and save.
> I've done it to 2 files so far. Works great.
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all
> --
>
>

1755. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 02:28:09 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6CD5E8.54F%wduke@cogeco.ca>
Source record: 11712

Wow! I checked out those AVI's and I'm really itching to get back at my
Atari 8-bit now! I just spent the last hour or so playing an Atari
emulator on my Mac. Can't wait to get my real Atari's up & running again.

"Nothing splendid has ever been achieved except by those who dared
believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do
is meant or intended to signify an interest in any female person and should
not be construed as an attempt to impress, attract, appease or acknowledge
any female person.

> From: Greg.Goodwin@fmlynet.org
> Organization: Echogate
> Newsgroups: comp.sys.atari.8bit
> Date: 23 Mar 2005 07:14:32 GMT
> Subject: 14 & 16 mhz demos
>
>> From: "Bill Garber" <willy46pa@comcast.net>
>
>
>> <Greg.Goodwin@fmlynet.org> wrote in message
>> news:739689.7689dc@fmlynet.org...
>> : > From: William Duke <wduke@cogeco.ca>
>
>> [snipped unnecessary stuff]
>
>> : Sounds cool indeed. I have really enjoyed seeing the demos of the 14
>> and
>> : 16 mhz speedups that have been mentioned on Atari Age lately. Truly
>> : amazing.
>
>> Can you point me to the 14 and 16 MHz speedups. I have been trying this on
>> Apple IIe and IIgs and have no luck at all. I'd like to see it done. Thanks.
>
> No problem. What it boils down to, there are some guys in Europe that made
> a fully compatible speed up mod on their Ataris, and they did some awesome
> demos like Black, Black2, Vengence and others that they were kind enough to
> make movie files of so everyone without 16 mhz Atari 8-bits could see.
>
> The topic on Atari Age is titled "Atari 8-bit @ 14 mhz", and the direct
> link... forgive me if I mistype this since I am transposing from a Mac OSX

> screen to my Atari 800 keyboard...
>
> http://www.atariage.com/forums/viewtopic.php?t=66045
>
> I believe it is at least close to that link. Amazing demos. Let me know
> what you think of them.
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1756. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 02:32:26 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6CD6EA.550%wduke@cogeco.ca>
Source record: 11713

Man, when I saw the subject heading for this thread, I thought I was going to be able to drop in on some people talking about using their 1010 Data Recorder.

I have an old 1010 Data Recorder kicking around. I swear it must have at least two inches of dust on it. *cough* *cough* I just blew the dust off it. Yep, it's a true to life 1010 Data Recorder. I got it for Christmas many moons ago. It's hard to believe that I actually had it on my "wishlist"...

So, what do you folks do with your 1010's?

"Nothing splendid has ever been achieved except by those who dared believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do is meant or intended to signify an interest in any female person and should not be construed as an attempt to impress, attract, appease or acknowledge any female person.

> From: "anoneds@netscape.net" <anoneds@netscape.net>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 27 Mar 2005 06:07:45 -0800
> Subject: Re: 1010 Data Recorder
>
>
> Hellraiser wrote:
>>> This reminds me of my Samsung portable modem (way back when 2400
> was
>>> fast). The original 9V adapter was DOA. I phoned them, they sent
>>> another. It measured 20V. I sent it back, told them I needed 9V.
> The
>>> new one measured 20V. I sent it back and told them I needed 9V. The
> new
>>> one measured 12V. I said "Close enough!"
>>>
>>> Every unit was marked 9V...
>>
>> That's because they are unregulated - with no load they will run at a
> higher
>> voltage and that voltage will decrease with load.
>

> I'm sorry - isn't that amperage you are thinking about? How much load
> would a "portable" pocket modem create?
>
> The higher the voltage, the more heat the unit has to dissipate. Like
> my TI expansion system - TI built them with unregulated power supplies.
> They supply 16V and 8V to the cards, which have to step them down with
> regulators to 12V and 5V respectively. Thereby generating a lot of heat
> (and sometimes causing thermal shutdown on regulators).
>
> Besides, I remember using a "battery eliminator" with my Mattel
> Football II. It supplied just over 9V, and it ran MUCH faster than the
> normal 9V battery. Switched to a higher voltage, it would go much
> faster, lower - slower.
>
> Ben
>

1757. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 02:40:20 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <o8K1e.32962$oa6.29397@trnddc07>
Source record: 11714

"T0M" <privee@vieprivee.fra> wrote in message
news:68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com...
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)

I'll byte. I was not really a gamer (and still am not) but I did have few
favorites:

1. 7 cities
2. stealth (i had this predecessor but forgot the name of the released
game)
3. Star Raiders
4. one on one
5. galaxian
6. centipede
7. karateka
8. Last Starfighter
9. Hardball
10. Lode Runner

There were a few others but the names slip my mind.....

I also liked building and playing those Pinball Con. Set games.

1758. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 02:44:59 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <LcK1e.32970$oa6.13342@trnddc07>
Source record: 11715

I ran it on a 286 MANY years ago, but I would never remember those settings now. I do remember having to get 16550 UARTS and plugging them into my COM port card in order to get hi-speed disk access to work.

<Greg.Goodwin@fmlynet.org> wrote in message news:23a031.799f75@fmlynet.org...
> Hey guys, I am breaking down and trying this... IBM emulation on the Mac
> with SoftPC and running APE.
>
> Anyone have any luck with this? Obviously I have not so far.
>
> One thing that can help me at this point... think of the SLOWEST
> computer that you have ever run APE on. And it worked. :) What
> were
> the settings... list everything in the configuration.
>
> I am not only trying to get this work on the Mac, but on a Pre-1993
> IBM
> type computer.
>
> Thanks!
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1759. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 04:23:44 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <9qudnZM3xM2QGtrfRVn-jg@adelphia.com>
Source record: 11716

1) Ultima IV
2) Floyd of the Jungle (with 4 players simultaniously on an 800)
3) World Karate Champ
4) Bruce Lee
5) Snowball Fight
6) Blue Max
7) The Last Starfighter
8) Archon
9) Boulder Dash
10) Pitfall II

"T0M" <privee@vieprivee.fra> wrote in message
news:68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com...
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)
>
> tnx in advance
>
> T0M
>
> Mine are:
>
> 1. M.U.L.E
> 2. Archon II
> 3. Archon I
> 4 Zorro
> 5. Kennedy Approach
> 6. World Karate Championship
> 7. Pacman
> 8.BallBlazer
> 9. Commando
> 10. Leader Board
> --
> Sorry if I don't answer quickly but I can't connect on the net each day

1760. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 06:23:41 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <kl8f4194dla6mrqgirnqd160il4gelpjjt@4ax.com>
Source record: 11717

Waou ! tnx very much to everyone !

T0M

1761. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 07:22:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <YgO1e.12474$m31.127480@typhoon.sonic.net>
Source record: 11718

William Duke <wduke@cogeco.ca> wrote:
> Call me crazy, Red, but I store my cartridges in a box. Not just any box,
> mind you, a cardboard box. Yes, perhaps it's a little over the top, but I'm
> committed to the hobby and anything short of a cardboard box just wouldn't
> suffice.

I just have a little plastic Sterilite container I use. It's not
air-tight or water-tight, but the lid stays on when I lug my carts around
(I exhibited at Classic Gaming Expo a few times, and moved recently).

They're not really 'on display', and they're far from organized, but it
seems to keep them save from my cats. :^)

-bill!

1762. Re: Atari music to cellular phones rings?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 08:02:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <9SO1e.12475$m31.127864@typhoon.sonic.net>
Source record: 11719

T0M <privee@vieprivee.fra> wrote:
> A solution is to use a software which can save all sound playing via
> your soundcard.
> I mean, you play the SAP files and during that the third party program
> can save a WAV which will have the music on it.
> After that, I think it will be esaier to convert the wav file in MIDI.

Actually, MIDI is a music format, that uses instruments to play.
(Think of it like sheet music.)

WAV (and MP3) is simply a sample of sound.
(Think of it like an audio cassette tape.)

So, while it's probably possible to convert WAV to MIDI
(there could be software that 'listens' and tries its best to pick what
notes are being played), it's probably not what you want.

If your phone can play MP3s, just convert the sounds to MP3s!

As for making a SAP player for a phone, you MIGHT have luck with some of
the more open platforms (like a PalmOS-based phone), but I doubt even the
Java phones have any way of saying: "when the phone receives a call,
execute this arbitrary program, instead of playing a ringtone or MP3". :^/

> Digital Sound Recorder can do that but sure they are others and maybe
> free/gpl ones;

Actually do WAV->MIDI? Huh! Wow! Is it actually GOOD?!?

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1763. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 08:18:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <T5P1e.12476$m31.127827@typhoon.sonic.net>
Source record: 11720

William Duke <wduke@cogeco.ca> wrote:
> I was wondering if anybody had tried to cluster (parallel process) with the
> Atari 8-bits?

> I was checking out this site,
> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
> and I began thinking about my little ole 8-bits. I know that 8-bits can be
> networked, so why not clustered?

Back before I knew what a 'cluster' was, I was thinking of doing something
similar to X-Window on the Atari 8-bit, using MUX cartridges.

The normal "one master, and N slaves" setup is for filesystem sharing
(like people did/do with BBSes and Mulitplexer).

My idea was to have one of those N slaves act as a 'display'
(doing all of the graphics, window management, and keyboard/mouse/joystick
input), and the remaining N-1 slaves actually do the processing.

I may have the details archived somewhere, but I've long since removed it
from my website.

HOWEVER, the good ol' WayBack machine has a copy!!! Enjoy ;)

http://web.archive.org/web/19970204133349/zippy.sonoma.edu/~kendrick/nbs/ados/atwinsys.htm
l

Also, I've since sold my MUX cartridges and OS chips. (I /think/!)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1764. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 08:31:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <uhP1e.12477$m31.127765@typhoon.sonic.net>
Source record: 11721

William Kendrick <bill@newbreedsoftware.com> wrote:
> Back before I knew what a 'cluster' was, I was thinking of doing something
> similar to X-Window on the Atari 8-bit, using MUX cartridges.

Oh, hey! It looks like Nir Dary has the _whole_ thing archived, too!

http://ftp.atari.art.pl/stuff/collections/nir_dary_cds/Programming%2520Info/MUX-Window/

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1765. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 12:24:34 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <45eb8$4247f7a1$d527d391$32385@news1.surfino.com>
Source record: 11723

Here're mine:

1. Alternate Reality - The Dungeon
2. Mercenary
3. Blue Max
4. The Goonies
5. Ballblazer
6. The Eidolon
7. Whirlinurd
8. Ollie's Follies
9. Alley Cat
10. Shamus

1766. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 18:51:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <FmY1e.12498$m31.127987@typhoon.sonic.net>
Source record: 11724

Greg.Goodwin@fmlynet.org wrote:
> No problem. What it boils down to, there are some guys in Europe that made
> a fully compatible speed up mod on their Ataris, and they did some awesome
> demos like Black, Black2, Vengence and others that they were kind enough to
> make movie files of so everyone without 16 mhz Atari 8-bits could see.

I checked them all out last night. Awesome stuff! Regardless of 1.79MHz or
14MHz, where was I, in 1998, when people were throwing multiple animated
3D polygons on the screen at once!? :^)

(Or did they simply hack the existing demos to throw more up, since they
could?)

Great looking stuff!

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1767. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 19:58:49 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ZIZ1e.26266$hU7.7229@newssvr33.news.prodigy.com>
Source record: 11725

"ayjay1965" <andrew@saunders44MUNGE.freeserve.co.uk> wrote in message >
Help! Just need to know if an american cart is different from a uk one?
> Have not found any info on any carts boxes or isntructions to say
> otherwise. Should I assume that the cart is before the signal is turned
> into respective rf output?
>
> Long and short is if a cart is bought from us will it work here?
>
> Only interested in genuine atri carts by the way if this makes any
> difference.
>
> Andrew.
Some UK poster should respond, but here's my guess. Some will, some won't
work properly.
For NTSC to work PAL programs, you need a PAL Antic, sometimes. I think
that some programs that have 'exquisite' timing, sorta
DLI or other interrupts, they might not work
right. Probably most will.
You should be more specific, I think, what cart
are you considering buying? I'm sure some UK or Euro person can answer you.

1768. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 20:28:01 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <3ar7miF6e5ipmU1@individual.net>
Source record: 11726

"William Duke" <wduke@cogeco.ca> wrote in message
news:BE6CD6EA.550%wduke@cogeco.ca...
> Man, when I saw the subject heading for this thread, I thought I was going
> to be able to drop in on some people talking about using their 1010 Data
> Recorder.
>
> I have an old 1010 Data Recorder kicking around. I swear it must have at
> least two inches of dust on it. *cough* *cough* I just blew the dust off
> it. Yep, it's a true to life 1010 Data Recorder. I got it for
> Christmas
> many moons ago. It's hard to believe that I actually had it on my
> "wishlist"...
>
> So, what do you folks do with your 1010's?

Generally load tapes, and every few weeks or so, replace the "Play" button
when it breaks :)

Hellraiser.........>

1769. Re: 1010 Data Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 21:23:41 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6DE00D.567%wduke@cogeco.ca>
Source record: 11727

I was hoping for something a little more interesting than that.

I don't have any tapes for my 1010 Data Recorder. I remember, back in the day, I used to use my 1010 to log data to. Instead of using a printer, I used to output to C: and store data there. I found it to be much more efficient than wasting paper and printer ribbons.

When I wanted to read the stuff that I had output to C:, I just viewed it on screen. Of course, this was back in the day when I was poor and unable to buy a whole lot of software, so I did a lot of my own programming.

I've never had the play button break on my 1010.

"Nothing splendid has ever been achieved except by those who dared believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do is meant or intended to signify an interest in any female person and should not be construed as an attempt to impress, attract, appease or acknowledge any female person.

> From: "Hellraiser" <hellraiser1.nospam@blueyonder.co.uk>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 28 Mar 2005 21:28:01 +0100
> Subject: Re: 1010 Data Recorder
>
>
> "William Duke" <wduke@cogeco.ca> wrote in message
> news:BE6CD6EA.550%wduke@cogeco.ca...
>> Man, when I saw the subject heading for this thread, I thought I was going
>> to be able to drop in on some people talking about using their 1010 Data
>> Recorder.
>>
>> I have an old 1010 Data Recorder kicking around. I swear it must have at
>> least two inches of dust on it. *cough* *cough* I just blew the dust off
>> it. Yep, it's a true to life 1010 Data Recorder. I got it for
>> Christmas
>> many moons ago. It's hard to believe that I actually had it on my
>> "wishlist"...
>>
>> So, what do you folks do with your 1010's?
>
> Generally load tapes, and every few weeks or so, replace the "Play" button

> when it breaks :)
>
> Hellraiser.........>
>
>

1770. Re: 14 & 16 mhz demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 21:27:58 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6DE10E.569%wduke@cogeco.ca>
Source record: 11728

It's called 3ivx. That's all that I needed to add to my installation of
Quicktime 6. Then, whenever I doubleclicked the AVI files the Quicktime
player started up and I was off to the races.

I couldn't believe that the solution would be that simple, but it was.

I don't recall the URL offhand, but I'll post it in an hour or so.

"Nothing splendid has ever been achieved except by those who dared
believe that something inside them was superior to circumstance."

--Bruce Barton

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is meant or intended to signify an interest in any female person and should
not be construed as an attempt to impress, attract, appease or acknowledge
any female person.

> From: GfA <lp@mint.org>
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 27 Mar 2005 22:07:57 -0500
> Subject: Re: 14 & 16 mhz demos
>
> in article BE6CD551.54E%wduke@cogeco.ca, William Duke wrote on 3/27/2005
> 9:25 PM:
>
>> I downloaded a codec for quicktime that fixes the problem. I can view
>> those avi's no problem now. Thanx.
>>
>> If anybody wants to know the name of the codec, I can put a link here for
>> you... Alternatively, you can check out the thread on the Applefritter site
>> forums.
>
> Yes, mac here also. Where and what codec?? ;-)
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]
>
>

1771. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 21:31:17 UTC
From: William Duke <wduke@cogeco.ca>
Message-ID: <BE6DE1D5.56A%wduke@cogeco.ca>
Source record: 11729

I remember drooling over the Multiplexer in the old CSS catalog. That, and
the BlackBox were one time dream devices of mine. Ah yes, visions of Atari
8-Bit heaven roamed freely through my narrowly focused mind.

I've since broadened my horizons. Good thing too!

"Nothing splendid has ever been achieved except by those who dared
believe that something inside them was superior to circumstance."

--Bruce Barton

NOTICE: I have no interest in any female person. Nothing that I say or do
is meant or intended to signify an interest in any female person and should
not be construed as an attempt to impress, attract, appease or acknowledge
any female person.

> From: bill@newbreedsoftware.com (William Kendrick)
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 28 Mar 2005 08:18:59 GMT
> Subject: Re: Atari 8-bit Cluster
>
> William Duke <wduke@cogeco.ca> wrote:
>> I was wondering if anybody had tried to cluster (parallel process) with the
>> Atari 8-bits?
>
>> I was checking out this site,
>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
>> and I began thinking about my little ole 8-bits. I know that 8-bits can be
>> networked, so why not clustered?
>
> Back before I knew what a 'cluster' was, I was thinking of doing something
> similar to X-Window on the Atari 8-bit, using MUX cartridges.
>
> The normal "one master, and N slaves" setup is for filesystem sharing
> (like people did/do with BBSes and Mulitplexer).
>
> My idea was to have one of those N slaves act as a 'display'
> (doing all of the graphics, window management, and keyboard/mouse/joystick
> input), and the remaining N-1 slaves actually do the processing.
>
>
> I may have the details archived somewhere, but I've long since removed it
> from my website.
>
> HOWEVER, the good ol' WayBack machine has a copy!!! Enjoy ;)

>
> http://web.archive.org/web/19970204133349/zippy.sonoma.edu/~kendrick/nbs/ados/
> atwinsys.html
>
>
> Also, I've since sold my MUX cartridges and OS chips. (I /think/!)
>
> --
> -bill!
> bill@newbreedsoftware.com "I'm anticipating an all-out tactical
> http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1772. Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-28 22:57:02 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <2Z%1e.41486$k4.811404@news1.nokia.com>
Source record: 11730

Hello all,

I acquired an Atari 1050 but not the cable to connect it with my Atary
800XL.
Could someone kindly advise me what would be the best way to construct such
a cable?

Many thanks

mario

1773. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 00:28:50 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <XNGdnT_Qm5e7PNXfRVn-gg@comcast.com>
Source record: 11731

"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:2Z%1e.41486$k4.811404@news1.nokia.com...
: Hello all,
:
:
: I acquired an Atari 1050 but not the cable to connect it with my Atary
: 800XL.
: Could someone kindly advise me what would be the best way to construct
such
: a cable?

I bought 3 SIO cables from, I thought Sunmark, but I can't find
them on their site right now. Maybe AtariAge. Just can't seem to
find any listed on their sites right now. I'll keep looking on
and off.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1774. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 00:34:01 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <TKCdnZvsWMTAP9XfRVn-2g@comcast.com>
Source record: 11732

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:XNGdnT_Qm5e7PNXfRVn-gg@comcast.com...
:
: "mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
: news:2Z%1e.41486$k4.811404@news1.nokia.com...
: : Hello all,
: :
: :
: : I acquired an Atari 1050 but not the cable to connect it with my Atary
: : 800XL.
: : Could someone kindly advise me what would be the best way to construct
: such
: : a cable?
:
: I bought 3 SIO cables from, I thought Sunmark, but I can't find
: them on their site right now. Maybe AtariAge. Just can't seem to
: find any listed on their sites right now. I'll keep looking on
: and off.

This place has them, and I know a couple others do too.

http://www.best-electronics-ca.com/8-bit_.htm

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1775. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 00:38:30 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <EtOdnS6BOuT3PtXfRVn-og@comcast.com>
Source record: 11733

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:TKCdnZvsWMTAP9XfRVn-2g@comcast.com...
:
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:XNGdnT_Qm5e7PNXfRVn-gg@comcast.com...
: :
: : "mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
: : news:2Z%1e.41486$k4.811404@news1.nokia.com...
: : : Hello all,
: : :
: : :
: : : I acquired an Atari 1050 but not the cable to connect it with my Atary
: : : 800XL.
: : : Could someone kindly advise me what would be the best way to construct
: : such
: : : a cable?
: :
: : I bought 3 SIO cables from, I thought Sunmark, but I can't find
: : them on their site right now. Maybe AtariAge. Just can't seem to
: : find any listed on their sites right now. I'll keep looking on
: : and off.
:
: This place has them, and I know a couple others do too.

: http://www.best-electronics-ca.com/8-bit_.htm

Also here.

http://www.aracnet.com/~atari/8bt_hard.htm

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1776. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 00:40:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <m9SdnfqgR6xqPtXfRVn-3Q@comcast.com>
Source record: 11734

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:EtOdnS6BOuT3PtXfRVn-og@comcast.com...
:
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:TKCdnZvsWMTAP9XfRVn-2g@comcast.com...
: :
: : "Bill Garber" <willy46pa@comcast.net> wrote in message
: : news:XNGdnT_Qm5e7PNXfRVn-gg@comcast.com...
: : :
: : : "mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
: : : news:2Z%1e.41486$k4.811404@news1.nokia.com...
: : : : Hello all,
: : : :
: : : :
: : : : I acquired an Atari 1050 but not the cable to connect it with my
Atary
: : : : 800XL.
: : : : Could someone kindly advise me what would be the best way to
construct
: : : such
: : : : a cable?
: : :
: : : I bought 3 SIO cables from, I thought Sunmark, but I can't find
: : : them on their site right now. Maybe AtariAge. Just can't seem to
: : : find any listed on their sites right now. I'll keep looking on
: : : and off.
: :
: : This place has them, and I know a couple others do too.
:
: : http://www.best-electronics-ca.com/8-bit_.htm
:
: Also here.
:
: http://www.aracnet.com/~atari/8bt_hard.htm

Ah-ha!, here is where I got mine. A 3-pack of them for $25.

http://www.atarimax.com/order/paypalorder.html

That should do ya. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
```

HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1777. Atari 2600 Starmaster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 03:07:57 UTC
From: Frank <darkshadow0001@gmail.com>
Message-ID: <1112065677.603520.230850@o13g2000cwo.googlegroups.com>
Source record: 11735

In the manual, there is a description where you are suppose to attack spaceships. However, when I play this game, all I seem to do is fly around. Anyone have any tips/links on how to really play this game?

Thanks;
Frank

1778. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 03:34:54 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <f3a07b.7cac5b@fmlynet.org>
Source record: 11737

Well, the official word more or less is that Steve is not a Mac guy, does not know the Mac programming environmnet, and does not have a current Mac for development. Add to that the current Macs don't even have a serial port, and it gets more fun. .
That said, Steve would help anyone that wanted to write something for the Mac he said. :)
.
Like you, I said I would get back with him when I knew C++ better. :) APE is written in C++ for the most part, with the interface written in something else. At this point I wouldn't mind getting DOS APE working on the IMac.
.
Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1779. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 03:44:14 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <73a07c.7cad87@fmlynet.org>
Source record: 11736

> From: damage_x@hotmail.com

>The slowest computer I've run APE on was a 16MHz 486SX. 2x SIO speed worked bu
> not 3x. Nothing special in the configuration

Yeh that might have a lot to do with it. Hmmm... been trying with 8 mhz
machines.

> What kind of speed do you get out of SoftPC?

Obviously not fast enough.

> Have you tried doing anything else with the serial port under the emulator to
> verify it is working right?

Nope. Probably should do that. :)

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1780. [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 03:51:58 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <83a07d.7cae7d@fmlynet.org>
Source record: 11739

> From: T0M <privee@vieprivee.fra>

> Hi and tnx for reading my message.

> I will appreciate if readers of thes newsgroups will post their 10 favourite
> atari 8 bits games :o)

Let me look at my carts...

1. Star Raiders
2. Archon
3. Blue Max
4. Dreadnaught Factor
5. Wizard of Wor
6. Miner 2049er
7. Joust
8. Return of Heracles
9. Castle Crisis
10. Jellybeans

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1781. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 03:56:04 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <03a07e.7caf02@fmlynet.org>
Source record: 11738

> From: "Robert Berry" <dont.look@my-ar.se>

> "T0M" wrote in message ...
>> I will appreciate if readers of thes newsgroups will post their 10
>> favourite atari 8 bits games :o)

> Hi Tom,

> I'm not sure many people will agree with any of my choices, but here they are
> anyway.....

> 1 - Star Raiders
> 2 - Pacman
> 3 - Galaxians
> 4 - Vanguard
> 5 - Preppie 2
> 6 - Centipede
> 7 - Zaxxon
> 8 - Spy Hunter
> 9 - Airstrike 2
> 10 - Bruce Lee

> Rob

Spy Hunter, Vangard and Bruce Lee... ah man... good stuff!!

And Encounter!

DC 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1782. Re: [REQ] Miss Pacman

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 03:59:10 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <03a07f.7caf65@fmlynet.org>
Source record: 11740

Drop me a e-mail at greg.goodwin (at) fmlynet (dot) org.

Ice-T 800 is making it fun to read your E-mail address. :)

Doc Clu 800

> From: "RED" <redodd@NOSPAMcomcast.net>

> <Greg.Goodwin@fmlynet.org> wrote in message
> news:93a040.7a984a@fmlynet.org...
>> I have had tons of luck at...
>> .
>> http://vjetnam.hopto.org
>> .
>> Enjoy!!
>> Doc Clu 800
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
> (8:8/2)

> Doc Clu 800,

>Would you please email me in regards to the Omnimon for the 800. Thanks a lot

> Ralph

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1783. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 04:00:48 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <c3a080.7cb018@fmlynet.org>
Source record: 11743

> From: "Ronald J. Hall" <dark_lord@charter.net>

> On Sat, 26 Mar 2005 22:27:59 -0600, T0M wrote:

>> Hi and tnx for reading my message.
>>
>> I will appreciate if readers of thes newsgroups will post their 10
>> favourite atari 8 bits games :o)

> 1. Ultima III, IV
> 2. Star Raiders 1,2
> 3. Archon I
> 4. F15 - Strike Eagle
> 5. Wizards Crown
> 6. Hitchhikers Guide To The Galaxy 7. Realm Of Impossibilty
> 8. Rescue On Fractulus
> 9. Silent Service
> 10. Star Fleet 1

>No particular order - I loved all these games. I probably spent the most hours
> on the Ultima series though. :-)

So what was Wizard's Crown and Star Fleet 1 all about?

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1784. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 04:04:04 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <43a081.7cb082@fmlynet.org>
Source record: 11742

> From: silverdr <silverdr@inet.remove.it.pl>

> Greg.Goodwin@fmlynet.org wrote:
>>What if I don't have the USB problem? Right now I am working with a Mac that
>> has the typical round serial port. What do you make of that? .

> And I would double-check on how you connected the lines. The 8pin mini-DIN
> RS-422 used on the older Macs, certainly didn't have ALL the line equivalents
>of the typical RS-232. It didn't affect heavily the regular modem operation bu
> I am almost sure it didn't have e.g. the RI line required by SIO2PC. I don't
> remember exactly which line the APE-style cable used but this might be the
> show-stopper if you find the required signal lacking.

True. Hmmm... would imagine that serial connections would be similiar
across the board more or less speaking, but yeh, could check the lines.

DC 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1785. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 04:08:52 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <b3a082.7cb11a@fmlynet.org>
Source record: 11741

> From: "Docrotcod" <rahbart@cox.net>

> 10. E.T. (The A8 version was MUCH better)

What on Earth did you enjoy about that piece of jewel encrusted fish
tripe?

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1786. Atari 2600 Starmaster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 04:20:36 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <f3a083.7cb292@fmlynet.org>
Source record: 11744

> From: "Frank" <darkshadow0001@gmail.com>

> In the manual, there is a description where you are suppose to attack
> spaceships. However, when I play this game, all I seem to do is fly around.
> Anyone have any tips/links on how to really play this game?

> Thanks;
> Frank

LOL! Star Master is a lot like Star Raiders. On the 2600 it and Phaser Patrol are perhaps neck and neck in game quality, and being more like the Atari 800 version of Star Raiders than the interesting amateur demo entitled Star Raiders on the 2600.

I have Star Master somewhere. My 2600 doesn't get much air time at the moment, but when I was trying to earn my Star Master patch, I believe you can switch to a galatic map by switching one of the console switches. You would select and the warp.

Ok, enough guess work on this... let's check online for the manual...

http://www.atariage.com/manual_thumbs.html?SoftwareLabelID=507

In other words, Atari age has it there (those wonderful guys.)

There we go... you flip the black & White switch for the Galactic Map.

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1787. Atari 2600 Starmaster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 04:29:46 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <33a084.7cb3b7@fmlynet.org>
Source record: 11745

Looking at the Star Master manual I find a few things interesting...

Ok, the game was made in 1982 first off. Which would put it like three
years after the Atari 800 version of Star Raiders.

You have the Mission/Attack Control Computer. Or a MACC. :) Being a
Mac user I find that funny.

Levels of game play... Ensign, Leader, Wing Commander, and Starmaster.

While Wing Commander is a common term, William R Forstchen would write
at least one of the Wing Commander books in 1998.

Ok, I am doing a pop-up video on Star Master I realize. :D

Doc Clu 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1788. 1050 Drive Mechs

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 05:33:48 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <nL52e.90445$5T6.15192@bignews4.bellsouth.net>
Source record: 11746

I need a few 1050 drive mechs.
Anyone know a source for new or like new ones?

phantomm@bellsouth.net

1789. $6.00 to $20,000 in 4-6 weeks.* Legal Home Business!!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 05:34:42 UTC
From: katama <1DAMNYANKEE@comcast.net>
Message-ID: <1112074482.109514.6520@f14g2000cwb.googlegroups.com>
Source record: 11747

Internet Home Business

Minimum financial requirements:
Any credit, debit or bank account with at least $6.00 balance.
Minimum computer literacy:
Follow onscreen instructions and operate a mouse.
Minimum time investment to start:
Approximately (5) hour's computer time on-line

"THIS IS A LEGAL BUSINESS OPPORTUNITY!!!"

#####LE 18 Sec. 1302 & 1241 of the Postal lottery laws, provides guidance to the legality of this specific business opportunity. The policy and procedure of this venture is discussed in depth at Fairhaven College Discussion Board link below:
http://pandora.cii.wwu.edu/WebServices/_generaldiscussion/00000040.htm

No Fake Names! No False Information! Follow Policy & Procedures with Integrity!!!

"This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully adhering to the instructions. In this business, your product is not solid and tangible, it's a service. You are in the business of developing mailing lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from mailing lists is secondary to the income, which is made from people like you and me asking to be included in that list."

Example: $6.00 + 5hrs. + Integrity = $20,00.00 in 4-6 weeks

Step1. Go to www.Paypal.com, open and activated an account for free that allows you to send and receive funds via secure e-mail notification. This may take a couple of business days to verify account information and confirm identity.
Step2. After activating your Paypal account, use your new account to pay $1.00 to the following email addresses in the order they are listed. (Total $6.00)
1. (njekm@hotmail.com) 2. (wthampton@hotmail.com) 3. (Ldrury@rock.com) 4. (samwkfld@yahoo.com) 5. (1damnyankee@comcast.net) 6. (katama1965@mail.com)
Step3. Email each of the six email addresses and request that you be added to their lists.
Step4. After requesting that you be added to each core lists, edit this notice as follows:
Move everyone in the core mailing list up one position eliminating the

first address. Place your email address in the sixth position and save document.
Step5. Find Internet newsgroups, discussion boards, message boards, forums, chats, in financial services field and post this notice a minimum of 200 times. The more postings, the bigger the list and the more return. That's it!

Again I cannot emphasize the importance of following each step carefully and honestly.
Good luck. God bless. Watch the money role in.

1790. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 05:44:09 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <JW52e.52297$3z.41652@okepread03>
Source record: 11648

It was one of the first a8 games I had before I got my 1050. And when you play the 2600 version first, much better on the a8.

Thomas

<Greg.Goodwin@fmlynet.org> wrote in message news:b3a082.7cb11a@fmlynet.org...
>> From: "Docrotcod" <rahbart@cox.net>
>
>> 10. E.T. (The A8 version was MUCH better)
>
> What on Earth did you enjoy about that piece of jewel encrusted fish
> tripe?
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1791. Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 07:03:11 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <_qWdnQ6Cws8yYNXfRVn-gQ@comcast.com>
Source record: 11649

Does anyone know of a sector copier that is capable of copying all of the sectors of a 16 Meg hard disk partition? I swear I came across one somewhere recently but now I can't find it. What I want to be able to do is copy between MyIDE partitions and large ATR's using APE/SIO2PC.

1792. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 07:19:39 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.03.29.07.19.38.959672@strotmann.de>
Source record: 11650

On Mon, 28 Mar 2005 23:03:11 -0800, JR wrote:

> Does anyone know of a sector copier that is capable of copying all of
> the sectors of a 16 Meg hard disk partition? I swear I came across one
> somewhere recently but now I can't find it. What I want to be able to
> do is copy between MyIDE partitions and large ATR's using APE/SIO2PC.

Erhard Puetz (ABBUC FloppyDoc) has written one for Sparta Dos (uses
Command Line Parameters). The Sector Copy Program was published on one of
the ABBUC Magazines in the last two years (I don't know excactly which
Issue).

@Andreas Magenheimer: Andreas, do you know the ABBUC Mag Issue?

Best regards

Carsten Strotmann

1793. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 07:31:02 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <Wu72e.41522$k4.812160@news1.nokia.com>
Source record: 11651

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:XNGdnT_Qm5e7PNXfRVn-gg@comcast.com...
>
> "mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
> news:2Z%1e.41486$k4.811404@news1.nokia.com...
> : Hello all,
> :
> :
> : I acquired an Atari 1050 but not the cable to connect it with my Atary
> : 800XL.
> : Could someone kindly advise me what would be the best way to construct
> such
> : a cable?
>
> I bought 3 SIO cables from, I thought Sunmark, but I can't find
> them on their site right now. Maybe AtariAge. Just can't seem to
> find any listed on their sites right now. I'll keep looking on
> and off.

That's all very nice, but I live in Europe, and postage expenses from the US alone, make this a very unattractive option. That's why I asked for advice on how to construct such a cable. I guess all I need to know is the exact pinout. And a confirmation that I can use DB13 connectors at the ends.

1794. XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 07:40:22 UTC
From: Simon <news@gornall.net>
Message-ID: <n-SdnWrzWPn6m9TfRVn-gA@comcast.com>
Source record: 11652

Hi all,

I've just got an XEP-80 system, and I'm having a few problems getting it
to work...

If I put the boot disk into my 1050, and boot the disk, it obviously
boots, then the (40-col) screen goes black. If I then switch the TV over
to the composite input, I get a black screen also, with a sharp white
cursor-shaped square on the top line.

The problem is that that is all I get :-(And I get the same display if
I leave the XE off, and just power on the XEP-80. It looks to me as
though the device is outputting something, but just isn't talking to the XE.

I've got a Spartados-X cartridge, and I made the following CONFIG.SYS file:

```
USE BANKED
DEVICE SPARTA
DEVICE SIO
DEVICE INDUS
DEVICE CLOCK
DEVICE JIFFY
DEVICE XEP80
```

When it boots up, I get the (expected) "R-Time 8 not present" message,
but I also get "No XEP-80 in Joystick port 2!", which there definitely
is :-(

Am I doing something wrong, or is there any way I can check to see
what's going wrong ? I've not used an XEP-80 before, so I'm hoping
someone else has come across something similar :-)

ATB,
Simon.

1795. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 09:53:02 UTC
From: j131@op.dot.pl
Message-ID: <d2b51eeuu1@korweta.task.gda.pl>
Source record: 11653

In article <LcK1e.32970$oa6.13342@trnddc07>, "cbc"
<cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote:
>I ran it on a 286 MANY years ago, but I would never remember those settings
>now. I do remember having to get 16550 UARTS and plugging them into my COM
>port card in order to get hi-speed disk access to work.
>

I ran it on an old XT - Amstrad 1512 with NEC V20 processor running IIRC at
4MHz... with 512kb RAM.

It was barely usable but worked.

j131

1796. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 10:05:45 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42492873$1@news.inet.com.pl>
Source record: 11654

Greg.Goodwin@fmlynet.org wrote:

>
> True. Hmmm... would imagine that serial connections would be similiar
> across the board more or less speaking,

They aren't. Even to connect a regular, external modem (or similar
equipment) one could have two different cables, which were connecting
different sets of signals. One "regular" and one "hardware handshake" cable.

> but yeh, could check the lines.

Yup. Make sure before you start tearing everything else apart ;-)

1797. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 10:10:59 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <424929ae$1@news.inet.com.pl>
Source record: 11655

Simon wrote:
> Hi all,
>
> I've just got an XEP-80 system, and I'm having a few problems getting it
> to work...
>
> If I put the boot disk into my 1050, and boot the disk, it obviously
> boots, then the (40-col) screen goes black. If I then switch the TV over
> to the composite input, I get a black screen also, with a sharp white
> cursor-shaped square on the top line.
>

Do you have the original XEP-80 boot disk? It was required to boot and redirect the output to the XEP video. Later on you could create your own boot-disk for that.

P.S. I believe you have the joystick connector firmly in place in the proper socket... don't laugh ;-) It took me once almost half an hour to discover the wacky contact there...

1798. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 11:13:28 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4247e68e$0$12026$afc38c87@news.optusnet.com.au>
Source record: 11722

T0M wrote:
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)

Here we go

1) Alternate Reality: The Dungeon
2) Star Raiders
3) Pole Position
4) The Last Starfighter ;-)
5) F-15 Strike Eagle
6) Seven Cities of Gold
7) Blue Max
8) Silent Service
9) Pit Stop
10) Theater Europe

My top 10 most played games;-)

Mark

1799. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 12:08:29 UTC
From: You <you@cogeco.ca>
Message-ID: <BE6EAF6D.5A6%you@cogeco.ca>
Source record: 11656

Ah yes, the dreaded curiousity of the common domestic house cat. If
curiousity doesn't kill the cat, messing with the masters prized Atari 8-bit
cartridges will.

--
"We make this wide encircling movement in the Mediterranean,
for its primary object the recovery of the command of that
vital sea, but also having for its object the exposure of the
under-belly of the Axis, especially Italy, to heavy attack."
-- Winston Churchill

you@cogeco.ca
poopstains@cogeco.ca
like_you@cogeco.ca

> From: bill@newbreedsoftware.com (William Kendrick)
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 28 Mar 2005 07:22:32 GMT
> Subject: Re: How do you store your carts?
>
> William Duke <wduke@cogeco.ca> wrote:
>> Call me crazy, Red, but I store my cartridges in a box. Not just any box,
>> mind you, a cardboard box. Yes, perhaps it's a little over the top, but I'm
>> committed to the hobby and anything short of a cardboard box just wouldn't
>> suffice.
>
> I just have a little plastic Sterilite container I use. It's not
> air-tight or water-tight, but the lid stays on when I lug my carts around
> (I exhibited at Classic Gaming Expo a few times, and moved recently).
>
> They're not really 'on display', and they're far from organized, but it
> seems to keep them save from my cats. :^)
>
> -bill!

1800. Re: your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 12:21:00 UTC
From: You <you@cogeco.ca>
Message-ID: <BE6EB25C.5A8%you@cogeco.ca>
Source record: 11657

Ooooh, my favourite Atari 8-bit games:

1) Great American Cross Country Road Race (Push to the gas station, fun!)
2) Silent Service (Oh yeah, going under!)
3) Space Lords (Public domain game)
4) Chessmaster 2000 (Checkmate!)
5) Sanctified Quest For Power (Another PD game.)
6) Fight Night (Betcha can't knockout just one!)
7) Spy vs. Spy (Real world drama?)
8) Boulderdash (Damn, foiled again!)
9) Zorro (Swooosh...Z!)
0) Run For The Money ($$$ says it all.)

--
"We make this wide encircling movement in the Mediterranean,
for its primary object the recovery of the command of that
vital sea, but also having for its object the exposure of the
under-belly of the Axis, especially Italy, to heavy attack."
-- Winston Churchill

you@cogeco.ca
poopstains@cogeco.ca
like_you@cogeco.ca

> From: stephensheppard@hotmail.com
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 27 Mar 2005 07:52:03 -0800
> Subject: Re: your 10 favourite atari 8 bits games ?
>
> T0M wrote:
>> Hi and tnx for reading my message.
>>
>> I will appreciate if readers of thes newsgroups will post their 10
>> favourite atari 8 bits games :o)
>>
>> tnx in advance
>>
>> T0M
>>
>> Mine are:
>>
>> 1. M.U.L.E
>> 2. Archon II
>> 3. Archon I

>> 4 Zorro
>> 5. Kennedy Approach
>> 6. World Karate Championship
>> 7. Pacman
>> 8.BallBlazer
>> 9. Commando
>> 10. Leader Board
>> --
>> Sorry if I don't answer quickly but I can't connect on the net each
> day
>
> Couldn't even remember 10 favorites from the old days so here is my top
> 9.
>
> 1. Star Raiders
> 2. Boulder Dash
> 3. Miner 2049er
> 4. Arkanoid
> 5. Ms. Pacman
> 6. Mr. Robot and his robot factory
> 7. Sea Wolf 2
> 8. Joust
> 9. Tapper
>
> Henry's House is looking interesting but very difficult. It might make
> it to my top 10 (and then again it might not).
>

1801. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 12:44:09 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050329134408.3996B@ilba14195.www.blueyonder.co.uk>
Source record: 11658

In no particular order:

Cytron Masters
Mr Do!
Boulderdash
Star Raiders
Defender
Lode Runner
Buried Bucks
Mule
Archon
Kennedy Approach

Iain

1802. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 13:58:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.29.13.58.43.707803@charter.net>
Source record: 11659

On Tue, 29 Mar 2005 03:51:58 +0000, Greg.Goodwin wrote:

> 4. Dreadnaught Factor

Wow. Dreadnaught Facter - hadn't thought about that one in a long time.
I'm not sure if I still have it or not, but I can remember how excited I
was when I beat that one level, sent a Polaroid snapshot in, and got the
Dreadnaught patch for my coat.

Its the simple things in life, ya know? :-)

1803. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 14:01:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.29.14.01.51.441487@charter.net>
Source record: 11660

On Tue, 29 Mar 2005 04:00:48 +0000, Greg.Goodwin wrote:

> So what was Wizard's Crown and Star Fleet 1 all about?

Wizards Crown is a great RPG. Star Fleet 1 was a "Star Trek" like game with amazing gameplay. I still play it on my ST/Falcon. Huge manuels, nice learning curve - not the greatest graphics in the world, but very effective...and as I mentioned, the gameplay is great.

Greg, if you've never played Star Fleet 1, then I'd highly recommend it on the 8bit or ST systems. :-)

1804. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 14:08:34 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4249608d$0$1424$f69f905@mamut2.aster.pl>
Source record: 11661

> I've got a Spartados-X cartridge, and I made the following CONFIG.SYS file:
>
> USE BANKED
> DEVICE SPARTA
> DEVICE SIO
> DEVICE INDUS
> DEVICE CLOCK
> DEVICE JIFFY
> DEVICE XEP80
>
> When it boots up, I get the (expected) "R-Time 8 not present" message,
> but I also get "No XEP-80 in Joystick port 2!", which there definitely
> is :-(

The original SpartaDOS X XEP80 handler has some problems, especially if
you run it on a PAL computer. You can download a fixed version from:

http://trub.sys.net.pl/download/sdx/XEP01F.ARC

However, problems can mean that your XEP is simply broken.

K.

1805. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 15:03:24 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <07e2e.20778$d5.155015@newsb.telia.net>
Source record: 11662

"T0M" <privee@vieprivee.fra> skrev i meddelandet
news:68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com...
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)

I tried to write a list and exclude all of the famous titles like Boulder
Dash, Pole Position et cetera.

1. Snokie
2. Desmond's Dungeon
3. Drelbs
4. Maxwell Manor
5. Rally Speedway
6. Zeppelin
7. Caverns of Khafka
8. The Institute
9. Pharaoh's Curse
10. Alien Ambush

Anders

1806. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 15:44:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96286D4AB77DEemuslor@130.133.1.4>
Source record: 11663

Despite all prevention efforts, "cbc"
<cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in
news:o8K1e.32962$oa6.29397@trnddc07:

> 7. karateka

Glad to see someone list Karateka. Even when I was too you to really
understand accomplishments in game programming, I was amazed by the fluid
motion of this one. Imagine my excitement when I heard that Mechner had
release Prince of Persia later on...

--
Slor

1807. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 16:53:30 UTC
From: Eplicon <none@nospam.sux>
Message-ID: <Xns962878FCD9C6crushero1m@207.69.189.191>
Source record: 11664

Off the top of my head...I'm probably forgetting some really good titles,
but I am limiting it to non-arcade conversions:

Alley Cat
Blue Max
The Great American Cross Country Road Race
Hardball
Necromancer
Night Mission Pinball (sounded incredible when heard through the internal
speaker of the 400/800)
Rescue on Fractalus
Spare Change
Star Raiders
World Karate Championship

1808. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 17:34:42 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <Skg2e.11192$S46.1201@newsread3.news.atl.earthlink.net>
Source record: 11665

Hey, Mario;
The pinouts are here:
http://mixinc.net/atari/pinouts/pinouts.htm#pinouts
which is the easy part, basically looking into the jack on the
computer or drive they are:
2 4 6 8 10 12
1 3 5 7 9 11 13
I believe Atari's Molex connector is NOT a standard DB13
as it appears to be larger in size.
Jess
"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:Wu72e.41522$k4.812160@news1.nokia.com...
>
> That's all very nice, but I live in Europe, and postage
expenses from the US
> alone, make this a very unattractive option. That's why I asked
for advice
> on how to construct such a cable. I guess all I need to know is
the exact
> pinout. And a confirmation that I can use DB13 connectors at
the ends.
>
>

1809. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 19:06:49 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <dHh2e.27881$uw6.24154@trnddc06>
Source record: 11666

Hardback from Orion Microsystems. While it is not a sector copier, it's great for files. It doesn't care how large the disk partition is (up to 16 meg of course). I use it all the time to do hard disk partitions both with APE and real hardware.

"JR" <""jr256_69\"@NO$PAMhotmail.com"> wrote in message news:_qWdnQ6Cws8yYNXfRVn-gQ@comcast.com...
> Does anyone know of a sector copier that is capable of copying all of the
> sectors of a 16 Meg hard disk partition? I swear I came across one
> somewhere recently but now I can't find it. What I want to be able to do
> is copy between MyIDE partitions and large ATR's using APE/SIO2PC.

1810. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 19:08:00 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <klh2e.27883$uw6.18775@trnddc06>
Source record: 11667

ebay usually has a few.

"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:2Z%1e.41486$k4.811404@news1.nokia.com...
> Hello all,
>
>
> I acquired an Atari 1050 but not the cable to connect it with my Atary
> 800XL.
> Could someone kindly advise me what would be the best way to construct
> such
> a cable?
>
> Many thanks
>
>
> mario
>
>

1811. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 19:11:50 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <WLh2e.27884$uw6.6772@trnddc06>
Source record: 11668

I liked karateka too. One of the games I played a lot.... there weren't
many of them.

"Slor" <slor@comcast.net> wrote in message
news:Xns96286D4AB77DEemuslor@130.133.1.4...
> Despite all prevention efforts, "cbc"
> <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in
> news:o8K1e.32962$oa6.29397@trnddc07:
>
>> 7. karateka
>
> Glad to see someone list Karateka. Even when I was too you to really
> understand accomplishments in game programming, I was amazed by the fluid
> motion of this one. Imagine my excitement when I heard that Mechner had
> release Prince of Persia later on...
>
> --
> Slor

1812. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 20:49:50 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <Obj2e.3024$v4.61784@news2.nokia.com>
Source record: 11669

"megamania" <@virgilio.it> wrote in message
news:u96j41leo9nfmggu2qav96n5vuthp7s53d@4ax.com...
> On Tue, 29 Mar 2005 07:31:02 GMT, "mario"
> <gianmarioRE.scottiMO@nokiaVE.com> wrote:
>
> it sounds like you're Italian - so am I.
It doesn't matter whether I am italian or not, I'm just some dude.

> Postage rates for a molex cable can't really exceed 3 or 4 dollars. I
> believe it's your best option.
Can you point me in a direction where I could actually get it shipped for
that little? My last quote was US $20 for shipping to Finland (that's where
I live).
>
> You can also find them in Germany, Uk, Holland or Poland. A bit of
> patience will pay.
Perhaps, but not under the name "molex cable". Where I live, "molex" is
usually associated with the molex connector, like this one:
http://www.sidewindercomputers.com/femoco.html
and "molex cable" would be a calble that on one end has a molex male
connector, while on the other has one or two molex female connectors.

However, I noticed that Bill Garber calls it "SIO cable", and under that
name I was able to find it on eBay. Unfortunately, with the $20 quote for
postage.
>
> I'd rather spend $15 (10 euros) for an original cable than 6-8 euros
> for a self-made one...
I don't mind paying EUR 10 for a suitable cable. What I resent is, paying
$20 + $10 for it.

1813. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:06:49 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Jrj2e.26579$hU7.25635@newssvr33.news.prodigy.com>
Source record: 11671

mario wrote:
> "megamania" <@virgilio.it> wrote in message
> news:u96j41leo9nfmggu2qav96n5vuthp7s53d@4ax.com...
>
>>On Tue, 29 Mar 2005 07:31:02 GMT, "mario"
>><gianmarioRE.scottiMO@nokiaVE.com> wrote:
>>
>>it sounds like you're Italian - so am I.
>
> It doesn't matter whether I am italian or not, I'm just some dude.
>
>
>>Postage rates for a molex cable can't really exceed 3 or 4 dollars. I
>>believe it's your best option.
>
> Can you point me in a direction where I could actually get it shipped for
> that little? My last quote was US $20 for shipping to Finland (that's where
> I live).

$20 may be high, depending on the services you were quoted. Sending
one cable for Finland by USPS mail would cost $6.40 for air mail 'Letter Post'
from the US, without insurance. If they quoted you insurance then it has to
go air mail 'Parcel Post' which is $14 plus the $1.80 insurance fee.

Other carriers like UPS, DHL and Fedex will all charge much more than $20,
even for a small parcel. You are also likely to get charged a 'customs brokerage fee'
for receiving a parcel through these private carriers, even if no duty is levied.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1814. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:07:13 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <wpudnbrSvbXxXtTfRVn-tg@comcast.com>
Source record: 11670

Mario,

Email me and we'll discuss this. I can send you
a cable for $17 shipped to Finland. Heck, I can
always buy more and I have one spare anyway. Ok?

My email address is not munged. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1815. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:11:56 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <F5idnaZuKfIVWdTfRVn-tw@comcast.com>
Source record: 11672

```
"Steven Tucker" <classics@atarimax.com> wrote in message
news:Jrj2e.26579$hU7.25635@newssvr33.news.prodigy.com...
: mario wrote:
: > "megamania" <@virgilio.it> wrote in message
: > news:u96j41leo9nfmggu2qav96n5vuthp7s53d@4ax.com...
: >
: >>On Tue, 29 Mar 2005 07:31:02 GMT, "mario"
: >><gianmarioRE.scottiMO@nokiaVE.com> wrote:
: >>
: >>it sounds like you're Italian - so am I.
: >
: > It doesn't matter whether I am italian or not, I'm just some dude.
: >
: >
: >>Postage rates for a molex cable can't really exceed 3 or 4 dollars. I
: >>believe it's your best option.
: >
: > Can you point me in a direction where I could actually get it shipped
for
: > that little? My last quote was US $20 for shipping to Finland (that's
where
: > I live).
:
: $20 may be high, depending on the services you were quoted. Sending
: one cable for Finland by USPS mail would cost $6.40 for air mail 'Letter
Post'
: from the US, without insurance. If they quoted you insurance then it
has to
: go air mail 'Parcel Post' which is $14 plus the $1.80 insurance fee.

No, AirMail Letter post for 1 pound is $8.70. I ship to international
all the time.

: Other carriers like UPS, DHL and Fedex will all charge much more than $20,
: even for a small parcel. You are also likely to get charged a 'customs
brokerage fee'
: for receiving a parcel through these private carriers, even if no duty
is levied.

UPS is high even for domestic. I never use them.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
```

HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1816. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:19:37 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <JDj2e.26581$hU7.14318@newssvr33.news.prodigy.com>
Source record: 11673

Bill Garber wrote:

> : $20 may be high, depending on the services you were quoted. Sending
> : one cable for Finland by USPS mail would cost $6.40 for air mail 'Letter
> Post'
> : from the US, without insurance. If they quoted you insurance then it
> has to
> : go air mail 'Parcel Post' which is $14 plus the $1.80 insurance fee.
>
> No, AirMail Letter post for 1 pound is $8.70. I ship to international
> all the time.

The rate I was using was 8oz per cable, which includes some margin
for box and packing materials. So I came up with $6.40 for one, $11 for
three (1lb 8oz), Air letter post.

I think 3 cables would be a little over 1lb, but I have not actually
weighed a set completely packed.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1817. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:35:32 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <ESj2e.3027$v4.61899@news2.nokia.com>
Source record: 11674

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:wpudnbrSvbXxXtTfRVn-tg@comcast.com...
>
> Mario,
>
> Email me and we'll discuss this. I can send you
> a cable for $17 shipped to Finland. Heck, I can
> always buy more and I have one spare anyway. Ok?
>
> My email address is not munged. :o)
Thanks Bill, I really appreciate what you are doing. However, Mr. Tucker
contacted me earlier today with an e-mail, and explained that they charge
only US $6.40 USPS AirMail.

1818. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:38:05 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <HrOdnaqP-vs1V9TfRVn-tA@comcast.com>
Source record: 11675

"Steven Tucker" <classics@atarimax.com> wrote in message
news:JDj2e.26581$hU7.14318@newssvr33.news.prodigy.com...
: Bill Garber wrote:
:
: > : $20 may be high, depending on the services you were quoted. Sending
: > : one cable for Finland by USPS mail would cost $6.40 for air mail
'Letter
: > Post'
: > : from the US, without insurance. If they quoted you insurance then
it
: > has to
: > : go air mail 'Parcel Post' which is $14 plus the $1.80 insurance fee.
: >
: > No, AirMail Letter post for 1 pound is $8.70. I ship to international
: > all the time.
:
: The rate I was using was 8oz per cable, which includes some margin
: for box and packing materials. So I came up with $6.40 for one, $11 for
: three (1lb 8oz), Air letter post.

My policy is, up to one pound, 1-2 pound, etc..... I sometimes have
multiple packages to estimate and to just say up to a pound $8.70 is much
easier than weighing each one. Similarly, my ram cards can ship up to 3
in one box for $3.85 domestic, or $8.70 International. So I charge also
the same rate for only 1 card in the box. Much easier and no one seems
to mind either way.

: I think 3 cables would be a little over 1lb, but I have not actually
: weighed a set completely packed.

Most likely. I haven't done any actual weighing or packaging.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1819. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 21:51:26 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <y5k2e.3028$v4.61982@news2.nokia.com>
Source record: 11676

"Steven Tucker" <classics@atarimax.com> wrote in message
news:Jrj2e.26579$hU7.25635@newssvr33.news.prodigy.com...
> mario wrote:
> >>Postage rates for a molex cable can't really exceed 3 or 4 dollars. I
> >>believe it's your best option.
> >
> > Can you point me in a direction where I could actually get it shipped
for
> > that little? My last quote was US $20 for shipping to Finland (that's
where
> > I live).
>
> $20 may be high, depending on the services you were quoted. Sending
> one cable for Finland by USPS mail would cost $6.40 for air mail 'Letter
Post'
> from the US, without insurance. If they quoted you insurance then it
has to
> go air mail 'Parcel Post' which is $14 plus the $1.80 insurance fee.

I have ordered a ton of stuff ("old junk" as my wife would call it) from the US, and became quite familiar with the USPS online international shipping calculator. I also became quite familiar with all their services, and most fond of one in particular: it's called USPS GPM Flat Rate Envelope (Small and Large). The Envelope (Large) accepts up to 4 lb weight, and it costs only US $9.00 to Finland! This is AMAZING value, if you consider that it costs almost as much to send a parcel that heavy within Finland itself. It is WAY cheaper than AirMail, and it's faster. Sometimes much faster, as AirMail sometimes lags up to 3 weeks. USPS GPM Flat Rate Envelope always arrives within 1 week without exception. And finally, it's very convenient because it's delivered to my house, while AirMail sometimes ends up at the customs (regardless of declared value). It's also convenient because it's delivered by a special courier that comes in the morning before I go to work, not by the postman that comes at around 10-11 AM. Finally, it's apparently more convenient for the sender, too, as it requires a simplified customs form, and depending on the value, no form at all!

>
> Other carriers like UPS, DHL and Fedex will all charge much more than $20,
> even for a small parcel. You are also likely to get charged a 'customs
brokerage fee'
> for receiving a parcel through these private carriers, even if no duty
is levied.

Let me make it clear: when eBay sellers ask these ridicolous amounts of money for postage, it is NOT because they are chosing some superduper

special shipping service. It's just sucker tax that they (try to) levy on people living overseas. I find this infuriating, but often I have no choice.

>
> Steve
> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*

I'll look into "APE" a bit. I am more of a S-100/CP/M guy, but I have recently discovered that a really shabby looking Atari 800XL I bought for cheap from a computer shop (it was laying around in their storage room) actually works perfectly fine. So I started playing with it, and have to say, the little things it has just blew me away. So I got this 1050 for cheap, and hope it works. Maybe I will become an Atari-kind of guy. Conversions, conversions...

BTW. do you know what kind of DC PSU do I need for that drive? I mean, what is the polarity (is the outer cylinder the +, or the inner?)? Voltage will be easy, but typically one doesn't want to mess with polarity.

> * * * Ape Homepage: http://www.atarimax.com/ * *
*
> * * *** *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1820. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 22:11:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Ov-dnYbw2rkMT9TfRVn-1Q@comcast.com>
Source record: 11677

```
"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:ESj2e.3027$v4.61899@news2.nokia.com...
:
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:wpudnbrSvbXxXtTfRVn-tg@comcast.com...
: >
: > Mario,
: >
: > Email me and we'll discuss this. I can send you
: > a cable for $17 shipped to Finland. Heck, I can
: > always buy more and I have one spare anyway. Ok?
: >
: > My email address is not munged. :o)
: Thanks Bill, I really appreciate what you are doing. However, Mr. Tucker
: contacted me earlier today with an e-mail, and explained that they charge
: only US $6.40 USPS AirMail.

As I explained to Mr. Tucker, I charge shipping by the pound.
If you want to nit-pick over a few ounces, then you'll have
to keep looking. I felt that my offer was exemplary and well
worth it to get a cable. Sorry about that.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1821. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 22:19:42 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <2wk2e.12374$ZB6.4291@newssvr19.news.prodigy.com>
Source record: 11678

> As I explained to Mr. Tucker, I charge shipping by the pound.
> If you want to nit-pick over a few ounces, then you'll have
> to keep looking. I felt that my offer was exemplary and well
> worth it to get a cable. Sorry about that.

I think its a good deal.. considering what many eBay sellers are
charging these days. Last week I was looking at a lot of Atari computers
and the guy wanted $65 for UPS shipping to go from PA to Ohio.

I'm not a big UPS user (they like to break things) but I'm pretty sure
the actual rate would be more like $20.. even less if he sent it Fedex Ground.

I'm starting to avoid buying from anyone who uses the eBay shipping
calculator... every time I use it the rate is always padded by at least $10.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1822. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 22:37:00 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1112135820.915405.173300@f14g2000cwb.googlegroups.com>
Source record: 11679

1050 power supply is 9 volts AC **NOT** DC so the tip polarity doesn't matter at all. It must be AC as the drive will not work with DC supply. 31 VA which is Volts/Amps so that would around 30 watts minimum and this same power supply is often used for the 800 if that helps any.

Look for a message in this group titled 'Welcome to comp.sys.atari.8bit' and follow the threads to several FAQs including power supply specs, current vendors, and gobs of other useful info.

1823. Re: Atari 2600 Starmaster

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 23:12:40 UTC
From: Frank <cheesie09@hotmail.com>
Message-ID: <1112137960.200794.174800@g14g2000cwa.googlegroups.com>
Source record: 11680

Ok. I got a step farther with this game and I was happy :) I was able
to attack some ships by going to the Galactic Chart. However,
something happened during the game and when I go back to the GC I can't
seem to get back to where I was (in other words I'm back to flying
around and doing nothing.)

I'm playing the game on an Atari 5200 with the VCS Cartridge Adapter
for 2600 games. Is there a black and white switch for that thing?
I've searched it but can't find it.

Thanks for your help;
Frank

Greg.Goodwin@fmlynet.org wrote:
>
> LOL! Star Master is a lot like Star Raiders. On the 2600 it and
Phaser
> Patrol are perhaps neck and neck in game quality, and being more
like the
> Atari 800 version of Star Raiders than the interesting amateur
demo
> entitled Star Raiders on the 2600.
>
> I have Star Master somewhere. My 2600 doesn't get much air
time at the
> moment, but when I was trying to earn my Star Master patch, I
believe
> you can switch to a galatic map by switching one of the
console
> switches. You would select and the warp.
>
> Ok, enough guess work on this... let's check online for the
manual...
>
> http://www.atariage.com/manual_thumbs.html?SoftwareLabelID=507
>
> In other words, Atari age has it there (those wonderful guys.)
>
> There we go... you flip the black & White switch for the
Galactic Map.
>
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net

(8:8/2)

1824. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 23:34:11 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <TBl2e.3029$v4.61731@news2.nokia.com>
Source record: 11681

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:Ov-dnYbw2rkMT9TfRVn-1Q@comcast.com...
> : Thanks Bill, I really appreciate what you are doing. However, Mr. Tucker
> : contacted me earlier today with an e-mail, and explained that they
charge
> : only US $6.40 USPS AirMail.
>
> As I explained to Mr. Tucker, I charge shipping by the pound.
> If you want to nit-pick over a few ounces, then you'll have
> to keep looking. I felt that my offer was exemplary and well
> worth it to get a cable. Sorry about that.

You missunderstood me. Mr. Tucker contacted me earlier (directly by e-mail), and I have already ordered the cable from him. I noted the information about shipping NOT as a criticism to you but as the reason why I immediately thought Mr. Tucker's quote was very reasonable, and hence proceeded to order the item. At the point when I read the newsgroup, it was irrelevant whether I would find your quote acceptable or not, as I have already ordered the item, and I needed only one cable.

I hope this is now clear.

1825. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-29 23:54:04 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <GMqdnaZzaqsUd9TfRVn-iQ@comcast.com>
Source record: 11682

```
"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
news:TBl2e.3029$v4.61731@news2.nokia.com...
:
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:Ov-dnYbw2rkMT9TfRVn-1Q@comcast.com...
: > : Thanks Bill, I really appreciate what you are doing. However, Mr.
Tucker
: > : contacted me earlier today with an e-mail, and explained that they
: charge
: > : only US $6.40 USPS AirMail.
: >
: > As I explained to Mr. Tucker, I charge shipping by the pound.
: > If you want to nit-pick over a few ounces, then you'll have
: > to keep looking. I felt that my offer was exemplary and well
: > worth it to get a cable. Sorry about that.
:
: You missunderstood me. Mr. Tucker contacted me earlier (directly by
e-mail),
: and I have already ordered the cable from him. I noted the information
about
: shipping NOT as a criticism to you but as the reason why I immediately
: thought Mr. Tucker's quote was very reasonable, and hence proceeded to
order
: the item. At the point when I read the newsgroup, it was irrelevant
whether
: I would find your quote acceptable or not, as I have already ordered the
: item, and I needed only one cable.
:
: I hope this is now clear.

Hey, as long as you get the cable, I don't care where
you get it. I was only trying to do you a favor. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1826. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 01:20:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <J9n2e.356$EE2.287@newsread2.news.pas.earthlink.net>
Source record: 11683

Steven Tucker wrote:
>> As I explained to Mr. Tucker, I charge shipping by the pound.
>> If you want to nit-pick over a few ounces, then you'll have
>> to keep looking. I felt that my offer was exemplary and well
>> worth it to get a cable. Sorry about that.
>
>
> I think its a good deal.. considering what many eBay sellers are
> charging these days. Last week I was looking at a lot of Atari computers
> and the guy wanted $65 for UPS shipping to go from PA to Ohio.
>
> I'm not a big UPS user (they like to break things) but I'm pretty sure
> the actual rate would be more like $20.. even less if he sent it Fedex
> Ground.
>
> I'm starting to avoid buying from anyone who uses the eBay shipping
> calculator... every time I use it the rate is always padded by at least
> $10.

FWIW: If they are using one of those 'store front' shipping places
instead of doing it themselves it will turn out that high. They double
to triple the price of shipping something in my experience.

1827. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 01:25:48 UTC
From: Simon <news@gornall.net>
Message-ID: <nr-dnQJx2eKAndffRVn-ow@comcast.com>
Source record: 11684

silverdr wrote:
> Simon wrote:
>
>> Hi all,
>>
>> I've just got an XEP-80 system, and I'm having a few problems getting
>> it to work...
>>
>> If I put the boot disk into my 1050, and boot the disk, it obviously
>> boots, then the (40-col) screen goes black. If I then switch the TV
>> over to the composite input, I get a black screen also, with a sharp
>> white cursor-shaped square on the top line.
>>
>
> Do you have the original XEP-80 boot disk? It was required to boot and
> redirect the output to the XEP video. Later on you could create your own
> boot-disk for that.

Yep, well it appears to be anyway - it has an official-looking Atari
label on it saying 'XEP80 Boot Disk' with DX5087 underneath it.

> P.S. I believe you have the joystick connector firmly in place in the
> proper socket... don't laugh ;-) It took me once almost half an hour to
> discover the wacky contact there...

I've tried pushing the joystick cable in firmly :-(

KMK wrote:
>
> The original SpartaDOS X XEP80 handler has some problems, especially if
> you run it on a PAL computer. You can download a fixed version from:
>
> http://trub.sys.net.pl/download/sdx/XEP01F.ARC
>
> However, problems can mean that your XEP is simply broken.
>

Perhaps it is - Ben'll be getting an email if so :-) Thanks for the link
- I'll d/l the new driver and have a look. Presumably I just put it on
the [MAIN] partition of the disk, and it will over-ride the one on the
CAR: device ?

ATB,
Simon

1828. 6502 Processors For That?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 02:59:41 UTC
From: You <you@cogeco.ca>
Message-ID: <BE6F804D.64A%you@cogeco.ca>
Source record: 11685

I was just doing some research on the Macintosh Quadra 950 because I was looking into adding one to my collection. As a curious sidenote, I was surprised to learn that the Quadra 950 used 6502 processors to offload the 68040 in I/O operations. Interesting!

Are there any current model computers that use 6502's for specific tasks? Is anybody using the 6502 processor anymore to assist other processors in performing certain tasks?

I thought this was interesting because there had been so much talk recently about upgrading or supplementing the 6502 in the Atari 8-bit line of computers. It was something of a surprise to me to learn that the Macintosh Quadra 950 used 6502 processors to handle things like disk input/output. Hmm, learn something new everyday.

--
"We make this wide encircling movement in the Mediterranean,
for its primary object the recovery of the command of that
vital sea, but also having for its object the exposure of the
under-belly of the Axis, especially Italy, to heavy attack."
-- Winston Churchill

Your contact information:

Write to yourself at: you@cogeco.ca
or: poopstains@cogeco.ca
or just: like_you@cogeco.ca

1829. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 03:52:58 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503291952.52d8e349@posting.google.com>
Source record: 11686

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:<dHh2e.27881$uw6.24154@trnddc06>...
> Hardback from Orion Microsystems. While it is not a sector copier, it's
> great for files. It doesn't care how large the disk partition is (up to 16
> meg of course). I use it all the time to do hard disk partitions both with
> APE and real hardware.
>

I thought that Hardback was just for Sparta? Does it work for
Atari-type Dos (such as MyDos)?

-Larry

1830. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 04:05:50 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <yAp2e.34172$mq2.23997@trnddc08>
Source record: 11687

Good Question! I really don't know since I don't use anything but Sparta
for the most part and all of my ATR 16meg images (as well as the HD
connected to my MIO) are Sparta format. You are probably right about that.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503291952.52d8e349@posting.google.com...
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> news:<dHh2e.27881$uw6.24154@trnddc06>...
>> Hardback from Orion Microsystems. While it is not a sector copier, it's
>> great for files. It doesn't care how large the disk partition is (up to
>> 16
>> meg of course). I use it all the time to do hard disk partitions both
>> with
>> APE and real hardware.
>>
>
> I thought that Hardback was just for Sparta? Does it work for
> Atari-type Dos (such as MyDos)?
>
> -Larry

1831. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 04:18:01 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <j1ak41t42fho45207mduibs38domthumna@4ax.com>
Source record: 11688

Greg.Goodwin@fmlynet.org:
>Well, the official word more or less is that Steve is not a Mac guy, does not
>know the Mac programming environmnet, and does not have a current Mac for
>development. Add to that the current Macs don't even have a serial port, and
>it gets more fun. .
>That said, Steve would help anyone that wanted to write something for the Mac
>he said. :)

Your best bet may be something like AtariSIO, which I think is open source.
I don't know anything about the Mac though.

Shawn Jefferson
(fix reply to for email)

1832. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 04:18:43 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <14ak4118eo0enm9hik125l5d2jtb4a1qs7@4ax.com>
Source record: 11689

"Ronald J. Hall" <dark_lord@charter.net>:
>On Tue, 29 Mar 2005 04:00:48 +0000, Greg.Goodwin wrote:
>
>> So what was Wizard's Crown and Star Fleet 1 all about?
>
>Wizards Crown is a great RPG. Star Fleet 1 was a "Star Trek" like game
>with amazing gameplay. I still play it on my ST/Falcon. Huge manuels, nice
>learning curve - not the greatest graphics in the world, but very
>effective...and as I mentioned, the gameplay is great.
>
>Greg, if you've never played Star Fleet 1, then I'd highly recommend it on
>the 8bit or ST systems. :-)

I remember Star Fleet 1 being unfinished sort of? Is that right?

Shawn Jefferson
(fix reply to for email)

1833. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 05:33:39 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1112160762@rtfm.mit.edu>
Source record: 11690
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 14, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2005.03.14 HiassofT (Matthias Reichl), MyPicoDos V4.03
2005.02.21 added: Konrad M. Kokoszkiewicz ( KMK / Draco )
2005.02.14 added: Gray Chang
2005.02.05 FAQ URLs in preamble updated
2005.02.05 "Publisher" definition expanded to include digitized magazines
2005.02.05 added: Stichting Pokey
2005.02.05 added: Magazin-Archiv
2005.02.05 added: page6.org
2005.02.05 added: Classic Computer Magazine Archive
2005.02.05 added: CyberRoach Publishing
2005.01.26 Jindrich Kubec (Jindroush) updated, AExt v1.02 (PC)
2005.01.26 World of Atari updates (phone & fax)
2005.01.26 Wacko Software URL update (thanks Andrei)
2005.01.23 Mega Magazine entry deleted
2005.01.23 Atarimuseum and Mirage updated again (thanks again Fred)
2005.01.22 Atarimuseum entry updated, addition of ANG/Mirage titles
2005.01.22 MicroUSB.org updates, including new Mouse Driver
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Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be=
listed.
Persons or entities holding rights to products, but not selling or=
supporting
them in any way, should NOT be listed here.

"Vendor" =3D Reseller of products produced by others. Types of products=20
sold are given in categories: new hardware, used hardware, PD/freeware/=20
shareware, (new) commercial software, used (commercial) software.

"Developer" =3D Producer of products. Titles of products produced by the
developer are listed. No prices are given.

"Publisher" =3D Publishes a print or disk magazine, or a book. Complete=20
subscription or ordering information should be given, including prices.
Authorized online publishers of originally print or disk magazines are also
listed. Online books are not listed.

"Repair Shop" =3D Can repair 8-bit Atari or related hardware devices. Be
sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication
title. If no company name exists, a personal name is used. "See"
references indicate complete information may be found under the given
heading. "See also" references indicate closely-related information may
be found under the given heading.=20

The month/year that vendor information was most recently fully verified is
given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite
to enclose a self-addressed stamped envelope. This works well when both
persons live in the same country. However, if they are from different
countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union,
during its Congress in Rome, introduced the International Reply Coupon
service. International Reply Coupons (IRC) are exchangeable in all member
countries for the minimum postage of a priority item or an unregistered
airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU=
member
countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no=20 guarantees. Information of this nature constantly ages; therefore, the=20 information contained in this list is constantly updated. Please use the=20 latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to=20 send me updates that correct errors that you find. If you use this=20 list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246=20
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation

utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II=
(disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements=
(disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730=20
USA=20
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

AtariAge (Albert Yarusso, Alex Bilstein) 3/04
See also: Pixels Past
http://www.atariage.com/
Vendor: new hardware, commercial software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,=20
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,

Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters=20
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 1/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box)=
ANG
titles, and (new in box) Mirage titles (exclusive publisher for countries
outside of Poland). ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack
Picture Program II, Mines, Operation Blood, Operation Blood for the=
lightgun,
Problem Jasia (Johny=B4s problem), Sh*t!!, Simple Minds, Tanks, T-34 the=
Battle,
Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk
=20
ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,=20
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (Bruce & Cathy Carso) 1/05
5917 Stope Way=20
El Dorado CA 95623-4716=20
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari=
(Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,=20
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA

Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092=20
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi=
Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,=20
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,=20
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 4/04
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/

Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's=
Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail=
Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,=20
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or=
Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/

Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189=20
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,=20
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,=20
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,=20
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,=20
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),=20
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,=20
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Preston Crow 1/05
USA
http://www.crowcastle.net/preston/atari/
Developer: binload (with Chad Wagner - Atari binary load format file
analyzer v2.5, atr2unix (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file) v1.2, unix2atr (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file) v0.9, dcmtoatr
(written by Chad Wagner) v1.4, MyDos Binary Menu, Atari Floppy Emulator /
SIO2Linux (with Pavel Machek - a rewrite of SIO2PC software for Linux)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams=20
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE=
version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Bryan Edewaard 1/04
4368 SE Hamilton Ln
Stuart FL 34997-5510
USA
http://members.core.com/1F/A1/bryede/cc/
Developer: Castle Crisis - "an authentic conversion of the classic Atari arcade game Warlords"

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/=20
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html=20
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",=20
JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)=20
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from=
Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,=
=20
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

=20
GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian=20
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan=20
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,=20
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,=20
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI=
toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,

EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk=
=20
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create=20
ATR-images of double density floppy disks), MyPicoDos V4.03 (small "gamedos"
that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories
and large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32,
Disk Fragmentation Utility, The Long Integer Library, M.T.O.S.=
(Multi-Tasking
Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -
Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip,
Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old
computer or dumb terminal to access the internet), CTH Emulator (based on
Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term
(ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a
programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:=20
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 1/05
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/myide/
Developer: MyIDE Image Manager v2.0, MyIDE Config v1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for=
the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Konrad M. Kokoszkiewicz (KMK / Draco) 3/05
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for the standard 8-bit Atari: EYE (real time RAM monitor and
editor), SysInfo 2.08b, Prof!'s XDIR (game/demo bootstrap for SpartaDOS=20
format, now patched to boot properly from any drive number). for the=20
KMK/JZ IDE interface: IDE BIOS 1.6, mksdfs (MaKe a SpartaDos FileSystem--
soft-formatter for SpartaDOS 3.x), RateHD (program testing your hard drive
speed), RW-Test (program testing filesystem speed). for 65c816 ATARI:
65c816 XL OS v.2.07 (7.II.2005.), grep (simple clone of well-known Unix
text utility), D2D v.0.4 (direct-disk sample player), LPOKE/LPEEK (two
command line utilities to be used from DOS prompt allowing to peek and poke
through all the 16 MB-wide 65c816 address space). Also available (contact
for more info): KMK/JZ IDE Hard Drive Interface

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for
sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts
standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas=
v1.10
(PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02=

(PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,

Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja=20
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface,=
ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10=20

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989),
Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium
battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB
static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables=
for
SIO ports joystick replacement cables and cable extensions (catalog=
available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/05
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Logitech Formula GP 1.0, Thrustmaster Nascar Pro Digital 2), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.4, USB HID Base Driver Version 2.0

Mirage Interactive 1/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/
Developer: over 100 published titles (outside of Poland, all titles are owned by ANG Software and Atarimuseum is exclusive publisher), including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx,= Battleships,
Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo= Gigantow,
Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid,= Raszyn
1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 8/04
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.2 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642

USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,=20
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),=20
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',=20
EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio &
Video Breakout Box featuring phono connectors for composite video, chroma,
luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588=20
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD,=
Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/

Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67=20

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)=20
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language =20

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
See also: Atari Age
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the=

Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC=
software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)
=20

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland =20
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk=
Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC,=
Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy,=
Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),=20
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/04
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix): Stable Release 1.38, CVS Snapshot 1.40, atari++ 1.40 for win32

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),=20
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a=20
clean .wav file from a Digital Cassette Image), POOLDISK TOO=20
(PD/freeware/shareware CD-ROM)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,=20
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,=20
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker,=20
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland

http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely
from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 12/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.4 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 10/04
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16=
(connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),

LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4
(Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor)=
v2.3,
HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,
DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari
Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of
Atari 6502 processor), Raster Music Tracker (RMT) 1.17 - cross-plaftorm=
XL/XE
music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android,=
Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 2/05
The Netherlands
http://www.pokey.nl/
Publisher: authorized online editions of: Pokey=B4s Magazine (Dutch),
The Best of Pokey (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor),=
3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S.=
(ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo=
machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),

sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II=
cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,=20
Binary load+ (for TURBO 2000 Operating system V4.1),=20
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)=20
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)=20

trub 8/04
See also: MMSoft (developer of SIO2IDE)

Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to=20
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 11/04
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9=
for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash
Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA

Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble
Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons,
Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles,
Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop
Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!,
Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong,
Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game),
Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong),
Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II,=
Puzzled
(jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A.
Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure,=
S.A.G.A.
Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game),
Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM
Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack
(Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card
game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0=
(emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,=20
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,=20
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),=20
DK-Utilities for the Black Box and the MIO

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/

Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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End of atari-8-bit/vendev
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1834. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 05:55:17 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <gffk41pk6mj5bvmfrdjnn1uiq6fnn5e2es@4ax.com>
Source record: 11691

"ayjay1965" <andrew@saunders44.freeserve.co.uk>:
>Help! Just need to know if an american cart is different from a uk one?
>Have not found any info on any carts boxes or isntructions to say
>otherwise. Should I assume that the cart is before the signal is turned
>into respective rf output?

The big difference between PAL and NTSC machines is the 50hz versus 60hz vertical blank timing. This translates to more cpu cycles available to the PAL machines in the VBI (verical blanking interval: the time the electron beam is turned off and traveling back to the top of the screen.)

So, to answer your question: pretty much all software written for North American 8-bit machines will work on a PAL machine. Some PAL software will NOT work on North American (NTSC) machines since some software takes advantage of the extra cycles in the VBI (you will notice jumping of the screen, a complete lockup, or other screen garbage.)

>Long and short is if a cart is bought from us will it work here?

Yes. The difference in timing will usually produce a slightly slower game on the PAL machine, may effect the sound, and any game that takes advantage of the artifacting of graphics mode 8, will be only black and white on your PAL machine.

Shawn Jefferson
(fix reply to for email)

1835. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 06:46:59 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <DXr2e.23590$ME3.9@newsfe1-gui.ntli.net>
Source record: 11692

Hi Mario I am in the UK, but a keen Atari collector, I have several of these "spare" in my loft, and would happily let you have two for euro 15, including small packet air postage.

Please let me know if you are interested.

Richard

"mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message news:2Z%1e.41486$k4.811404@news1.nokia.com...
> Hello all,
>
>
> I acquired an Atari 1050 but not the cable to connect it with my Atary
> 800XL.
> Could someone kindly advise me what would be the best way to construct such
> a cable?
>
> Many thanks
>
>
> mario
>
>

1836. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 08:51:37 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <tMt2e.3058$v4.63096@news2.nokia.com>
Source record: 11693

Thank you, Richard. As you could perhaps see above, I already ordered a cable from the US. It won't be such good value as your offer, but it's excellent value for only a single calble, and that's all I need at the present moment. Besides, Mr. Tucker was very prompt in contacting me, and I appreciate that, a lot, too.

Thanks again, and I'll be sure to contact you should need arise for 2 more of these cables.

"richard daley" <richard.daley3@ntlworld.com> wrote in message news:DXr2e.23590$ME3.9@newsfe1-gui.ntli.net...
> Hi Mario I am in the UK, but a keen Atari collector, I have several of
> these "spare" in my loft, and would happily let you have two for euro 15,
> including small packet air postage.
>
> Please let me know if you are interested.
>
> Richard
>
> "mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
> news:2Z%1e.41486$k4.811404@news1.nokia.com...
> > Hello all,
> > >
> > >
> > I acquired an Atari 1050 but not the cable to connect it with my Atary
> > 800XL.
> > Could someone kindly advise me what would be the best way to construct
> such
> > a cable?
> > >
> > Many thanks
> > >
> > >
> > mario
> > >
> > >
>
>

1837. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 14:28:51 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <424ab6c0$0$1434$f69f905@mamut2.aster.pl>
Source record: 11694

> Presumably I just put it on
> the [MAIN] partition of the disk, and it will over-ride the one on the
> CAR: device ?

No, you should put into the CONFIG.SYS the pathname to the driver.

K.

1838. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 14:35:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <424AB93F.85D0AB69@students.uni-mainz.de>
Source record: 11695

Well,
there is a (2 drive) sector copy by abbuc floppydoc erhard puetz which does this. alas, it is a sparta-dos only program. but it will copy anything from 1 - 65,535 sectors in single (128 bytes) or double (256 bytes) sectors from one drive to another (which assumes you have two drives available and both can use / write the same format or density). the program is only 2kbytes short and appeared on abbuc magazine 79. think there was also a program by carsten strotmann, programmed in x-forth (his self-developed a8 forth interpreter). this program also worked with two drives, one had to start x-forth first and then run the sectorcopier to copy 1 to 65,535 sectors in single or double density... well, luckily carsten reads this forum from time to time... -andreas.

1839. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 15:15:43 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <5d52d$424ac29e$50ab1b7a$6335@news1.surfino.com>
Source record: 11696

See here:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=3528&item=8181728479&rd=1

I've bought from this seller as well, and he's highly recommended.

1840. Re: Why do I need a Translator Disk for my 800 XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 17:28:24 UTC
From: You <you@cogeco.ca>
Message-ID: <BE704BE8.65E%you@cogeco.ca>
Source record: 11697

Does it?

That's why you would *want* a translator program for your XL/XE but you certainly don't need one. There are other alternatives to using Translator software. For example, you could cease using using software that requires a translator in order to function. There are also hardware methods of getting around the OS differences between the 400/800 and the XL/XE line of Atari 8-bit computers. Some people have installed old OS ROMs in their Atari's that allow them to switch between the two OSes with the flick of a toggle switch.

Something like flicking a booger across the room only updated for the digital age.

I have found that the greatest benefit to using the Translator disk on the XL/XE is the ability to boot into the Atari Notepad. That was killer!

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
> Organization: I.M.A.G.E./SCAT
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Mar 2005 15:58:04 +0100 (MET)
> Subject: Re: Why do I need a Translator Disk for my 800 XL ?
>
>>> From what I understand when the 800xl came out, it was internally different
>>
>> The "translator" is simply the old 400/800 OS, and makes work programs,
>> which use the OS calls illegally.
>>
>> K.
>
> Sounds logical...
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1841. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 17:34:59 UTC
From: You <you@cogeco.ca>
Message-ID: <BE704D73.660%you@cogeco.ca>
Source record: 11598

I would hazard to guess that the biggest difference between European and North American cartridges is that Europeans are producing more cartridges for the Atari 8-bit than North Americans are. I don't know this to be true specifically of the United Kingdom, but definitely true of some of the former Eastern Block countries.

There's something about European ingenuity that I find truly inspiring!

Anyway, aside from the obvious NTSC/PAL incompatibilities that tend to surface on occasion, there should be almost no difference between European and North American cartridges.

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
> Organization: Shaw Residential Internet
> Reply-To: shawnjefferson@shaw.caREMOVEPLS
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 30 Mar 2005 05:55:17 GMT
> Subject: Re: Us cartridges being used with a uk 8bit
>
> "ayjay1965" <andrew@saunders44.freeserve.co.uk>:
>> Help! Just need to know if an american cart is different from a uk one?
>> Have not found any info on any carts boxes or isntructions to say
>> otherwise. Should I assume that the cart is before the signal is turned
>> into respective rf output?
>
> The big difference between PAL and NTSC machines is the 50hz versus 60hz
> vertical blank timing. This translates to more cpu cycles available to the
> PAL machines in the VBI (verical blanking interval: the time the electron
> beam is turned off and traveling back to the top of the screen.)
>
> So, to answer your question: pretty much all software written for North
> American 8-bit machines will work on a PAL machine. Some PAL software will
> NOT work on North American (NTSC) machines since some software takes
> advantage of the extra cycles in the VBI (you will notice jumping of the
> screen, a complete lockup, or other screen garbage.)
>
>> Long and short is if a cart is bought from us will it work here?
>
> Yes. The difference in timing will usually produce a slightly slower game
> on the PAL machine, may effect the sound, and any game that takes advantage
> of the artifacting of graphics mode 8, will be only black and white on your
> PAL machine.
>
>
> ---

> Shawn Jefferson
> (fix reply to for email)

1842. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 17:40:16 UTC
From: You <you@cogeco.ca>
Message-ID: <BE704EB0.662%you@cogeco.ca>
Source record: 11601

I think I would much prefer to have APE run on an older style Macintosh as opposed to something of more recent lineage. I would just guess the older Mac systems to be better equipped to support such a task. Besides, you could essentially dedicate an older LC or similar to the Atari 8-bit.

Heck, if you're gonna save your old Atari from taking up residence at the landfill, why not an old Mac as well?

> From: Greg.Goodwin@fmlynet.org
> Organization: Echogate
> Newsgroups: comp.sys.atari.8bit
> Date: 29 Mar 2005 03:34:54 GMT
> Subject: Re: SoftPC (Mac) and Dos APE
>
> Well, the official word more or less is that Steve is not a Mac guy, does not
> know the Mac programming environmnet, and does not have a current Mac for
> development. Add to that the current Macs don't even have a serial port, and
> it gets more fun. .
> That said, Steve would help anyone that wanted to write something for the Mac
> he said. :)
> .
> Like you, I said I would get back with him when I knew C++ better. :) APE is
> written in C++ for the most part, with the interface written in something
> else.
> At this point I wouldn't mind getting DOS APE working on the IMac.
> .
> Doc Clu 800
>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1843. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 17:47:06 UTC
From: You <you@cogeco.ca>
Message-ID: <BE70504A.663%you@cogeco.ca>
Source record: 11599

I'm not aware of a sector copier for Atari 8-bit hard drives, but then, I'm not aware of too much that is currently available for the Atari 8-bit. I've been out of the loop for a long time.

Anyway, is there any particular reason that you would require a sector copier for your hard drive? I don't imagine that you would encounter too many instances where a sector copier would be necessary to copy hard drive contents. Do you have a unique situation that necessitates the use of a sector copier?

That being said, the last sector copier I ever used on my Atari 8-bit was a piece of software called CopyMate. I don't imagine that it would be of much use to a hard drive user as it was primarily used for copying floppies.

> From: JR <""jr256_69\"@NO$PAMhotmail.com">
> Reply-To: ""
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 28 Mar 2005 23:03:11 -0800
> Subject: Hard Disk Sector Copier?
>
> Does anyone know of a sector copier that is capable of copying all of
> the sectors of a 16 Meg hard disk partition? I swear I came across one
> somewhere recently but now I can't find it. What I want to be able to
> do is copy between MyIDE partitions and large ATR's using APE/SIO2PC.

1844. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 18:10:29 UTC
From: You <you@cogeco.ca>
Message-ID: <BE7055C5.672%you@cogeco.ca>
Source record: 11600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Why don't you just send Ben a clear message that he will understand? If
everybody responded to Ben's posts with an email, he will get the message.

Whenever Ben goes on a posting binge, just send him a simple email with the
following subject and body:

Subject: One Post/Month To comp.sys.atari.st

Body: Please post only one commercial spam message per month to
comp.sys.atari.st please.

I mean, why not fight fire with fire? You could always create a Hotmail or
Yahoo webmail account just for such a purpose. If everybody starts
flooding Ben's email box with comments like this, he'll get the message.
He may even discover how truly annoying his posts are.

Just a thought!

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups: comp.sys.atari.st
> Date: Sun, 27 Mar 2005 17:09:24 +0000 (UTC)
> Subject: Re: Ben's Atari Birthday Bash!
>
> Hi Lonny
>
>> One small post a month with just a url would be enough though.
>
> Finally we agree on something, but you wont get to see this.
>
> --
>
>
> (ï¿½ï¿½.ï¿½(ï¿½*ï¿½.ï¿½ ï¿½.ï¿½*ï¿½)ï¿½.ï¿½ï¿½)
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1845. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 19:07:26 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2etdebaf1@sparta.btinternet.com>
Source record: 11602
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi You

> Why don't you just send Ben a clear message that he will understand? If
> everybody responded to Ben's posts with an email, he will get the message.

He doesn't give a flying fkuc, emails are ignored. There needs to be more of
us to do it.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1846. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 20:18:09 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1112213889.936680.130060@g14g2000cwa.googlegroups.com>
Source record: 11606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
What about the abuse contact at his ISP? A bit overboard maybe, but
then he'd have to pay attention.
```

1847. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 20:30:33 UTC
From: google@gornall.net
Message-ID: <1112214632.961628.55600@g14g2000cwa.googlegroups.com>
Source record: 11604

I tried that - my CONFIG.SYS file had 'DEVICE XEP01F' in it (the unarchived file was called XEP01F.SYS), but still no joy, I'm afraid. I think either the joystick port is bad (although my joystick works in the same port! I guess it could use different lines...) or the XEP80 is just plain broken.

I'll have a play with it over the next couple of days, otherwise I'll be sending it back...

ATB,
Simon.

1848. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 20:43:20 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <S6SdnWQl34v6ktbfRVn-hA@comcast.com>
Source record: 11608

Basically I want to be able to build and test large (16 MB) ATR's with
an emulator and then transfer the contents of the ATR's to the
partitions on the MyIDE hard Disk. A file copier will work, but a
sector copier would allow me to use one tool regardless of the DOS used
in the actual partition plus it takes care of all the boot information
as well, which File copier would not do.

It could also be used as an easy way to back up a hard disk partition to
an ATR on a PC using APE.

You wrote:
> I'm not aware of a sector copier for Atari 8-bit hard drives, but then, I'm
> not aware of too much that is currently available for the Atari 8-bit. I've
> been out of the loop for a long time.
>
> Anyway, is there any particular reason that you would require a sector
> copier for your hard drive? I don't imagine that you would encounter too
> many instances where a sector copier would be necessary to copy hard drive
> contents. Do you have a unique situation that necessitates the use of a
> sector copier?
>
> That being said, the last sector copier I ever used on my Atari 8-bit was a
> piece of software called CopyMate. I don't imagine that it would be of
> much use to a hard drive user as it was primarily used for copying floppies.
>
>
>
>>From: JR <""jr256_69\"@NO$PAMhotmail.com">
>>Reply-To: ""
>>Newsgroups: comp.sys.atari.8bit
>>Date: Mon, 28 Mar 2005 23:03:11 -0800
>>Subject: Hard Disk Sector Copier?
>>
>>Does anyone know of a sector copier that is capable of copying all of
>>the sectors of a 16 Meg hard disk partition? I swear I came across one
>>somewhere recently but now I can't find it. What I want to be able to
>>do is copy between MyIDE partitions and large ATR's using APE/SIO2PC.
>
>

1849. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 20:48:26 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <UpqdnURi698FjdbfRVn-1A@comcast.com>
Source record: 11603

Thanks Andreas,

I found SECOPY by Erhard Puetz. I tried testing it using 2 16M ATR's in Atari800Win. It seems to only want to copy about 3000 sectors for some reason. I tried several different versions of Sparta 3.2 and 3.3 but they all only copy part of the image. Not sure why yet. maybe it just doesn't like the emulator for some reason.

Andreas Magenheimer wrote:
> Well,
> there is a (2 drive) sector copy by abbuc floppydoc erhard puetz which
> does this. alas, it is a sparta-dos only program. but it will copy
> anything from 1 - 65,535 sectors in single (128 bytes) or double (256
> bytes) sectors from one drive to another (which assumes you have two
> drives available and both can use / write the same format or density).
> the program is only 2kbytes short and appeared on abbuc magazine 79.
> think there was also a program by carsten strotmann, programmed in
> x-forth (his self-developed a8 forth interpreter). this program also
> worked with two drives, one had to start x-forth first and then run the
> sectorcopier to copy 1 to 65,535 sectors in single or double density...
> well, luckily carsten reads this forum from time to time... -andreas.

1850. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 20:52:48 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <nMadnS3bvZ89jNbfRVn-3Q@comcast.com>
Source record: 11607

I found an ATR of Hardback and tried to boot it in Atari800win. It
boots to a menu, but then immediately jumps to Self Test. I tried
several emulator configurations but it always jumps to self test no
matter what I try. I haven't tried it on any real hardware yet so maybe
it's just the emulator?

cbc wrote:
> Good Question! I really don't know since I don't use anything but Sparta
> for the most part and all of my ATR 16meg images (as well as the HD
> connected to my MIO) are Sparta format. You are probably right about that.
>

1851. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 21:09:53 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd4m5d1.7kc.usenet-200503@camel.hias.horus.com>
Source record: 11605

On Wed, 30 Mar 2005 19:45:59 GMT, megamania wrote:
> speaking of which, is there any software for using the SIO2PC cable
> with Linux?

Sure :-)

Just download AtariSIO from my homepage http://www.horus.com/~hias/atari/

so long,

Hias

1852. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 21:51:46 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2f71intm1@sparta.btinternet.com>
Source record: 11609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi Coda

I've thought about it but hoped he'd be reasonable, maybe its time to forget
trying the nice approach!

> What about the abuse contact at his ISP? A bit overboard maybe, but
> then he'd have to pay attention.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1853. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-30 23:37:19 UTC
From: Matthias Reichl <usenet-200503@hias.horus.com>
Message-ID: <slrnd4me1f.80b.usenet-200503@camel.hias.horus.com>
Source record: 11610

On Wed, 30 Mar 2005 04:18:01 GMT, Shawn Jefferson wrote:
> Your best bet may be something like AtariSIO, which I think is open source.

Yes, AtariSIO is open source. And if anyone wants to port it to another platform I'd be glad to help!

The design of AtariSIO should make ports to other platforms possible (I won't say "easy", though :-). All the low-level serial communication stuff is built into the kernel driver. The user space application just uses the "highlevel" functions of the kernel driver like "receive command frame", "send data frame", "send ACK" and so on.

As a first step, these low level SIO functions need to be re-implemented.

But then, the crucial point concerning reliability is to find a proper design. This took me quite some time when writing AtariSIO and I had to throw away the first approaches (which were user space only) and ended up with a separate kernel driver. For other operating systems this can be completely different, though.

Anyways, in case someone still wants to do a port, just contact me!

so long,

Hias

1854. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 00:20:55 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <8cgm41hatdj9ttod5nt9lbgvnja69mi6km@4ax.com>
Source record: 11611

You <you@cogeco.ca>:
>I would hazard to guess that the biggest difference between European and
>North American cartridges is that Europeans are producing more cartridges
>for the Atari 8-bit than North Americans are. I don't know this to be true
>specifically of the United Kingdom, but definitely true of some of the
>former Eastern Block countries.

Where are these cartridges? I've seen several comes out of AtariAge (US),
AtariMax (US), Sunmark (US), Best Electronics (US) and B&C Computer
Visions (US).

>There's something about European ingenuity that I find truly inspiring!

There's a lot of development happening in Europe, definitely, but I haven't
seen too much cartridge software coming from there lately.

Shawn Jefferson
(fix reply to for email)

1855. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 01:22:38 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <03a0c9.7e9ad3@fmlynet.org>
Source record: 11612

> From: "Docrotcod" <rahbart@cox.net>

>It was one of the first a8 games I had before I got my 1050. And when you pla
> the 2600 version first, much better on the a8.

> Thomas

How!? I'm sorry.. let me rephrase that... why?! :)

What did you like about the A8 version over the 2600 version?

Doc Clu

> <Greg.Goodwin@fmlynet.org> wrote in message
> news:b3a082.7cb11a@fmlynet.org...
>>> From: "Docrotcod" <rahbart@cox.net>
>>
>>> 10. E.T. (The A8 version was MUCH better)
>>
>> What on Earth did you enjoy about that piece of jewel encrusted fish
>> tripe?
>>
>> Doc Clu 800
>>
>> --- BBBS/NT v4.01 Flag-5
>> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1856. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 01:26:26 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <73a0ca.7e9b4d@fmlynet.org>
Source record: 11613

I really doubt shipping to Europe would be all THAT much, but if you
want I have a SIO cable I could weigh for shipping and selling.

Send your address to drclu (at) swbell (dot) net.

Doc Clu

> From: "mario" <gianmarioRE.scottiMO@nokiaVE.com>

> "Bill Garber" <willy46pa@comcast.net> wrote in message
> news:XNGdnT_Qm5e7PNXfRVn-gg@comcast.com...
>>
>> "mario" <gianmarioRE.scottiMO@nokiaVE.com> wrote in message
>> news:2Z%1e.41486$k4.811404@news1.nokia.com...
>> : Hello all,
>> :
>> :
>> : I acquired an Atari 1050 but not the cable to connect it with my Atary
>> : 800XL.
>> : Could someone kindly advise me what would be the best way to construct
>> such
>> : a cable?
>>
>> I bought 3 SIO cables from, I thought Sunmark, but I can't find
>> them on their site right now. Maybe AtariAge. Just can't seem to
>> find any listed on their sites right now. I'll keep looking on
>> and off.

> That's all very nice, but I live in Europe, and postage expenses from the US
> alone, make this a very unattractive option. That's why I asked for advice on
>how to construct such a cable. I guess all I need to know is the exact pinout.
> And a confirmation that I can use DB13 connectors at the ends.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1857. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 06:00:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1112248798@rtfm.mit.edu>
Source record: 11614
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 15, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1858. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 09:45:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503310141420.2832-100000@onyx.spiritone.com>
Source record: 11615
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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1859. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 09:51:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0503310148270.2832-100000@onyx.spiritone.com>
Source record: 11616
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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1860. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 11:08:59 UTC
From: Diane <phonyaddress@invaliddomain.com>
Message-ID: <114nmijdu4cmpe8@corp.supernews.com>
Source record: 11617

We have an entire 800XL system intact for sale. All the hardware, software and games incl the original Ultimas 1-4. Has been stored for many years unused. Many books and manuals included.

We were going to put the system up for sale on e-bay, but decided to try here first and offer it to the Atari fans who are seriously interested in this model.

Please email us for digital pics of the system. Offers encouraged.

Thanks.

Bob & Diane

peaches00114(nospam)@excite.com

PS. Remove the parenthesis and the words inside them to contact us

1861. Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 12:21:05 UTC
From: LLppwhite@aol.com
Message-ID: <12e3f8fa.0503310421.74acf400@posting.google.com>
Source record: 11618

This could be a application, utility, or a game, but for the Atari.

OK, I guess we should also include a separate question/category for PC/Atari programs.

For me it's Basic XE. Turbo Basic XL would be a reasonably close second. But I often have need of the string array features of BXE/BXL, plus I use the "EXTEND" command of BXE frequently to give me more string space. I think OSS definitely "saved the best for last" with BXE. Too bad there is no compiler. OSS said (essentially) "too big, can't be done." Clearly you might have to impose some limitations on the features, but I have no doubts that it is possible.

As far as PC/Atari, it's APE for Windows -- hands down. It is sooo useful!

-Larry

1862. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 13:00:41 UTC
From: mario <gianmarioRE.scottiMO@nokiaVE.com>
Message-ID: <ZvS2e.41807$k4.818261@news1.nokia.com>
Source record: 11619

"megamania" <@virgilio.it> wrote in message
news:u30m4150gks727fvdstb7d4soevnu7t18g@4ax.com...
> truth is that many people overcharge shipping charges "just 'cause". I

Yes, that's exactly what they do, they collect the "sucker tax". But the saddest thing is, many use AirMail parcel post even when GPM Flat Rate would do much better. Up to 4 punds, GPM Flat Rate Envelope is just unbeatable value, and it's faster than AirMail. I mean, if you want to abuse me, at least use a better service (you still get to collect your sucker tax).
> But since you've found your cable, I can just wish you lots of fun.
> :-)
Thanks, I am looking forward to the fun - as I said, I was surprised at how good an 8 bit computer the Atari 800XL is. So many little details that make a huge difference.

>
> ciao
> gianfranco
>
> p.s. if you don't have one, go get a SIO2PC cable!

1863. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 15:05:45 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <9gU2e.1832$UW6.1220@bignews5.bellsouth.net>
Source record: 11620

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503310421.74acf400@posting.google.com...
> This could be a application, utility, or a game, but for the Atari.
>
> OK, I guess we should also include a separate question/category for
> PC/Atari programs.
>
> For me it's Basic XE. Turbo Basic XL would be a reasonably close
> second. But I often have need of the string array features of
> BXE/BXL, plus I use the "EXTEND" command of BXE frequently to give me
> more string space. I think OSS definitely "saved the best for last"
> with BXE. Too bad there is no compiler. OSS said (essentially) "too
> big, can't be done." Clearly you might have to impose some
> limitations on the features, but I have no doubts that it is possible.

I agree, Basic XE was incredible. It has a semi-complier built in with the
SPEED command which stores addresses instead of interpreting every line to
get to the intended next basic line to execute. I used Basic XE to program
my Advanced Level computer science project which drew graphs and solved many
equations and maximum/minimum values using a combination of numerical
analysis and binary search-type algorithms. Right now I only have the print
out of the program, I wish I had the electronic version still, but at least
all is not lost of it :)

>
> As far as PC/Atari, it's APE for Windows -- hands down. It is sooo
> useful!
>
> -Larry

1864. Lantronix UDS10

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 17:11:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.03.31.17.11.28.992545@charter.net>
Source record: 11621

Okay, I finally got around to trying to setup my UDS10. I've got it plugged into my network:

Dlink hardware 4 port/wireless router. I logged into my router and gave the UDS10 unit a static address of 192.168.0.104, using the units MAC address.

3 comps are on this network already, all running Mandrake Linux. I opened up eterm on my main box and telnetted into the UDS10 and used the config to give it a permanent ip address of 192.168.0.104 and set the gateway to the router (192.168.0.1).

After the UDS10 rebooted, I've got 2 green LEDs, presumably normal network function. I can ping it, I can log into the HTML config pages with Mozilla.

So...at this point can someone remind me of what settings seem to be optimal for using it with an Atari? I know this is 8bit country, but I'm planning on plugging a MegaST into the unit. Hopefully, eventually, I might be able to get my BBS back online with it.

I guess I'm also going to have to set my router to point to the UDS10 address of 192.168.0.104, correct? I mean, thats a reserved ip address on my internal/local network and nothing across the 'net is going to find that. I've never had experience with doing that before.

Thanks all.

1865. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 20:53:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <qrZ2e.12882$m31.129935@typhoon.sonic.net>
Source record: 11622

Larry <LLppwhite@aol.com> wrote:
> This could be a application, utility, or a game, but for the Atari.
>

For me it would be MyDOS, hands down. No matter what I'm doing
(loading games, developing, playing with non-boot-disk demos),
I fire up MyDOS first, then insert the disk in question.

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1866. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 20:55:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <QsZ2e.12883$m31.129925@typhoon.sonic.net>
Source record: 11624

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
> There's a lot of development happening in Europe, definitely, but I haven't
> seen too much cartridge software coming from there lately.

Ditto. Where they at? ;)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1867. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 20:57:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <DuZ2e.12884$m31.129894@typhoon.sonic.net>
Source record: 11623

Matthias Reichl <usenet-200503@hias.horus.com> wrote:
> On Wed, 30 Mar 2005 19:45:59 GMT, megamania wrote:
>> speaking of which, is there any software for using the SIO2PC cable
>> with Linux?
>
> Sure :-)
> Just download AtariSIO from my homepage http://www.horus.com/~hias/atari/

Hias pretty much resurrected my Atari, since I don't use Windows at
home, and haven't had an MSDOS machine for about 6 years. :)

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1868. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 21:05:02 UTC
From: You <you@cogeco.ca>
Message-ID: <BE71D02E.697%you@cogeco.ca>
Source record: 11625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

That's what I mean. If 50 to 100 people were to send Ben the same email, he'd get the message.

These are my observations:

a) Ben provides email addresses in all of his newsgroup posts.

b) Ben does not appear to reply to any messages on the newsgroups.

From these observations, it is possible that Ben does not even read the newsgroups. I would hazard to guess that he spams the newsgroups and leaves. If Ben wants anything from the usegroup community, he expects the newsgroup community to contact him directly.

This is my rationale:

Nobody appears to police the newsgroups. This is both good and bad; nobody interferes with the newsgroups but the newsgroups are open to abuse. Therefore, it is up to the newsgroup community to police their own respective newsgroups. If constant and considerable SPAM is occurring in a particular newsgroup, it is up to the users of that newsgroup to make it known that Spam is not welcome.

Another observation that I have made:

c) Ben crossposts his Spam to several newsgroups.

So, from these observations, I would conclude that the "No Spam" or "Limit Spam" message must be taken directly to the spammer. You could build your "Anti-Spam" forces by enlisting the aid of the users of the other cross-posted newsgroups.

If Ben iqnores a proactive approach by the members of the newsgroups that he is spamming, then that says alot for Ben and the type of business that he is running.

Just my thoughts on the matter.

BTW: I am willing to participate in this "proactive" measure if anybody else is willing to join me, perhaps we can achieve some satisfactory results for all involved.

> From: "Steve Sweet" <steve.sweet@no-spam.btopenworld.com>
> Organization: BT Openworld
> Newsgroups: comp.sys.atari.st,comp.sys.atari.8bit
> Date: Wed, 30 Mar 2005 19:07:26 +0000 (UTC)
> Subject: Re: Ben's Atari Birthday Bash!

>
> Hi You
>
>> Why don't you just send Ben a clear message that he will understand? If
>> everybody responded to Ben's posts with an email, he will get the message.
>
> He doesn't give a flying fkuc, emails are ignored. There needs to be more of
> us to do it.
>
> --
>
>
> (ï¿½ï¿½.ï¿½(ï¿½*ï¿½.ï¿½ ï¿½.ï¿½*ï¿½)ï¿½.ï¿½ï¿½)
> ï¿½.ï¿½ï¿½ï¿½ï¿½. Steve .ï¿½ï¿½ï¿½ï¿½.ï¿½
> (ï¿½.ï¿½ï¿½(ï¿½.ï¿½ï¿½* *ï¿½ï¿½.ï¿½)ï¿½ï¿½.ï¿½)
>
>
>

1869. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 21:14:20 UTC
From: You <you@cogeco.ca>
Message-ID: <BE71D25B.699%you@cogeco.ca>
Source record: 11626

I wasn't speaking specifically of software cartridges rather, ingenius uses
for the cartridge ports of the Atari 8-bit.

Besides, most of the stuff that you're picking up at US distributers like
Best Electronics, are either very old North American software or relatively
recent European software.

I don't know why this is and I'm not even going to offer a guess as to why
this is... I'm just sharing an observation. My observation is: If
there's something new to come out for the Atari, it will most likely
originate from Europe. Have you made an observation that would contradict
this?

> From: bill@newbreedsoftware.com (William Kendrick)
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 31 Mar 2005 20:55:12 GMT
> Subject: Re: Us cartridges being used with a uk 8bit
>
> Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
>> There's a lot of development happening in Europe, definitely, but I haven't
>> seen too much cartridge software coming from there lately.
>
> Ditto. Where they at? ;)
>
> --
> -bill!
> bill@newbreedsoftware.com "I'm anticipating an all-out tactical
> http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1870. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 23:03:21 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2hvjppbk1@titan.btinternet.com>
Source record: 11627
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Reported to provider

"Bravo Sierra Computers" <atari@arse-net.com> wrote in message

1871. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 23:10:28 UTC
From: Steve Sweet <steve.sweet@no-spam.btopenworld.com>
Message-ID: <d2i014kki1@hercules.btinternet.com>
Source record: 11628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi You

It will take a concerted effort, I've emailed him directly and got ignored, maybe its just a spamming address that gets ignored, I've posted to abuse at his provider.

> That's what I mean. If 50 to 100 people were to send Ben the same email,
> he'd get the message.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

1872. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-03-31 23:33:54 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <424c87ed$0$1437$f69f905@mamut2.aster.pl>
Source record: 11629

> Reported to provider

What is actually wrong with these posts?

K.

1873. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 00:52:16 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <vuudnUcifY_dBtHfRVn-tA@comcast.com>
Source record: 11630

My 10 Favourite Atari 8 bit games: yeah, I'll keep the "u" in favourite
'cause I get a kick out of you foreign folks! :-)
Thanks for refreshing my good memories!

1. M.U.L.E.
2. Archon II
(hey, good choices, tom!)

3-10 = No Particular Order

World Karate Championship
Hockey [I don't remember who made it, but it was the lamest looking of them
all.....Gamma? Was that it? It looked like Dinosaurs playing hockey]
Microleague Baseball
Alternate Reality (the city)
Ultima 3, IV
Montezuma's Revenge
Bruce Lee
Blue Max

-z-
....with an honorable mention to the game that came in 11th place......Flak.

"T0M" <privee@vieprivee.fra> wrote in message
news:68dc41l22h3h5pa3ogn6msq1p8dphub17s@4ax.com...
> Hi and tnx for reading my message.
>
> I will appreciate if readers of thes newsgroups will post their 10
> favourite atari 8 bits games :o)
>
> tnx in advance
>
> T0M
>
> Mine are:
>
> 1. M.U.L.E
> 2. Archon II
> 3. Archon I
> 4 Zorro
> 5. Kennedy Approach
> 6. World Karate Championship
> 7. Pacman
> 8.BallBlazer
> 9. Commando
> 10. Leader Board

> --
> Sorry if I don't answer quickly but I can't connect on the net each day

1874. [OT] Paging Jeff Daigle...

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 03:08:17 UTC
From: Slor <IDoNotLike@GreenEggsAnd.Spam>
Message-ID: <1112324897.732938695654040a608172eb4576e65d@teranews>
Source record: 11631
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I (finally :)) have your cart ready to ship. Drop me a line.

1875. Re: [OT] Paging Jeff Daigle...

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 03:09:11 UTC
From: Slor <IDoNotLike@GreenEggsAnd.Spam>
Message-ID: <1112324951.f1d2ff4783e952da82a2491932f4c416@teranews>
Source record: 11632
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Despite all prevention efforts, Slor <IDoNotLike@GreenEggsAnd.Spam> wrote
in news:1112324897.732938695654040a608172eb4576e65d@teranews:

> I (finally :)) have your cart ready to ship. Drop me a line.
>
>

Crap - my email is slor at comcast dot net.

1876. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 06:15:10 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <k9pp411550ct7o1j2ji6u11pdv88n4tp5k@4ax.com>
Source record: 11633

You <you@cogeco.ca>:
>I wasn't speaking specifically of software cartridges rather, ingenius uses
>for the cartridge ports of the Atari 8-bit.

Well, yes, there is the USB cartridge (designed by some guys from ABBUC,
but built and sold by Steve Tucker in the US.) The MyIDE interface
cartridge too, that's from Europe. Hmmm, any more lately... part of the
problem is we don't hear about all the stuff they are doing over there.

There is the AtariMax flash cartridges (one of the best innovations for the
Atari 8-bit in recent years, IMO) from Steve Tucker in the US.

>Besides, most of the stuff that you're picking up at US distributers like
>Best Electronics, are either very old North American software or relatively
>recent European software.

There was Castle Crisis, and Beef Drop via AtariAge, the AtariMax flash
cartridges I mentioned earlier, Sunmark was releasing its own multicarts
too, as well as Insta-DOS and a repro Rtime8 cartridge.

>I don't know why this is and I'm not even going to offer a guess as to why
>this is... I'm just sharing an observation. My observation is: If
>there's something new to come out for the Atari, it will most likely
>originate from Europe. Have you made an observation that would contradict
>this?

No. I guess I took your comment too literally when you mentioned
cartridges software specifically.

There is a lot of activity in the European scene, definitely! On the
cartridge front though, they don't seem to be releasing stuff that way
(well beside Nir Dairy who does (did?) a lot of cartridge conversions), but
rather on disk or via the 'net.

There's a few specific titles I'm looking forward to being released out of
Europe/UK: IK+ and Space Harrier!

Shawn Jefferson
(fix reply to for email)

1877. looking for superdos 5.1 image for emulator use

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 11:10:32 UTC
From: carmel_andrews@yahoo.com
Message-ID: <6ea184ba.0504010310.3dd5fb9d@posting.google.com>
Source record: 11634

I am wanting a superdos 5.1 image that works with atari 800win+ or Atari ++ emu's (windows) the only ones i have seem to crash after sector 9 is loaded

I am also looking for an image of ultimon (not omnimon) and also instructions for supermon (original or Htt) and speeder or speedy o/s for use with above emu's

1878. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 11:30:20 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <gha3e.27528$wL6.15305@trnddc03>
Source record: 11635

The one's I use the most . . . hmmm...

For the Atari, in my case it is BBS:Express Pro v2.1a - heheheh

I guess I'd also have to say SpartaDOS, Hardback and Panther.

For PC/Atari? A800Win and A800Win+ and APE/ProSystem.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Larry" <LLppwhite@aol.com> wrote in message
news:12e3f8fa.0503310421.74acf400@posting.google.com...
> This could be a application, utility, or a game, but for the Atari.
>
> OK, I guess we should also include a separate question/category for
> PC/Atari programs.
>
> For me it's Basic XE. Turbo Basic XL would be a reasonably close
> second. But I often have need of the string array features of
> BXE/BXL, plus I use the "EXTEND" command of BXE frequently to give me
> more string space. I think OSS definitely "saved the best for last"
> with BXE. Too bad there is no compiler. OSS said (essentially) "too
> big, can't be done." Clearly you might have to impose some
> limitations on the features, but I have no doubts that it is possible.
>
> As far as PC/Atari, it's APE for Windows -- hands down. It is sooo
> useful!
>
> -Larry

1879. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 12:21:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091790@comcast.net>
Source record: 11641

>Evening *.*!
>
>Sorry if this has been covered before.
>
>One of my 1050s won't format disks or write anything. I just get an ERROR-
>144, like the disk was write protected.
>
>Anyone who knows what could be causing this and how to deal with it? The
>photo sensor, maybe?
>
>Cheers,
>
>Frank

I had some thing like this happen with an old PerCom Data drive and all I did
was to clean the part that touches the disk with a little alcohol and it
worked.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1880. Re: Atari floppy drive cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 12:24:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091791@comcast.net>
Source record: 11644

>Hello all,
>
>
>I acquired an Atari 1050 but not the cable to connect it with my Atary
>800XL.
>Could someone kindly advise me what would be the best way to construct such
>a cable?
>
>Many thanks
>
>
>mario

I suppose that is possible to do, but I would just buy one from either Best
Electronics or B&C Computers.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1881. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 12:30:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091792@comcast.net>
Source record: 11643

I think I get it. I am trying to get a hold of the utilities to make my own CD
so that I can use it with the Mega CD Interface. I have CD burning software
for my Atari Hades clone, so I may try this and see what happens.

>Actually you can store the data in audio. That's how its done on the
>Jaguar. Using programs like CDRECORD.EXE, a command-line CD buring software
>available for a variety of platforms, you burn the raw binary data onto
>audio tracks.
>
>You would have to burn everything onto a single session on the CD and are
>limited to 99 tracks for this single session according to red book
>standards. Because mode standard audio CD players are only designed to read
>the first session. Only difference on the Jaguar format is that the first
>session contains music / audio only and the remaining sessions are available
>for data, audio, and music.
>
>I wouldn't recommend playing back this format through your stereo system
>though. Would have harsh effects on your amplifier and speakers.
>
>I have to admit, very simple and ingenious design.
>
>Glenn

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1882. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 12:40:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091793@comcast.net>
Source record: 11642

For the 8-bit it is 800XLDJ. This program I run on my Atari ST or Hades. It makes an Atari 8-bit computer think my ST or Hades is a disk drive. I use the same SIO cable that everyone uses with APE. I have tons of games I play on my 130XE. The one that comes to my mind is "The Tail of Beta Lyrea".

>This could be a application, utility, or a game, but for the Atari.
>
>OK, I guess we should also include a separate question/category for
>PC/Atari programs.
>
>For me it's Basic XE. Turbo Basic XL would be a reasonably close
>second. But I often have need of the string array features of
>BXE/BXL, plus I use the "EXTEND" command of BXE frequently to give me
>more string space. I think OSS definitely "saved the best for last"
>with BXE. Too bad there is no compiler. OSS said (essentially) "too
>big, can't be done." Clearly you might have to impose some
>limitations on the features, but I have no doubts that it is possible.
>
>As far as PC/Atari, it's APE for Windows -- hands down. It is sooo
>useful!
>
>-Larry

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1883. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 12:42:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091794@comcast.net>
Source record: 11646

Some guy I know who lives in Israel is trying tell me a 130XE that has a
toggle switch in the back that switches between PAL and NTSC. I told him I do
not have any PAL programs and was not sure if I would actually use it.

>"ayjay1965" <andrew@saunders44MUNGE.freeserve.co.uk> wrote in message >
>Help! Just need to know if an american cart is different from a uk one?
>> Have not found any info on any carts boxes or isntructions to say
>> otherwise. Should I assume that the cart is before the signal is turned
>> into respective rf output?
>>
>> Long and short is if a cart is bought from us will it work here?
>>
>> Only interested in genuine atri carts by the way if this makes any
>> difference.
>>
>> Andrew.
>Some UK poster should respond, but here's my guess. Some will, some won't
>work properly.
>For NTSC to work PAL programs, you need a PAL Antic, sometimes. I think
>that some programs that have 'exquisite' timing, sorta
>DLI or other interrupts, they might not work
>right. Probably most will.
>You should be more specific, I think, what cart
>are you considering buying? I'm sure some UK or Euro person can answer you.
>
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1884. Re: your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 12:47:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <424d70d01091795@comcast.net>
Source record: 11645

Here are mine which are not in any order:

1. Ballblazer
2. Rescue On Fractalus
3. Tail of Beta Lyrae
4. Ultima
5. Ultima II
6. Ultima III
7. Spare Change
8. Astrochase
9. Stealth
10. Castle Wolfenstein

>T0M wrote:
>> Hi and tnx for reading my message.
>>
>> I will appreciate if readers of thes newsgroups will post their 10
>> favourite atari 8 bits games :o)
>>
>> tnx in advance
>>
>> T0M
>>
>> Mine are:
>>
>> 1. M.U.L.E
>> 2. Archon II
>> 3. Archon I
>> 4 Zorro
>> 5. Kennedy Approach
>> 6. World Karate Championship
>> 7. Pacman
>> 8.BallBlazer
>> 9. Commando
>> 10. Leader Board
>> --
>> Sorry if I don't answer quickly but I can't connect on the net each
>day
>
>Couldn't even remember 10 favorites from the old days so here is my top
>9.
>
>1. Star Raiders
>2. Boulder Dash
>3. Miner 2049er

>4. Arkanoid
>5. Ms. Pacman
>6. Mr. Robot and his robot factory
>7. Sea Wolf 2
>8. Joust
>9. Tapper
>
>Henry's House is looking interesting but very difficult. It might make
>it to my top 10 (and then again it might not).
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

1885. Re: Ben's Atari Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 16:01:20 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050401170119.3872C@ilba14195.www.blueyonder.co.uk>
Source record: 11636

In article <1112213889.936680.130060@g14g2000cwa.googlegroups.com>,
smeg_007@hotmail.com (Coda) wrote:

> *From:* "Coda" <smeg_007@hotmail.com>
> *Date:* 30 Mar 2005 12:18:09 -0800
>
> What about the abuse contact at his ISP? A bit overboard maybe, but
> then he'd have to pay attention.
There was a posting from his ISP a while back that they had agreed with
him he could post once a week (or something) and that we should complain
again if he went over that.

Iain

1886. DGS Atari 8-bit CD-ROM $6 Weekend Special *LAST CHANCE*

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 19:30:13 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1112383795.19926.0@lotis.uk.clara.net>
Source record: 11637

Hello All,

This weekend (until 3rd April 2005) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $6 (2pounds for UK buyers), which is a $4 saving on the usual price. This price includes Airmail shipping to any country (first class post for UK buyers).

This is the last time I will be able to offer it at this price. UK postal charges are rising on 7th April, which will make it impossible to offer it at such a low price after then.

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

Please be aware that this isn't some sort of trick or con, and I'm not intending to run off with your money! Despite the fact that I've been trading for 17 years, people still don't seem to know who I am. There's plenty of background info on DGS on the main part of the website, and there's also a link to an independent review of the CD.

Dean Garraghty

1887. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 19:48:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <LAh3e.12985$m31.130355@typhoon.sonic.net>
Source record: 11638

You <you@cogeco.ca> wrote:
> I don't know why this is and I'm not even going to offer a guess as to why
> this is... I'm just sharing an observation. My observation is: If
> there's something new to come out for the Atari, it will most likely
> originate from Europe. Have you made an observation that would contradict
> this?

It was definitely like this a few years ago, but Atari 8-bit apps have
been ramping up, I guess as part of the general "old computer/video game
homebrew scene." (Examples I can think of right off the top of my head:
Beep Drop and Jelly Beans. I /believe/ they're both of US origin! ;^))

I do agree that the 'insane' hardware hacks seem to be mostly from Europe,
with things like the AtariMax Flash Cart being an exception, and the
AtariMax USB Cart being put together by both ABBUC (Europe) and
Steven Tucker (US).

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1888. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 19:49:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <EBh3e.12986$m31.130443@typhoon.sonic.net>
Source record: 11639

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
> There's a few specific titles I'm looking forward to being released out of
> Europe/UK: IK+ and Space Harrier!

Ditto!

And don't forget Vector!

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1889. 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 20:08:32 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <26a51$424daa3f$d527d3ad$14646@news1.surfino.com>
Source record: 11640

Evening *.*!

Sorry if this has been covered before.

One of my 1050s won't format disks or write anything. I just get an ERROR-144, like the disk was write protected.

Anyone who knows what could be causing this and how to deal with it? The photo sensor, maybe?

Cheers,

Frank

1890. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 22:21:15 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <82ddf$424dc94d$d527d3ad$19068@news1.surfino.com>
Source record: 11647

I already did this.

BTW, reading is okay. But when it comes to writing the drive won't even
spin.

144,

Frank

> I had some thing like this happen with an old PerCom Data drive and all I
> did
> was to clean the part that touches the disk with a little alcohol and it
> worked.

1891. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 22:55:07 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1112396111.398df7d26712933b30270d32e2dc21dd@teranews>
Source record: 11498

```
"fsh" <bgtzhn@NoSPAM.gmx.de> wrote in message
news:82ddf$424dc94d$d527d3ad$19068@news1.surfino.com...
> I already did this.
>
> BTW, reading is okay. But when it comes to writing the drive won't even
> spin.
>
> 144,
>

track zero sensor is bad i think
```

1892. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-01 23:01:37 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <YvadncuwbMIsT9DfRVn-rg@comcast.com>
Source record: 11499

```
"(ProteanThread)" <sysop@rtdos.com> wrote in message
news:1112396111.398df7d26712933b30270d32e2dc21dd@teranews...
: "fsh" <bgtzhn@NoSPAM.gmx.de> wrote in message
: news:82ddf$424dc94d$d527d3ad$19068@news1.surfino.com...
: > I already did this.
: >
: > BTW, reading is okay. But when it comes to writing the drive won't even
: > spin.
: >
: > 144,
: >
:
:
: track zero sensor is bad i think

Can't be, it is reading. Needs to sense track 0 to read.
I'd guess the write protect switch/sensor is sticky or
bad. Could be a pull up resistor connected to the write
protect is bad also.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1893. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-02 00:43:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <hVl3e.1919$EE2.1899@newsread2.news.pas.earthlink.net>
Source record: 11500

fsh wrote:
> I already did this.
>
> BTW, reading is okay. But when it comes to writing the drive won't even
> spin.
>
> 144,

OK, if you checked *ALL* the other stuff you may want to replace the trasistor arrays. They are something like an RCA3086 for a part number, look at a schematic to make sure. I think there are two of them in there. Very rare, but they do burn out every once in a while.

1894. Infogrames/ATARI just announced the ATARI DTV !

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-02 01:55:59 UTC
From: slimier_trap@hotmail.com
Message-ID: <54db9e8a.0504011755.22d79b8c@posting.google.com>
Source record: 11501

Built-in in a classic ATARI CX-40 joystick, this will be a complete ATARI 800 XL with 30 built-in classic games.After the success of similar systems based on the ATARI 2600, the C64 and various other platforms, ATARI decided to design such a system based on the popular ATARI 8 Bit computers.

It will be released right before Christmas !

1895. Re: Infogrames/ATARI just announced the ATARI DTV !

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-02 03:43:26 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <114s56u232pi8e1@corp.supernews.com>
Source record: 11502

"Jasper Tiler" <slimier_trap@hotmail.com> wrote in message
news:54db9e8a.0504011755.22d79b8c@posting.google.com...
> Built-in in a classic ATARI CX-40 joystick, this will be a complete
> ATARI 800 XL with 30 built-in classic games.After the success of
> similar systems based on the ATARI 2600, the C64 and various other
> platforms, ATARI decided to design such a system based on the popular
> ATARI 8 Bit computers.
>
> It will be released right before Christmas !

I hear it will actually be released on April 1st of next year! Lets all hold
our breath!!!!! LOL

Tim

1896. TCPSER4J Modem Emulator development

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-02 06:34:33 UTC
From: Jim Brain <brain@jbrain.com>
Message-ID: <424E3CCD.7090501@jbrain.com>
Source record: 11503
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.emulators.cbm

To address some limitations in my tcpser modem emulator
(http://www.jbrain.com/pub/linux/serial), I've been working on a new
version that is Java based.

Firstly, comments about any hate of Java should be directed to /dev/null
or similar :-)

tcpser4j is a piece of software that runs on a PC/Mac/Workstation and
turns a regular rs232 port into an emulated Hayes compatible modem.
Instead of dialing out over phone lines, this modem uses TCP/IP for the
connection. tcpser4j can handle both incoming and outgoing calls. It
is most useful to place vintage BBS systems online as telnet BBSes.

The original version of tcpser was a single 'C' codebase, but to get
Win32 support I needed cygwin1.dll. That is a problem at times, and
there are a number of older versions of the DLL out there that do not
work with the app. As well, baud rates less than 300 seem to be
non-functional in the DLL. I can't legally redistribute the DLL in my
archive either.

Moving to Java addressed those issues, and it also allowed the codebase
to become more dynamically loadable, or reloadable.

The new version contains the following features found in the original:

o Multi-platform support
o Support for all normal and extended Hayes AT commands, including
multi-command strings
o Proper S register support, including changing line terminator,
linefeed char, guard time, etc.
o Correct AT command response codes, including abbreviated numeric codes
and Hayes Smartmodem limited response code emulation.
o Tracing abilities (see what is being sent on the wire)
o Phone book aliases (alias 555-1212 to servername:portnumber)
o Multi-line support (multiple "modems" listen on one IP port, like
modem pool)
o Proper DCD support (with modified null modem cable)
o Very good Hayes modem emulation
o Inbound and outbound call support
o Support for sending text files or raw text to local and remote sides
for events like BUSY, ANSWER, TIMEOUT, NO_ANSWER, etc.
o Support for inverting the DCD line
o Proper support for +++ Hayes escape sequence
o Support for handling NVT sequence negotiation when "dialing" telnet
servers

The new version hopes to better the original in a number of ways:

o Java codebase, can be run on any platform with a 1.2+ JRE
o Uses the RXTX Comm Library, available for most platforms.
o Extensive logging flexibility. Users should be able to cater logging to their heart's desire
o Better support for AT command set. Default S register setting and querying now supported, for example.
o Multi-modem bank support (configure 2 modems on 1 port, 3 on another, etc.)
o XML based configuration file easier to use than command line switches
o Phone book aliases now loaded from file.
o Multiple Phone books, with phone book delegation. Modem has a modem book, which checks pool book if no results. pool book checks master book if no match found in pool book.
o Support for remote administration GUI
o TCP232 option. Connect to the server via TCP/IP port and issue AT modem commands. This is best used with an emulator like VICE that emulates a rs232 interface by conecting to a TCP/IP port. It can also be used to test modem operation. DCD operation is not supported in this mode.
o Remote232 option. This allows one to use RS232 ports on on the local machine. If your BBS or vintage PC is by another PC, but you want tcpser4j to run on a server, use this option. the RS232 port need only be on a machine reachable via TCP/IP, so it could be across the house, the state, the country, or the world. All control lines are preserved in this mode.
o captive modem support. If configured, soft-modem will listen to IP port and real modem. This will allow existing dialup BBS systems to add telnet option while preserving dialup user support. In this mode, if telnet access is active, captive modem will be placed off-hook, and will be placed on-hook when telnet user logs off. Outbound calls will also be routed, so atdtjbrain.com will go out over IP, while atdt431-7754 will use modem. (this is still under development)
o Better support for +++ sequence timing.
o Support for extended error code reporting (i.e.: "NO CARRIER (Server Refused Connection)")
o Support for adding new modem commands to better emulate specific modem variants

I'm pretty much done with the base code, and am looking for some folks who would be interested in helping to test this codebase in some situations with different vintage platforms and send bug reports. As it's an all-new codebase, I need to do a shakedown. Initial testing has been good, but I only have so many test scenarios here.

I'm also interested in ideas folks might have. Some have asked for hooks to add a chat room in the unit for folks who get busy signals when dialing in. I'm looking into that option, and some others. Most will be support via dynamic classes.

Finally, I'm looking for someone to help with the Remote GUI Administration component.

The codebase is available at:

http://www.jbrain.com/pub/xplatform/serial/tcpser4j-2.0alpha.zip.

Windows users need only unzip and execute run.bat. Other platforms need to install the appropriate RXTXComm JNI library (http://users.frii.com/jarvi/rxtx/) for that platform and tweak the run script to suit. Since I can redistribute the RXTX codebase, I may add the various libraries in a later release. Please send run scripts for other platforms.

Notes:

I preloaded all of the telnet BBS systems I know of into the master phone book. Please help me add to the list.

As well, I created my own protocol for encapsulating serial line status into a TCP/IP datastream with the serial data. I had once saw another application that provided remote serial ports, but was unsuccessful in finding a current reference. If someone has a link and the existing protocol will work for this project, I will change my code to use the existing protocol.

I have not prepared a proper README file for tcpser4j as yet. Please use information from the current tcpser project archive, or email me if you have trouble.

I have tested the IP232 port option with the WinVICE emulator configured to send serial data to a remote IP port. VICE 1.16 has bugs with TCP/IP serial option, but 1.15 works. However, I have not yet been able to test the ACIA IP emulation in 1.15, and the user port emulation fails if custom RS232 routines (the George Hug routines, for example) are used. Normal KERNAL RS232 works fine.

Jim Brain

--
Jim Brain, Brain Innovations
brain@jbrain.com http://www.jbrain.com
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

1897. Some Success with the XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-02 15:05:02 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1112454302.907838.93500@z14g2000cwz.googlegroups.com>
Source record: 11504

I have had some pretty good success with the XEP80 -- not perfect, but better than I've ever had before. Here's what I'm using:

Win-TV GO, using its composite input to "capture" the XEP80 output.
DScaler 4.1.11

I had tried this combination before, but was still not able to get the 24th line on the bottom of the screen -- maybe 1/3 of the line, which is not enough to be useful. I finally was able to finesse the settings and get all of the actual text pixels for all 24 lines. I can't touch the 25th line, but that's not a big loss since *very* few programs use the 25th (status) line.

The video has a little "shimmer" to it, but nothing very bad, and playing with the contrast and brightness makes the picture quite acceptable. The picture is not quite as good as one gets from a stand-alone upscaler, but I have yet to get all 24 lines on *any* upscaler. I'm not finished testing capture devices, but being able to get the whole 24th line is a BIG step. Incidently, DScaler produces a scalable window on the PC display, so you can make the display as large/small as your display allows.
-Larry

1898. Re: Us cartridges being used with a uk 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-02 18:10:04 UTC
From: You <you@cogeco.ca>
Message-ID: <BE744A2C.745%you@cogeco.ca>
Source record: 11505

Damn! I was hoping for an all out tactical cat-fight followed by a full course dinner...

> From: bill@newbreedsoftware.com (William Kendrick)
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 01 Apr 2005 19:48:59 GMT
> Subject: Re: Us cartridges being used with a uk 8bit
>
> -bill!
> bill@newbreedsoftware.com "I'm anticipating an all-out tactical
> http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1899. Re: DGS Atari 8-bit CD-ROM $6 Weekend Special *LAST CHANCE*

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 02:26:34 UTC
From: oes <oes@deja.com>
Message-ID: <uvl3e.13825$vd.11699@tornado.tampabay.rr.com>
Source record: 11506

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1112383795.19926.0@lotis.uk.clara.net...
> Hello All,
>
> This weekend (until 3rd April 2005) I will be offering the DGS Atari 8-bit
> CD-ROM (commercial and PD combo) for the special price of $6 (2pounds for
UK
> buyers), which is a $4 saving on the usual price. This price includes
> Airmail shipping to any country (first class post for UK buyers).
>
> This is the last time I will be able to offer it at this price. UK postal
> charges are rising on 7th April, which will make it impossible to offer it
> at such a low price after then.

Thanks for the special offer. I just fired off an order.

1900. My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 03:05:05 UTC
From: You <you@cogeco.ca>
Message-ID: <BE74C791.76B%you@cogeco.ca>
Source record: 11507

I finally have my bbs online. I'm just in the process of setting it up and it has almost nothing available on it yet. If you want to check it out, the url is: 24.57.167.178 and it's port 23.

So just Telnet on over to 24.57.167.178 and check it out. I'm working on adding a huge Atari file archive and a bunch of Atari specific message bases. I'm also working on making the Atari newsgroups available, once I figure it out. The system is plain jane right now but that will change over the next couple of days.

I'm setting up a chat section too. It's actually kind of cool... once I get it working.

1901. Re: My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 04:26:37 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <d4-dnV8FRrDD7dLfRVn-vg@comcast.com>
Source record: 11508

Hey you, I logged on for the hell of it, and
it's all bogus except for minor things like
gender and my first name, so you can delete that.
I'll log on right once you've got something there
worth looking at. Thanks.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

"You" <you@cogeco.ca> wrote in message news:BE74C791.76B%you@cogeco.ca...
: I finally have my bbs online. I'm just in the process of setting it up
and
: it has almost nothing available on it yet. If you want to check it out,
: the url is: 24.57.167.178 and it's port 23.
:
: So just Telnet on over to 24.57.167.178 and check it out. I'm working on
: adding a huge Atari file archive and a bunch of Atari specific message
: bases. I'm also working on making the Atari newsgroups available, once I
: figure it out. The system is plain jane right now but that will change
: over the next couple of days.
:
: I'm setting up a chat section too. It's actually kind of cool... once I
: get it working.
:
:

1902. misc. Atari items FS.

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 09:51:31 UTC
From: vinci <tonyvinci@hotmail.com>
Message-ID: <1112521891.498253.326450@z14g2000cwz.googlegroups.com>
Source record: 11509

I have several power supplies and several SIO cables
and an MPP modem and a few other items that are going
into the trash unless someone contacts me and shows
interest. If so, then I will list each item and we
can negotiate. Please contace me at:
"4els(at)cox.net". I will be awaiting any responses.

1903. Re: My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 13:40:25 UTC
From: You <you@cogeco.ca>
Message-ID: <BE756A89.77B%you@cogeco.ca>
Source record: 11510

Bill:

Yeah, I'm still working on it. I just added a bunch of message bases and an option to leave feedback to the admins. I'm going to be adding some other stuff today as well.

I really only posted the url so that I could be sure that there were no connection issues to contend with. For the most part, it's a work in progress.

I will keep you folks updated as I add stuff to the system and let you know when it's somewhat "substantial."

In the meantime, if anybody wants to login just to check the progress, you can do so by using the following username & password:

Username: guest
Password: guest

For the moment, the guest account gives users access to everything but the sysop stuff, so you can fully explore the system.

Thanks for giving it a try.

> From: "Bill Garber" <willy46pa@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 2 Apr 2005 23:26:37 -0500
> Subject: Re: My Atari BBS Is Finally Online
>
>
> Hey you, I logged on for the hell of it, and
> it's all bogus except for minor things like
> gender and my first name, so you can delete that.
> I'll log on right once you've got something there
> worth looking at. Thanks.
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all

> --
>
> "You" <you@cogeco.ca> wrote in message news:BE74C791.76B%you@cogeco.ca...
> : I finally have my bbs online. I'm just in the process of setting it up
> and
> : it has almost nothing available on it yet. If you want to check it out,
> : the url is: 24.57.167.178 and it's port 23.
> :
> : So just Telnet on over to 24.57.167.178 and check it out. I'm working on
> : adding a huge Atari file archive and a bunch of Atari specific message
> : bases. I'm also working on making the Atari newsgroups available, once I
> : figure it out. The system is plain jane right now but that will change
> : over the next couple of days.
> :
> : I'm setting up a chat section too. It's actually kind of cool... once I
> : get it working.
> :
> :
>
>

1904. Atari 800XL, 1050 drive "& MORE" package for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 14:04:41 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <114vtvpne5apf8@corp.supernews.com>
Source record: 11511

I have had this package available to sell for a few months now and am tired of the big box taking up room in my living area. So, I've finally listed it on eBay. I also added some "blank disks" into the mix. The auction is set to start at 10am PDT on Sun 4/3. Check it out if you have any interest:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5182244775

1905. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 14:12:17 UTC
From: Mike Tennyson <miketennyson@bellsouth.net>
Message-ID: <424FF9C1.6030206@bellsouth.net>
Source record: 11512

```
William Kendrick wrote:
> William Duke <wduke@cogeco.ca> wrote:
>
>>Call me crazy, Red, but I store my cartridges in a box. Not just any box,
>>mind you, a cardboard box. Yes, perhaps it's a little over the top, but I'm
>>committed to the hobby and anything short of a cardboard box just wouldn't
>>suffice.
>
>
> I just have a little plastic Sterilite container I use. It's not
> air-tight or water-tight, but the lid stays on when I lug my carts around
> (I exhibited at Classic Gaming Expo a few times, and moved recently).
>
> They're not really 'on display', and they're far from organized, but it
> seems to keep them save from my cats. :^)
>
> -bill!
I put mine in 2 1/2 X 4 plastic bags and then into a plastic store shelf
```

1906. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 14:15:31 UTC
From: Mike Tennyson <miketennyson@bellsouth.net>
Message-ID: <424FFA83.1050509@bellsouth.net>
Source record: 11513

RetroJess wrote:
> Commercial racks were available 15 to 20 years ago; I suspect
> hobbyist
> project is your only option unless you serendipitously locate a
> product that
> just happens to suffice - I can't think of one off hand.
> Jess
> "RED" <redodd@NOSPAMcomcast.net> wrote in message
> news:adqdnb0IH40JAaHfRVn-hg@comcast.com...
>
>>Hello,
>>
>>I'm thinking of building some type of rack to store my 8bit
>
> carts. What do
>
>>you use? Are there racks available or is this definitely a
>
> home brew
>
>>project?
>>
>>Ralph
>
>
>
>
Office Depot has a plastic shelf system that fits Atari carts (400, 800)

1907. xex files

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 17:02:38 UTC
From: Scot Jones <news@scotjones.spam.co.uk>
Message-ID: <d2p7j9amv1$8300dec7@news.demon.co.uk>
Source record: 11514

Good afternoon all,

I can write ATR images to disk without a problem, but ive a XEX file that I want to put onto a disk.

I assume the xex file (its a game) is the 'programme' bit and I need to 'bootable' part.

I use the Atari Rom File designer programme, so any help greatly appreciated

--
---
www.scotjones.co.uk
www.scot-jones.co.uk
M1AFY
CBR900rrx

1908. Re: My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 21:19:47 UTC
From: You <you@cogeco.ca>
Message-ID: <BE75D633.86D%you@cogeco.ca>
Source record: 11515

Okay, I've added some file areas to the bbs. There aren't any files
available to download yet, but that's a mere technicality.

I'm going to be working on the "chat" module so I can get that up and
running tonight or tomorrow. The chat thing is kind of cool. It lets all
of the connected users chat with each other and even create "private" chat
rooms.

In addition, I'm hoping to get a "library" of technical information and old
online magazines on there as well. I'm aiming to make this bbs the
ultimate repository of Atari stuff.

Online games and polls should be available by the end of the week and I'm
hoping to start loading up the file areas with just about any Atari file I
can find.

I'm also going to be working on making the bbs a little more pretty. As
I've been adding features to the system, I've just been half-buttedly
winging the menus. Fear not, I'm going to put some real effort into making
this bbs look good too.

Thanks,

> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 03 Apr 2005 09:40:25 -0400
> Subject: Re: My Atari BBS Is Finally Online
>
> Bill:
>
> Yeah, I'm still working on it. I just added a bunch of message bases and
> an option to leave feedback to the admins. I'm going to be adding some
> other stuff today as well.
>
> I really only posted the url so that I could be sure that there were no
> connection issues to contend with. For the most part, it's a work in
> progress.
>
> I will keep you folks updated as I add stuff to the system and let you know
> when it's somewhat "substantial."
>
> In the meantime, if anybody wants to login just to check the progress, you
> can do so by using the following username & password:
>
> Username: guest

> Password: guest
>
> For the moment, the guest account gives users access to everything but the
> sysop stuff, so you can fully explore the system.
>
> Thanks for giving it a try.
>
>
>> From: "Bill Garber" <willy46pa@comcast.net>
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 2 Apr 2005 23:26:37 -0500
>> Subject: Re: My Atari BBS Is Finally Online
>>
>>
>> Hey you, I logged on for the hell of it, and
>> it's all bogus except for minor things like
>> gender and my first name, so you can delete that.
>> I'll log on right once you've got something there
>> worth looking at. Thanks.
>>
>> Apple II Forever, Apple II Together
>> Bill @ GarberStreet Enterprizez
>> --
>> Web Site - http://garberstreet.netfirms.com
>> HOME OF THE RAM-4-GS
>> --
>> Email - willy46pa@comcast.net
>> --
>> File Server - http://68.34.184.147/
>> Username - GarberStreet
>> Password - all
>> --
>>
>> "You" <you@cogeco.ca> wrote in message news:BE74C791.76B%you@cogeco.ca...
>> : I finally have my bbs online. I'm just in the process of setting it up
>> and
>> : it has almost nothing available on it yet. If you want to check it out,
>> : the url is: 24.57.167.178 and it's port 23.
>> :
>> : So just Telnet on over to 24.57.167.178 and check it out. I'm working on
>> : adding a huge Atari file archive and a bunch of Atari specific message
>> : bases. I'm also working on making the Atari newsgroups available, once I
>> : figure it out. The system is plain jane right now but that will change
>> : over the next couple of days.
>> :
>> : I'm setting up a chat section too. It's actually kind of cool... once I
>> : get it working.
>> :
>> :
>>

>>
>

1909. Re: xex files

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 21:46:56 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <o9o0515rbi0moeuva4o9nos1fqln28rumb@4ax.com>
Source record: 11516

"Scot Jones" <news@scotjones.spam.co.uk>:
>Good afternoon all,
>
>I can write ATR images to disk without a problem, but ive a XEX file that I
>want to put onto a disk.
>
>I assume the xex file (its a game) is the 'programme' bit and I need to
>'bootable' part.
>
>I use the Atari Rom File designer programme, so any help greatly appreciated

Well, I don't know anything about Atari Rom File designer, but an XEX file
is just a regular Atari binary load file (usually). I know of at least one
utility to make an ATR out of it, called MakeAtr (search on the web you'll
find it.)

Also, you could just create a standard DOS2 disk and rename the file
AUTORUN.SYS. If that doesn't work because it needs a lower memlo or
something, there are other "game dos"es around. I think one is called
"picodos" you could search for that.

Shawn Jefferson
(fix reply to for email)

1910. Re: xex files

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 22:17:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <3M2dnclv59X39s3fRVn-iQ@comcast.com>
Source record: 11517

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:o9o0515rbi0moeuva4o9nos1fqln28rumb@4ax.com...
: "Scot Jones" <news@scotjones.spam.co.uk>:
: >Good afternoon all,
: >
: >I can write ATR images to disk without a problem, but ive a XEX file that
I
: >want to put onto a disk.
: >
: >I assume the xex file (its a game) is the 'programme' bit and I need to
: >'bootable' part.
: >
: >I use the Atari Rom File designer programme, so any help greatly
appreciated
:
: Well, I don't know anything about Atari Rom File designer, but an XEX file
: is just a regular Atari binary load file (usually). I know of at least
one
: utility to make an ATR out of it, called MakeAtr (search on the web you'll
: find it.)
:
: Also, you could just create a standard DOS2 disk and rename the file
: AUTORUN.SYS. If that doesn't work because it needs a lower memlo or
: something, there are other "game dos"es around. I think one is called
: "picodos" you could search for that.
:
: ---
: Shawn Jefferson
: (fix reply to for email)

Is it possible to write it to another ATR in emulation,
then write that ATR to a real disk???

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1911. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-03 22:48:58 UTC
From: stephensheppard@hotmail.com
Message-ID: <1112568538.923530.131450@o13g2000cwo.googlegroups.com>
Source record: 11518

Larry wrote:
> This could be a application, utility, or a game, but for the Atari.
>
> OK, I guess we should also include a separate question/category for
> PC/Atari programs.
>
> For me it's Basic XE. Turbo Basic XL would be a reasonably close
> second. But I often have need of the string array features of
> BXE/BXL, plus I use the "EXTEND" command of BXE frequently to give me
> more string space. I think OSS definitely "saved the best for last"
> with BXE. Too bad there is no compiler. OSS said (essentially) "too
> big, can't be done." Clearly you might have to impose some
> limitations on the features, but I have no doubts that it is
possible.
>
> As far as PC/Atari, it's APE for Windows -- hands down. It is sooo
> useful!
>
> -Larry

For a while it was pretty much MyCopyR (sector copier) plus APE for
Windows combination. Had to port my disks to ATRs.

I had about the same number of tapes as disks so WAV2CAS got a lot of
use. My tapes were in bad shape so I didn't recover many. Still, I
used WAV2CAS a lot.

Now that the porting is done I still use APE all the time. I use ATI
Media Player just as much because I use an old ATI All-in-Wonder video
card as my Atari's monitor.

MyDOS is my favorite DOS but I use SpartaDOS/BWDOS/Micro Sparta DOS to
make large bootable images. I spent some time gathering my old
collection of binaries into a single compilation then I spent even more
time converting the old Yogi disks into MSDOS. (That's Micro Sparta
DOS not the M$ thing). I prefer MSDOS's long title function and I also
prefer single drive booting vs. Yogi's separate utility disk and
program disk combination.

I've been using MakeATR and WriteATR all along. I wouldn't be without
either utility.

I'll be playing with and relearning Action! now.

I guess I wasn't able to decide what Atari program and PC program for
Atari that I use most.

LOL!!!!

Steve Sheppard

1912. Re: My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 01:15:57 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <hz04e.23104$k66.16101@trnddc03>
Source record: 11519

I tried to login but apparently it has no ATASCII mode. Is that correct or
did I miss something?

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"You" <you@cogeco.ca> wrote in message news:BE74C791.76B%you@cogeco.ca...
>I finally have my bbs online. I'm just in the process of setting it up
>and
> it has almost nothing available on it yet. If you want to check it out,
> the url is: 24.57.167.178 and it's port 23.
>
> So just Telnet on over to 24.57.167.178 and check it out. I'm working on
> adding a huge Atari file archive and a bunch of Atari specific message
> bases. I'm also working on making the Atari newsgroups available, once I
> figure it out. The system is plain jane right now but that will change
> over the next couple of days.
>
> I'm setting up a chat section too. It's actually kind of cool... once I
> get it working.
>
>

1913. Re: My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 05:42:27 UTC
From: Sid Pacman <8-bitter@the.atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0504040119250.9993@furyy1>
Source record: 11520

On Sat, 2 Apr 2005 at 22:05 -0500, "You" scribbled:
->I finally have my bbs online. I'm just in the process of setting
->it up and it has almost nothing available on it yet. If you want
->to check it out, the url is: 24.57.167.178 and it's port 23.

Another poster was rather negative about this, but my reaction is more positive. I found it easy to telnet to 24.57.167.178 and take a look around as a "guest." Of course, the BBS is just beginning but let's hope the sysop sticks with it.

->I'm setting up a chat section too. It's actually kind of cool...
->once I get it working.

I got into chat mode with the sysop -- just like back in the '80s! <grin!> I'd forgotten the commands we used to use on BBSes 20 years ago (remember "/s"? or "?") but it was kind of fun being back on an "Atari BBS."
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

1914. WTB 1050 Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 05:53:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <eA44e.19373$vK6.15120@bignews3.bellsouth.net>
Source record: 11521

Hi Folks,

Need a few good 1050 disk drives in good working condition.

E-mail me if ya have 1 or more for sale.

Also maybe interested in other Atari drives like the Indus.

Thanks,

phantomm@bellsouth.net

1915. Re: Atari 800XL, 1050 drive "& MORE" package for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 07:10:53 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <1151q3u2q81ciea@corp.supernews.com>
Source record: 11522

"Gork" <nokraygienspam@hotmail.com> wrote in message
news:114vtvpne5apf8@corp.supernews.com...
>I have had this package available to sell for a few months now and am tired
>of the big box taking up room in my living area. So, I've finally listed
>it on eBay. I also added some "blank disks" into the mix. The auction is
>set to start at 10am PDT on Sun 4/3. Check it out if you have any
>interest:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=5182244775
Update: This package has been sold for $40 (+ shipping) on eBay.

1916. Re: xex files

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 09:19:17 UTC
From: Scot Jones <news@scotjones.spam.co.uk>
Message-ID: <d2r0qn$m1r$1$8302bc10@news.demon.co.uk>
Source record: 11523

ok cheers for that ill look around for those utils,,

Thanks again

.....SNIP.....

> Also, you could just create a standard DOS2 disk and rename the file
> AUTORUN.SYS. If that doesn't work because it needs a lower memlo or
> something, there are other "game dos"es around. I think one is called
> "picodos" you could search for that.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

1917. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 12:25:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42513234.D5C6EF34@students.uni-mainz.de>
Source record: 11524

Errr well,
hopefully you did not use the pre-version, that was released in some
ABBUc magazine a long(er) time ago. the final version has just been
released in magazine 79 (from december 2004). anyway, if you have
questions or found a bug, just e-mail the author: floppydoc@abbuc.de
He will answer your questions regarding the version of sparta and other
things... -andreas.

1918. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 12:35:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42513483.F80D3DC9@students.uni-mainz.de>
Source record: 11525

hmmm,
afaik the 1050 has different "heads" (like a tape recorder) for reading, writing and formatting. I have the same problem here, one of my 1050`s reads fine, but it formats only sh*t and then cannot write to this. but when I format a disk on another 1050, the faulty 1050 reads and writes fine... kinda reminds me of the XF551 index hole problem, maybe the sensor of the 1050 which produces the index is faulty, maybe it is the format head which is defective... -andreas.

1919. Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 14:04:23 UTC
From: "Ioannes Paulus PP. II" <john_paul_ii@vatican.va>
Message-ID: <ad6924d2.4195e350@news.vatican.va>
Source record: 11527
Cross-posted to: comp.mail.misc,comp.sys.atari.8bit,alt.fan.asia-argento,Express

"The unforgiveable sins this earth must confront and overcome are
Nationalism, capitalism, and hoarding. The idea of every nation
should be forgot, price should be struck from the commons, and
princes should be seen for the devils they are. The sins include
our church, secret societies, and other religions which make of
the spirit of God a divide."

Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)
2nd April 2005

--
of the Red Sea.

God has, then, shown by the deliverance from Egypt, and from the sea, by the defeat of kings, by the manna, by the whole genealogy of Abraham, that He was able to save, to send down bread from heaven, etc.; so that the people hostile to Him are the type and the representation of the very Messiah whom they know not, etc.

He has, then, taught us at last that all these things were only types and what is "true freedom," a "true Israelite," "true circumcision," "true bread from heaven," etc.

In these promises each one finds what he has most at heart, temporal benefits or spiritual, God or the creatures; but with this difference, that those who therein seek the creatures find them, but with many contradictions, with a prohibition against loving them, with the command to worship God only, and to love Him only, which is the same thing, and, finally, that the Messiah came not for them; whereas those who therein seek God find Him, without any contradiction, with the command to love Him only, and that the Messiah came in the time foretold, to give them the blessings which they ask.

Thus the Jews had miracles and prophecies, which they saw fulfilled, and the teaching of their law was to worship and love God only; it was also perpetual. Thus it had all the marks of the true religion; and so it was. But the Jewish teaching must be distinguished from the teaching of the Jewish law. Now the Jewish teaching was not true, although it had miracles and prophecy and perpetuity, because it had not this other point of worshipping and loving God only.

676. The veil, which is upon these books for the Jews, is there also for evil Christians and for all who do not hate themselves.

But how well disposed men are to understand them and to know Jesus Christ, when they truly hate themselves!

677. A type conveys absence and presence, pleasure and pain.

1920. atari++ 1.41 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 14:05:52 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d2rhk0$i1g$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11526

Hi folks,

it's update time again. After quite a long period of silence, a new
release of the Atari++ emulator for linux and windows has been released
for download at its usual location:

http://www.math.tu-berlin.de/~thor/atari++/

What's new this time:

- A couple of nasty bugs have been fixed. The Vertical Blank line was
off by one, causing one intro to fail, GTIA "bogus Antic F" emulation
was not enabled properly to some degree. Antic "out of bounds"
scrolling had one bug in Antic 2,3,4 and 6. The built-in Os had a
couple of minor bugs in the CIO emulation.

- The emulator features now an (still experimental) 65C02
CPU emulation.

- For the Atari2600 emulation, joystick buttons can now be
remapped to "keyboard" events.

- The monitor provides shortcuts by the function keys.

Have fun,
Thomas

1921. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 17:55:00 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42517f74$1@news.inet.com.pl>
Source record: 11528

Matthias Reichl wrote:

[...]

> The design of AtariSIO should make ports to other platforms possible
> (I won't say "easy", though :-). All the low-level serial communication
> stuff is built into the kernel driver. The user space application just
> uses the "highlevel" functions of the kernel driver like "receive
> command frame", "send data frame", "send ACK" and so on.
>
> As a first step, these low level SIO functions need to be
> re-implemented.
>
> But then, the crucial point concerning reliability is to find a
> proper design. This took me quite some time when writing AtariSIO
> and I had to throw away the first approaches (which were user space
> only) and ended up with a separate kernel driver. For other
> operating systems this can be completely different, though.

What made you end up with kernel driver? Critical timings? If so - it might be quite tricky to keep them right when communicating via USB/firewire<->rs232 adapters...

1922. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 18:54:56 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <qcSdnUej0qQdEMzfRVn-1A@comcast.com>
Source record: 11529

Rory McMahon wrote:
> On Thu, 03 Mar 2005 13:28:30 -0800, JR
> <""jr256_69\"@NO$PAMhotmail.com"> wrote:
>
>
>>I have one of these that has been converted to use 3.5" disks, but I
>>have no documentation for it. I've search the Internet hi and low and
>>there isn't much out there. Does anybody have any information on this
>>piece of hardware? I understand you can attach slave drives to the
>>unit, but I'm not sure how to connect them. There is a DB15 connector
>>on the back, does anyone know what that is for? Also any information on
>>the jumper and dip switch settings would be appreciated.
>
>
> Hi all,
>
> 3.5" drives? very nice. I have one in an original box in the basement
> with manuals, etc. I will get it out and see if I can scan the manual
> to a PDF...
>
> Rory
>
Hi Rory,

I was just wondering if you had ever managed to locate the documentation
for this?

Thanks,

JR

1923. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 20:31:13 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd5390h.2kc.usenet-200504@camel.hias.horus.com>
Source record: 11530

On Mon, 04 Apr 2005 19:55:00 +0200, silverdr wrote:
> Matthias Reichl wrote:
>>
>> But then, the crucial point concerning reliability is to find a
>> proper design. This took me quite some time when writing AtariSIO
>> and I had to throw away the first approaches (which were user space
>> only) and ended up with a separate kernel driver. For other
>> operating systems this can be completely different, though.
>
> What made you end up with kernel driver? Critical timings? If so - it
> might be quite tricky to keep them right when communicating via
> USB/firewire<->rs232 adapters...

Yes, exactly.

First of all, the serial driver in Linux has an awful high latency,
which breaks correlation between received characters and the modem
status line(s). For example, in highspeed mode you might observe
the /Command Line going low, then high, and then you receive the
5 bytes command frame. That's not quite what you want :-(

Even if you configure the serial driver for low latency, the
performance isn't much better.

Another very practical thing is that you can get a notification
(i.e. an interrupt) when the /Command line goes high (which
marks the end of the command frame). At this point you can have
a look at the received bytes and then tell if it is a valid
command frame or if there were too many errors (which means that
you are possibliy running at the wrong speed). When receiving
bytes, you can check the /Command line and the receiver status
register of the 16C550 for framing errors. This way it is
very easy to automatically switch between standard and high speed
SIO.

If the user space application answers too late (eg due to a
heavily loaded system or thins like that), the kernel driver
checks if the maximum answer time has already elapsed and if
another command frame is already arriving (or has arrived).
In these cases the answer (ACK/NAK) from the user space app
is discarded and an error is returned.

Yet another important issue (at least with the Linux serial
code, maybe also with other operating systems) is that there's
no easy way to wait 'til the transmit FIFO has emptied (i.e.
until all bytes were _really_ transmitted). The "flush buffer"

command(s) only apply to the software buffer/queue, but don't
look at the chip's FIFO and/or the chip's transmit holding
register status.

Using an external controller connected to the USB/1394 port would be
a possibility, but one would have to implement a quite sophisticated
protocol (similar to what's done inside my kernel driver, eg
additional checks for timeouts etc.) to ensure reliable operation.

Just for fun I implemented the 1050-2-PC protocol purely in user space
(this code is also included in the Atari++ emulator), but the
kernel space implementation in AtariSIO is definitely more robust -
although it works quite fine. But then, the timing constraints when
talking to peripherals is much more relaxed than the other way around
- a purely user space peripheral emulator would be a disaster unless
you use a realtime operating system.

so long,

Hias

1924. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-04 21:44:36 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4251b543$1@news.inet.com.pl>
Source record: 11531

Matthias Reichl wrote:

>>>But then, the crucial point concerning reliability is to find a
>>>proper design. This took me quite some time when writing AtariSIO
>>>and I had to throw away the first approaches (which were user space
>>>only) and ended up with a separate kernel driver. For other
>>>operating systems this can be completely different, though.
>>
>>What made you end up with kernel driver? Critical timings? If so - it
>>might be quite tricky to keep them right when communicating via
>>USB/firewire<->rs232 adapters...
>
>
> Yes, exactly.
>
> First of all, the serial driver in Linux has an awful high latency,
> [...]

Thank you very much for the clear and thorough explanations. The problem here is very much similar to that of CBM users. The ultimate answer seem to be only a kind of active interface with uC, which can take on the protocol handling. With more modern Apple (and other brands - but we still have the "Mac" in the subject :-) hardware, there is no more rs-232 or even rs-422 hardware interface anymore. Regular (high latency) RS-232 operations are ensured via usb/firewire adaptors but this adds even one more layer of separation from the actual bits being sent/received and of course it doesn't help with such heavily timing dependent communication protocols...

OTOH I wonder how difficult would it be to port your kernel-side code to an Atmel or so? I assume it is written in C... yeah I know that C doesn't mean that much here ;-)

1925. Re: Lantronix UDS10

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 01:09:30 UTC
From: You <you@cogeco.ca>
Message-ID: <BE775D89.88D%you@cogeco.ca>
Source record: 11532

Ron:

Configuring the router is not that tough if you have a decent router. I, apparently, have a really crappy router from Network Everywhere.

I didn't have to screw with my router because my ISP gives me three IP addresses. I just used a LinkSys five port switch connected to my cable modem. My bbs plugs into the switch and is assigned an IP address from the ISP. My router is plugged into the switch as well, it is also assigned a unique IP address by my ISP. My entire Network resides on the protected side of the router. i.e. none of the ports on my router are open.

If you're not lucky enough to be assigned multiple IP's from your ISP, you will have to open port 23 on the internal IP that your bbs will be running from. You will have to configure your router to forward all port 23 connections to the IP address that you, or your DHCP router, assigned to your bbs computer.

It's not that hard to do if you have a fairly decent router. Like I said, my router appears to be a total piece of crap. There is a firmware update available for my router but all reports I've read indicate that this update converts the router from a reasonably functional piece of networking equipment to a useless paperweight.

Actually, I couldn't believe what I was reading when I did research on my router. There were people who said that their Network Everywhere router needed to be reset every couple of hours, there were people that said that the router would "lose" the network, and, of course, everybody complained about the firmware update that fried their router.

> From: "Ronald J. Hall" <dark_lord@charter.net>
> Organization: DarkForce!
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 31 Mar 2005 12:11:29 -0500
> Subject: Lantronix UDS10
>
> Okay, I finally got around to trying to setup my UDS10. I've got it
> plugged into my network:
>
> Dlink hardware 4 port/wireless router. I logged into my router and
> gave the UDS10 unit a static address of 192.168.0.104, using the units MAC
> address.
>
> 3 comps are on this network already, all running Mandrake Linux. I opened
> up eterm on my main box and telnetted into the UDS10 and used the config
> to give it a permanent ip address of 192.168.0.104 and set the gateway to

> the router (192.168.0.1).
>
> After the UDS10 rebooted, I've got 2 green LEDs, presumably normal network
> function. I can ping it, I can log into the HTML config pages with Mozilla.
>
> So...at this point can someone remind me of what settings seem to be
> optimal for using it with an Atari? I know this is 8bit country, but I'm
> planning on plugging a MegaST into the unit. Hopefully, eventually, I
> might be able to get my BBS back online with it.
>
> I guess I'm also going to have to set my router to point to the UDS10
> address of 192.168.0.104, correct? I mean, thats a reserved ip address on
> my internal/local network and nothing across the 'net is going to find
> that. I've never had experience with doing that before.
>
> Thanks all.
>

1926. Re: My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 01:19:37 UTC
From: You <you@cogeco.ca>
Message-ID: <BE775FE8.88F%you@cogeco.ca>
Source record: 11533

That is correct. However, if you look around a bit, you'll notice that
there's not much of an ANSI mode either. I'm more concerned with function
right now. It's still in the early stages, so I'm more concerned with
getting things to work than I am with making things pretty.

All in good time.

> From: "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 04 Apr 2005 01:15:57 GMT
> Subject: Re: My Atari BBS Is Finally Online
>
> I tried to login but apparently it has no ATASCII mode. Is that correct or
> did I miss something?
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "You" <you@cogeco.ca> wrote in message news:BE74C791.76B%you@cogeco.ca...
>> I finally have my bbs online. I'm just in the process of setting it up
>> and
>> it has almost nothing available on it yet. If you want to check it out,
>> the url is: 24.57.167.178 and it's port 23.
>>
>> So just Telnet on over to 24.57.167.178 and check it out. I'm working on
>> adding a huge Atari file archive and a bunch of Atari specific message
>> bases. I'm also working on making the Atari newsgroups available, once I
>> figure it out. The system is plain jane right now but that will change
>> over the next couple of days.
>>
>> I'm setting up a chat section too. It's actually kind of cool... once I
>> get it working.
>>
>>
>
>

1927. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 01:59:52 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <sim4e.4025$44.3733@newsread1.news.atl.earthlink.net>
Source record: 11534

That does not sound right... The 1050 head is very small and
looks to have no more than one set of wires connected. I must
believe one circuit is used for reading and writing and
formatting.
Does anyone know for certain?
Jess
"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in
message news:42513483.F80D3DC9@students.uni-mainz.de...
> hmmm,
> afaik the 1050 has different "heads" (like a tape recorder) for
reading,
> writing and formatting. I have the same problem here, one of my
1050`s
> reads fine, but it formats only sh*t and then cannot write to
this. but
> when I format a disk on another 1050, the faulty 1050 reads and
writes
> fine... kinda reminds me of the XF551 index hole problem,
maybe the
> sensor of the 1050 which produces the index is faulty, maybe it
is the
> format head which is defective... -andreas.

1928. Re: xex files

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 03:08:21 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <720451t514tpbb5pqn2neqogf5e64egv8n@4ax.com>
Source record: 11535

"Bill Garber" <willy46pa@comcast.net>:

>Is it possible to write it to another ATR in emulation,
>then write that ATR to a real disk???

Well, yes, you could boot your emulator, mount your ATR and copy a binary file to it from another ATR or the H: device and then use your 10502PC cable/setup to write a real disk.

What I do, usually is use APE's PC-Mirror function to access any binary files on my PC hard drive, usually from SpartaDOS or MyDOS.

Shawn Jefferson
(fix reply to for email)

1929. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:09:16 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <d3a113.84b928@fmlynet.org>
Source record: 11536

LOL!! My cats seem to somehow know to walk around the keyboard when I am at
my desk. My cats are so cute! :)

> From: You <you@cogeco.ca>

> Ah yes, the dreaded curiousity of the common domestic house cat. If
> curiousity doesn't kill the cat, messing with the masters prized Atari 8-bit
> cartridges will.

> --
> "We make this wide encircling movement in the Mediterranean, for its primary
> object the recovery of the command of that vital sea, but also having for its
>object the exposure of the under-belly of the Axis, especially Italy, to heavy
> attack."
> -- Winston Churchill

> you@cogeco.ca
> poopstains@cogeco.ca
> like_you@cogeco.ca

>> From: bill@newbreedsoftware.com (William Kendrick)
>> Newsgroups: comp.sys.atari.8bit
>> Date: Mon, 28 Mar 2005 07:22:32 GMT
>> Subject: Re: How do you store your carts?
>>
>> William Duke <wduke@cogeco.ca> wrote:
>>> Call me crazy, Red, but I store my cartridges in a box. Not just any box,
>>>mind you, a cardboard box. Yes, perhaps it's a little over the top, but I'm
>>> committed to the hobby and anything short of a cardboard box just wouldn't
>>> suffice.
>>
>> I just have a little plastic Sterilite container I use. It's not
>> air-tight or water-tight, but the lid stays on when I lug my carts around
>> (I exhibited at Classic Gaming Expo a few times, and moved recently).
>>
>> They're not really 'on display', and they're far from organized, but it
>> seems to keep them save from my cats. :^)
>>
>> -bill!

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1930. 6502 Processors For That?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:16:20 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <53a114.84ba0a@fmlynet.org>
Source record: 11537
Body handling: HTML body converted to readable text

I believe Furby's used a 6502. ;)

Doc Clu

> From: You

>> This message is in MIME format. Since your mail reader does not understand
> this format, some or all of this message may not be legible.

> --MS_Mac_OE_3194978382_3486732_MIME_Part
> Content-type: text/plain; charset="US-ASCII"
> Content-transfer-encoding: 7bit

> I was just doing some research on the Macintosh Quadra 950 because I was
> looking into adding one to my collection. As a curious sidenote, I was
> surprised to learn that the Quadra 950 used 6502 processors to offload the
> 68040 in I/O operations. Interesting!

> Are there any current model computers that use 6502's for specific tasks? Is
> anybody using the 6502 processor anymore to assist other processors in
> performing certain tasks?

> I thought this was interesting because there had been so much talk recently
>about upgrading or supplementing the 6502 in the Atari 8-bit line of computers
> It was something of a surprise to me to learn that the
> Macintosh Quadra 950 used 6502 processors to handle things like disk
> input/output. Hmm, learn something new everyday.

> --
> "We make this wide encircling movement in the Mediterranean, for its primary
> object the recovery of the command of that vital sea, but also having for its
>object the exposure of the under-belly of the Axis, especially Italy, to heavy
> attack."
> -- Winston Churchill

> Your contact information:

> Write to yourself at: you@cogeco.ca
> or: poopstains@cogeco.ca
> or just: like_you@cogeco.ca

> --MS_Mac_OE_3194978382_3486732_MIME_Part
> Content-type: text/html; charset="US-ASCII"
> Content-transfer-encoding: quoted-printable

>
>

>
> I was just doing some research on the Macintosh Quadra 950 because I was lo=
> oking into adding one to my collection. As a curious sidenote, I=
> was surprised to learn that the Quadra 950 used 6502 processors to offload =
> the 68040 in I/O operations. Interesting!

>

> Are there any current model computers that use 6502's for specific tasks? &=
> nbsp; Is anybody using the 6502 processor anymore to assist other proce=
> ssors in performing certain tasks?

>

> I thought this was interesting because there had been so much talk recently=
> about upgrading or supplementing the 6502 in the Atari 8-bit line of comput=
> ers. It was something of a surprise to me to learn that the Maci=
> ntosh Quadra 950 used 6502 processors to handle things like disk input/outpu=
> t. Hmm, learn something new everyday.

>

>

> --

>"We make this wide encircling movement in the Me=
> diterranean,

> for its primary object the recovery of the command of that
vital sea, but
> also having for its object the exposure of the
under-belly of the Axis,
> especially Italy, to heavy attack."

> -- Winston Churchill

>

>

> Your contact information:

>

> Write to yourself at: you@cogeco.ca

> &n=
> bsp; =
> or: poopstains@cogeco.ca

> &n=
> bsp; or just: like_you@cogeco.ca

>

>

>
>

> --MS_Mac_OE_3194978382_3486732_MIME_Part--

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1931. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:18:56 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <33a115.84ba5c@fmlynet.org>
Source record: 11541

> From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>

> Greg.Goodwin@fmlynet.org:
>>Well, the official word more or less is that Steve is not a Mac guy, does not
>> know the Mac programming environmnet, and does not have a current Mac for
>>development. Add to that the current Macs don't even have a serial port, and
>> it gets more fun. .
>>That said, Steve would help anyone that wanted to write something for the Mac
>> he said. :)

> Your best bet may be something like AtariSIO, which I think is open source. I
> don't know anything about the Mac though.

AtariSIO? Never heard of that.

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1932. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:23:26 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <e3a116.84baed@fmlynet.org>
Source record: 11539

Let me know what you are asking. I know someone I would have you send the
system to. :D

Doc Clu

> From: "Diane" <phonyaddress@invaliddomain.com>

>We have an entire 800XL system intact for sale. All the hardware, software and
> games incl the original Ultimas 1-4. Has been stored for many years unused.
> Many books and manuals included.

> We were going to put the system up for sale on e-bay, but decided to try here
> first and offer it to the Atari fans who are seriously interested in this
> model.

> Please email us for digital pics of the system. Offers encouraged.

> Thanks.

> Bob & Diane

> peaches00114(nospam)@excite.com

> PS. Remove the parenthesis and the words inside them to contact us

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1933. Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:26:10 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <f3a117.84bb45@fmlynet.org>
Source record: 11538

> From: LLppwhite@aol.com (Larry)

> As far as PC/Atari, it's APE for Windows -- hands down. It is sooo useful!

> -Larry

APE is very useful indeed.

Far and above anything, I would put Bobterm and Ice-T. The best choices
for a 800 user like me who loves BBS'ing and the like.

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1934. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:26:38 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <13a118.84bb53@fmlynet.org>
Source record: 11542

> From: bill@newbreedsoftware.com (William Kendrick)

> Larry <LLppwhite@aol.com> wrote:
>> This could be a application, utility, or a game, but for the Atari.
>>

>For me it would be MyDOS, hands down. No matter what I'm doing (loading games
> developing, playing with non-boot-disk demos), I fire up MyDOS first, then
> insert the disk in question.

> --
> -bill!
> bill@newbreedsoftware.com "I'm anticipating an all-out tactical
> http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1935. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:28:38 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <43a119.84bb93@fmlynet.org>
Source record: 11540

> From: bill@newbreedsoftware.com (William Kendrick)

> Larry <LLppwhite@aol.com> wrote:
>> This could be a application, utility, or a game, but for the Atari.
>>

>For me it would be MyDOS, hands down. No matter what I'm doing (loading games
> developing, playing with non-boot-disk demos), I fire up MyDOS first, then
> insert the disk in question.

Sorry about the last message... :) I was thinking about MyDos, use that a
lot, but I figured that Bobterm and Ice-T would work across whatever OS I
used, so therefore slightly more important. :)

Not that I use anything else other than MyDos at the moment.

Doc Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1936. Lantronix UDS10

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:35:50 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <e3a11a.84bc79@fmlynet.org>
Source record: 11543

Another UDS-10 user! Whoo hoo!!

Best people to talk to are Marius and Steven Carden, who have been playing
with is extensively. My UDS-10 works well for the most part. I can upload
and download but that blasted echo sometimes...

Still, you need any help, write me at drclu (at) swbell (dot) net.

Later, and can't wait to get on Dark Forces again!! It has been five years
too long!

Doc Clu

> From: "Ronald J. Hall" <dark_lord@charter.net>

> Okay, I finally got around to trying to setup my UDS10. I've got it plugged
> into my network:

> Dlink hardware 4 port/wireless router. I logged into my router and gave the
> UDS10 unit a static address of 192.168.0.104, using the units MAC address.

> 3 comps are on this network already, all running Mandrake Linux. I opened up
> eterm on my main box and telnetted into the UDS10 and used the config to give
> it a permanent ip address of 192.168.0.104 and set the gateway to the router
> (192.168.0.1).

> After the UDS10 rebooted, I've got 2 green LEDs, presumably normal network
> function. I can ping it, I can log into the HTML config pages with Mozilla.

> So...at this point can someone remind me of what settings seem to be optimal
> for using it with an Atari? I know this is 8bit country, but I'm planning on
>plugging a MegaST into the unit. Hopefully, eventually, I might be able to get
> my BBS back online with it.

> I guess I'm also going to have to set my router to point to the UDS10 address
> of 192.168.0.104, correct? I mean, thats a reserved ip address on my
>internal/local network and nothing across the 'net is going to find that. I've
> never had experience with doing that before.

> Thanks all.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1937. DGS Atari 8-bit CD-ROM $6 Weekend Special *LAST CHANCE*

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:39:30 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <13a11b.84bcef@fmlynet.org>
Source record: 11544

Just got this message,, figures. :(

Doc Clu

> From: "Dean Garraghty" <dgs@clara.net>

> Hello All,

> This weekend (until 3rd April 2005) I will be offering the DGS Atari 8-bit
> CD-ROM (commercial and PD combo) for the special price of $6 (2pounds for UK
> buyers), which is a $4 saving on the usual price. This price includes Airmail
> shipping to any country (first class post for UK buyers).

> This is the last time I will be able to offer it at this price. UK postal
> charges are rising on 7th April, which will make it impossible to offer it at
> such a low price after then.

> If you don't already know, the CD contains most of the DGS commercial Atari
> 8-bit products and the full DGS PD library (191 double sided disks). The
> commercial products include the PPP products QUICK programming language, SAM
>80-col GUI (no extra hardware required), and games, along with the Digi-Studio
> digitized music package, all 26 issues of the DGS newsletter, and more. All
>products are in both DCM and ATR format, and have PDF versions of the manuals.
> A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1
> format. Full details with descriptions and screen shots are available on the
> offer page (shown below).

> This offer is for readers of this newsgroup, so to get the special price you
> will need to go straight to the offer page:

> http://www.dgs.clara.net/cdrom-a8.htm

> Payment is by PayPal only, and there are payment buttons on the page. If you
>prefer, you can PayPal the money directly to me if you don't like using direct
> payment links.

> Please be aware that this isn't some sort of trick or con, and I'm not
> intending to run off with your money! Despite the fact that I've been trading
> for 17 years, people still don't seem to know who I am. There's plenty of
>background info on DGS on the main part of the website, and there's also a lin
> to an independent review of the CD.

> Dean Garraghty

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1938. My Atari BBS Is Finally Online

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 04:45:46 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <93a11c.84bdb7@fmlynet.org>
Source record: 11545

Sounds really good. With Atari Inside leaving us this is really great
news.

Doc Clu

> From: You <you@cogeco.ca>

> I finally have my bbs online. I'm just in the process of setting it up and
> it has almost nothing available on it yet. If you want to check it out,
> the url is: 24.57.167.178 and it's port 23.

> So just Telnet on over to 24.57.167.178 and check it out. I'm working on
> adding a huge Atari file archive and a bunch of Atari specific message bases.
> I'm also working on making the Atari newsgroups available, once I
> figure it out. The system is plain jane right now but that will change
> over the next couple of days.

> I'm setting up a chat section too. It's actually kind of cool... once I
> get it working.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1939. Re: Most-Used Atari Program(s)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 10:25:32 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1112696732.795570.186070@z14g2000cwz.googlegroups.com>
Source record: 11546

> For me it would be MyDOS, hands down. No matter what I'm doing
(loading games, developing, playing with non-boot-disk demos),
I fire up MyDOS first, then insert the disk in question. <

Yes, the dos incredibly important, and in the same vein -- the OS. I honestly never considered those in my original question. But based on the original quesion, those are perfectly legitimate answers. I'm a MyDos guy, myself. But occasionally I have need to fire up SDX, and "X" does have some really nice features.

Slightly OT, but some years ago, I got a bunch of C64 stuff from my sister, and after dealing with the stock 1541-type dos for a bit, I wrote an "Atari-dos" type menu for it in compiled Basic. Certainly was not as clean or transparent as modern Atari dos's, but it sure made things easier to use (for me) than the "stock" system. I eventually got some "Jiffy-Dos" roms, and that helped things immensely.

-Larry

1940. New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 10:37:35 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1112697455.485830.271040@f14g2000cwb.googlegroups.com>
Source record: 11547

Hi guys,

Steve Tucker and I have made a new production of MyIDE-interfaces in a cartridge. The cartridge also has a 1 Mb (megabit) flashrom. The flashrom will be sold standard with MyIDE-3.2F, basic rev_c and assembler. This setup makes the cartridge 100% plug-and-play. When you don't need the boot-OS, you can flash the cartridge with any other software to you liking.

Pre-orderprice is set at 49.99 USD (40 euro).

www.mr-atari.com

Kind regards,
Sijmen (aka mr-atari)

1941. Re: New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 17:21:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <lOz4e.13446$m31.133319@typhoon.sonic.net>
Source record: 11548

mr-atari <sijmen@mr-atari.com> wrote:
> Steve Tucker and I have made a new production of MyIDE-interfaces in a
> cartridge. The cartridge also has a 1 Mb (megabit) flashrom.
<snip>
> Pre-orderprice is set at 49.99 USD (40 euro).

DAMN! Okay, first of, my birthday is in May, for anyone who cares. ;^) ;^)

Secondly, I'm really not that familiar with the MyIDE setup. Would it be
easy to construct (or use a pre-made) Compact Flash memory card reader
with this?

-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1942. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 18:50:03 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd55ner.2fd.usenet-200504@camel.hias.horus.com>
Source record: 11549

On Mon, 04 Apr 2005 23:44:36 +0200, silverdr wrote:
> OTOH I wonder how difficult would it be to port your kernel-side code to
> an Atmel or so? I assume it is written in C... yeah I know that C
> doesn't mean that much here ;-)

I'd guess you should be able to reuse some 30-50% of the code. The rest
is Linux specific stuff (like spinlocks, process signalling and so on)
and low-level hardware stuff specific to the 16C550 serial chip.

The interface to the userspace app is already block/message oriented,
so an additional layer (like using USB or IEEE1394) is possible, in
theory.

Practically, one should first check if it is possible to operate within
the timing constraints of the SIO protocol: the maximum allowed time
to ACK or NAK a command frame is 16msec. After the controller receives
the frame, it has to send it over USB/1394 to the computer where the user
space app needs to pick it up, check if its valid, and transmit the
ACK or NAK over USB/1394 to the controller.

16msec is not that much time, even on a modern computer. Raw processing
power is irrelevant (AtariSIO runs fine on a 16MHz 486SX), what counts
is scheduling and overall latency (kernel plus USB/1394).

so long,

Hias

1943. Re: 1050 won't write/format

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 19:22:56 UTC
From: "(ProteanThread)" <sysop@rtdos.com>
Message-ID: <1112728978.d07961e03e581f6ca4b023cda08dccf3@teranews>
Source record: 11550

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:YvadncuwbMIsT9DfRVn-rg@comcast.com...
>
> Can't be, it is reading. Needs to sense track 0 to read.
> I'd guess the write protect switch/sensor is sticky or
> bad. Could be a pull up resistor connected to the write
> protect is bad also.
>

Track 0 is also used to format a disk, but yes, the write protect mechanism
may not be working. though, if it at least reads....
```

1944. Re: Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-05 20:06:11 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4252ee85$0$1413$f69f905@mamut2.aster.pl>
Source record: 11551
Cross-posted to: comp.mail.misc,comp.sys.atari.8bit,alt.fan.asia-argento

> "The unforgiveable sins this earth must confront and overcome are
> Nationalism, capitalism, and hoarding.

It is very interesting how some ideologists abuse the pope's authority
to propagate own ideas.

K.

1945. Re: New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-06 11:37:55 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1112787475.579536.202160@l41g2000cwc.googlegroups.com>
Source record: 11552

Hi Sijmen-

> Steve Tucker and I have made a new production of MyIDE-interfaces in
a cartridge. The cartridge also has a 1 Mb (megabit) flashrom. The
flashrom will be sold standard with MyIDE-3.2F, basic rev_c and
assembler. <

The (standalone) MyDos flash cart turns itself off after the boot
process and relocating it's code. Will this new version in the MyIDE
turn itself off? And likewise, can Basic/Assembler be turned off so
that they don't take up memory?

Regards,
Larry

1946. Re: Last rites declaration of Ioannes Paulus PP. II (Karol Wojtyla)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-06 20:02:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <7fX4e.13570$m31.134074@typhoon.sonic.net>
Source record: 11553
Cross-posted to: comp.mail.misc,comp.sys.atari.8bit,alt.fan.asia-argento

In comp.sys.atari.8bit KMK <draco@obta.uw.edu.pl> wrote:
>> "The unforgiveable sins this earth must confront and overcome are
>> Nationalism, capitalism, and hoarding.

> It is very interesting how some ideologists abuse the pope's authority
> to propagate own ideas.

And it's very annoying how they spam practically every newsgroup (~60)
I subscribe to. :^P

--
-bill!
bill@newbreedsoftware.com "I'm anticipating an all-out tactical
http://newbreedsoftware.com/ dog-fight, followed by a light dinner."

1947. Re: New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-06 22:52:12 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <brp851p76v93snej6rra6s3npcu8c2j58o@4ax.com>
Source record: 11554

"Larry" <LLppwhite@aol.com>:
>Hi Sijmen-
>
>> Steve Tucker and I have made a new production of MyIDE-interfaces in
>a cartridge. The cartridge also has a 1 Mb (megabit) flashrom. The
>flashrom will be sold standard with MyIDE-3.2F, basic rev_c and
>assembler. <
>
>The (standalone) MyDos flash cart turns itself off after the boot
>process and relocating it's code. Will this new version in the MyIDE
>turn itself off? And likewise, can Basic/Assembler be turned off so
>that they don't take up memory?

The version I played with, would turn itself off on a normal boot. You hold option to enter the cartridge. What the final cartridge will look like I don't know. I assume that it will similiar to the translator cartridge, in that it will load a new OS rom and then turn itself off.

I got all my MyIDE software working with the cartridge and an internal MyIDE ROM.

Shawn Jefferson
(fix reply to for email)

1948. Start of screen memory is where?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 00:01:50 UTC
From: stephensheppard@hotmail.com
Message-ID: <1112832110.944723.197720@z14g2000cwz.googlegroups.com>
Source record: 11555

I need to write directly to display memory because the OS I/O routines
are too slow. Can someone tell me how to find the exact beginning of
display memory? I can't seem to find it in the OS Manual

I do remember that it is slightly above MEMTOP and the the display list
is in there somewhere just ahead of display memory.

Right I'm using a fudge factor of 33 bytes above MEMTOP when using
graphics mode 0. This is OK for what I am currently doing but I might
want to use a different text mode and I would like a method for finding
the exact beginning of display memory regardless of the mode chosen.

Thanks.

Steve Sheppard

1949. Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 03:45:18 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <d32acebrl1@news.xmission.com>
Source record: 11556

So.. Whats the verdict with the "Atari Inside BBS"? What happened?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

1950. Re: Start of screen memory is where?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 04:02:09 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <5h25e.15918$ZB6.6374@newssvr19.news.prodigy.com>
Source record: 11557

```
locations 88 and 89 decimal. 256*(89) + (88)
the display list is at 256*(561) + (560).
<stephensheppard@hotmail.com> wrote in message
news:1112832110.944723.197720@z14g2000cwz.googlegroups.com...
> I need to write directly to display memory because the OS I/O routines
> are too slow. Can someone tell me how to find the exact beginning of
> display memory? I can't seem to find it in the OS Manual
>
> I do remember that it is slightly above MEMTOP and the the display list
> is in there somewhere just ahead of display memory.
>
> Right I'm using a fudge factor of 33 bytes above MEMTOP when using
> graphics mode 0. This is OK for what I am currently doing but I might
> want to use a different text mode and I would like a method for finding
> the exact beginning of display memory regardless of the mode chosen.
>
> Thanks.
>
>
> Steve Sheppard
>
```

1951. Re: Start of screen memory is where?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 05:32:21 UTC
From: stephensheppard@hotmail.com
Message-ID: <1112851941.396115.246280@g14g2000cwa.googlegroups.com>
Source record: 11558

Russ Gilbert wrote:
> locations 88 and 89 decimal. 256*(89) + (88)
> the display list is at 256*(561) + (560).
> <stephensheppard@hotmail.com> wrote in message
> news:1112832110.944723.197720@z14g2000cwz.googlegroups.com...
> > I need to write directly to display memory because the OS I/O
routines
> > are too slow. Can someone tell me how to find the exact beginning
of
> > display memory? I can't seem to find it in the OS Manual
> >
> > I do remember that it is slightly above MEMTOP and the the display
list
> > is in there somewhere just ahead of display memory.
> >
> > Right I'm using a fudge factor of 33 bytes above MEMTOP when using
> > graphics mode 0. This is OK for what I am currently doing but I
might
> > want to use a different text mode and I would like a method for
finding
> > the exact beginning of display memory regardless of the mode
chosen.
> >
> > Thanks.
> >
> >
> > Steve Sheppard
> >

Thanks Russ and LP. Just what I needed.

I now see the information is on my De Re Atari programmers card. It was there all the time. I must have glanced over it a dozen time. The name given for those locations 88,89 ($58,$59) is SAVMSC. I guess I missed it because that name doesn't stand out, at least not for me.

Sorry to trouble you.

Surprisingly my old 400/800 OS Manual has no description for SAVMSC in the OS Equates.

Thanks again.

Steve Sheppard

1952. Re: New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 10:16:17 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1112868977.258375.86560@o13g2000cwo.googlegroups.com>
Source record: 11559

Thanks for the interrest :-)

At powerup, the cartridge switches on.
-loads the MyIDE 3.2F from flash (F=flashload, 3.1 based)
-asks if you like to boot with
0 no cart 48k
1 basic (rev-c) 40k
2 assembler 40k
3 flashcart (*)
(*) I do not know if this will be supported by Steve.
The myide-part uses banks 0,1,2,3 of the flash,
leaving banks 4 through 15 free for others.
This option justs switches on bank 4 and jumps to it.
My idea was to give Steve the freedom to adjust his
flash-program to pack any type of exe into this part
of the flashrom.

MyIDE-status will be permanently shown on screen. Just for
you to see if the drive is powerup and ready to go. Then
press 0,1,2,3 to start your atari-session.

holding OPTION will bypass the flash-rom, for easy reprogramming.

No warrenty how the end version will be, since I'm working on the
program ;-)

MyIDE supports standard IDE-drives and CF (zip not tested
by anybody yet). CF needs a CF-to-ide-adaptor. Theoretically
all devices following the ATA-protocol will work.

Kind regards,
Sijmen.

1953. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 11:37:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504070434170.19032-100000@onyx.spiritone.com>
Source record: 11560
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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1954. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 11:45:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504070441220.19032-100000@onyx.spiritone.com>
Source record: 11561
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1955. Re: New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 15:35:51 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <rrc5e.16071$ZB6.14829@newssvr19.news.prodigy.com>
Source record: 11562

mr-atari wrote:
> Thanks for the interrest :-)
>
> At powerup, the cartridge switches on.
> -loads the MyIDE 3.2F from flash (F=flashload, 3.1 based)
> -asks if you like to boot with
> 0 no cart 48k
> 1 basic (rev-c) 40k
> 2 assembler 40k
> 3 flashcart (*)
> (*) I do not know if this will be supported by Steve.
> The myide-part uses banks 0,1,2,3 of the flash,
> leaving banks 4 through 15 free for others.
> This option justs switches on bank 4 and jumps to it.
> My idea was to give Steve the freedom to adjust his
> flash-program to pack any type of exe into this part
> of the flashrom.

There will be a new maxflash software kit that supports loading
the MyIDE OS at startup along with the -exepacker option. Using that
kit you will be able to create standard flash cartridge images that
contain in addition to the MyIDE OS, any other EXE programs you like,
such as Shawn Jefferson's IDE configuration programs.

Shawn has put a lot of effort into getting his programs to
run this way, so it should work out well. :)

In addition to the standard open source kit support which may or
may not be completely ready by the time the hardware is ready to ship, Mr.
Atari will be providing his own custom ide/flash cartridge images described
above. That image is already tested and working, and will be shipped with
the hardware.

Both the maxflash kit created boot roms and Mr Atari's custom boot
roms support loading the new OS and then booting with full memory
available.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1956. Basic XE Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 20:23:38 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <uISdnXHjQsG3CsjfRVn-hQ@adelphia.com>
Source record: 11563

I am trying to use Basic XE under Atari800Win.

I have a ROM image that seems to work correctly, when I attach the Basic XE Extensions boot disk, it boots from disk and goes to Basic XE version 7.2. All seems to work correctly, until I attempt to access any of the procedures that are in the extensions (like FAST, PROCEDURE, etc) and then I get an ERROR 33.

Are there different versions of the extensions? I am wondering if the version I have doesn't match the 7.2 ROM. Are there any know issues using BXE under Atari800Win?

-Thanks

1957. Re: Basic XE Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-07 21:07:18 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <cch5e.34027$f%4.22998@bignews1.bellsouth.net>
Source record: 11564

I never heard of a 7.2 ROM version of Basic XE, however I believe the
extensions disk must match the ROM version.

"Jason Harmon" <jharmon@us.net> wrote in message
news:uISdnXHjQsG3CsjfRVn-hQ@adelphia.com...
>I am trying to use Basic XE under Atari800Win.
>
> I have a ROM image that seems to work correctly, when I attach the Basic
> XE Extensions boot disk, it boots from disk and goes to Basic XE version
> 7.2. All seems to work correctly, until I attempt to access any of the
> procedures that are in the extensions (like FAST, PROCEDURE, etc) and then
> I get an ERROR 33.
>
> Are there different versions of the extensions? I am wondering if the
> version I have doesn't match the 7.2 ROM. Are there any know issues using
> BXE under Atari800Win?
>
> -Thanks
>

1958. Re: New production MyIDE with 1mb flashrom (bootrom!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 02:06:36 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <rsydnaw-3vqdesjfRVn-rQ@comcast.com>
Source record: 11565

"Steven Tucker" <classics@atarimax.com> wrote in message
news:rrc5e.16071$ZB6.14829@newssvr19.news.prodigy.com...
: mr-atari wrote:
: > Thanks for the interrest :-)
: >
: > At powerup, the cartridge switches on.
: > -loads the MyIDE 3.2F from flash (F=flashload, 3.1 based)
: > -asks if you like to boot with
: > 0 no cart 48k
: > 1 basic (rev-c) 40k
: > 2 assembler 40k
: > 3 flashcart (*)
: > (*) I do not know if this will be supported by Steve.
: > The myide-part uses banks 0,1,2,3 of the flash,
: > leaving banks 4 through 15 free for others.
: > This option justs switches on bank 4 and jumps to it.
: > My idea was to give Steve the freedom to adjust his
: > flash-program to pack any type of exe into this part
: > of the flashrom.
:
: There will be a new maxflash software kit that supports loading
: the MyIDE OS at startup along with the -exepacker option. Using that
: kit you will be able to create standard flash cartridge images that
: contain in addition to the MyIDE OS, any other EXE programs you like,
: such as Shawn Jefferson's IDE configuration programs.
:
: Shawn has put a lot of effort into getting his programs to
: run this way, so it should work out well. :)
:
: In addition to the standard open source kit support which may or
: may not be completely ready by the time the hardware is ready to ship,
Mr.
: Atari will be providing his own custom ide/flash cartridge images
described
: above. That image is already tested and working, and will be shipped
with
: the hardware.
:
: Both the maxflash kit created boot roms and Mr Atari's custom boot
: roms support loading the new OS and then booting with full memory
: available.

Sounds like a great setup, and I'm considering a purchase, but
I need to sell more of my own items to afford it. Send me the

procedure to order one when I am ready to do so. My email is
not munged.

Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1959. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 03:24:53 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <9Qm5e.3006$9i7.2104@trnddc04>
Source record: 11566

I heard Marius shut it down.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"James King" <jamesk@ATxmissionDOT.com> wrote in message
news:d32acebrl1@news.xmission.com...
> So.. Whats the verdict with the "Atari Inside BBS"? What happened?
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit hobbyist by choice, IT Professional by accident!

1960. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 04:32:37 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1112934738@rtfm.mit.edu>
Source record: 11567
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

1961. Updated my BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 05:26:34 UTC
From: You <you@cogeco.ca>
Message-ID: <BE7B8E4A.AF4%you@cogeco.ca>
Source record: 11568

Just a quick update on my BBS:

After being offline for a couple of days due to a crash, my BBS is back online at the same IP address. You can Telnet to my BBS at IP address: 24.57.167.178 port 23

You may login with username: GUEST & password: GUEST

I have added a Z*magazine library from the main menu. You can checkout the library by selecting command "H" from the main menu. The first 11 issues of the old Z*Magazine are currently available for viewing in the library. Alternatively, you can download archived copies of these Zmags from the new Z*Magazine file area in the file transfers area.

I will be adding the complete Z*Magazine collection to both the online library and the file transfer areas.

In addition, I have added a small number of games to the Atari 8-bit games directory of the file transfer area. I will be adding files to all of the file areas over the weekend.

I intend to add an online "Atari 8-bit Technical Information Library" this weekend as well.

My goal is to make this BBS the ultimate online Atari Reference.

1962. Re: Updated my BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 06:21:01 UTC
From: You <you@cogeco.ca>
Message-ID: <BE7B9B0D.AF6%you@cogeco.ca>
Source record: 11569

I have been adding files to several of the file areas on my BBS. There are
now some files in the following file directories:

1) Atari 8-Bit Applications
3) Atari 8-Bit Games
6) Z*Magazine

I am now constantly adding files to my BBS for download.

My goal is to make this BBS the ultimate Online Atari Resource.

> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 08 Apr 2005 01:26:34 -0400
> Subject: Updated my BBS
>
> Just a quick update on my BBS:
>
> After being offline for a couple of days due to a crash, my BBS is back
> online at the same IP address. You can Telnet to my BBS at IP address:
> 24.57.167.178 port 23
>
> You may login with username: GUEST & password: GUEST
>
> I have added a Z*magazine library from the main menu. You can checkout the
> library by selecting command "H" from the main menu. The first 11 issues
> of the old Z*Magazine are currently available for viewing in the library.
> Alternatively, you can download archived copies of these Zmags from the new
> Z*Magazine file area in the file transfers area.
>
> I will be adding the complete Z*Magazine collection to both the online
> library and the file transfer areas.
>
> In addition, I have added a small number of games to the Atari 8-bit games
> directory of the file transfer area. I will be adding files to all of the
> file areas over the weekend.
>
> I intend to add an online "Atari 8-bit Technical Information Library" this
> weekend as well.
>
> My goal is to make this BBS the ultimate online Atari Reference.
>

1963. Re: Basic XE Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 11:44:56 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1112960696.340227.25990@l41g2000cwc.googlegroups.com>
Source record: 11570

There was no released version of BXE beyond 4.1. Something must be
corrupted. Email me if you need more info on the types of issues with
BXE.
-Larry

1964. Re: looking for superdos 5.1 image for emulator use

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 12:26:31 UTC
From: "(ProteanThread)" <reply@newsgroups.net>
Message-ID: <1112963191.cf495854e264ef78c18efac1f94b7049@teranews>
Source record: 11571

carmel_andrews@yahoo.com (carmel) wrote in
news:6ea184ba.0504010310.3dd5fb9d@posting.google.com:

> I am wanting a superdos 5.1 image that works with atari 800win+ or
> Atari ++ emu's (windows) the only ones i have seem to crash after
> sector 9 is loaded
>
> I am also looking for an image of ultimon (not omnimon) and also
> instructions for supermon (original or Htt) and speeder or speedy o/s
> for use with above emu's
>

try tom hunts cth ftp site.

1965. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 13:26:44 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <d360qj$v3n$1@news.xmission.com>
Source record: 11572

So, after so much work & effort - why would Marius shut down the BBS? Hardware issues? I know he had a few system failures..

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

1966. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 17:09:16 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <0Vy5e.22214$Ov2.17060@newssvr31.news.prodigy.com>
Source record: 11573

James King wrote:
> So, after so much work & effort - why would Marius shut down the BBS? Hardware
> issues? I know he had a few system failures..

According to the message I received from Marius, it was for personal
reasons. I'm sure he will enjoy coming back to it again when he has more
time to deal with it.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

1967. Re: Updated my BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-08 23:38:37 UTC
From: You <you@cogeco.ca>
Message-ID: <BE7C8E3D.BC0%you@cogeco.ca>
Source record: 11574

As the people who have logged in to my bbs today may have noticed, I have done a fair amount of work in the area of standardizing the look & feel of the bbs. In addition, I have added some help menus in some areas where they had been previously lacking (the email and message base areas for example).

I have divided the online Z*Magazine library by their respective years of publication and will be finishing up the Zmag library late tonight or early tomorrow.

I have found a bbs lister module for the bbs that allows other sysops to list their bbses but it will require some modification in order to support telnet addresses. I'm hoping to play with this sometime next week.

Over the weekend, I intend to spend a great amount of time adding files to the download section of the bbs. I am not currently allowing users to upload files to the bbs.

> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 08 Apr 2005 02:21:01 -0400
> Subject: Re: Updated my BBS
>
> I have been adding files to several of the file areas on my BBS. There are
> now some files in the following file directories:
>
> 1) Atari 8-Bit Applications
> 3) Atari 8-Bit Games
> 6) Z*Magazine
>
> I am now constantly adding files to my BBS for download.
>
> My goal is to make this BBS the ultimate Online Atari Resource.
>
>
>
>> From: You <you@cogeco.ca>
>> Organization: Cogeco Cable
>> Newsgroups: comp.sys.atari.8bit
>> Date: Fri, 08 Apr 2005 01:26:34 -0400
>> Subject: Updated my BBS
>>
>> Just a quick update on my BBS:
>>

>> After being offline for a couple of days due to a crash, my BBS is back
>> online at the same IP address. You can Telnet to my BBS at IP address:
>> 24.57.167.178 port 23
>>
>> You may login with username: GUEST & password: GUEST
>>
>> I have added a Z*magazine library from the main menu. You can checkout the
>> library by selecting command "H" from the main menu. The first 11 issues
>> of the old Z*Magazine are currently available for viewing in the library.
>> Alternatively, you can download archived copies of these Zmags from the new
>> Z*Magazine file area in the file transfers area.
>>
>> I will be adding the complete Z*Magazine collection to both the online
>> library and the file transfer areas.
>>
>> In addition, I have added a small number of games to the Atari 8-bit games
>> directory of the file transfer area. I will be adding files to all of the
>> file areas over the weekend.
>>
>> I intend to add an online "Atari 8-bit Technical Information Library" this
>> weekend as well.
>>
>> My goal is to make this BBS the ultimate online Atari Reference.
>>
>

1968. Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 00:18:20 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <2778d$42571f2b$d527cc3b$26244@news1.surfino.com>
Source record: 11575

Hi there!

Does anyone of you louts know where I can find/download a map of AR - The Dungeon WITH all "places of interest" marked? The ones I've found on the various websites were just maps without much giving too much away i.e. only things like The Troll's Den, but no stairways, no enchantress etc.

When some are lost, can't find their way... (-;

Frank

1969. FA : Lots of ATARi 800 XL and 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 06:14:10 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0504082214.7435fffe@posting.google.com>
Source record: 11576

Take a look at my ebay auctions and my ebay shop :

http://search.ebay.de/_W0QQfrppZ50QQfsooZ1QQfsopZ1QQrdZ0QQsassZrescueonfractalus

I have more than 20 boxed/new ATARI 800 XL/XE cartridge games and more
than 50 boxed ATARI 2600 games + several ATARISOFT games for PC and
Apple II and some Commodore 64 games.

The auctions are on ebay.de (ebay Germany), but I can ship worldwide
and accept paypal.

ATARI 800 XL games are NTSC and PAL compatible.C64 games are NTSC,
Apple II games are NTSC, too. Most ATARI 2600 games are PAL, but this
is mentioned in the descriptions.

Thimo

1970. Re: looking for superdos 5.1 image for emulator use

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 18:34:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1113071694.597213.116810@g14g2000cwa.googlegroups.com>
Source record: 11577

carmel wrote:
> I am wanting a superdos 5.1 image that works with atari 800win+ or
> Atari ++ emu's (windows) the only ones i have seem to crash after
> sector 9 is loaded
>
Just so you know, the SuperDOS 5.1 image which is floating around
internet also doesn't work well my real Atari 800 when used with
SIO2PC. Loads the first 9 sectors, repetitively in a loop.

I can get SuperDOS to boot if I set Drive 1 in SIO2PC to
non-configurable (which I think forces SIO 1X mode).

I need no such tricks for APE for DOS (1.18). SuperDOS boots fine in
this case. Ape status indicates that SuperDOS is using XF551 reads
(command $D2).

I wanted to use SuperDOS because it's the only DOS I could find that
supports high speed SIO using a stock 400/800.

Steve Sheppard

1971. Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 19:57:00 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115gcsc7rc1ccac@corp.supernews.com>
Source record: 11578

I got all the gear together to telnet with my 130XE to the Atari bulletin boards I had been reading about, and now most if not all seem to be taken down. I know "YOU" is setting one up. Does any one else have one in the works? It would be great to have a couple that we can all depend on. What do you think? Are others interested?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1972. Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 20:00:23 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115gd2nbo5m0n65@corp.supernews.com>
Source record: 11579

I got all the gear together to telnet with my 130XE to the Atari bulletin boards I had been reading about, and now most if not all seem to be taken down. I know "YOU" is setting one up. Does any one else have one in the works? It would be great to have a couple that we can all depend on. What do you think? Are others interested?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1973. Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 20:07:23 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115gdfr7kr197fa@corp.supernews.com>
Source record: 11580

I got all the gear together to telnet with my 130XE to the Atari bulletin boards I had been reading about, and now most if not all seem to be taken down. I know "YOU" is setting one up. Does any one else have one in the works? It would be great to have a couple that we can all depend on. What do you think? Are others interested?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1974. Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-09 20:39:57 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115gfctvegnfac@corp.supernews.com>
Source record: 11581

I got all the gear together to telnet with my 130XE to the Atari bulletin boards I had been reading about, and now most if not all seem to be taken down. I know "YOU" is setting one up. Does any one else have one in the works? It would be great to have a couple that we can all depend on. What do you think? Are others interested?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1975. ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 07:29:47 UTC
From: Atari4ever <atari8man2003@yahoo.com>
Message-ID: <1113118187.078011.66420@f14g2000cwb.googlegroups.com>
Source record: 11582

Hey Guys,

Here's a shot at a perfect working MIO? Now is the chance of a
lifetime. I have put one up on ebay. I ran a BBS with 2 MIO's and a
Blackbox in a network with the CSS Multi-plexer many years ago,
Multi-line. I took the BBS down in 1999 Pro node (449)

I dont have the room for a 3 computer Network so Im selling off some
rare :) stuff.

The MIO is the BEST interface to use with both Atos and BOSS-X
the MIO has 256k (external ramdisk) RS232 and printer port and the best
(FLOW CONTROLL) even better than the Blackbox with Len Spencer util,
so running a BBS at 19.2 is a dream.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8184372438&rd=1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8184374705&rd=1

More rare stuff comming in a few days
Good luck to the winning bidder

1976. Re: SoftPC (Mac) and Dos APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 11:18:13 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42590b6c$1@news.inet.com.pl>
Source record: 11583

Matthias Reichl wrote:

[...]

> The interface to the userspace app is already block/message oriented,
> so an additional layer (like using USB or IEEE1394) is possible, in
> theory.
>
> Practically, one should first check if it is possible to operate within
> the timing constraints of the SIO protocol: the maximum allowed time
> to ACK or NAK a command frame is 16msec. After the controller receives
> the frame, it has to send it over USB/1394 to the computer where the user
> space app needs to pick it up, check if its valid, and transmit the
> ACK or NAK over USB/1394 to the controller.
>
> 16msec is not that much time, even on a modern computer. Raw processing
> power is irrelevant (AtariSIO runs fine on a 16MHz 486SX), what counts
> is scheduling and overall latency (kernel plus USB/1394).

You are absolutely right! Possibly - without adding some extra (256MiB
;-) of RAM to the interface - this might be another show-stopper. 16ms
is not _that_ little too, but as you wrote: the scheduling and overall
latency is what really counts here.

1977. Re: Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 17:22:06 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <OPednZD-KLIA_cTfRVn-ug@comcast.com>
Source record: 11584

Hey, Xebec, if you take back the "louts" bit then maybe somebody will give
you the map.

I'd trade you the map for your soul though anytime.

z.b.

"fsh" <bgtzhn@NoSPAM.gmx.de> wrote in message
news:2778d$42571f2b$d527cc3b$26244@news1.surfino.com...
> Hi there!
>
> Does anyone of you louts know where I can find/download a map of AR - The
> Dungeon WITH all "places of interest" marked? The ones I've found on the
> various websites were just maps without much giving too much away i.e.
only
> things like The Troll's Den, but no stairways, no enchantress etc.
>
> When some are lost, can't find their way... (-;
>
> Frank
>
>

1978. Re: Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 17:38:05 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <7_udnR22D_LP-cTfRVn-tw@comcast.com>
Source record: 11585

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:OPednZD-KLIA_cTfRVn-ug@comcast.com...
: Hey, Xebec, if you take back the "louts" bit then maybe somebody will give
: you the map.
:
: I'd trade you the map for your soul though anytime.
:
: z.b.

Hey, he might be English, in which case "louts" just
means "folks", or "buddies". Don't be so sensitive.

Btw, if you don't top-post, someone might take YOU
seriously, as well. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1979. Re: Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 17:52:03 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <eafe6$425967a3$d527bb62$6158@news1.surfino.com>
Source record: 11586

Hey Zap!

No offense! (-;

My soul for ye maps? - AGREED!

Cheers,

Frank

1980. Re: Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 21:17:22 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <CJg6e.20751$pA6.17455@newsfe1-win.ntli.net>
Source record: 11587

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:7_udnR22D_LP-cTfRVn-tw@comcast.com...
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:OPednZD-KLIA_cTfRVn-ug@comcast.com...
> : Hey, Xebec, if you take back the "louts" bit then maybe somebody will
> give
> : you the map.
> :
> : I'd trade you the map for your soul though anytime.
> :
> : z.b.
>
> Hey, he might be English, in which case "louts" just
> means "folks", or "buddies". Don't be so sensitive.

No,in the UK louts means a badly behaved ill-mannered person.

Maybe he made a typo when he meant to type "you lot"
and the spellchecker auto-guessed "you louts" instead.

1981. Re: Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 21:46:22 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <f39f1$42599e88$d527cbde$17360@news1.surfino.com>
Source record: 11588

> Maybe he made a typo when he meant to type "you lot"
> and the spellchecker auto-guessed "you louts" instead.

No, no, no, I already meant "louts". (-; It's just a nice and slightly
quaint word.

Meant an affectionate way, of course - or is it too late to say this now?

I'm German, so bear with me.

So, do I get my maps now, you old scoundrels? (-;

(I'd be better off get my NAPS now...)

1982. 5200 VCS adapter retrofit clarification ..

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-10 23:07:27 UTC
From: martians@sdf.lNoOnSePsAtMar.org
Message-ID: <d3cbjf$40q$1@chessie.cirr.com>
Source record: 11589

Hi, I'm installing the VCS retrofit kit on my 4 port 5200 and have gotten
it 95% completed, but ran into a descrepancy between the instructions
and whats actually on my board.

if you have the instructions, in figure 3 for step F (Solder cathode
of D2 (assembly 2) to C10) it shows C10 between CR7 and C9. However,
on my system board CR7 is followed by C9 and then C10 ..

Do I go by component location numbers or do I go by illustration?
--
martians@sdf.lonestar.org

1983. Re: 5200 VCS adapter retrofit clarification ..

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 01:54:28 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <leidnYRPR4s6RcTfRVn-hw@comcast.com>
Source record: 11590

"RED MARTIAN" <martians@sdf.lNoOnSePsAtMar.org> wrote in message
news:d3cbjf$40q$1@chessie.cirr.com...
: Hi, I'm installing the VCS retrofit kit on my 4 port 5200 and have gotten
: it 95% completed, but ran into a descrepancy between the instructions
: and whats actually on my board.
:
: if you have the instructions, in figure 3 for step F (Solder cathode
: of D2 (assembly 2) to C10) it shows C10 between CR7 and C9. However,
: on my system board CR7 is followed by C9 and then C10 ..
:
: Do I go by component location numbers or do I go by illustration?
: --
: martians@sdf.lonestar.org

I'd go by the numbers rather than pictures.
I would also tie one side solid with a long jumper
initially, and the other end, hold by hand. Then
run it with the hood open, and get ready to pull
that lead off quickly if it's wrong. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

1984. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 02:05:31 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <d3cm1b$qv7$1@news.xmission.com>
Source record: 11591

Atari4ever <atari8man2003@yahoo.com> spit out...:

Metallikat??

If so, MAN -- LONG time no see/hear! If not, disregard!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

1985. Re: Alternate Reality - The Dungeon MAP

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 02:11:05 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <odKdnalmFMlUQcTfRVn-1g@comcast.com>
Source record: 11592

I guess it would be easier to tell you where I got the maps from.....as
opposed to attaching a bunch of picture files or something....

Go here:
http://kang.aroo.tv/ar/reference.html

The maps are in 2 different formats....you'll see. I hope that does the
trick. Good luck!

--z--

"fsh" <bgtzhn@NoSPAM.gmx.de> wrote in message
news:eafe6$425967a3$d527bb62$6158@news1.surfino.com...
> Hey Zap!
>
> No offense! (-;
>
> My soul for ye maps? - AGREED!
>
> Cheers,
>
> Frank
>
>

1986. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 04:55:27 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <3rn6e.14493$B12.7598@trnddc09>
Source record: 11593

Mine is still up!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:115gcsc7rc1ccac@corp.supernews.com...
>I got all the gear together to telnet with my 130XE to the Atari
> bulletin boards I had been reading about, and now most if not all
> seem to be taken down. I know "YOU" is setting one up. Does any
> one else have one in the works? It would be great to have a couple
> that we can all depend on. What do you think? Are others interested?
>
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1987. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 05:14:43 UTC
From: Atari4ever <atari8man2003@yahoo.com>
Message-ID: <1113194999.994415.106920@z14g2000cwz.googlegroups.com>
Source record: 11594

Hi James,

Its Atari8man :) Long time no see, how have you been?

1988. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 05:36:54 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <33a150.8b049b@fmlynet.org>
Source record: 11597

For the record, and since Marius seems to only care about objections made
on the newsgroup rather than in person, let me say officially HERE that I
am with James. Why do so much and then drop it? It's a waste to me, and
out of all the Atari BBS's his was most successful.

Ok, now I have stated my opinion both in person, and other the newsgroup
which Marius seems to value more.

Doc Clu

> From: Steven Tucker <classics@atarimax.com>

> James King wrote:
>> So, after so much work & effort - why would Marius shut down the BBS?
> Hardware
>> issues? I know he had a few system failures..

> According to the message I received from Marius, it was for personal
> reasons. I'm sure he will enjoy coming back to it again when he has more
> time to deal with it.

> Steve
> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.atarimax.com/ * * *
> * * *** * *
>!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1989. Atari BBS\

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 05:40:44 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <63a151.8b0516@fmlynet.org>
Source record: 11596

Hey I still check into the BBS' and praise both the sysops that continue to
run BBS's, and of course thank those (like Marius) that helped make strives
to get BBS's past certain technical hurdles.

Let me see if I can put together a current list of Atari BBS's in the
next few days.

Doc Clu

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)

> I got all the gear together to telnet with my 130XE to the Atari bulletin
>boards I had been reading about, and now most if not all seem to be taken down
> I know "YOU" is setting one up. Does any one else have one in the works? It
>would be great to have a couple that we can all depend on. What do you think?
> Are others interested?

> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1990. Re: 5200 VCS adapter retrofit clarification ..

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 05:43:44 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <a3a152.8b0576@fmlynet.org>
Source record: 11595

2600 retrofit? How does this work?

Doc Clu

(I mean, does this allow the 5200 to play 2600 games without the large
cartridge?)

> From: "Bill Garber" <willy46pa@comcast.net>

> "RED MARTIAN" <martians@sdf.lNoOnSePsAtMar.org> wrote in message
> news:d3cbjf$40q$1@chessie.cirr.com...
> : Hi, I'm installing the VCS retrofit kit on my 4 port 5200 and have gotten
> : it 95% completed, but ran into a descrepancy between the instructions
> : and whats actually on my board.
> :
> : if you have the instructions, in figure 3 for step F (Solder cathode
> : of D2 (assembly 2) to C10) it shows C10 between CR7 and C9. However,
> : on my system board CR7 is followed by C9 and then C10 ..
> :
> : Do I go by component location numbers or do I go by illustration?
> : --
> : martians@sdf.lonestar.org

> I'd go by the numbers rather than pictures. I would also tie one side solid
>with a long jumper initially, and the other end, hold by hand. Then run it wit
>the hood open, and get ready to pull that lead off quickly if it's wrong. :o)

> Apple II Forever, Apple II Together Bill @ GarberStreet Enterprizez
> ---
> Web Site - http://garberstreet.netfirms.com HOME OF THE RAM-4-GS
> ---
> Email - willy46pa@comcast.net
> ---
> File Server - http://68.34.184.147/ Username - GarberStreet
> Password - all
> ---

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

1991. Re: 5200 VCS adapter retrofit clarification ..

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 06:54:01 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns9634F32782570jlodoenthegridnet@216.196.97.140>
Source record: 11398

Greg.Goodwin@fmlynet.org wrote in news:a3a152.8b0576@fmlynet.org:

> 2600 retrofit? How does this work?
>
> Doc Clu
>
> (I mean, does this allow the 5200 to play 2600 games without the
> large cartridge?)

The 4-port 5200 didn't bring the audio/video lines to
the cart port. The 2600 'adapter' (actually a complete
2600 minus power and RF) requires it.

Seems the adapter was a (desperate) attempt to keep
the 52' afloat. Not planned from the start.

1992. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 13:30:59 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <VpCdndCLzvt15sffRVn-tQ@comcast.com>
Source record: 11399

```
"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:3rn6e.14493$B12.7598@trnddc09...
: Mine is still up!
:
: --
: Cabell
: A8 Internet BBS: telnet://bfbbs.no-ip.com
: A8 Website: www.amfband.com/bf/

Ok, how do we with LAN connections get files???

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
File Server - http://68.34.184.147/
Username - GarberStreet
Password - all
-------------------------------------------
```

1993. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 16:39:02 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115la16fp0tl0e7@corp.supernews.com>
Source record: 11401

On 11 Apr 2005 05:36:54 , Greg.Goodwin@fmlynet.org wrote:
> For the record, and since Marius seems to only care about objections made
> on the newsgroup rather than in person, let me say officially HERE that I
> am with James. Why do so much and then drop it? It's a waste to me, and
> out of all the Atari BBS's his was most successful.
>
> Ok, now I have stated my opinion both in person, and other the newsgroup
> which Marius seems to value more.
>
> Doc Clu
>
>
>
>
I miss it too, but he had good reason, and I don't think we should
complain about it. How about starting your own instead!
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

1994. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 17:02:05 UTC
From: stephensheppard@hotmail.com
Message-ID: <1113238925.450038.127700@z14g2000cwz.googlegroups.com>
Source record: 11400

JR wrote:
> Does anyone know of a sector copier that is capable of copying all of

> the sectors of a 16 Meg hard disk partition? I swear I came across
one
> somewhere recently but now I can't find it. What I want to be able
to
> do is copy between MyIDE partitions and large ATR's using APE/SIO2PC.

Question: Is the sector layout of a MyIDE partition the same as an ATR?
I don't mean the conversion to physical hard disk clusters but rather,
does Atari see and access a MyDisk parttion as if it were the same as
an SIO2PC/ATR?

The reason I ask is I have the beginings of a sector copier, written in
Action. (Runtime version doesn't need the Action cartridge or image).
Just a skeleton of a program really, but I have confirmed duplicating
65,535 sector size ATRs on the emulator and 3,000 sector ATRs using a
real 800 plus SIO2PC software.

The program is very crude right now, no formatting and no buffering,
just raw sector copying plus verifying the copy. At present, copies
are made from D1: to D2: only. There's no logging. Basically, there
are no frills at all. Counts read and write errors (should not be any
with ATRs) and verification errors (ditto). That's all.

Using a PC utility to compare the ATRs I've confirmed that created
copies match byte for byte. I also successfully tested with real
floppies but my program is not ready for use with physical drives.
Without buffering there is a lot of head and motor activitiy, too much.
Not sure how much of an issue this would be with a hardrive but
probably not so good.

My program is not DOS dependent. It only copies raw sectors. Since the
program does not yet format disks/ATRs this has to be done ahead of
time. However, as long as the sector counts and densities are the same
the disks can be copied. Neither parameter is tested at present and
only double density disks/ATRs can be copied so far. The program just
tries to copy everything from the source verbatim.

The program theoretically has high speed SIO support for SpartaDOS but
I don't have an XL/XE, and SpartaDOS versions with high speed SIO don't
work on 400/800 (All I own is an 800). High speed SIO does seem to
work in Atari800Win plus (4.0 beta 4). Copies using SpartaDOS will
complete in about 67% of the amount of time the MyDOS copies do. This
is with the Atari800Win SIO Patch disabled, of course. (My program

does work with the SIO patch enabled but then the Atari SIO routines are bybassed altogether so Atari I/O is not really being tested).

High speed SIO is not as fast as I would have thought but I did not write the routines. I just let SpartaDOS handle the function on it's own.

I found some documentation for using high speed SIO with SuperDOS 5.1 but I'm having compatibility issues with SuperDOS.

On the 800, I have to disable high speed SIO with SIO2PC just to get SuperDOS to boot. If I try to re-enable high speed after booting the program does runsbut SIO2PC just translates the XF551 reads/writes back to standard reads/writes, so no speed up. APE for DOS sees th proper read/write commands. Unfortunately, I don't have a registered copy of APE and the free version won't let me write to ATRs at high speed only standard speed.

What all this means is high speed SIO is untested on a real A8.

In Atari800Win Plus (4.0 beta 4) SuperDOS won't boot at all so basically, SuperDOS high speed SIO is completely unverified. I'm setting aside the SuperDOS high speed SIO aside for now.

If you would like to play with my beginnings just email me at (st*e*phen s*heppard at hot**mail dot com, No *'s or spaces). I can have something presentable in a couple of days. I'll at least have prompts for drive numbers by then.

Everything is strictly pre-alpha (not even beta) and definitely not guaranteed to do anything you want. Use at your own risk.

Steve Sheppard

1995. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 18:57:16 UTC
From: stephensheppard@hotmail.com
Message-ID: <1113245836.005127.240550@f14g2000cwb.googlegroups.com>
Source record: 11402

JR wrote:
>> Does anyone know of a sector copier that is capable of copying all
of
>> the sectors of a 16 Meg hard disk partition? I swear I came across
one
>> somewhere recently but now I can't find it. What I want to be able
to
>> do is copy between MyIDE partitions and large ATR's using APE/SIO2P

>Question: Is the sector layout of a MyIDE partition the same as an
ATR?
>I don't mean the conversion to physical hard disk clusters but rather,
>does Atari see and access a MyDisk parttion as if it were the same as
>an SIO2PC/ATR?

Oops, I meant "MyIDE" not "MyDisk".

1996. RF MODULATOR usage

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 19:02:04 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d3ehp3$l7h$1@nemesis.news.tpi.pl>
Source record: 11403

It is possible to use a atari 65/130XE RF modulator MDG-VE0405
(CO700000) to modulate ext. composite video (eg from graphics cart with
s-video output)?

1997. Re: Atari BBS\

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 19:29:25 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <peA6e.19780$Xp.8545@tornado.texas.rr.com>
Source record: 11404

<Greg.Goodwin@fmlynet.org> wrote in message
news:63a151.8b0516@fmlynet.org...
> Hey I still check into the BBS' and praise both the sysops that
continue to
> run BBS's, and of course thank those (like Marius) that helped make
strives
> to get BBS's past certain technical hurdles.
>
> Let me see if I can put together a current list of Atari BBS's in
the
> next few days.
>
> Doc Clu
>
>
>
> > From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>
> > I got all the gear together to telnet with my 130XE to the Atari
bulletin
> >boards I had been reading about, and now most if not all seem to be taken
down
> > I know "YOU" is setting one up. Does any one else have one in the
works? It
> >would be great to have a couple that we can all depend on. What do you
think?
> > Are others interested?
>
>
> > --
> > Joseph D. Place
> > ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> > --
> > Joseph D. Place
> > ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> > --
> > Joseph D. Place
> > ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> > --
> > Joseph D. Place
> > ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> > --
> > Joseph D. Place
> > ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

>
> --- BBBS/NT v4.01 Flag-5
> * Origin: FamilyNet Sponsored by http://www.christian-wellness.net
(8:8/2)

I wish for a 300 baud 8n1 dialup BBS with lots of games and a message board.
Mo

1998. ATARI 8Bit ROM-FIles

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 21:28:22 UTC
From: mega-hz <mega-hz@t-online.de>
Message-ID: <d3eq1q$v3n$05$1@news.t-online.com>
Source record: 11405

Hi, i am looking for ATARI 8Bit ROM-Files to burn on Eproms!
Do you know a good download-source?

I want to build a classic Video-Game with 800XL an many Cardriges, all in a
case of wood, like a desk with a monitor....

Please email me links or write on ICQ 108-555-303

Wolfram.

1999. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-11 22:37:57 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <9%C6e.53$HK6.43@newssvr33.news.prodigy.com>
Source record: 11406

Marius Diepenhorst wrote:

> The case is closed for me.

Marius,

I'm sure I speak for many if not most of us when I say thank you
for spending so much of your own time and effort putting together the
system for us to enjoy.

I hope you keep your Atari's though, at least for personal use. :)

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2000. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 03:22:08 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <A9H6e.11011$hB6.10290@trnddc06>
Source record: 11407

If you mean "Download files from the BBS" use Ymodem or Xmodem-1K protocol
on the BBS. Pure xmodem doesn't work too well.

If that is not what you are talking about, then please elaborate.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:VpCdndCLzvt15sffRVn-tQ@comcast.com...
>
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> news:3rn6e.14493$B12.7598@trnddc09...
> : Mine is still up!
> :
> : --
> : Cabell
> : A8 Internet BBS: telnet://bfbbs.no-ip.com
> : A8 Website: www.amfband.com/bf/
>
> Ok, how do we with LAN connections get files???
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all
> --
>
>

2001. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 04:20:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <J-Cdnad358vp0cbfRVn-pg@comcast.com>
Source record: 11408

I'm telnetting to the BBS through a LAN. Doesn't have x or y-modem.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:A9H6e.11011$hB6.10290@trnddc06...
: If you mean "Download files from the BBS" use Ymodem or Xmodem-1K protocol
: on the BBS. Pure xmodem doesn't work too well.
:
: If that is not what you are talking about, then please elaborate.
:
: --
: Cabell
: A8 Internet BBS: telnet://bfbbs.no-ip.com
: A8 Website: www.amfband.com/bf/
:
:
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:VpCdndCLzvt15sffRVn-tQ@comcast.com...
: >
: > "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
: > news:3rn6e.14493$B12.7598@trnddc09...
: > : Mine is still up!
: > :
: > : --
: > : Cabell
: > : A8 Internet BBS: telnet://bfbbs.no-ip.com
: > : A8 Website: www.amfband.com/bf/
: >
: > Ok, how do we with LAN connections get files???
: >
: > Apple II Forever, Apple II Together
: > Bill @ GarberStreet Enterprizez
: > ---

```
: > Web Site - http://garberstreet.netfirms.com
: > HOME OF THE RAM-4-GS
: > ------------------------------------------
: > Email - willy46pa@comcast.net
: > ------------------------------------------
: > File Server - http://68.34.184.147/
: > Username - GarberStreet
: > Password - all
: > ------------------------------------------
: >
: >
:
:
```

2002. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 04:53:16 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115ml1skeab3h62@corp.supernews.com>
Source record: 11409

```
On 12 Apr 2005 03:22:08 , "cbc" wrote:
>If you mean "Download files from the BBS" use Ymodem or Xmodem-1K protocol
>on the BBS. Pure xmodem doesn't work too well.
>
>If that is not what you are talking about, then please elaborate.
>
>--
>Cabell
>A8 Internet BBS: telnet://bfbbs.no-ip.com
>A8 Website: www.amfband.com/bf/
>
>
>"Bill Garber" <willy46pa@comcast.net> wrote in message
>news:VpCdndCLzvt15sffRVn-tQ@comcast.com...
>>
>> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
>> news:3rn6e.14493$B12.7598@trnddc09...
>> : Mine is still up!
>> :
>> : --
>> : Cabell
>> : A8 Internet BBS: telnet://bfbbs.no-ip.com
>> : A8 Website: www.amfband.com/bf/
>>
>> Ok, how do we with LAN connections get files???
>>
>> Apple II Forever, Apple II Together
>> Bill @ GarberStreet Enterprizez
>> ------------------------------------------
>> Web Site - http://garberstreet.netfirms.com
>> HOME OF THE RAM-4-GS
>> ------------------------------------------
>> Email - willy46pa@comcast.net
>> ------------------------------------------
>> File Server - http://68.34.184.147/
>> Username - GarberStreet
>> Password - all
>> ------------------------------------------
>>
>>
>
>
>.
When I call the BootFactory my characters are double echoed. This
```

doesn't happen on other boards. I use a Lantonix UDS-10. Has anyone
else dealt with this issue?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

2003. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 05:32:11 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <t7nm5195bjqmma03fm3ted2hfgrr41iuqf@4ax.com>
Source record: 11410

stephensheppard@hotmail.com:

>Question: Is the sector layout of a MyIDE partition the same as an ATR?
> I don't mean the conversion to physical hard disk clusters but rather,
>does Atari see and access a MyDisk parttion as if it were the same as
>an SIO2PC/ATR?

As long as you go through SIOV, any reads and writes to MyIDE partitions
are redirected to the correct routine and conversion from raw sector to
Cylinder, Head, Sector is done by the routine.

So, yes, you should be able to use any sector copier that doesn't take any
shortcuts.

Shawn Jefferson
(fix reply to for email)

2004. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 06:15:47 UTC
From: stephensheppard@hotmail.com
Message-ID: <1113286547.607800.168790@o13g2000cwo.googlegroups.com>
Source record: 11411

Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
>
> >Question: Is the sector layout of a MyIDE partition the same as an
ATR?
> > I don't mean the conversion to physical hard disk clusters but
rather,
> >does Atari see and access a MyDisk parttion as if it were the same
as
> >an SIO2PC/ATR?
>
> As long as you go through SIOV, any reads and writes to MyIDE
partitions
> are redirected to the correct routine and conversion from raw sector
to
> Cylinder, Head, Sector is done by the routine.
>
> So, yes, you should be able to use any sector copier that doesn't
take any
> shortcuts.
>
>
> ---
> Shawn Jefferson
> (fix reply to for email)

That could be a problem.

SpartaDOS has it's own vector for it's High Speed SIO routines. SIOV
is not normally used when one wishes to use the routines. Does the
special MyIDE version of SpartaDOS correct this?

2005. Atari800Win for BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 06:51:15 UTC
From: donfanning@msn.com
Message-ID: <1113288675.320070.290980@z14g2000cwz.googlegroups.com>
Source record: 11412

Greetings,

Alright, I have a slew of questions for you so I thought I'd let everyone take a poke at them and i'll peek at them later (pun intended) :-)

I'm trying to setup a BBS using Atari800WinPlus version 4.0

1.) Why doesn't the H: handler work inside SpartaDosX 4.22? I tried, H: (by default goes to D8: which requires a ATR) and H1:-H8: gives me "Error - $82". Yet if I punch in the basic program in the help file, no problem.

Wouldn't this be easier (in my hairbrained mind) to make a modified version of the ATR that looks like a hard disk platter and use HDUTIL to format the sucker and treat it like D3:?

2.) The R: Handler. I've has some limited success in telneting into the system using BobTerm inside the emulator. AMODEM 7.5 goes nuts and prints a bunch of hearts. Lovely, but it's not Valentine's Day. ;-) What are the normal (reliable) settings for the R: handler? I don't mind 2400 baud one bit (realism is what I'm going for).

3.) TODAMIS - Anyone have a copy? *wink*wink*. I know Trent wouldn't mind.

4.) What is the future for hardware support on this emulator? Anyone working on a MIO or BlackBox for the emulator? Are US Doublers supported? Even real serial port (rs-232) emulation through an 850 or a P:/R: box? (of course an MIO or BlackBox emulator would solve both). I would fudge if I could create an 8-bit BBS that could inhale UUCP/USENET feeds and transparently mirror FTP and File Libraries (along with network messages ala FidoNet like stuff). Got plenty of memory and hard drive space. Why not?

Thanks. I really miss my Atari. I'm sure my system is still floating out there somewhere but one day I'll set another up that's better.

GRAPHICS 0
-Don
(once upon a time Sysop of Terminal Frost in the 303 area code)

2006. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 16:35:02 UTC
From: Ken Ames <kenames@pacbell.dotnet>
Message-ID: <f5O4dXX6MbiT-pn2-XdNYuUQBdIqu@draco.ames.pacbell.net>
Source record: 11413

hi,
use a term program that has telnet capability if you are using a pc.
for that I like ZOC myself. expensive but quite nice.

Ken

On Mon, 11 Apr 2005 13:30:59 UTC, "Bill Garber"
<willy46pa@comcast.net> wrote:

>
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> news:3rn6e.14493$B12.7598@trnddc09...
> : Mine is still up!
> :
> : --
> : Cabell
> : A8 Internet BBS: telnet://bfbbs.no-ip.com
> : A8 Website: www.amfband.com/bf/
>
> Ok, how do we with LAN connections get files???
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all
> --
>
>

--

2007. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 16:49:08 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <arudnSMTtrhJZsbfRVn-hw@comcast.com>
Source record: 11414

"Ken Ames" <kenames@pacbell.dotnet> wrote in message
news:f5O4dXX6MbiT-pn2-XdNYuUQBdIqu@draco.ames.pacbell.net...
: hi,
: use a term program that has telnet capability if you are using a pc.
: for that I like ZOC myself. expensive but quite nice.
:
: Ken

Thanks Ken.

I have STerm which I believe does have that capability. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

File Server - http://68.34.184.147/
Username - GarberStreet
Password - all

2008. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 16:52:39 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <r1T6e.919$716.906@newssvr19.news.prodigy.com>
Source record: 11415

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:115ml1skeab3h62@corp.supernews.com...
> On 12 Apr 2005 03:22:08 , "cbc" wrote:
>> >.SNIP
> When I call the BootFactory my characters are double echoed. This
> doesn't happen on other boards. I use a Lantonix UDS-10. Has anyone
> else dealt with this issue?
>
> --
> Joseph D. Place
That brings back memories (double echo). I think you have Full
Duplex on and it should be Half, or the other way around.
If I remember, if you have Full on, then a half duplex board will
do double chars. If you have Half duplex, and the board requires
full duplex, you get no characters at all on the screen. Something
like that.

2009. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 22:10:34 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1113343834.3e266f2d7fb8893a953cf8f161c52ce0@teranews>
Source record: 11416

JR,

I'm going downstairs and get it now... I should have them done in a
day or two

Rory

On Mon, 04 Apr 2005 11:54:56 -0700, JR
<""jr256_69\"@NO$PAMhotmail.com"> wrote:

>Hi Rory,
>
>I was just wondering if you had ever managed to locate the documentation
>for this?
>
>Thanks,
>
>JR

2010. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-12 23:03:32 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1113347003.7acd54b3bd109c7ba1f8776f9b8e278e@teranews>
Source record: 11417

JR,

Just got the manual upstairs, and think it might be easier to
photocopy and mail it to you. I started to scan it in and its about
6mb per page. Its 36 pages.

Rory

On Mon, 04 Apr 2005 11:54:56 -0700, JR
<""jr256_69\"@NO$PAMhotmail.com"> wrote:

>Hi Rory,
>
>I was just wondering if you had ever managed to locate the documentation
>for this?
>
>Thanks,
>
>JR

2011. Re: Atari800Win for BBS's

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 02:36:38 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <WA%6e.9152$jd6.357@trnddc07>
Source record: 11418

I don't use A800Win Plus, (I use the older A800Win 2.5c modified by Tom
Hunt) but I'll try to help - see below...

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

<donfanning@msn.com> wrote in message
news:1113288675.320070.290980@z14g2000cwz.googlegroups.com...
> Greetings,
>
> Alright, I have a slew of questions for you so I thought I'd let
> everyone take a poke at them and i'll peek at them later (pun intended)
> :-)
>
> I'm trying to setup a BBS using Atari800WinPlus version 4.0
>
> 1.) Why doesn't the H: handler work inside SpartaDosX 4.22? I tried,
> H: (by default goes to D8: which requires a ATR) and H1:-H8: gives me
> "Error - $82". Yet if I punch in the basic program in the help file,
> no problem.

I don't use the H: Handler or SDX. H: support was very limited in A8W 2.5c.

>
> Wouldn't this be easier (in my hairbrained mind) to make a modified
> version of the ATR that looks like a hard disk platter and use HDUTIL
> to format the sucker and treat it like D3:?

This is what I do... I have 8 16 meg ATRs on my BBS = 8 hard drives. Using
the FAST SIO option, they are plenty fast.

>
> 2.) The R: Handler. I've has some limited success in telneting into
> the system using BobTerm inside the emulator. AMODEM 7.5 goes nuts and
> prints a bunch of hearts. Lovely, but it's not Valentine's Day. ;-)
> What are the normal (reliable) settings for the R: handler? I don't
> mind 2400 baud one bit (realism is what I'm going for).
>
A8W 2.5c uses a socket-based R: handler which was added (or modified) by Tom
Hunt. There are no settings for this unless I ahve forgotten how to set
them - I set this thing up in 1999 and my memory was fading even back then.
Tom would know more about this than I.

> 3.) TODAMIS - Anyone have a copy? *wink*wink*. I know Trent wouldn't
> mind.
>
Not me.

> 4.) What is the future for hardware support on this emulator? Anyone
> working on a MIO or BlackBox for the emulator? Are US Doublers
> supported? Even real serial port (rs-232) emulation through an 850 or
> a P:/R: box? (of course an MIO or BlackBox emulator would solve both).
> I would fudge if I could create an 8-bit BBS that could inhale
> UUCP/USENET feeds and transparently mirror FTP and File Libraries
> (along with network messages ala FidoNet like stuff). Got plenty of
> memory and hard drive space. Why not?

I don't understand why emulating MIO or Black box or USDoublers is
necessary with the fast SIO and ATR support. However emulating a Happy 1050
or Archiver would be interesting.

As for the other stuff, someone with a800win plus experience needs to jump
in here.

2012. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 02:39:47 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <TD%6e.9153$jd6.4905@trnddc07>
Source record: 11419

```
Oh... use Hyperterm... oops I forgot... you're doing this on Apple 2 right?
I really don't know what programs are available to you.

If you can use Windows, Hyperterm is OK... Steve Tucker's ATS is even better
because it does ATASCII mode, so you can see ATASCII character graphics.
--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:J-Cdnad358vp0cbfRVn-pg@comcast.com...
>
> I'm telnetting to the BBS through a LAN. Doesn't have x or y-modem.
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> ------------------------------------------
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> ------------------------------------------
> Email - willy46pa@comcast.net
> ------------------------------------------
> File Server - http://68.34.184.147/
> Username - GarberStreet
> Password - all
> ------------------------------------------
>
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> news:A9H6e.11011$hB6.10290@trnddc06...
> : If you mean "Download files from the BBS" use Ymodem or Xmodem-1K
> protocol
> : on the BBS. Pure xmodem doesn't work too well.
> :
> : If that is not what you are talking about, then please elaborate.
> :
> : --
> : Cabell
> : A8 Internet BBS: telnet://bfbbs.no-ip.com
> : A8 Website: www.amfband.com/bf/
> :
> :
> : "Bill Garber" <willy46pa@comcast.net> wrote in message
> : news:VpCdndCLzvt15sffRVn-tQ@comcast.com...
> : >
```

> : > "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> : > news:3rn6e.14493$B12.7598@trnddc09...
> : > : Mine is still up!
> : > :
> : > : --
> : > : Cabell
> : > : A8 Internet BBS: telnet://bfbbs.no-ip.com
> : > : A8 Website: www.amfband.com/bf/
> : >
> : > Ok, how do we with LAN connections get files???
> : >
> : > Apple II Forever, Apple II Together
> : > Bill @ GarberStreet Enterprizez
> : > --
> : > Web Site - http://garberstreet.netfirms.com
> : > HOME OF THE RAM-4-GS
> : > --
> : > Email - willy46pa@comcast.net
> : > --
> : > File Server - http://68.34.184.147/
> : > Username - GarberStreet
> : > Password - all
> : > --
> : >
> : >
> :
> :
>
>

2013. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 02:40:47 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <PE%6e.9154$jd6.1044@trnddc07>
Source record: 11420

Correct - he needs the equivalent of half duplex. the bbs echos all
characters back to you.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:r1T6e.919$716.906@newssvr19.news.prodigy.com...
>
> "Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
> news:115ml1skeab3h62@corp.supernews.com...
>> On 12 Apr 2005 03:22:08 , "cbc" wrote:
>>> >.SNIP
>> When I call the BootFactory my characters are double echoed. This
>> doesn't happen on other boards. I use a Lantonix UDS-10. Has anyone
>> else dealt with this issue?
>>
>> --
>> Joseph D. Place
> That brings back memories (double echo). I think you have Full
> Duplex on and it should be Half, or the other way around.
> If I remember, if you have Full on, then a half duplex board will
> do double chars. If you have Half duplex, and the board requires
> full duplex, you get no characters at all on the screen. Something
> like that.
>
>

2014. SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 02:57:32 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1113361052.124893.311760@g14g2000cwa.googlegroups.com>
Source record: 11421

I've seldom used SpartaDos (only SDX -- a little), but right now I have a project going that requires 3.x. I have the SD Construction Set and its print manual, but that only covers versions 1.x and 2.x. I also have the SDX manual, but the various versions of Sparta seem to have just enough differences in commands/usage/compatability that I am "chasing my tail" -- or so it seems.

Was there a manual (print or .doc file) that covers 3.x?

Thanks,
Larry

2015. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 03:19:27 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <QdOdnWAg-ZcSEsHfRVn-iQ@comcast.com>
Source record: 11422

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:TD%6e.9153$jd6.4905@trnddc07...
: Oh... use Hyperterm... oops I forgot... you're doing this on Apple 2
right?
: I really don't know what programs are available to you.
:
: If you can use Windows, Hyperterm is OK... Steve Tucker's ATS is even
better
: because it does ATASCII mode, so you can see ATASCII character graphics.
: --
: Cabell
: A8 Internet BBS: telnet://bfbbs.no-ip.com
: A8 Website: www.amfband.com/bf/

Well, I am presently telnetting on the PC, but once the telnetting
fature is added to our Apple II ethernet card software, I will probably
be on an Apple IIe or IIgs. I haven't reinstalled STerm yet, but I think
it is comparable to Hyperterm. Thanks.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2016. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 03:32:21 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <9p07e.1040$XE.1017@newssvr31.news.prodigy.com>
Source record: 11423

"Larry" <LLppwhite@MUNGEaol.com> wrote in message
news:1113361052.124893.311760@g14g2000cwa.googlegroups.com...
> I've seldom used SpartaDos (only SDX -- a little), but right now I have
> a project going that requires 3.x. I have the SD Construction Set and
> its print manual, but that only covers versions 1.x and 2.x. I also
> have the SDX manual, but the various versions of Sparta seem to have
> just enough differences in commands/usage/compatability that I am
> "chasing my tail" -- or so it seems.
>
> Was there a manual (print or .doc file) that covers 3.x?
>
> Thanks,
> Larry
I think I sent a SpDOS 3.2d DOC to you, if your e-mail is what I think it
is.
Russg

2017. Re: Atari Inside BBS ??

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 03:39:08 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <63a16f.8cb4e4@fmlynet.org>
Source record: 11426

> From: Steven Tucker <classics@atarimax.com>

> Marius Diepenhorst wrote:

>> The case is closed for me.

> Marius,

> I'm sure I speak for many if not most of us when I say thank you
> for spending so much of your own time and effort putting together the
> system for us to enjoy.

> I hope you keep your Atari's though, at least for personal use. :)

> Steve

Oh heck yeh!

DC

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2018. Re: Atari BBS\

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 03:50:14 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <f3a170.8cb647@fmlynet.org>
Source record: 11425

> From: "Momo" <quality_us@yahoo.com>

> <Greg.Goodwin@fmlynet.org> wrote in message
> news:63a151.8b0516@fmlynet.org...
>> Hey I still check into the BBS' and praise both the sysops that
> continue to
>> run BBS's, and of course thank those (like Marius) that helped make
> strives
>> to get BBS's past certain technical hurdles.
>>
>> Let me see if I can put together a current list of Atari BBS's in
> the
>> next few days.
>>
>> Doc Clu
>>
>>
>>
>> > From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
>>
>> > I got all the gear together to telnet with my 130XE to the Atari
> bulletin
>> >boards I had been reading about, and now most if not all seem to be taken
> down
>> > I know "YOU" is setting one up. Does any one else have one in the
> works? It
>> >would be great to have a couple that we can all depend on. What do you
> think?
>> > Are others interested?
>>

>I wish for a 300 baud 8n1 dialup BBS with lots of games and a message board. M

Hmmm... sounds like a Marshware BBS. I have been hitting BBS's with the
UDS at around 300 baud lately (trying out different term programs). All I
have to say is.... aaaaaaaaaaaaaaaaarrrrrrrrrrrreeeeeeeeeeeeeeeeeeeeee
yyyyyyyyyyyyyyyyyoooooooooooooouuuuuuuuuuuu
sssssssssssssssssuuuuuuuuuuuuuuuuuuurrrrrrrrrrrrrreeeeeeeeee
yyyyyyyyyoooooooooooooouuuuuuuuuuuuu
wwwwwwwwwwwwwaaaaaaaaaannnnnnnnnttttttttttt
ttttttttttttthhhhhhhhhhhhhhhhhhaaaaaaaaaaattttttttttt???????? ;)

D C 800

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2019. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 04:11:01 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <pp6p515si1h7ev5lgq2uf4grpvko75vk45@4ax.com>
Source record: 11424

stephensheppard@hotmail.com:

>SpartaDOS has it's own vector for it's High Speed SIO routines. SIOV
>is not normally used when one wishes to use the routines. Does the
>special MyIDE version of SpartaDOS correct this?

The special MyIDE version of SpartaDOS is just a regular SpartaDOS v3.3a,
which doesn't have the high-speed SIO routines... so there is no problem
there (unless you want high speed SIO that is.)

There is a possibility of combining the MyIDE OS and the APE 3X routines
from Steve Tucker's APE WarpOS since the MyIDE OS doesn't touch the
Alternate character set. That's something that may be done in the future.

Shawn Jefferson
(fix reply to for email)

2020. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 04:43:08 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <115p8qssap1q810@corp.supernews.com>
Source record: 11427

```
On 12 Apr 2005 16:52:39 , "Russ Gilbert" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>news:115ml1skeab3h62@corp.supernews.com...
>> On 12 Apr 2005 03:22:08 , "cbc" wrote:
>>> >.SNIP
>> When I call the BootFactory my characters are double echoed. This
>> doesn't happen on other boards. I use a Lantonix UDS-10. Has anyone
>> else dealt with this issue?
>>
>> --
>> Joseph D. Place
>That brings back memories (double echo). I think you have Full
>Duplex on and it should be Half, or the other way around.
>If I remember, if you have Full on, then a half duplex board will
>do double chars. If you have Half duplex, and the board requires
>full duplex, you get no characters at all on the screen. Something
>like that.
>
>
>.
Thanks, but that is not the problem. My terminal (Bobterm) is set at
full duplex. It works fine with the other bulletin boards that I
telnet to (tcpipExpress, Familynet, for example).
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

2021. My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 06:12:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <xL27e.18665$gs4.6740@okepread05>
Source record: 11428

Hello all, I have an external My IDE cartridge and have successfully initialized and booted off of my hard drive using MyDOS. However, I am trying to get things setup using the SpartaDOS on Mr. Atari's webpage for MyIDE. What is the process? I have Steve Tucker's warp os which includes the My IDE 3.1 OS and so I assume I won't have to patch the boot drive and or boot from the master disk once I get the files onto the hard disk. TIA

Thomas

2022. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 14:53:47 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <Nna7e.3616$OU6.2767@fe02.lga>
Source record: 11429

"Docrotcod" <rahbart@cox.net> wrote in message
news:xL27e.18665$gs4.6740@okepread05...
| Hello all, I have an external My IDE cartridge and have successfully
| initialized and booted off of my hard drive using MyDOS. However, I am
| trying to get things setup using the SpartaDOS on Mr. Atari's webpage for
| MyIDE. What is the process? I have Steve Tucker's warp os which includes
| the My IDE 3.1 OS and so I assume I won't have to patch the boot drive and
| or boot from the master disk once I get the files onto the hard disk. TIA
|
| Thomas
|
|
Hello, I assume you have got the download from MrAtari's homepage. Load
this ATR as D1: and then have hard drive partition D2: set for use as
Spartados. Run the program MY16D2.COM on the hard disk, then copy X33A.DOS
to D2:. Type the command BOOT D2:X33A.DOS. Now set partition again so
that D2: become D1: and reboot.
Enjoy
RoyE

2023. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 15:17:51 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <wKa7e.21413$gs4.7038@okepread05>
Source record: 11430

Thank you! I assume that if you do not have the OS chip you have to always
boot off of the master disk? In other words, what is my advantage of having
the os chip installed?

Thomas

"RoyE" <r-dean @ charter.net> wrote in message
news:Nna7e.3616$OU6.2767@fe02.lga...
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:xL27e.18665$gs4.6740@okepread05...
> | Hello all, I have an external My IDE cartridge and have successfully
> | initialized and booted off of my hard drive using MyDOS. However, I am
> | trying to get things setup using the SpartaDOS on Mr. Atari's webpage
> for
> | MyIDE. What is the process? I have Steve Tucker's warp os which
> includes
> | the My IDE 3.1 OS and so I assume I won't have to patch the boot drive
> and
> | or boot from the master disk once I get the files onto the hard disk.
> TIA
> |
> | Thomas
> |
> |
> Hello, I assume you have got the download from MrAtari's homepage. Load
> this ATR as D1: and then have hard drive partition D2: set for use as
> Spartados. Run the program MY16D2.COM on the hard disk, then copy
> X33A.DOS
> to D2:. Type the command BOOT D2:X33A.DOS. Now set partition again so
> that D2: become D1: and reboot.
> Enjoy
> RoyE
>
>
>
>

2024. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 16:37:52 UTC
From: Slor <slor@comcast.net>
Message-ID: <1113410272.1bb8e790f2c45ef8b3265a16c0305ce8@teranews>
Source record: 11431

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in news:9p07e.1040$XE.1017
@newssvr31.news.prodigy.com:

> I think I sent a SpDOS 3.2d DOC to you, if your e-mail is what I think it
> is.
> Russg
>
>
>

Hey Russ - please send to me as well. :)

thanks

--
Slor

2025. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 16:48:11 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <425d4d4b$0$563$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 11432

Docrotcod wrote:

> Thank you! I assume that if you do not have the OS chip you have to always
> boot off of the master disk? In other words, what is my advantage of having
> the os chip installed?

What what I understand, as I have an Internal MyIDE&drive but use the disk
to boot the MyIDE OS, is that when using disk images held on the HD, many
titles don't work properly due to the way the disk loading routines work.
E.g. Multi-boot XL menu's, multipart loaders I've not been able to load.
Because the OS replaces the Atari OS, the memory under the OS in an XL
becomes free again, so hence 64K games will work as their loading won't be
overwriting the soft-OS. I'm yet to try this out myself - but its the way
I want to go.

Regards,
Mark

2026. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-13 19:01:58 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <s0e7e.17$c42.0@fe07.lga>
Source record: 11433

"Docrotcod" <rahbart@cox.net> wrote in message
news:wKa7e.21413$gs4.7038@okepread05...
| Thank you! I assume that if you do not have the OS chip you have to
always
| boot off of the master disk? In other words, what is my advantage of
having
| the os chip installed?
|
| Thomas
|
SNIP
Hi,
With the OS in rom many more programs will work with MyIDE. Instant booting with hard drive set as D1: There is a couple of programs available to swap partitions. I swap partitions to reboot between Mydos and SpartaDOS. Both DOS types have there own benefits (..) some programs work better with one or the other. But I like SpartaDOS better for running applications--- command line driven is just easier for my methods..
Enjoy
RoyE

2027. Re: Atari BBS\

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 00:20:56 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <IHi7e.15$h6.12@tornado.texas.rr.com>
Source record: 11434

<Greg.Goodwin@fmlynet.org> wrote in message
news:f3a170.8cb647@fmlynet.org...
> > From: "Momo" <quality_us@yahoo.com>
>
> > <Greg.Goodwin@fmlynet.org> wrote in message
> > news:63a151.8b0516@fmlynet.org...
> >> Hey I still check into the BBS' and praise both the sysops that
> > continue to

It was just alot more personal back then chatting with paople on the
Compuserve CB program. The screen output was at typing speed so it seemed a
little more human. Besides I have a but load of dusty modems that Id love to
put to work!
Mo

2028. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 00:41:06 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <rser51l2a7jl3sjkodmi099jpjnhfnfl06@4ax.com>
Source record: 11435

"Docrotcod" <rahbart@cox.net>:
>Thank you! I assume that if you do not have the OS chip you have to always
>boot off of the master disk? In other words, what is my advantage of having
>the os chip installed?

First of all, SpartaDOS v3.3a supposedly won't work with the "soft" OS. As
stated, the RomOS is more compatible with software.

Shawn Jefferson
(fix reply to for email)

2029. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 03:57:45 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <XSl7e.24204$gs4.14183@okepread05>
Source record: 11436

Well, i've got the hard os and have successfully created a d2 that boots.
What is the correct procedure for creating the remaining partitions? Use
the fdisk supplied by Mr atari and set each one up as d2 or is there a
better way?

Thomas

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:rser51l2a7jl3sjkodmi099jpjnhfnfl06@4ax.com...
> "Docrotcod" <rahbart@cox.net>:
>>Thank you! I assume that if you do not have the OS chip you have to
>>always
>>boot off of the master disk? In other words, what is my advantage of
>>having
>>the os chip installed?
>
> First of all, SpartaDOS v3.3a supposedly won't work with the "soft" OS.
> As
> stated, the RomOS is more compatible with software.
>
>
> ---
> Shawn Jefferson
> (fix reply to for email)

2030. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 04:49:47 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <xDm7e.955$c42.149@fe07.lga>
Source record: 11437

"Docrotcod" <rahbart@cox.net> wrote in message
news:XSl7e.24204$gs4.14183@okepread05...
| Well, i've got the hard os and have successfully created a d2 that boots.
| What is the correct procedure for creating the remaining partitions? Use
| the fdisk supplied by Mr atari and set each one up as d2 or is there a
| better way?
|
| Thomas
|
SNIP
Hi,
Use the program call myswap11.com and swap partition 2 and 3. Three will become D2: and 2 will become D3: and so forth until all partitions are formatted with 16D2.COM. Read the help file on the ATR you got at Mr. Atari's site.

RoyE

2031. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 05:15:43 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <qtur519u426j34ad8r3hjktobs83gqp609@4ax.com>
Source record: 11438

"Docrotcod" <rahbart@cox.net>:
>Well, i've got the hard os and have successfully created a d2 that boots.
>What is the correct procedure for creating the remaining partitions? Use
>the fdisk supplied by Mr atari and set each one up as d2 or is there a
>better way?

You can use my utilities:

http://www.jeffersonsauctioneering.com/atari/myide/

MyIDE Config is the program that allows you to create, delete and swap
partitons around. This is version 1.1 that has some bug fixes over version
1.0 found on Mr. Atari's webpage.

MyIDE Image Manager allows you to manage your disk images with 30 character
descriptions, categories, etc... Version 2.1 now allows double density
images to be detected automatically as well as some other enhancements.

Please let me know any problems you have or general feedback on the
programs themselves.

Shawn Jefferson
(fix reply to for email)

2032. Re: My IDE 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 05:44:33 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <3rn7e.24213$gs4.23030@okepread05>
Source record: 11439

Will do, and thanks!

Thomas

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:qtur519u426j34ad8r3hjktobs83gqp609@4ax.com...
> "Docrotcod" <rahbart@cox.net>:
>>Well, i've got the hard os and have successfully created a d2 that boots.
>>What is the correct procedure for creating the remaining partitions? Use
>>the fdisk supplied by Mr atari and set each one up as d2 or is there a
>>better way?
>
> You can use my utilities:
>
> http://www.jeffersonsauctioneering.com/atari/myide/
>
> MyIDE Config is the program that allows you to create, delete and swap
> partitons around. This is version 1.1 that has some bug fixes over
> version
> 1.0 found on Mr. Atari's webpage.
>
> MyIDE Image Manager allows you to manage your disk images with 30
> character
> descriptions, categories, etc... Version 2.1 now allows double density
> images to be detected automatically as well as some other enhancements.
>
> Please let me know any problems you have or general feedback on the
> programs themselves.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

2033. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 07:44:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504140029540.5276-100000@onyx.spiritone.com>
Source record: 11440
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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2034. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 07:54:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504140051260.5276-100000@onyx.spiritone.com>
Source record: 11441
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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2035. Re: looking for superdos 5.1 image for emulator use

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 11:19:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <425E51DD.8C530944@students.uni-mainz.de>
Source record: 11442

Nope,
afaik SuperDOS (like Turbo-DOS XL/XE) does not work on a 400 / 800 Atari, it requires an Atari XL/XE computer. Hmmm, this might be due to the ultraspeed routines it uses (I guess this is done by copying the OS ROM to RAM and changing the normal/slow SIO routines to ultraspeed then; copying the ROM to RAM most likely requires a 64k computer). This might also be due to routines the XL/XE OS has - thats the case with TurboDOS, the DOS itself does not use RAM under the OS but it uses some of the standard XL/XE OS routines which are not present in the 400 / 800 OS (or maybe at a different place)... -Andreas.

P.S.: Tried booting TurboDOS and Superdos on a XL computer with the Translator installed - it did not work, both DOSses crashed (stopped booting) after some sectors... and err, since the translator emulates an Atari 400 / 800 OS, I guess it is the same there...

2036. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 11:25:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <425E533C.83611B6D@students.uni-mainz.de>
Source record: 11443

Hello Russ (Gilbert),
could you be so nice and send me this doc. of spartaDOS 3.2 too ?!?
I have a german doc. of SpartaDOS, but it was written for old(er)
SpartaDOS 2.3 and I therefore guess there are quite some things missing
(or simply uncorrect for the 3.2 versions)... greetings and thanks -
Andreas.

2037. Re: looking for superdos 5.1 image for emulator use

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 13:47:51 UTC
From: stephensheppard@hotmail.com
Message-ID: <1113486471.022505.166820@f14g2000cwb.googlegroups.com>
Source record: 11444

Andreas Magenheimer wrote:
> Nope,
> afaik SuperDOS (like Turbo-DOS XL/XE) does not work on a 400 / 800
> Atari, it requires an Atari XL/XE computer. Hmmm, this might be due
to
> the ultraspeed routines it uses (I guess this is done by copying the
OS
> ROM to RAM and changing the normal/slow SIO routines to ultraspeed
then;
> copying the ROM to RAM most likely requires a 64k computer). This
might
> also be due to routines the XL/XE OS has - thats the case with
TurboDOS,
> the DOS itself does not use RAM under the OS but it uses some of the
> standard XL/XE OS routines which are not present in the 400 / 800 OS
(or
> maybe at a different place)... -Andreas.

As I stated earlier, SuperDOS works fine on my 800 as long as I'm using DOS APE. Well, I can at least perform high speed reads but not writes (because I don't have a registered copy). I can't do any testing beyond what I have done as I do not own any XF551 drives or other drives that support the higher transfer speeds.

> P.S.: Tried booting TurboDOS and Superdos on a XL computer with the
> Translator installed - it did not work, both DOSses crashed (stopped
> booting) after some sectors... and err, since the translator
emulates
> an Atari 400 / 800 OS, I guess it is the same there...

Yup, just like Atari800win Plus.

Steve Sheppard

2038. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 15:04:05 UTC
From: gary@tsnc.net
Message-ID: <1113490190.655327.269150@f14g2000cwb.googlegroups.com>
Source record: 11445

Russ Gilbert wrote:
> "Larry" <LLppwhite@MUNGEaol.com> wrote in message
> news:1113361052.124893.311760@g14g2000cwa.googlegroups.com...
> > I've seldom used SpartaDos (only SDX -- a little), but right now I
have
> > a project going that requires 3.x. I have the SD Construction Set
and
> > its print manual, but that only covers versions 1.x and 2.x. I
also
> > have the SDX manual, but the various versions of Sparta seem to
have
> > just enough differences in commands/usage/compatability that I am
> > "chasing my tail" -- or so it seems.
> >
> > Was there a manual (print or .doc file) that covers 3.x?
> >
> > Thanks,
> > Larry
> I think I sent a SpDOS 3.2d DOC to you, if your e-mail is what I
think it
> is.
> Russg

I would also appreciate a copy of the SD 3.2d manual via email. Thanks

2039. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 17:44:16 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <QZx7e.4852$bc2.1239@newssvr17.news.prodigy.com>
Source record: 11446

<gary@tsnc.net> wrote in message
SNIP
> > > Thanks,
> > > Larry
> > I think I sent a SpDOS 3.2d DOC to you, if your e-mail is what I
> think it
> > is.
> > Russg
>
>
> I would also appreciate a copy of the SD 3.2d manual via email. Thanks
I sent out I think to youse whose asked. I used to have these docs
on my web site, but my new ISP doesn't have a free website. I guess I could
hunt around for a free place to put the files. If I remember where I got
the docs for 3.2d, the person wanted to remain anonymous. I sent the
ASCII file. I also have two .ATRs that will print on one side of a page
and then you print the other side, I think this is for printing from a
real Atari.
Sorry I can't just give a URL any more.
Russg

2040. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-14 23:17:03 UTC
From: Slor <slor@comcast.net>
Message-ID: <1113520624.d3f27065c9c469435d12d4cdf8ef67de@teranews>
Source record: 11447

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in
news:QZx7e.4852$bc2.1239@newssvr17.news.prodigy.com:

> I sent out I think to youse whose asked. I used to have these docs
> on my web site, but my new ISP doesn't have a free website. I guess I
> could hunt around for a free place to put the files. If I remember
> where I got the docs for 3.2d, the person wanted to remain anonymous.
> I sent the ASCII file. I also have two .ATRs that will print on one
> side of a page and then you print the other side, I think this is for
> printing from a real Atari.
> Sorry I can't just give a URL any more.
> Russg
>

Hey Russ - I can give you a subdir off of SlorNet if you like. You're
always quite helpful around here, so I don't mind giving back a little...

--
Slor

2041. Re: SpartaDos 3.x Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-15 02:54:39 UTC
From: Slor <slor@comcast.net>
Message-ID: <1113533679.87b714ba568a952adaae88401560b4da@teranews>
Source record: 11448

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in news:9p07e.1040$XE.1017
@newssvr31.news.prodigy.com:

> I think I sent a SpDOS 3.2d DOC to you, if your e-mail is what I think it
> is.
> Russg
>

If anyone else wants this, you can grab it at
http://www.slor.net/a8/Spartdoc.zip

--
Slor

2042. Re: Atari BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-15 04:07:28 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0504142356240.2003@furyy1>
Source record: 11449

On Wed, 13 Apr 2005 at 02:40 -0000, cbc (Cabell) scribbled:
-> - he needs the equivalent of half duplex. the bbs echos all
->characters back to you.

This gets us back to the terminology of ye olde Atari days! I
love it! But seriously, some people may also know this as "echo
on" or "echo off" mode. Half-duplex means echo-off.

BTW, when I telnetted to "You"'s BBS it seemed like it was in
ANSI graphics. At any rate, text in different places was displayed
on my ANSI-capable terminal program in various colors, so that's
why I say it SEEMED like it was ANSI-compatible, altho there wasn't
much there yet.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

2043. Re: 5200 VCS adapter retrofit clarification ..

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 01:09:12 UTC
From: martians@sdf.lNoOnSePsAtMar.org
Message-ID: <d3pojo$92b$1@chessie.cirr.com>
Source record: 11450

Indeed going by the numbers and not the illustration proved to be the right path. And just for the record, I was able to compare my SBD with another 4port 5200 SBD and my revision had the swapped two components while the other board did not!

I actually caused a ground short on the jumper wire that runs from J1 pin 24 to L8 .. but only after I played for a couple of hours. It was when I put the RFI shielding back on. The edges are a bit sharp ;-) .. But anyway, it fortunately only blew the 5A 250V fuse inside the power adapter. I cracked it open (do Koreans use BAKE-O-LITE??) and replaced it and I was OK.. I've decided not to install the shielding..

--
martians@sdf.lonestar.org

2044. New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 01:49:37 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Sa_7e.4545$qO6.1819@okepread03>
Source record: 11451

Well, i've been playing around with it for several days now. Was able to create 4 16mb partitions and use the MyIDE SpartaDOS with them. Everything is working fine. I restored my HD images using sio2pc I had backed up from my mio/hard drive configuration. I used flashback with no problems.

Here's where i'm a bit confused. I tried to copy a group of files from partition 3 to partition 4 and it only copies 2 or 3 files. I go look in the source directory and it shows those couple of files, then garbage for the directory. If I just hit reset it displays it fine. If I use flashback to go partition to partition I get an error 165 after a couple of files. I also have a ramdisk. If I go source to ramdisk - no problems. Then if I go ramdisk - destination, no problems. Is there an issue copying multiple files between two partitions? I hope not.

My plan is to convert my Pro BBS to a MyIDE configuration and do away with the SCSI hd and mio.

Thomas

2045. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 02:52:28 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <5av061lj8pntrktogcs8r84pcqopn3lth1@4ax.com>
Source record: 11452

"Docrotcod" <rahbart@cox.net>:

>Here's where i'm a bit confused. I tried to copy a group of files from
>partition 3 to partition 4 and it only copies 2 or 3 files. I go look in
>the source directory and it shows those couple of files, then garbage for
>the directory. If I just hit reset it displays it fine. If I use flashback
>to go partition to partition I get an error 165 after a couple of files. I
>also have a ramdisk. If I go source to ramdisk - no problems. Then if I go
>ramdisk - destination, no problems. Is there an issue copying multiple
>files between two partitions? I hope not.

I had something like this happen to me once with one of my partitions. I
had to copy all the files back onto the partition. I will do a little
testing with my setup and see what happens.

What command are you using to copy? Just the copy command or another
utility? I've used Tom Hunt's RCOPY in the past.

Shawn Jefferson
(fix reply to for email)

2046. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 04:31:52 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1113625890@rtfm.mit.edu>
Source record: 11453
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2047. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 05:05:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <N218e.4562$qO6.3481@okepread03>
Source record: 11454

First I was simply using copy, then I tried flashback from ICD. It worked fine from .atr image to hard drive, and fine from hard drive to ramdisk, and ramdisk to hard drive. The problem surfaced when I went partition to partition.

Thomas

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message news:5av061lj8pntrktogcs8r84pcqopn3lth1@4ax.com...
> "Docrotcod" <rahbart@cox.net>:
>
>>Here's where i'm a bit confused. I tried to copy a group of files from
>>partition 3 to partition 4 and it only copies 2 or 3 files. I go look in
>>the source directory and it shows those couple of files, then garbage for
>>the directory. If I just hit reset it displays it fine. If I use
>>flashback
>>to go partition to partition I get an error 165 after a couple of files.
>>I
>>also have a ramdisk. If I go source to ramdisk - no problems. Then if I
>>go
>>ramdisk - destination, no problems. Is there an issue copying multiple
>>files between two partitions? I hope not.
>
> I had something like this happen to me once with one of my partitions. I
> had to copy all the files back onto the partition. I will do a little
> testing with my setup and see what happens.
>
> What command are you using to copy? Just the copy command or another
> utility? I've used Tom Hunt's RCOPY in the past.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

2048. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 12:40:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4261382acccaa0@comcast.net>
Source record: 11464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

>Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
>Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:
>
>http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!
>
>I cant read your mind, so fill out the survey so I can get to know you. It
>helps me figure out your Atari needs and Interests. Feel free to fill out
>the Atari Survey on my Contact Page! Goto my Link above. Thank You.
>
>Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

I filled out your survey. Not sure if it was sent or not.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2049. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 13:26:03 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <hcudne527drZj_zfRVn-jg@comcast.com>
Source record: 11455

```
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:d3qr8p$l1t$1@reader13.wxs.nl...
:
: "Docrotcod" <rahbart@cox.net> schreef in bericht
: news:Sa_7e.4545$qO6.1819@okepread03...
: > Well, i've been playing around with it for several days now. Was
able
: > to create 4 16mb partitions and use the MyIDE SpartaDOS with them.
: > Everything is working fine. I restored my HD images using sio2pc I had
: > backed up from my mio/hard drive configuration. I used flashback with
no
: > problems.
: >
: > Here's where i'm a bit confused. I tried to copy a group of files from
: > partition 3 to partition 4 and it only copies 2 or 3 files. I go look
in
: > the source directory and it shows those couple of files, then garbage
for
: > the directory. If I just hit reset it displays it fine. If I use
: > flashback to go partition to partition I get an error 165 after a couple
: > of files. I also have a ramdisk. If I go source to ramdisk - no
: > problems. Then if I go ramdisk - destination, no problems. Is there an
: > issue copying multiple files between two partitions? I hope not.
: >
: > My plan is to convert my Pro BBS to a MyIDE configuration and do away
with
: > the SCSI hd and mio.
:
:
: You have discovered the one and only f*cking bug in MyIDE system. I have
: tried to fix that one for hours and hours after debugging the myIDE os and
: analysing the whole myIDE routine step by step. After days I still did not
: found the problem. I have the feeling it is not possible to fix with the
: simple way myide routines are done. The destination files are filled with
: data from 'wrong' buffer locations. On small files most of the time an
: amount of hearts is filled in the destination files. So it is a buffer
: problem, and I think i think this is a compatibility problem. the DSTAT
flag
: handling is not very enhanced in the myide OS. The DOS (whatever Dos you
use
: doesn't matter, it goes wrong on all dosses) is confused after the copy
: operation, and that is why your 'source' directory is garbaged too. After
a
: boot the source directory is ok again.
```

:
: As long as you copy files from Myide PARTITIONS: Dx: to Dx: there are no
: problems (D1: to d1: from D2: to D2:) but as soon as you are copying files
: from Dx: to Dy: this problem occurs. When you are copying from SIO to
MyIDE
: there is no problem, and when you are copying from Ramdisk To MyIDE there
is
: also no problem.
:
: Unfortunately there are more problems with this 'bug'
:
: When you run an application from let's say D2: (Dy:) and you are using
this
: application, and you want to save your production (a large text file) and
: you save this on Dx:: (let's say D1:) it might go wrong as well, so you
have
: to say on Dy: (D2: in this case)
:
: So IF you decide to use MyIDE in combination with your PRO board, you are
: limited to only ONE partition.
:
: Marius

What you need to do is, buffer "D1:file" then copy this buffer to a second buffer and write this second buffer to "D2:file". This will prevent D1:'s buffer from being overwritten before D2: has received all of it. I had this problem in a database program I wrote in the 80's. Each drive/volume should have it's own buffer to prevent buffers from having incorrect data in them. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2050. Atari 410 Cassette Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 14:57:16 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <7JednY9tw6FTuvzfRVn-uQ@adelphia.com>
Source record: 11456

I have an Atari 410 cassette drive, and need to replace the rubber drive belts, as they have become loose with age and are slipping. Does anyone know the specs for or a source of usable replacements for these belts?

Thanks.

Jason Harmon

2051. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 15:02:37 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <jO98e.5184$qO6.3820@okepread03>
Source record: 11457

Has anyone spoken to Sjimen about this? This is a real bummer. I'm glad to know, at least, that it isn't anything i'm doing wrong or something like a bad hard disk.

Thomas

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:d3qr8p$l1t$1@reader13.wxs.nl...
>
> "Docrotcod" <rahbart@cox.net> schreef in bericht
> news:Sa_7e.4545$qO6.1819@okepread03...
>> Well, i've been playing around with it for several days now. Was able
>> to create 4 16mb partitions and use the MyIDE SpartaDOS with them.
>> Everything is working fine. I restored my HD images using sio2pc I had
>> backed up from my mio/hard drive configuration. I used flashback with no
>> problems.
>>
>> Here's where i'm a bit confused. I tried to copy a group of files from
>> partition 3 to partition 4 and it only copies 2 or 3 files. I go look in
>> the source directory and it shows those couple of files, then garbage for
>> the directory. If I just hit reset it displays it fine. If I use
>> flashback to go partition to partition I get an error 165 after a couple
>> of files. I also have a ramdisk. If I go source to ramdisk - no
>> problems. Then if I go ramdisk - destination, no problems. Is there an
>> issue copying multiple files between two partitions? I hope not.
>>
>> My plan is to convert my Pro BBS to a MyIDE configuration and do away
>> with the SCSI hd and mio.
>
>
> You have discovered the one and only f*cking bug in MyIDE system. I have
> tried to fix that one for hours and hours after debugging the myIDE os and
> analysing the whole myIDE routine step by step. After days I still did not
> found the problem. I have the feeling it is not possible to fix with the
> simple way myide routines are done. The destination files are filled with
> data from 'wrong' buffer locations. On small files most of the time an
> amount of hearts is filled in the destination files. So it is a buffer
> problem, and I think i think this is a compatibility problem. the DSTAT
> flag handling is not very enhanced in the myide OS. The DOS (whatever Dos
> you use doesn't matter, it goes wrong on all dosses) is confused after the
> copy operation, and that is why your 'source' directory is garbaged too.
> After a boot the source directory is ok again.
>
> As long as you copy files from Myide PARTITIONS: Dx: to Dx: there are no
> problems (D1: to d1: from D2: to D2:) but as soon as you are copying files

> from Dx: to Dy: this problem occurs. When you are copying from SIO to
> MyIDE there is no problem, and when you are copying from Ramdisk To MyIDE
> there is also no problem.
>
> Unfortunately there are more problems with this 'bug'
>
> When you run an application from let's say D2: (Dy:) and you are using
> this application, and you want to save your production (a large text file)
> and you save this on Dx:: (let's say D1:) it might go wrong as well, so
> you have to say on Dy: (D2: in this case)
>
> So IF you decide to use MyIDE in combination with your PRO board, you are
> limited to only ONE partition.
>
> Marius
>
>
>
>> Thomas
>>
>
>

2052. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 19:19:19 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <e7p261ts1dgihp9htkue7lo2f9m0ufpa21@4ax.com>
Source record: 11458

"Marius Diepenhorst" <grover25@zonnet.nl>:

>You have discovered the one and only f*cking bug in MyIDE system. I have
>tried to fix that one for hours and hours after debugging the myIDE os and
>analysing the whole myIDE routine step by step. After days I still did not
>found the problem. I have the feeling it is not possible to fix with the
>simple way myide routines are done. The destination files are filled with
>data from 'wrong' buffer locations. On small files most of the time an
>amount of hearts is filled in the destination files. So it is a buffer
>problem, and I think i think this is a compatibility problem. the DSTAT flag
>handling is not very enhanced in the myide OS. The DOS (whatever Dos you use
>doesn't matter, it goes wrong on all dosses) is confused after the copy
>operation, and that is why your 'source' directory is garbaged too. After a
>boot the source directory is ok again.

This is interesting. This is exactly what I've seen happen too.

>As long as you copy files from Myide PARTITIONS: Dx: to Dx: there are no
>problems (D1: to d1: from D2: to D2:) but as soon as you are copying files
>from Dx: to Dy: this problem occurs. When you are copying from SIO to MyIDE
>there is no problem, and when you are copying from Ramdisk To MyIDE there is
>also no problem.
>
>Unfortunately there are more problems with this 'bug'

Have you brought this to the attention of Mr. Atari?

Shawn Jefferson
(fix reply to for email)

2053. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 19:20:59 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <pap261porib1se4jpujupne0hs527cir17@4ax.com>
Source record: 11459

"Docrotcod" <rahbart@cox.net>:
>First I was simply using copy, then I tried flashback from ICD. It worked
>fine from .atr image to hard drive, and fine from hard drive to ramdisk, and
>ramdisk to hard drive. The problem surfaced when I went partition to
>partition.

I tested this out last night, and had the same problems that Marius
outlines. I tried both copy and rcopy. I had some success with XCOPY
though. I didn't do extensive testing with this.

Shawn Jefferson
(fix reply to for email)

2054. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 20:33:05 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <XBe8e.91517$wo1.34766@bignews6.bellsouth.net>
Source record: 11460

On the subject of ICD MIO's, I've a question.

I have a 1 Meg version MIO and it has a port on the same side as the
RS232 and is labeled VIDEO.

Does only the 1meg versions have this port?

I've never seen it on a 256K version before or do I have
a extra rare MIO?

phantomm@bellsouth.net

"Atari4ever" <atari8man2003@yahoo.com> wrote in message
news:1113118187.078011.66420@f14g2000cwb.googlegroups.com...
>
> Hey Guys,
>
> Here's a shot at a perfect working MIO? Now is the chance of a
> lifetime. I have put one up on ebay. I ran a BBS with 2 MIO's and
> a
> Blackbox in a network with the CSS Multi-plexer many years ago,
> Multi-line. I took the BBS down in 1999 Pro node (449)
>
> I dont have the room for a 3 computer Network so Im selling off some
> rare :) stuff.
>
> The MIO is the BEST interface to use with both Atos and BOSS-X
> the MIO has 256k (external ramdisk) RS232 and printer port and the
> best
> (FLOW CONTROLL) even better than the Blackbox with Len Spencer util,
> so running a BBS at 19.2 is a dream.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8184372438&rd=1
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8184374705&rd=1
>
> More rare stuff comming in a few days
> Good luck to the winning bidder
>

2055. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 20:36:14 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <2JCdnQF8Hc2l6vzfRVn-2g@comcast.com>
Source record: 11461

Shawn Jefferson wrote:
> "Docrotcod" <rahbart@cox.net>:
>
>>First I was simply using copy, then I tried flashback from ICD. It worked
>>fine from .atr image to hard drive, and fine from hard drive to ramdisk, and
>>ramdisk to hard drive. The problem surfaced when I went partition to
>>partition.
>
>
> I tested this out last night, and had the same problems that Marius
> outlines. I tried both copy and rcopy. I had some success with XCOPY
> though. I didn't do extensive testing with this.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

It appears that the problem effects sector copiers too. I have been
testing Stephen Sheppard's new sector copier with the MyIDE interface.
It works great for copying from ATR's to MyIDE partitions and I'd like
to thank Steve for the effort he has put in to this.

After reading this thread, I tried to do a copy from one MyIDE partition
to another. Since Steve's program displays the information it is
copying on the screen I was able to observe the following:

The program seemed to think that it was copying single density instead
of Double density sectors. Only 128 characters were displayed instead
of the 256 characters that were displayed when copying from ATR to MyIDE.

Also, of those 128 bytes, only the first 72 were changing, the remaining
bytes remained the same throughout the copy process.

2056. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 20:38:04 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <GGe8e.91518$wo1.23455@bignews6.bellsouth.net>
Source record: 11462

Also, can some one fill me in on Atos and BOSS-X?

I'm setting up alot of my Atari stuff and plan on using my
MIO for a BBS. I have BBS EXpress, Not sure what
Atos and BOSS-X are.

And I need a SDX cart if someone has a extra for sale or
trade.

phantomm@bellsouth.net

"Atari4ever" <atari8man2003@yahoo.com> wrote in message
news:1113118187.078011.66420@f14g2000cwb.googlegroups.com...
>
> Hey Guys,
>
> Here's a shot at a perfect working MIO? Now is the chance of a
> lifetime. I have put one up on ebay. I ran a BBS with 2 MIO's and
> a
> Blackbox in a network with the CSS Multi-plexer many years ago,
> Multi-line. I took the BBS down in 1999 Pro node (449)
>
> I dont have the room for a 3 computer Network so Im selling off some
> rare :) stuff.
>
> The MIO is the BEST interface to use with both Atos and BOSS-X
> the MIO has 256k (external ramdisk) RS232 and printer port and the
> best
> (FLOW CONTROLL) even better than the Blackbox with Len Spencer util,
> so running a BBS at 19.2 is a dream.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8184372438&rd=1
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1250&item=8184374705&rd=1
>
> More rare stuff comming in a few days
> Good luck to the winning bidder
>

2057. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 20:45:44 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <3au261t1f2ojch85nkvtafjoc4r83lsjgv@4ax.com>
Source record: 11463

"Phantom" <phantomm@bellsouth.net>:
>
>Also, can some one fill me in on Atos and BOSS-X?

These are GUI systems. BOSS-X is written in Turbo BASIC and works with
MyDOS. ATOS works with SpartaDOS (and is faster IMO, but less colorful.)

Shawn Jefferson
(fix reply to for email)

2058. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 22:23:13 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1113690193.293824.89330@z14g2000cwz.googlegroups.com>
Source record: 11465

Docrotcod wrote:
snip...
> I tried to copy a group of files from
> partition 3 to partition 4 and it only copies 2 or 3 files. I go
look in
> the source directory and it shows those couple of files, then garbage
for
> the directory. If I just hit reset it displays it fine. If I use
flashback
> to go partition to partition I get an error 165 after a couple of
files. snip...

Just out of curiosity, are you using the internal or external version
of MyIDE?
I would be willing to bet -- external/cartridge. Has anyone using the
internal/hard-wired version seen this same problem?
-Larry

2059. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 22:37:14 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <wsg8e.6168$qO6.4131@okepread03>
Source record: 11466

Yes it is the external/cartridge version.

Thomas

"Larry" <LLppwhite@aol.com> wrote in message
news:1113690193.293824.89330@z14g2000cwz.googlegroups.com...
> Docrotcod wrote:
> snip...
>> I tried to copy a group of files from
>> partition 3 to partition 4 and it only copies 2 or 3 files. I go
> look in
>> the source directory and it shows those couple of files, then garbage
> for
>> the directory. If I just hit reset it displays it fine. If I use
> flashback
>> to go partition to partition I get an error 165 after a couple of
> files. snip...
>
> Just out of curiosity, are you using the internal or external version
> of MyIDE?
> I would be willing to bet -- external/cartridge. Has anyone using the
> internal/hard-wired version seen this same problem?
> -Larry
>

2060. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-16 22:47:43 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <kCg8e.6169$qO6.3360@okepread03>
Source record: 11467

If I can get the files successfully written to the partitions by means of SIO 2 PC and Ramdisk, can I not go ahead and run the Pro BBS? I mean, there isn't alot of copying of one file to another partition happening is there?

Thomas

P.S. I guess I could just use my SCSI drive and the MIO. Does the MyIDE function as fast as a SCSI/MIO setup?

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:d3qr8p$l1t$1@reader13.wxs.nl...
>
> "Docrotcod" <rahbart@cox.net> schreef in bericht
> news:Sa_7e.4545$qO6.1819@okepread03...
>> Well, i've been playing around with it for several days now. Was able
>> to create 4 16mb partitions and use the MyIDE SpartaDOS with them.
>> Everything is working fine. I restored my HD images using sio2pc I had
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>> the source directory and it shows those couple of files, then garbage for
>> the directory. If I just hit reset it displays it fine. If I use
>> flashback to go partition to partition I get an error 165 after a couple
>> of files. I also have a ramdisk. If I go source to ramdisk - no
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>> issue copying multiple files between two partitions? I hope not.
>>
>> My plan is to convert my Pro BBS to a MyIDE configuration and do away
>> with the SCSI hd and mio.
>
>
> You have discovered the one and only f*cking bug in MyIDE system. I have
> tried to fix that one for hours and hours after debugging the myIDE os and
> analysing the whole myIDE routine step by step. After days I still did not
> found the problem. I have the feeling it is not possible to fix with the
> simple way myide routines are done. The destination files are filled with
> data from 'wrong' buffer locations. On small files most of the time an
> amount of hearts is filled in the destination files. So it is a buffer
> problem, and I think i think this is a compatibility problem. the DSTAT
> flag handling is not very enhanced in the myide OS. The DOS (whatever Dos
> you use doesn't matter, it goes wrong on all dosses) is confused after the
> copy operation, and that is why your 'source' directory is garbaged too.
> After a boot the source directory is ok again.

>
> As long as you copy files from Myide PARTITIONS: Dx: to Dx: there are no
> problems (D1: to d1: from D2: to D2:) but as soon as you are copying files
> from Dx: to Dy: this problem occurs. When you are copying from SIO to
> MyIDE there is no problem, and when you are copying from Ramdisk To MyIDE
> there is also no problem.
>
> Unfortunately there are more problems with this 'bug'
>
> When you run an application from let's say D2: (Dy:) and you are using
> this application, and you want to save your production (a large text file)
> and you save this on Dx:: (let's say D1:) it might go wrong as well, so
> you have to say on Dy: (D2: in this case)
>
> So IF you decide to use MyIDE in combination with your PRO board, you are
> limited to only ONE partition.
>
> Marius
>
>
>
>> Thomas
>>
>
>

2061. resolve tool

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 04:12:46 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1163ohua8l0hka9@corp.supernews.com>
Source record: 11468

Is there a tool for atari 8-bit to resolve IP addresses from the name
of the site (forgive me for not knowing the correct terminology).

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

2062. Re: resolve tool

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 04:48:00 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <s4SdnRuBxMnRd_zfRVn-3A@comcast.com>
Source record: 11469

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:1163ohua8l0hka9@corp.supernews.com...

: Is there a tool for atari 8-bit to resolve IP addresses from the name
: of the site (forgive me for not knowing the correct terminology).

Sure, but it runs on a PC, it's called "Ping". :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2063. Re: resolve tool

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 05:05:04 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1163rk0k36v6o8c@corp.supernews.com>
Source record: 11470

```
On 17 Apr 2005 00:48:00 , "Bill Garber" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>news:1163ohua8l0hka9@corp.supernews.com...
>
>: Is there a tool for atari 8-bit to resolve IP addresses from the name
>: of the site (forgive me for not knowing the correct terminology).
>
>Sure, but it runs on a PC, it's called "Ping". :o)
>
>Apple II Forever, Apple II Together
>Bill @ GarberStreet Enterprizez
>-------------------------------------------
>Web Site - http://garberstreet.netfirms.com
>HOME OF THE RAM-4-GS
>-------------------------------------------
>Email - willy46pa@comcast.net
>-------------------------------------------
>
>
>.
Yes, of course, I have PING and RESOLVE available on my other PCs
(Falcon and STe) ;-) but how about my 8-bit PC :-)

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

2064. Re: resolve tool

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 06:38:55 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <x-ydnQURLsXamf_fRVn-ig@comcast.com>
Source record: 11471

```
"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:1163rk0k36v6o8c@corp.supernews.com...
: On 17 Apr 2005 00:48:00 , "Bill Garber" wrote:
: >
: >"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
: >news:1163ohua8l0hka9@corp.supernews.com...
: >
: >: Is there a tool for atari 8-bit to resolve IP addresses from the name
: >: of the site (forgive me for not knowing the correct terminology).
: >
: >Sure, but it runs on a PC, it's called "Ping". :o)
: >
: >Apple II Forever, Apple II Together
: >Bill @ GarberStreet Enterprizez
: >-------------------------------------------
: >Web Site - http://garberstreet.netfirms.com
: >HOME OF THE RAM-4-GS
: >-------------------------------------------
: >Email - willy46pa@comcast.net
: >-------------------------------------------
: >
: >
: >.
: Yes, of course, I have PING and RESOLVE available on my other PCs
: (Falcon and STe) ;-) but how about my 8-bit PC :-)

None that I know of, Joseph. And, I don't see anyone else
chiming in so far. Let's see what happens between now and
Monday afternoon. Weekends are not for computing, weekends
are made for Michelob, don't ya know. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
```

2065. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 06:47:14 UTC
From: damage_x@hotmail.com
Message-ID: <1113720434.750889.33060@z14g2000cwz.googlegroups.com>
Source record: 11472

Larry wrote:
>
> Just out of curiosity, are you using the internal or external version
> of MyIDE?
> I would be willing to bet -- external/cartridge. Has anyone using
the
> internal/hard-wired version seen this same problem?
> -Larry

Yes, this problem (just as previously described) exists with my
internal ($D100) version also.

2066. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 06:56:36 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GMn8e.6645$qO6.3549@okepread03>
Source record: 11473

I have forwarded a copy of my original post to Sijmen. Hopefully he might have some way of correcting this. I didn't realize all of you had this same problem. Thought i'd be alone on this one for sure.

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message news:Sa_7e.4545$qO6.1819@okepread03...
> Well, i've been playing around with it for several days now. Was able
> to create 4 16mb partitions and use the MyIDE SpartaDOS with them.
> Everything is working fine. I restored my HD images using sio2pc I had
> backed up from my mio/hard drive configuration. I used flashback with no
> problems.
>
> Here's where i'm a bit confused. I tried to copy a group of files from
> partition 3 to partition 4 and it only copies 2 or 3 files. I go look in
> the source directory and it shows those couple of files, then garbage for
> the directory. If I just hit reset it displays it fine. If I use
> flashback to go partition to partition I get an error 165 after a couple
> of files. I also have a ramdisk. If I go source to ramdisk - no
> problems. Then if I go ramdisk - destination, no problems. Is there an
> issue copying multiple files between two partitions? I hope not.
>
> My plan is to convert my Pro BBS to a MyIDE configuration and do away with
> the SCSI hd and mio.
>
> Thomas
>

2067. XL RETRO

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 15:59:22 UTC
From: mega-hz <mega-hz@t-online.de>
Message-ID: <d3u10hqvb04$1@news.t-online.com>
Source record: 11474

Hallo,

ich bin dabei, einen ATARI 800XL neu zu bauen und suche noch Anregungen oder Tips, um dieses Projekt auch fi¿½r andere Interessant zu machen!

Folgendes ist geplant:

1. 19" 2HE Standart-Industrie Gehi¿½use mit Backplane und Einschi¿½ben
2. 2 ATARI 1050 Folppy-Nachbauten mit integrierter Speedy1050
3. AD/DA-Wandler Karte
4. umschaltbarer CPU-Karte (ATARI-CPU, 65C02 + 65C816)
5. 64KB Arbeitsspeicher + 256KB RAMDisk als SRAM (RAMDISK Batteriegepuffert)
6. Bustreiber fi¿½r Adress-/Datenleitungen
7. Grafikkarte mit originalem ANTIC/GTIA
8. OS-Karte mit jede Menge EPROM-Pli¿½tzen
9. Cardridge-Karte mit jede Menge EPROM-Pli¿½tzen
10. PC-Keyboard Interface
11. Schaltnetzteil
12. RS232 mit MAX232/202
13. neue erweiterte MMU mit GALS
14. LCD Punktmatrix-Display 128x128
15. 16K BiboMon (Compy-Shop)
16. Centronics-Schnittstelle

Zuerst ne Umfrage wegen der Backplane:

Was wi¿½rdet Ihr nehmen? VME,ISA oder komplett eigene entwickeln?

Wi¿½rde mich i¿½ber Anregungen sehr freuen,

mfg,
Wolfram.

2068. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 20:04:35 UTC
From: Atari4ever <atari8man2003@yahoo.com>
Message-ID: <1113768275.301871.202260@l41g2000cwc.googlegroups.com>
Source record: 11475

I have had a MIO (256k) that had the Video port, funny at on the inside
of the MIO it was connected to nothing. That unit was sold to a sysop
in NY in the early 90's

How long have you had the MIO?

2069. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-17 20:11:34 UTC
From: Atari4ever <atari8man2003@yahoo.com>
Message-ID: <1113768694.609650.140190@o13g2000cwo.googlegroups.com>
Source record: 11476

Hi Phantom,

BOSS X uses a system drive ie Ramdisk is better, so the external ramdisk in the MIO is great! Boss x loads fast from there.

You need to get BBS Express PRO! it has all the Kool stuff, like ansi/cgs/ and others. Also use Len Spencers Hyperspeed rs232 handler, it give the MIO the BEST flow controll ever!

I have just sold 1 of my MIO on ebay, I have 1 256k and a Black Box still.

2070. FS: Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 00:25:53 UTC
From: Dennis Drew <deny1@aol.com>
Message-ID: <4262fff5$1_1@127.0.0.1>
Source record: 11477

I have a extra Mac/65 cart (orange cart, cart only) if interested shoot me
an offer at
dennis@fndcollectables.com

-----== Posted via Newsfeeds.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeeds.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= East/West-Coast Server Farms - Total Privacy via Encryption =---

2071. MIO Tech Help

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 03:13:38 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <CBF8e.6984$qO6.2400@okepread03>
Source record: 11478

Well i've about had it with problems this week... I used this MIO and SCSI hard drive about a year ago. It had a bad sector or two so I reformatted it and reloaded the software, then put it away.

I took it all out and hooked it up. The MIO can't detect the boot sector apparently. It can't save the configuration or read it. I had an extra SCSI hard drive but I am not sure of it's history as I got it off of Ebay. So then I boot off my SDX cart and swap the hard drive to D2. Now when I try to access D2 it says bad sector. I think the hard drive just crashed.

I did hook up the SCSI cable backwards, but i've done that a dozen times over the years with no problem. Any way to tell? I would rather the hard drive be bad than the MIO.

Thomas

2072. Re: MIO Tech Help

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 04:19:25 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <izG8e.6990$qO6.4607@okepread03>
Source record: 11479

Update, it was a bad hard drive. I have one question regarding
partitioning. I know on the MIO you are supposed to add +1 to the ending
sector. Do you have to do this on the last partition as well?

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:CBF8e.6984$qO6.2400@okepread03...
> Well i've about had it with problems this week... I used this MIO and
> SCSI hard drive about a year ago. It had a bad sector or two so I
> reformatted it and reloaded the software, then put it away.
>
> I took it all out and hooked it up. The MIO can't detect the boot sector
> apparently. It can't save the configuration or read it. I had an extra
> SCSI hard drive but I am not sure of it's history as I got it off of Ebay.
> So then I boot off my SDX cart and swap the hard drive to D2. Now when I
> try to access D2 it says bad sector. I think the hard drive just crashed.
>
> I did hook up the SCSI cable backwards, but i've done that a dozen times
> over the years with no problem. Any way to tell? I would rather the hard
> drive be bad than the MIO.
>
> Thomas
>

2073. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 05:15:00 UTC
From: yukerumi <unifer@hotmail.com>
Message-ID: <42634257_1@nova.entelchile.net>
Source record: 11488

> There is a possibility of combining the MyIDE OS and the APE 3X routines
> from Steve Tucker's APE WarpOS since the MyIDE OS doesn't touch the
> Alternate character set. That's something that may be done in the future.

do you have ape 3x?

2074. 1200XL Power Supply Section

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 12:15:20 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1113826520.391988.64120@f14g2000cwb.googlegroups.com>
Source record: 11480

I've never had a 1200XL before, but IIRC it uses a regular 9VAC power adapter. Is there any +12VDC inside, or is this a single conversion to +5VDC?
-Larry

2075. Re: Atari 410 Cassette Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 12:26:07 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1113827167.803210.11290@o13g2000cwo.googlegroups.com>
Source record: 11481

Jason Harmon wrote:
> I have an Atari 410 cassette drive, and need to replace the rubber
drive
> belts, as they have become loose with age and are slipping. Does
anyone
> know the specs for or a source of usable replacements for these
belts?

Best Electronics lists these on page 139 of their most recent (print)
catalog. http://www.best-electronics-ca.com/

-Larry

2076. More UDS10 questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 14:58:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.18.14.58.39.456929@charter.net>
Source record: 11482

Hi everyone. I'm slowly coming to grips with the UDS10. With help from Marius, I'm learning. Thanks to Lantronix, I was able to use my Linux box to update via tftp to the latest firmware (No Windows needed - Yea!).

I'm still trying to get how and what the UDS10 is doing sorted in my mind though.

I opened up my Dlink hardware router so that the IP address assigned to the UDS10 is accessible from the Internet. At least I'm assuming it is. A sysadmin friend of mine let me into a subnet of his, where I then was able to telnet, using my wan IP address, into the UDS10s config setup. I could not just telnet into it though, even using the standard port, 23, which is what the UDS10 is supposed to be using. Should I be able to telnet into port 23 from the Net, even though no serial cable or Atari is attached to it? Its just hooked via rj45 cat 5 cable into the LAN right now.

What I get is "connection refused".

Thanks.

2077. Re: Atari 410 Cassette Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 15:33:15 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <8-OdndeJS73ZTv7fRVn-oA@adelphia.com>
Source record: 11483

Thanks,

I'll give them a call.

-Jason

"Larry" <LLppwhite@aol.com> wrote in message
news:1113827167.803210.11290@o13g2000cwo.googlegroups.com...
>
> Jason Harmon wrote:
>> I have an Atari 410 cassette drive, and need to replace the rubber
> drive
>> belts, as they have become loose with age and are slipping. Does
> anyone
>> know the specs for or a source of usable replacements for these
> belts?
>
> Best Electronics lists these on page 139 of their most recent (print)
> catalog. http://www.best-electronics-ca.com/
>
> -Larry
>

2078. Re: [QUEST] your 10 favourite atari 8 bits games ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 17:00:38 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <2d80611kvqj0h1h4e2opf9bn1r9ojrv3ku@4ax.com>
Source record: 11484

Again tnx very much to everyone who have participed to this quest !
Now I've to ty a lot of "new" games :o)

T0M

2079. Re: 1200XL Power Supply Section

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 18:01:19 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <PBS8e.84$fw2.57@newssvr33.news.prodigy.com>
Source record: 11485

Larry wrote:
> I've never had a 1200XL before, but IIRC it uses a regular 9VAC power
> adapter. Is there any +12VDC inside, or is this a single conversion to
> +5VDC?
> -Larry

There are two 5v+ regulators inside the 1200XL. Half the components
draw off one, half off the other.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2080. Re: XL RETRO

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 19:36:37 UTC
From: damage_x@hotmail.com
Message-ID: <1113852997.092720.65550@z14g2000cwz.googlegroups.com>
Source record: 11486

sounds interesting but I am not sure I understand... are you making an
Atari system on cards that plug into a backplane?

2081. Re: AMDEK Amdisk III Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-18 22:08:05 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <wbydnVLD0LFbsvnfRVn-hQ@comcast.com>
Source record: 11487

Rory McMahon wrote:
> JR,
>
> Just got the manual upstairs, and think it might be easier to
> photocopy and mail it to you. I started to scan it in and its about
> 6mb per page. Its 36 pages.
>
> Rory

Thanks Rory,

I sent you an email, but I don't know if you got it. If not let me know.

Thanks,

JR

2082. ANTIC Magazine 7th Anniversary issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-19 04:14:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <1113884049.e2a906f23dd718731239754565c7f383@teranews>
Source record: 11489

Anyone looking for this to add to a collection? May 1989 (volume 8, number 1). It was included in some stuff I got ahold of a while back, and I'm just not much for hanging onto the magazines. If anyone wants it, give me a yell.

It does not have the bonus disk, but the mail-in card is still attached in case anyone would like to subscribe. :)

--
Slor

2083. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-19 05:07:58 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <ee49611o8dpe5gmt69cegejnnfff1dldk6@4ax.com>
Source record: 11490

"yukerumi" <unifer@hotmail.com>:
>> There is a possibility of combining the MyIDE OS and the APE 3X routines
>> from Steve Tucker's APE WarpOS since the MyIDE OS doesn't touch the
>> Alternate character set. That's something that may be done in the future.
>
>do you have ape 3x?

Yes. I bought the excellent 32-in-1 OS upgrade that Steve Tucker sells.

http://www.atarimax.com/

Shawn Jefferson
(fix reply to for email)

2084. FA (ebay.nl) : ATARI 800 XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-19 08:51:37 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0504190051.2bbf76de@posting.google.com>
Source record: 11491

Take a look at these auctions, ending in less than 24 hours :

http://games.listings.ebay.nl/Retro-spelcomputers_Atari_W0QQfromZR4QQsacatZ8090QQsocmdZListingItemList

These games are new and boxed XEGS carts, I can ship worldwide and
accept paypal.

Thimo

2085. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-19 10:45:55 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1113907555.860021.138870@o13g2000cwo.googlegroups.com>
Source record: 11492

Hi Guys,

Thanks for the forum. I'm aware about this problem.
Like Marius, I can not find a problem with the MyIDE-code.
So why this problem occures is a complete mistery for me.
But it must be something to do with the constant partition
change during Dx: to Dy: copy.

The problem is only in version 3.x MyIDE. All previous
versions didn't had this bug... but many others ;-)

Currently I'm extremely busy with the 'MyIDE + 1Mb flash'
project I'm doing with Steven Tucker. My input is in
creating a MyIDE-OS that loads with the flash-rom and
can be used in Stevens software to create flash-images.

The current version MyIDE-3.2F looks better then the 3.1
But since the partition-code is't changed (yet) the bug
will be propably present here too. I'll check and come
back later about this.

Anyhow. As soon as I'm finished with this project, I'm
going to solve this stupid bug. I promise.

Kind regards,
Sijmen (mr.Atari)

2086. Re: More UDS10 questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-19 17:21:11 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.19.17.21.11.52442@charter.net>
Source record: 11493

Okay, using:

"telnet 24.177.21.201"
"telnet 24.177.21.201 23"

results in telnet: Unable to connect to remote host: Connection refused

while this:

"telnet 24.177.21.201 9999"

works, allowing me into the config setup for the UDS10.

Can someone please list the possible reasons/settings that would allow me
to access port 9999 from my ip address but nothing else?

Thanks.

2087. New Dutch Atari 8-bit site

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-19 18:53:48 UTC
From: fred.meijer@zonnet.nl
Message-ID: <14939951.0504191053.244362c3@posting.google.com>
Source record: 11494

Hi Atarians,

From 1990 until 1996 Stichting Pokey (the Pokey foundation) was the only Atari 8-bit support group in Holland. We have published over 65 magazines in Dutch. Besides the Dutch issues we have also published 3 English magazines with 'the best of' articles. In collaboration with ANG Software we have also published 7 Mega Magazines, the European disk-magazine with a twist.

Now, almost 10 years later, we have created a website to publish all magazines on the net. You can download every magazine as ATR file or read the magazines online.

At this moment all English magazines are online, we are now very busy to publish all 67 DUtch language magazines.

If you want to know how the Dutch (and European) scene looked like those days, please take a look at www.pokey.nl or www.stichtingpokey.com.

Hope you'll like it!

Regards,
Fred

2088. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-20 08:32:08 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1113985928.056568.279220@f14g2000cwb.googlegroups.com>
Source record: 11495

I checked the bug with MyIDE-3.2F, I find the same problem. Strange is,
that if you try to copy files from Dx: to Dy: a couple of times, the
bug comes at exactly the same point or file each time.....
But then if you copy file by file, there is no problem.

I also did option 'J' in MyDOS (duplicate disk) from partition Dx: to
Dy: That goes without problem!

Again: It's a strange bug. I will have a look at it.
>>>>I hope it's not a Atari-OS bug<<<<

2089. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-20 13:59:48 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <pft9e.2213$MY5.1939@okepread03>
Source record: 11496

Well being an I.T. guy it makes me feel better that you can duplicate the problem. In the meantime i'm using my MIO and SCSI system until the bug is resolved. Hopefully this old 21 MB Seagate will hold up. ;)

Thomas

"mr-atari" <sijmen@mr-atari.com> wrote in message news:1113985928.056568.279220@f14g2000cwb.googlegroups.com...
>I checked the bug with MyIDE-3.2F, I find the same problem. Strange is,
> that if you try to copy files from Dx: to Dy: a couple of times, the
> bug comes at exactly the same point or file each time.....
> But then if you copy file by file, there is no problem.
>
> I also did option 'J' in MyDOS (duplicate disk) from partition Dx: to
> Dy: That goes without problem!
>
> Again: It's a strange bug. I will have a look at it.
>>>>>I hope it's not a Atari-OS bug<<<<
>

2090. Still wanted: Gyruss cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-20 16:46:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <1114015575.86495e41d92c497999393daf2bf53b64@teranews>
Source record: 11497

I'm still looking for a Gyruss cart for my 8-bit. If you have one you're looking to sell or trade, please let me know how much you want or anything you're interested in for trade. I couldn't care less about docs and packaging - as long as the cart is in godo condition.

Thanks

--
Slor

2091. Re: XL RETRO

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-20 20:22:42 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <mSy9e.4461$c24.738@attbi_s72>
Source record: 11348

mega-hz wrote:
> yes, thaï¿½ts right!
> I decidet to use those VG-Connectors cause they give safe contact to the
> backplane, like vme-bus...
> Planned is also the FULLY comaptible to 400/800 (with 4 Joyports),
> 800XL,130XE and 1200XL!
>
> <damage_x@hotmail.com> schrieb im Newsbeitrag
> news:1113852997.092720.65550@z14g2000cwz.googlegroups.com...
>
>>sounds interesting but I am not sure I understand... are you making an
>>Atari system on cards that plug into a backplane?
>>
>
>
>

This with FPGA? Discrete parts? Going to be sold or you going to relase
the digrams...

Sorry i dont read the native language .....

2092. Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-20 23:23:30 UTC
From: Mathy Van Nisselroy <mathy@mathyvannisselroy.nl>
Message-ID: <mathy-83F920.01233021042005@azure.qinip.net>
Source record: 11349

Howdy folks

I managed to connect my Imac to the internet via a router modem. I wanna do the same with an old Pentium (probably Pentium one, because it's 200 MHz) that runs Windows 95. It has a browser and email utility, so it was able to surf the net and exchange mail back when it was used as an office computer. But I keep hearing I can not connect it to the internet easily. On the other hand, it was used in a big office (my Dad worked for the city) and there is no way that they connected all them computers to the internet via a modem.

Could you please help me folks?
My Dad doesn't want to buy a new computer or to get used a new version of Windows.

CU Mathy

2093. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 01:15:43 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Dt6dnfcs3v9cY_vfRVn-hQ@comcast.com>
Source record: 11350

slightly off topic i suppose.

It wouldn't be difficult to get the PC onto the internet.
Either modem and dial-up internet access or network card and dls/cable
internet access.
You'd have to have the windows 95 CD.
And I suppose you'd download the latest internet explorer version that'd run
given the specs of the win95 machine.

But the real config depends on which route you go - - - dial-up or
cable/dsl.

Let me know.

-z-

"Mathy Van Nisselroy" <mathy@mathyvannisselroy.nl> wrote in message
news:mathy-83F920.01233021042005@azure.qinip.net...
> Howdy folks
>
> I managed to connect my Imac to the internet via a router modem. I
> wanna do the same with an old Pentium (probably Pentium one, because
> it's 200 MHz) that runs Windows 95. It has a browser and email utility,
> so it was able to surf the net and exchange mail back when it was used
> as an office computer. But I keep hearing I can not connect it to the
> internet easily. On the other hand, it was used in a big office (my Dad
> worked for the city) and there is no way that they connected all them
> computers to the internet via a modem.
>
> Could you please help me folks?
> My Dad doesn't want to buy a new computer or to get used a new version
> of Windows.
>
> CU Mathy

2094. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 02:28:46 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ov2dnXN81YY-kvrfRVn-vw@comcast.com>
Source record: 11351

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:Dt6dnfcs3v9cY_vfRVn-hQ@comcast.com...
: slightly off topic i suppose.
:
: It wouldn't be difficult to get the PC onto the internet.
: Either modem and dial-up internet access or network card and dls/cable
: internet access.
: You'd have to have the windows 95 CD.
: And I suppose you'd download the latest internet explorer version that'd
run
: given the specs of the win95 machine.
:
: But the real config depends on which route you go - - - dial-up or
: cable/dsl.
:
: Let me know.

He is going through a router, one internet connection to the router and
everything else connects to the router. What you need to connect with Win95
is the WIN-NT extensions available from Microsoft.com. Go to
www.microsoft.com
and download the latest NT extensions, install them and configure the NIC
card
to TCP/IP and Netbeui. That should get you connected.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2095. Daivds Midnight Magic

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 10:02:52 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <HTK9e.7538$SL4.169764@news4.e.nsc.no>
Source record: 11352

I seem to remember having this game in colour on a PAL machine before. Is there two different versions? I have the artefacting US version, which is Black and White on PAL. Same for Hard Hat Mac? Anywhere to get a hold of these or were they just mods on the originals?

Thanks

2096. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 10:08:30 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1114078110.633896.182150@l41g2000cwc.googlegroups.com>
Source record: 11353

Ok, this is interresting. Can you give me a file-size were it goes
wrong?

2097. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 11:28:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504210425110.426-100000@onyx.spiritone.com>
Source record: 11354
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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2098. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 11:34:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504210431280.426-100000@onyx.spiritone.com>
Source record: 11355
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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2099. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 13:28:16 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <W5udnWoWTMHsN_rfRVn-tw@comcast.com>
Source record: 11356

that's pretty much it! similar to win98 and really not *too* different from
2000/xp (depending on how many drinks you've had).

it's all about tcp/ip. tcp/ip and ball-bearings.

why you'd keep NetBeui is beyond me. In fact, I just had to take a pill to
relax when I read that.
NetBeui a horrible beast that microsoft unleashed, and has subsequently made
obsolete.
but hey, this is the forum for obsolete isn't it? Let's get back to talking
atari, the 80s, and how much I hated the millipede track ball.

-z-

(the certified microsoft engineer & network engineer.....oh, and president
of the galaxy.)

bon chance

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:ov2dnXN81YY-kvrfRVn-vw@comcast.com...
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:Dt6dnfcs3v9cY_vfRVn-hQ@comcast.com...
> : slightly off topic i suppose.
> :
> : It wouldn't be difficult to get the PC onto the internet.
> : Either modem and dial-up internet access or network card and dls/cable
> : internet access.
> : You'd have to have the windows 95 CD.
> : And I suppose you'd download the latest internet explorer version that'd
> run
> : given the specs of the win95 machine.
> :
> : But the real config depends on which route you go - - - dial-up or
> : cable/dsl.
> :
> : Let me know.
>
> He is going through a router, one internet connection to the router and
> everything else connects to the router. What you need to connect with
Win95
> is the WIN-NT extensions available from Microsoft.com. Go to
> www.microsoft.com
> and download the latest NT extensions, install them and configure the NIC
> card

> to TCP/IP and Netbeui. That should get you connected.
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
>
>

2100. Express Pro! and UDS-10

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 15:22:55 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <kzP9e.26565$gs4.7129@okepread05>
Source record: 11357

Well i've just about finished restoring my original BBS from the 80's with intact messages, userlog, etc. I have the Express Pro! 70A build and have it up and running. I have configured my UDS-10 per Steve Carden's specs. I can initiate a connection to the UDS-10 but just get a blank screen. Doesn't seem like the Atari sees the connection. Does anyone (Marius) have any ideas of what to look for? I haven't upgraded ALL of the .cmd files yet except for the waitcall cmds. I plan on doing that tonight.

Thomas

2101. Re: Express Pro! and UDS-10

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 19:10:27 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.21.19.10.27.895999@charter.net>
Source record: 11358

On Thu, 21 Apr 2005 10:22:55 -0500, Docrotcod wrote:

> Well i've just about finished restoring my original BBS from the 80's
> with intact messages, userlog, etc. I have the Express Pro! 70A build and
> have it up and running. I have configured my UDS-10 per Steve Carden's
> specs. I can initiate a connection to the UDS-10 but just get a blank
> screen. Doesn't seem like the Atari sees the connection. Does anyone
> (Marius) have any ideas of what to look for? I haven't upgraded ALL of the
> .cmd files yet except for the waitcall cmds. I plan on doing that tonight.
>
> Thomas

Hi Thomas. I can't help you with your problem (sorry) but could you send
me or post Steve Cardens's specs for the UDS10? I'd love to see those.
Thanks!

2102. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 19:56:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <FzT9e.15721$m31.145582@typhoon.sonic.net>
Source record: 11359

Mathy Van Nisselroy <mathy@mathyvannisselroy.nl> wrote:
> Could you please help me folks?
> My Dad doesn't want to buy a new computer or to get used a new version
> of Windows.

Do you / does he need Windows, specifically? (i.e., for some application
that ONLY runs on Windows?) Or simply to get on the web and do email
and other tasks?

If the latter, might I evangelize Linux? :^) I've heard great things
about Ubuntu (though I'd personally go for the Kubuntu flavor, as I
much prefer the KDE desktop over the GNOME desktop).

Personally, I use Debian. I use it on my desktop at home. My wife uses
it on her laptop (she does lots of web stuff, and does writing and graphics
as a hobby). I installed Debian on a Pentium (maybe P2?) that I bought
for $50USD to give to my dad. He uses it for his light Internet tasks
with not one problem, and he had only ever used an old Mac running OS 7 & 8
prior to that. (He's only been using modern computers for a few years!)

Of course, being a Unix-like OS that was given birth to on the Internet,
Linux is ready to be put on your network. Even a Pentium running as
a basic desktop system can easily handle your household networking needs
(print server, file server, email server, web server).

If you can boot the system off of a CDROM, and then get it onto your
network and then from there the Internet (especially if it's broadband),
you can just download a small CD disc image, boot it up for the base
install, and grab all of the packages you want over the Internet.

And with Debian (and distros based on it, such as Ubuntu), installing
new apps and keeping existing apps upgraded and secure is quite easy.

apt-get install aptitude (it's better than apt-get, which most folks use)
aptitude update (download latest list of available apps & upgrades)
aptitude upgrade (upgrade currently-installed apps to the latest)

There are GUI interfaces for this stuff, too. My wife and I prefer the
command-line for stuff like this, usually, though. My dad has a dialup
and his computer seriously needs an upgrade. I plan on hijacking it some
day soon, bringing it home where I have DSL (broadband), upgrading everything,
and then dropping it back off at his house. :^)

Links: http://www.debian.org/
http://www.kubuntu.org.uk/
http://www.ubuntulinux.org/

Enjoy!

PS - For test-driving Linux without installing it, there are Live CDs! :^)
Kubuntu, Ubunut and Debian have them. There's also the ever-popular
Knoppix disc (also based on Debian!) http://www.knoppix.org/

--
-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2103. Re: New Dutch Atari 8-bit site

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 20:07:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <JJT9e.15725$m31.145518@typhoon.sonic.net>
Source record: 11360

Fred Meijer <fred.meijer@zonnet.nl> wrote:
> If you want to know how the Dutch (and European) scene looked like
> those days, please take a look at www.pokey.nl or
> www.stichtingpokey.com.

Cool! Can't wait to check it out! Good job!

--
-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2104. Re: XL RETRO

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-21 21:01:45 UTC
From: mega-hz <mega-hz@t-online.de>
Message-ID: <d49475$k3c$03$1@news.t-online.com>
Source record: 11361

should be with standart parts and the pcb`s are available by me when the
project is finished!

"Ziggy" <Ziggy@TheCentre.com> schrieb im Newsbeitrag
news:mSy9e.4461$c24.738@attbi_s72...
> mega-hz wrote:
> > yes, thaï¿½ts right!
> > I decidet to use those VG-Connectors cause they give safe contact to the
> > backplane, like vme-bus...
> > Planned is also the FULLY comaptible to 400/800 (with 4 Joyports),
> > 800XL,130XE and 1200XL!
> >
> > <damage_x@hotmail.com> schrieb im Newsbeitrag
> > news:1113852997.092720.65550@z14g2000cwz.googlegroups.com...
> >
> >>sounds interesting but I am not sure I understand... are you making an
> >>Atari system on cards that plug into a backplane?
> >>
> >
> >
> >
> >
>
>
>
> This with FPGA? Discrete parts? Going to be sold or you going to relase
> the digrams...
>
> Sorry i dont read the native language .....

2105. FA : Rare "Crystal Castles" cart , boxed, for ATARI 800 XL/XE cart

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 00:07:38 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0504211607.3e2ad30b@posting.google.com>
Source record: 11362

I'm selling my copy of "Crystal Castles" for ATARI 800 XL/XE , it's
one of the hard-to-find XE cartridge games.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8187149740

This copy is boxed, with instructions and works fine on NTSC and PAL
systems.

I can ship worldwide and accept paypal.

Thimo

2106. Atari Microsoft Basic II

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 00:47:20 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <rdKdnTJnfrk11PXfRVn-vA@adelphia.com>
Source record: 11363

Does anyone have a ROM image of the Atari Microsoft Basic II cartridge, and preferably also a disk image of the extensions diskette? I have some old MS Basic Programs that I would like to get running on Atari800Win on my laptop, which unfortunately doesn't have a slot for Atari 8-bit cartridges, so my real cartridge doesn't help.

Thanks.

-Jason Harmon

2107. Re: Atari Microsoft Basic II

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 02:18:48 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <caZ9e.16721$h6.15809@tornado.texas.rr.com>
Source record: 11364

"Jason Harmon" <jharmon@us.net> wrote in message
news:rdKdnTJnfrk11PXfRVn-vA@adelphia.com...
> Does anyone have a ROM image of the Atari Microsoft Basic II cartridge,
and
> preferably also a disk image of the extensions diskette? I have some old
MS
> Basic Programs that I would like to get running on Atari800Win on my
laptop,
> which unfortunately doesn't have a slot for Atari 8-bit cartridges, so my
> real cartridge doesn't help.
>
> Thanks.
>
> -Jason Harmon
>
>
If you find it please let me know as well, I looked through my archive and
dont see it anywhere. I have a prosystem disk image of Microsoft Basic 1,
but thats it.
Mo

2108. Re: Hard Disk Sector Copier?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 02:30:29 UTC
From: stephensheppard@hotmail.com
Message-ID: <1114137029.955504.242060@f14g2000cwb.googlegroups.com>
Source record: 11365

Hi JR,

After your success with my primative sector copier and MyIDE I've made a small change. I added 2X SIO reads.

I believe this will work for you because it does not use high speed SIO drivers supplied with various DOSes. Instead the stock Atari SIO driver can be used.

The driver is fooled into using a higher bit rate. I'm using Thomas Morper's technique of changing SIO speed on the fly. This was illustrated by Jiri Birnasek in issue 6 of Mega Magazine (now available online at www.pokey.nl). Of course, I'm using Action!, not assembly language. Works both in Atari800WIN Plus emulator and on my real 800.

The technique does not seem to work with disk writes but 2X SIO would have no meaning with MyIDE anyway. The faster reads do greatly improve my program's performance.

As you know, I can't fully test it myself as I don't own MyIDE but my program works fine with the MyIDE version of SpartaDOS (3.3a.). In fact, as I indicated earlier my program is not DOS specific.

None of the other enhancements that we discussed have been implemented yet. The program is still very crude.

Check your mailbox for this update.

Regards,

Steve Sheppard

2109. Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 03:51:43 UTC
From: esok <esok127@yahoo.com>
Message-ID: <1114141903.031336.140350@z14g2000cwz.googlegroups.com>
Source record: 11366

I would like to thank Matthias Reichl for his excellent little programs atarisio and atariserver. I used to use APE but was always bothered by its non-free nature, plus it only worked on DOS or Windows, neither of which I like to use. I tried out Atarisio tonight on my 130XE and had fun playing MULE again.

However, I encountered some trouble and I don't know how to proceed. I was able to boot DOS 2.5 and also play MULE earlier in the evening, but now it doesn't boot any disk image. It just makes that noise when it initializes without a disk being present. I have included the output below. I am using a SIO2PC cable I built several years ago using a single chip marked 75189. Any suggestions?

```
activated realtime scheduling
mlockall(2) succeeded
loaded D1: from "/home/esok/atr/dos/dos25.atr.gz"
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
```

```
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
Debug: send complete failed
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
command frame [ 31 53 00 00 ] OK
[ get status ] data block length = 4 bytes
90 ff e0 00
```

```
command frame [ 4f 40 4f 4f ] unhandeled
command frame [ 4f 40 4f 4f ] unhandeled
command frame [ 4f 40 4f 4f ] unhandeled
```

```
command frame [ 4f 40 00 00 ] unhandeled
command frame [ 4f 40 00 00 ] unhandeled
command frame [ 4f 40 00 00 ] unhandeled
command frame [ 4f 40 00 00 ] unhandeled
command frame [ 4f 40 00 00 ] unhandeled
command frame [ 4f 40 00 00 ] unhandeled
```

2110. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 07:29:51 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <0n9h61d51jvvnms5ge0fr87pkoj93jnurr@4ax.com>
Source record: 11367

"mr-atari" <sijmen@mr-atari.com>:
>Ok, this is interresting. Can you give me a file-size were it goes
>wrong?

I just did a test of various file sizes. I was copying from one 16MB
partition to another in SpartaDOS 3.3a. D1 to D3.

I was able to transfer a 45,000 byte file fine. 50,000 and higher wouldn't
copy for me. Usually I got an error 135.

The interesting thing is, every file that didn't work had a size of 41759
on the destination disk.

I don't know if that helps or not. :)

Shawn Jefferson
(fix reply to for email)

2111. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 08:00:44 UTC
From: Thomas Richter <thor@tunix.math.tu-berlin.de>
Message-ID: <d4aavc$8g9$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11368

Hi,

> I would like to thank Matthias Reichl for his excellent little programs
> atarisio and atariserver. I used to use APE but was always bothered by
> its non-free nature, plus it only worked on DOS or Windows, neither of
> which I like to use. I tried out Atarisio tonight on my 130XE and had
> fun playing MULE again.

> However, I encountered some trouble and I don't know how to proceed. I
> was able to boot DOS 2.5 and also play MULE earlier in the evening, but
> now it doesn't boot any disk image. It just makes that noise when it
> initializes without a disk being present. I have included the output
> below. I am using a SIO2PC cable I built several years ago using a
> single chip marked 75189. Any suggestions?

> activated realtime scheduling
> mlockall(2) succeeded
> loaded D1: from "/home/esok/atr/dos/dos25.atr.gz"
> command frame [31 53 00 00] OK
> [get status] data block length = 4 bytes
> 90 ff e0 00

Are you sure you actually enabled the disk drive containing the
image within the server? This error code suggests that the
drive doesnï¿½t have a disk in it.

Greetings,
Thomas

2112. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 14:17:11 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd6i1r7.26h.usenet-200504@camel.hias.horus.com>
Source record: 11369

On 21 Apr 2005 20:51:43 -0700, esok wrote:
> I would like to thank Matthias Reichl for his excellent little programs
> atarisio and atariserver.

You are welcome!

> However, I encountered some trouble and I don't know how to proceed. I
> was able to boot DOS 2.5 and also play MULE earlier in the evening, but
> now it doesn't boot any disk image. It just makes that noise when it
> initializes without a disk being present. I have included the output
> below. I am using a SIO2PC cable I built several years ago using a
> single chip marked 75189. Any suggestions?

Have you checked for the most obvious reasons, a broken lead on your
interface, or maybe another drive interfering with SIO communications?

According to the logs atariserver received the command frame (get
status) and answered it accordingly - but it seems it didn't make
it through to your Atari.

BTW: I had a similar problem some time ago and it really drove me
nuts. Everything worked fine before I started redesigning the
kernel driver. After several hours of coding (and really a lot
of changes to the kernel code) the tests failed. I started debugging
every little piece of my code, without success, just to figure out
(some 2 or 3 hours later) that one of the leads on my SIO2PC cable
was broken...

Beware: Murphy is everywhere and the problem is _never_ where you
expect it to be! :-)

so long,

Hias

2113. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 15:53:21 UTC
From: Eric Sokolowsky <esok_@hotmail.com>
Message-ID: <d4b7kp$lf2$1@skates.gsfc.nasa.gov>
Source record: 11370

Thomas Richter wrote:
> Hi,
>
>
>>I would like to thank Matthias Reichl for his excellent little programs
>>atarisio and atariserver. I used to use APE but was always bothered by
>>its non-free nature, plus it only worked on DOS or Windows, neither of
>>which I like to use. I tried out Atarisio tonight on my 130XE and had
>>fun playing MULE again.
>
>
>>However, I encountered some trouble and I don't know how to proceed. I
>>was able to boot DOS 2.5 and also play MULE earlier in the evening, but
>>now it doesn't boot any disk image. It just makes that noise when it
>>initializes without a disk being present. I have included the output
>>below. I am using a SIO2PC cable I built several years ago using a
>>single chip marked 75189. Any suggestions?
>
>
>>activated realtime scheduling
>>mlockall(2) succeeded
>>loaded D1: from "/home/esok/atr/dos/dos25.atr.gz"
>>command frame [31 53 00 00] OK
>>[get status] data block length = 4 bytes
>>90 ff e0 00
>
>
> Are you sure you actually enabled the disk drive containing the
> image within the server? This error code suggests that the
> drive doesnï¿½t have a disk in it.
>
> Greetings,
> Thomas

Yes, I tried several different ATR images, each with the same result.
After looking at some books and online, I have been able to partially
decipher what is going back and forth between the Atari and its disk
(really, the PC). The four bytes of command frame are intended to get
the status (53) of the first disk (31), with two unused bytes.

The PC is sending back a status (90 ff e0 00). The first byte is a
bunch of flags. 90 means that there is an enhanced density disk in the
"drive" and that it is not write protected. I tried some other images
and got 10 for non-write protected regular density images, and 80 for
write-protected enhanced density images, and 30 for double density non

write-protected images. The lower 5 bits in this byte are well
documented. The second byte is only described as "the status byte in
the disk hardware". Does ff mean that there is a problem?

2114. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 16:30:52 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1114187452.026478.261110@o13g2000cwo.googlegroups.com>
Source record: 11371

```
>
> The interesting thing is, every file that didn't work had a size of
41759
> on the destination disk.
>
> I don't know if that helps or not. :)
>

Yes, this might be a clue. Hmmm. DD (256 bytes/sector)?
What is your drive size? I need heads and sectors.

Cheers!
Sijmen.
```

2115. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 16:31:12 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1114187472.927666.8990@z14g2000cwz.googlegroups.com>
Source record: 11372

```
>
> The interesting thing is, every file that didn't work had a size of
41759
> on the destination disk.
>
> I don't know if that helps or not. :)
>

Yes, this might be a clue. Hmmm. DD (256 bytes/sector) I assume?
What is your drive size? I need heads and sectors.

Cheers!
Sijmen.
```

2116. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 17:21:59 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd6icln.2fi.usenet-200504@camel.hias.horus.com>
Source record: 11373

On Fri, 22 Apr 2005 11:53:21 -0400, Eric Sokolowsky wrote:
> The PC is sending back a status (90 ff e0 00). The first byte is a
> bunch of flags. 90 means that there is an enhanced density disk in the
> "drive" and that it is not write protected. I tried some other images
> and got 10 for non-write protected regular density images, and 80 for
> write-protected enhanced density images, and 30 for double density non
> write-protected images. The lower 5 bits in this byte are well
> documented.

The write protected enhanced density image should give a status of 98,
but the other things are right. Bit 7 means enhanced density, bit 5
means double density, bit 4 means motor running, bit 3 write protected,
bit 2 write error, bit 1 bad data frame and bit 0 bad command frame
(the lower 3 bits aren't used by atariserver and are always set to 0).
BTW: bit 6 is reserved and always set to 0.

> The second byte is only described as "the status byte in
> the disk hardware". Does ff mean that there is a problem?

No. This byte contains the inverted status register of the FDC.
ff means there were no errors.

BTW: You get the exact same status values (90 FF E0 00) from a
stock 1050. But, the actual values aren't used by the Atari OS at
all. The OS sends out the GetStatus command just to see if there's
a floppy drive connected. If the GetStatus command succeeds, the OS
starts booting (i.e. it reads sector number 1) from the drive.

so long,

Hias

2117. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 18:06:18 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <E0bae.116704$vL3.36972@bignews4.bellsouth.net>
Source record: 11374

Thanks for the info,

I have BBS Express PRO! Nice software.

I just need to pick up a couple of hard drives and maybe a extra
Adaptec 4000A Controller.

I have 2 of em. One has a bad chip and the other worked the last
time I used it.

Was or is there any hard drive that will work with the MIO without using
sometype of Controller card?

phantomm@bellsouth.net

"Atari4ever" <atari8man2003@yahoo.com> wrote in message
news:1113768694.609650.140190@o13g2000cwo.googlegroups.com...
> Hi Phantom,
>
> BOSS X uses a system drive ie Ramdisk is better, so the external
> ramdisk in the MIO is great! Boss x loads fast from there.
>
> You need to get BBS Express PRO! it has all the Kool stuff, like
> ansi/cgs/ and others. Also use Len Spencers Hyperspeed rs232
> handler,
> it give the MIO the BEST flow controll ever!
>
> I have just sold 1 of my MIO on ebay, I have 1 256k and a Black Box
> still.
>

2118. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 18:13:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <07bae.116706$vL3.62404@bignews4.bellsouth.net>
Source record: 11375

Not sure what you mean by not connected to anything.

My Video port is connected to the main PCB Board.
It is soldered. I know that there was suppose to be
a 80 column adapter for it.

I've often wondered if it could be used for something.

I've had it for about 10 years I guess. I bought it
along with a ton of other 8-bit stuff from a guy named
Steve IIRC. He ran a BBS, I think it was L.A.C.E.
or something like that.

phantomm@bellsouth.net

"Atari4ever" <atari8man2003@yahoo.com> wrote in message
news:1113768275.301871.202260@l41g2000cwc.googlegroups.com...
>I have had a MIO (256k) that had the Video port, funny at on the inside
> of the MIO it was connected to nothing. That unit was sold to a sysop
> in NY in the early 90's
>
> How long have you had the MIO?
>

2119. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 18:34:47 UTC
From: Eric Sokolowsky <esok_@hotmail.com>
Message-ID: <d4bh3f$16v$1@skates.gsfc.nasa.gov>
Source record: 11377

Matthias Reichl wrote:
> On 21 Apr 2005 20:51:43 -0700, esok wrote:
>
>>I would like to thank Matthias Reichl for his excellent little programs
>>atarisio and atariserver.
>
>
> You are welcome!
>
>
>>However, I encountered some trouble and I don't know how to proceed. I
>>was able to boot DOS 2.5 and also play MULE earlier in the evening, but
>>now it doesn't boot any disk image. It just makes that noise when it
>>initializes without a disk being present. I have included the output
>>below. I am using a SIO2PC cable I built several years ago using a
>>single chip marked 75189. Any suggestions?
>
>
> Have you checked for the most obvious reasons, a broken lead on your
> interface, or maybe another drive interfering with SIO communications?

There shouldn't be any interference with other SIO devices, since the
only thing I have connected to the Atari is the SIO2PC cable.

>
> According to the logs atariserver received the command frame (get
> status) and answered it accordingly - but it seems it didn't make
> it through to your Atari.

This makes sense to me. I was worried that an improper sequence was
being sent and/or received on the PC.

As far as the cable goes, it has sometimes been a bit flaky, but usually
if I move it a bit it will work again. But after I played a game of
MULE last night it didn't want to work at all anymore, no matter how I
repositioned it. I got out my multimeter and tested the connections and
all of them are solid going to the chip. Perhaps the chip is bad. I
know very little about electronics so I don't know how I might test it
other than getting a new one. (My particular cable only uses the one
chip but it also has a diode on it.)

Maybe it's time to write a small test program on the Atari to test the
serial communication.

Thanks for the help.

>
> BTW: I had a similar problem some time ago and it really drove me
> nuts. Everything worked fine before I started redesigning the
> kernel driver. After several hours of coding (and really a lot
> of changes to the kernel code) the tests failed. I started debugging
> every little piece of my code, without success, just to figure out
> (some 2 or 3 hours later) that one of the leads on my SIO2PC cable
> was broken...
>
> Beware: Murphy is everywhere and the problem is _never_ where you
> expect it to be! :-)
>
> so long,
>
> Hias

2120. Re: ICD MIO on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 18:41:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <8zbae.12$qb4.7@okepread03>
Source record: 11376

The Seagate ST225N

"Phantom" <phantomm@bellsouth.net> wrote in message
news:E0bae.116704$vL3.36972@bignews4.bellsouth.net...
>
> Thanks for the info,
>
> I have BBS Express PRO! Nice software.
>
>
> I just need to pick up a couple of hard drives and maybe a extra
> Adaptec 4000A Controller.
>
> I have 2 of em. One has a bad chip and the other worked the last
> time I used it.
>
> Was or is there any hard drive that will work with the MIO without using
> sometype of Controller card?
>
> phantomm@bellsouth.net
>
>
>
>
> "Atari4ever" <atari8man2003@yahoo.com> wrote in message
> news:1113768694.609650.140190@o13g2000cwo.googlegroups.com...
>> Hi Phantom,
>>
>> BOSS X uses a system drive ie Ramdisk is better, so the external
>> ramdisk in the MIO is great! Boss x loads fast from there.
>>
>> You need to get BBS Express PRO! it has all the Kool stuff, like
>> ansi/cgs/ and others. Also use Len Spencers Hyperspeed rs232 handler,
>> it give the MIO the BEST flow controll ever!
>>
>> I have just sold 1 of my MIO on ebay, I have 1 256k and a Black Box
>> still.
>>
>
>

2121. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 19:17:15 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd6ijdr.2r0.usenet-200504@camel.hias.horus.com>
Source record: 11378

On Fri, 22 Apr 2005 14:34:47 -0400, Eric Sokolowsky wrote:
> As far as the cable goes, it has sometimes been a bit flaky, but usually
> if I move it a bit it will work again.

Ah OK. I guess we've found the source of your problems!

> But after I played a game of
> MULE last night it didn't want to work at all anymore, no matter how I
> repositioned it. I got out my multimeter and tested the connections and
> all of them are solid going to the chip. Perhaps the chip is bad. I
> know very little about electronics so I don't know how I might test it
> other than getting a new one. (My particular cable only uses the one
> chip but it also has a diode on it.)

Try to re-check all of the connections just to be sure you didn't
bend the cable into a position where it got contact again. Also check
if your interface and the cable/connectors are soldered well.

If this still doesn't help, it could be due to a bad connector or
serial/SIO jack.

Testing the IC itself is not too easy, but here's another quick check
you can do with your multimeter:

Measure the (DC) voltage between the TxD signal coming from your PC and
ground. Usually, a multimeter is far too slow to display the quite
short pulses of the serial interface, but you'll observe that the
voltage is constant when no communication is going on and will change
a little bit whenever data is transmitted. You can use this as a
simple "signal/no signal" check.

Plug in your interface, and start checking voltages beginning on the
PC side: first, directly at the RS232 connector, then on the IC where
the TxD pin is connected to. Then check the pin on the IC which is
connected to the DataIn pin of the SIO connector, and then the
DataIn pin directly on the SIO connector.

If the signal is also present on the SIO connector, you'll have to
open your Atari. First check the signal on the SIO jack (from within
your Atari), if it's still there you'll have to remove the PCB
from the case and check if the SIO jack is soldered well.

so long,

Hias

2122. Re: XL RETRO

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 19:30:05 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <1hcae.9372$r53.570@attbi_s21>
Source record: 11379

mega-hz wrote:
> should be with standart parts and the pcb`s are available by me when the
> project is finished!
>
> "Ziggy" <Ziggy@TheCentre.com> schrieb im Newsbeitrag
> news:mSy9e.4461$c24.738@attbi_s72...
>
>>mega-hz wrote:
>>
>>>yes, thaï¿½ts right!
>>>I decidet to use those VG-Connectors cause they give safe contact to the
>>>backplane, like vme-bus...
>>>Planned is also the FULLY comaptible to 400/800 (with 4 Joyports),
>>>800XL,130XE and 1200XL!
>>>
>>><damage_x@hotmail.com> schrieb im Newsbeitrag
>>>news:1113852997.092720.65550@z14g2000cwz.googlegroups.com...
>>>
>>>
>>>>sounds interesting but I am not sure I understand... are you making an
>>>>Atari system on cards that plug into a backplane?
>>>>
>>>
>>>
>>>
>>
>>
>>This with FPGA? Discrete parts? Going to be sold or you going to relase
>>the digrams...
>>
>>Sorry i dont read the native language .....
>
>
>

Sounds cool, be sure to let us all know when its done.

2123. UDS limited success!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 21:42:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.22.21.42.03.686680@charter.net>
Source record: 11380

Okay, I am making progess.

Today, for the very first time, I was able to telnet into BBS Express! ST via my UDS10.

1 time. After I disconnected, I could not log back in. I kept getting the "connection refused by host" error.

Logon to port 9999 (config), save and exit (option 9), and I can logon again. 1 time.

What settings are there that won't let a call come in the 2nd time? What is changed when you save and exit? Note I'm not actually changing any parameters - just saving and exiting, which I assume reboots the device?

So what is not getting reset or flushed after it receives a call?

Thanks everyone.

PS Man, it was awesome for that one call though! To actually see DarkForce living and breathing again. :-)

2124. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 23:13:57 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <j61j61tp4skb3qq2mo8u33eliuoinsqfii@4ax.com>
Source record: 11381

"mr-atari" <sijmen@mr-atari.com>:
>>
>> The interesting thing is, every file that didn't work had a size of
>41759
>> on the destination disk.
>>
>> I don't know if that helps or not. :)
>>
>
>Yes, this might be a clue. Hmmm. DD (256 bytes/sector)?
>What is your drive size? I need heads and sectors.

Hi,

Yes, these were DD sectors. My drive is 4092 cylinders, 16 heads, 63
sectors.

Shawn Jefferson
(fix reply to for email)

2125. Re: UDS limited success!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 23:53:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.22.23.53.46.773228@charter.net>
Source record: 11382

On Sat, 23 Apr 2005 00:58:46 +0200, Marius Diepenhorst wrote:

> Hey Man,
>
> I tried to mail you with a bunch of screen shots of my uds settings, but the
> mail was returned. what is the max. amount of space?
>
> Marius

Hmm. With Charter its usually just a couple of megs. You can break them up
into smaller e-mails maybe?

I sure would appreciate it!

Did you get an actual error message on the size? Or just a bounce?

Thanks Marius! :-)

2126. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-22 23:55:10 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <A9gae.1577$qb4.405@okepread03>
Source record: 11383

I have always used DD sectors as well.

Thomas

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:j61j61tp4skb3qq2mo8u33eliuoinsqfii@4ax.com...
> "mr-atari" <sijmen@mr-atari.com>:
>>>
>>> The interesting thing is, every file that didn't work had a size of
>>41759
>>> on the destination disk.
>>>
>>> I don't know if that helps or not. :)
>>>
>>
>>Yes, this might be a clue. Hmmm. DD (256 bytes/sector)?
>>What is your drive size? I need heads and sectors.
>
> Hi,
>
> Yes, these were DD sectors. My drive is 4092 cylinders, 16 heads, 63
> sectors.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

2127. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 04:32:57 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1114230762@rtfm.mit.edu>
Source record: 11384
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2128. What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 05:27:23 UTC
From: You <you@cogeco.ca>
Message-ID: <BE8F54FB.136C%you@cogeco.ca>
Source record: 11385

What's happening to this newsgroup? I've been reading and posting in this newsgroup for several months now and it was virtually free of porn spam. Now, the porn spam seems to be taking over the newsgroup. What's going on? Damn pornsters!!!

2129. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 05:37:46 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <1NCdnR8qY79uQ_TfRVn-tw@comcast.com>
Source record: 11386

"You" <you@cogeco.ca> wrote in message news:BE8F54FB.136C%you@cogeco.ca...
: What's happening to this newsgroup? I've been reading and posting in
this
: newsgroup for several months now and it was virtually free of porn spam.
: Now, the porn spam seems to be taking over the newsgroup. What's going
on?
: Damn pornsters!!!

Huh?!, give me some of what you're smokin'. I have seen virtually
zero spam, let alone Porn Spam. Point me to it, so I can experience
the same thing you are. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2130. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 06:19:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426a15d41341da1@comcast.net>
Source record: 11389

>What's happening to this newsgroup? I've been reading and posting in this
>newsgroup for several months now and it was virtually free of porn spam.
>Now, the porn spam seems to be taking over the newsgroup. What's going on?
>Damn pornsters!!!
>

Yes I see them everywhere. The only way I fight this is to just ignor them and
not respond. Maybe then, they will get the message.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2131. atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 08:50:34 UTC
From: lwblack@gmail.com
Message-ID: <e02d5645.0504230050.27168f23@posting.google.com>
Source record: 11387

Can someone give a rundown of exactly how to set up Atari800win to run an Atari BBS using telnet. Please include TCP/IP socket information to use for test purposes, any special drivers or setup requirement for Windows 2000, port redirection capability, etc. I have attempted to do so using the following:

Windows 2000 (with service pack 4)
BellSouth DSL lite package.
Atari800win version 3 and version 4 (Beta)
BBS Express! (Keith Ledbetter)
SpartaDos ver. 1.6
Atari XL/XE Rom

Also, is Atari800win continually upgraded by its author(s) or have they discontinued supporting it. Thanks for any help in advance.

2132. DGS Atari 8-bit CD-ROM $7 Special (until 29th April 2005)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 11:35:08 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1114256109.46298.0@dyke.uk.clara.net>
Source record: 11388

Hello All,

This week (until 29th April 2005) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $7 (2.50pounds for UK buyers), which is a $3 saving on the usual price. This price includes Airmail shipping to any country (first class post for UK buyers). As mentioned the last time I ran this offer, the original $6 offer price is now impossible because of rising costs which are beyond my control. $7 still represents excellent value for the amount of software you're getting!

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

Please be aware that this isn't some sort of trick or con, and I'm not intending to run off with your money! Despite the fact that I've been trading for 17 years, people still don't seem to know who I am. There's plenty of background info on DGS on the main part of the website, and there's also a link to an independent review of the CD.

Dean Garraghty

2133. Two new books and more at AtariArchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 19:13:04 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-87112A.12130423042005@news.west.cox.net>
Source record: 11390

The full text of the classic book Artist and Computer is now available online at
http://www.AtariArchives.org/artist/

Published in 1976 and edited by Ruth Leavitt, Artist and Computer profiles 35 pioneering computer artists. The book is still used as reference material in art classes around the world. "Leavitt's book, Artist and Computer, was an early example of computer artists building a framework into a new genre," according to Gary Svensson, PhD.

"No computer will ever take the place of an artist," reads the book's back cover. "But many artists are discovering computers as a new means of self-expression. Some use computers as a medium to create finished pieces of art, while others explore new art forms, using the computer as an idea machine."

It is the 31st classic computer book to be made available at www.AtariArchives.org.

***

Also, the full text of the classic book Compute!'s Second Book of Atari is available. Published in 1985, Compute!'s Second Book of Atari offers BASIC and assembly language programming techniques with an emphasis on high-resolution graphics.
http://www.AtariArchives.org/c2ba/

***

In addition, a chapter from Atari In Action!, an unfinished, unpublished book about the Action! programming language, was recently made available.
http://www.atariarchives.org/articles/

***

Finally, a new mailing list will send you e-mail alerts when new resources are added to AtariArchives.org and AtariMagazines.com. To subscribe to the low-volume, spam-free mailing list, go to
http://www.atariarchives.org/new.php
and enter your e-mail address in the box.

2134. Is there an easy way to connect a 800 or 800xl to ethernet? I'd like an EtherDISK.

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 20:00:11 UTC
From: dave@aol-hotmail.com
Message-ID: <r0al61pm07psh152q1okso0vu2bv882bnj@4ax.com>
Source record: 11391

I have seen a few hacks. Anyone know the best way?

I'd really like to load all my atari software on a samba share.

thanks

dave-steve

2135. Atari 65/130/800/XE/XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 20:50:41 UTC
From: ������ ������ <lerm2000@mail.ru>
Message-ID: <d4efqc$b2c$1@tuzik.sat.poltava.ua>
Source record: 11393

Buy any cartridge for Atari 65/130/600/800/XE/XL

thanks for anybody!

write or call on:
cell. +380 67 9113825 Sergey
ICQ# 71006324
e-mail: lerm2000@mai.ru

2136. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 21:31:18 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <116lfl6p1oc6ba5@corp.supernews.com>
Source record: 11392

On 23 Apr 2005 10:19:56 , "Edward S. Baiz Jr." wrote:
>>What's happening to this newsgroup? I've been reading and posting in this
>>newsgroup for several months now and it was virtually free of porn spam.
>>Now, the porn spam seems to be taking over the newsgroup. What's going on?
>>Damn pornsters!!!
>>
>
>Yes I see them everywhere. The only way I fight this is to just ignor them and
>not respond. Maybe then, they will get the message.
>
>--
>Edward S. Baiz Jr.
> (Gamer)
>
>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>.
hmmm... My news server must filter that stuff out. I haven't seen
anything like that here.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

2137. Re: Atarisio and Atariserver

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 23:25:06 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-7682E1.01250524042005@azure.qinip.net>
Source record: 11394

Howdy folks

> The write protected enhanced density image should give a status of 98,
> but the other things are right. Bit 7 means enhanced density, bit 5
> means double density, bit 4 means motor running, bit 3 write protected,
> bit 2 write error, bit 1 bad data frame and bit 0 bad command frame
> (the lower 3 bits aren't used by atariserver and are always set to 0).
> BTW: bit 6 is reserved and always set to 0.

On (some??) double sided drives, bit 6 is 1.

CU Mathy van Nisselroy

2138. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-23 23:37:22 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-5D9259.01372224042005@azure.qinip.net>
Source record: 11395

Howdy folks

It's my Dad's computer, which he uses as a typewriter with a screen attached to it. I added a CD ROM drive to it a while ago, he plain forgot. That's how much he's interested in computers. But he'ld like to be able to use it for email and internet. So would my mom, she's never been on the net. So it'ld like to keep things as simple as possible.

My modem has an ethernet router built in, so I wanna go ethernet with the Pentium 1, 200MHz, Windows 95 computer. All I need is some way to get the PC to talk via an ethernet cable.

Hope you guys can help.

CU Mathy

2139. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 02:40:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <426b34066acda2@comcast.net>
Source record: 11299

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in
>news:426a15d41341da1@comcast.net:
>
>>>What's happening to this newsgroup? I've been reading and posting in
>>>this newsgroup for several months now and it was virtually free of
>>>porn spam. Now, the porn spam seems to be taking over the newsgroup.
>>>What's going on? Damn pornsters!!!
>>>
>>
>> Yes I see them everywhere. The only way I fight this is to just ignor
>> them and not respond. Maybe then, they will get the message.
>>
>
>Unfortunately that doesn't seem to work. Most of the proliferation of
>email and newsgroup spam comes from the fact that while response is low,
>such advertising is virtually free. Thus, almost any response at all
>generates profit.
>
>If everyone ignored them then that might have an impact on the pure porn
>sellers.
>
>OTOH, many of those porn sites will attempt to download software onto
>your machine to either steal personal information from web forms, etc.
>or turn the machine into a 'zombie'. Once your machine is such a zom-
>bie machine then _you're_ the one spewing spam into the ether(net).
>
>Ah, the joys of computing for the masses.

I do not worry about the personal information theft as I use an Atari clone
for web access. I do see your point though...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2140. RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 04:22:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <aaFae.3900$qb4.1691@okepread03>
Source record: 11396

I've been trying to get this Lantronix working off of my MIO for awhile now. Been trying regular rs232 cables and then crossover cables. After no luck I hooked up a regular modem and noticed it doesn't work either. Finally take a closer look at the rs232 port on the mio and it pins out differently than a standard rs232 port. Can anyone confirm this? I think I need a special cable.

Thomas

2141. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 05:17:52 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <4_Fae.2476$yc.915@trnddc04>
Source record: 11397

You're lucky! I have tons of that crap here!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:116lfl6p1oc6ba5@corp.supernews.com...
> On 23 Apr 2005 10:19:56 , "Edward S. Baiz Jr." wrote:
>>>What's happening to this newsgroup? I've been reading and posting in
>>>this
>>>newsgroup for several months now and it was virtually free of porn spam.
>>>Now, the porn spam seems to be taking over the newsgroup. What's going
>>>on?
>>>Damn pornsters!!!
>>>
>>
>>Yes I see them everywhere. The only way I fight this is to just ignor them
>>and
>>not respond. Maybe then, they will get the message.
>>
>>--
>>Edward S. Baiz Jr.
>> (Gamer)
>>
>>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
>> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
>> Photo 700 printer, PCI Networking Card, ICQ#91257633
>>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
>> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
>> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>>.
> hmmm... My news server must filter that stuff out. I haven't seen
> anything like that here.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.

2142. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 05:55:38 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <yxGae.3902$qb4.2010@okepread03>
Source record: 11298

Hot Damn! Figured it out! My Lantronix is working!!! Whoohoo! I connected to my BBS! I will be doing some testing and whatnot. Expect it online by Monday or Tuesday. If anyone wants to try and sneak in, it will be:

thecafe.dtdns.net port 8888

"Docrotcod" <rahbart@cox.net> wrote in message news:aaFae.3900$qb4.1691@okepread03...
> I've been trying to get this Lantronix working off of my MIO for awhile
> now. Been trying regular rs232 cables and then crossover cables. After
> no luck I hooked up a regular modem and noticed it doesn't work either.
> Finally take a closer look at the rs232 port on the mio and it pins out
> differently than a standard rs232 port. Can anyone confirm this? I think
> I need a special cable.
>
> Thomas
>

2143. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 16:16:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.24.16.16.22.449064@charter.net>
Source record: 11300

On Sun, 24 Apr 2005 00:55:38 -0500, Docrotcod wrote:

> Hot Damn! Figured it out! My Lantronix is working!!! Whoohoo! I connected
> to my BBS! I will be doing some testing and whatnot. Expect it online by
> Monday or Tuesday. If anyone wants to try and sneak in, it will be:

Congratulations! <grin>

Can I ask you some questions? Does your BBS software send any modem
commands once a caller disconnects? If so, what strings does it send?

Also, on your UDS10, do you have it set to flush after calls are connected
and disconnected?

Reason I'm asking is, I've almost got my UDS10 working with my BBS
software. Almost. I can logon, access the BBS, everything normal, until I
quit the call. After that, I can't log back on, I get a "connection
refused by host" error message.

Telnet into the Lantronix itself, (port 9999), save and exit, without
changing any parameters, and I can login again. For exactly 1 call again.
I have to reset/reboot the UDS10 between each call. Needless to say,
something is not quite right.

Thanks, and glad to hear you've got yours up and running. (its a great
feeling, isn't it?) :-)

2144. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 17:01:43 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <XhQae.92$Jp5.67@newssvr19.news.prodigy.com>
Source record: 11301

"Docrotcod" <rahbart@MUNGEcox.net> wrote in message > I've been trying
to get this Lantronix working off of my MIO for awhile
> now. Been trying regular rs232 cables and then crossover cables. After
no
> luck I hooked up a regular modem and noticed it doesn't work either.
> Finally take a closer look at the rs232 port on the mio and it pins out
> differently than a standard rs232 port. Can anyone confirm this? I think
I
> need a special cable.
>
> Thomas
From the csa8 faq:
Atari 8-bit PC AT 25 PC AT 9 pin
----
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)

2145. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 17:57:42 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd6nngm.34d.usenet-200504@camel.hias.horus.com>
Source record: 11302

On Sun, 24 Apr 2005 01:37:22 +0200, Mathy Van Nisselroy wrote:
> My modem has an ethernet router built in, so I wanna go ethernet with
> the Pentium 1, 200MHz, Windows 95 computer. All I need is some way to
> get the PC to talk via an ethernet cable.

Modems with a built-in ethernet router usually have also a built-in DHCP
server. So, all you need to do is go to the control panel, then go to
network and add the TCP/IP protocol (you don't need IPX or NetBeui).
First try it with the default TCP/IP setting (all options configured
automatically), if this doesn't work you'll have to consult the docs
of your modem (and most certainly also the information you got from
your internet provider, there you'll find the IP-addresses of the
DNS-servers).

so long,

Hias

2146. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 19:45:09 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <eHSae.5786$qb4.1753@okepread03>
Source record: 11304

Have you flashed your UDS 10 with the latest firmware and web software?
It's kind of a trick, but I could help you with it.

Thomas

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.04.24.16.16.22.449064@charter.net...
> On Sun, 24 Apr 2005 00:55:38 -0500, Docrotcod wrote:
>
>> Hot Damn! Figured it out! My Lantronix is working!!! Whoohoo! I
>> connected
>> to my BBS! I will be doing some testing and whatnot. Expect it online
>> by
>> Monday or Tuesday. If anyone wants to try and sneak in, it will be:
>
> Congratulations! <grin>
>
> Can I ask you some questions? Does your BBS software send any modem
> commands once a caller disconnects? If so, what strings does it send?
>
> Also, on your UDS10, do you have it set to flush after calls are connected
> and disconnected?
>
> Reason I'm asking is, I've almost got my UDS10 working with my BBS
> software. Almost. I can logon, access the BBS, everything normal, until I
> quit the call. After that, I can't log back on, I get a "connection
> refused by host" error message.
>
> Telnet into the Lantronix itself, (port 9999), save and exit, without
> changing any parameters, and I can login again. For exactly 1 call again.
> I have to reset/reboot the UDS10 between each call. Needless to say,
> something is not quite right.
>
> Thanks, and glad to hear you've got yours up and running. (its a great
> feeling, isn't it?) :-)
>

2147. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 19:45:21 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <IHSae.25837$AE6.1479@tornado.texas.rr.com>
Source record: 11303

"lp" <GfA@MiNT.Net> wrote in message news:BE90A67C.1284F%GfA@MiNT.Net...
> in article 116lfl6p1oc6ba5@corp.supernews.com, Joseph D. Place wrote on
> 4/23/2005 5:31 PM:
>
> > hmmm... My news server must filter that stuff out. I haven't seen
> > anything like that here.
>
> I don't see any of it either, interesting.
>
I see a few spam post here and there but nothing to worry me too much.
Nothing like bit.listserv.coco- it was finally abandoned due to the hundreds
of filth posts on a daily basis. Eventually it cleaned up, turned out there
was some sort of gateway to it through princeton univ. that the spam was
piping through, once that closed it cleared the trash out of the group.
Could be someone has this group in their outlook address book and a virus or
trojan is spamming it that way. Im not worried about it yet, it's still
tolerable.
Mo

2148. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 20:11:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.24.20.11.28.315878@charter.net>
Source record: 11305

On Sun, 24 Apr 2005 14:45:09 -0500, Docrotcod wrote:

> Have you flashed your UDS 10 with the latest firmware and web software?
> It's kind of a trick, but I could help you with it.
>
> Thomas

Yes I have. I use Mandrake-Linux (er, now Mandriva) here, so I just used tfpt to "put" the firmware update right into the UDS10. Worked like a charm.

It was only after doing this that I was able to (finally) get as far as being able to logon to my BBS.

Just wish I could figure out why I have to reboot the UDS10 between every call. I am leaning towards a modem string from my BBS when a caller disconnects not being right, or something flushing (or not flushing?) on the UDS10 side.

Thats why I asked about your settings.

Thanks! :-)

2149. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 20:34:41 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GpTae.5787$qb4.4258@okepread03>
Source record: 11306

What software are you running? Also, what interface are you using for your serial port? I changed mine from the document I sent you to xon/xoff because I found out the black box is the only device that support hardware flow control.

Thomas

"Ronald J. Hall" <dark_lord@charter.net> wrote in message news:pan.2005.04.24.20.11.28.315878@charter.net...
> On Sun, 24 Apr 2005 14:45:09 -0500, Docrotcod wrote:
>
>> Have you flashed your UDS 10 with the latest firmware and web software?
>> It's kind of a trick, but I could help you with it.
>>
>> Thomas
>
> Yes I have. I use Mandrake-Linux (er, now Mandriva) here, so I just used
> tfpt to "put" the firmware update right into the UDS10. Worked like a
> charm.
>
> It was only after doing this that I was able to (finally) get as far as
> being able to logon to my BBS.
>
> Just wish I could figure out why I have to reboot the UDS10 between every
> call. I am leaning towards a modem string from my BBS when a caller
> disconnects not being right, or something flushing (or not flushing?) on
> the UDS10 side.
>
> Thats why I asked about your settings.
>
> Thanks! :-)
>

2150. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 20:46:14 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <vATae.5788$qb4.5367@okepread03>
Source record: 11307

Update: I have resolved a problem where none of the ansi help screens were coming up, had them copying into the wrong folder (typo). I now need to disable the callback validator and fix some of the ansi graphics. It DOES work however.

Abdul I noticed you called. Thanks!

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:yxGae.3902$qb4.2010@okepread03...
> Hot Damn! Figured it out! My Lantronix is working!!! Whoohoo! I
> connected to my BBS! I will be doing some testing and whatnot. Expect it
> online by Monday or Tuesday. If anyone wants to try and sneak in, it will
> be:
>
> thecafe.dtdns.net port 8888
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:aaFae.3900$qb4.1691@okepread03...
>> I've been trying to get this Lantronix working off of my MIO for
>> awhile now. Been trying regular rs232 cables and then crossover cables.
>> After no luck I hooked up a regular modem and noticed it doesn't work
>> either. Finally take a closer look at the rs232 port on the mio and it
>> pins out differently than a standard rs232 port. Can anyone confirm
>> this? I think I need a special cable.
>>
>> Thomas
>>
>
>

2151. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 21:12:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.24.21.12.30.535934@charter.net>
Source record: 11308

On Sun, 24 Apr 2005 15:34:41 -0500, Docrotcod wrote:

> What software are you running? Also, what interface are you using for your
> serial port? I changed mine from the document I sent you to xon/xoff
> because I found out the black box is the only device that support hardware
> flow control.
>
> Thomas

Okay, now I'm going to sound like a fish out of water <grin>. I'm using an Atari Mega ST, its built-in serial port, with BBS Express! ST Pro, v1.98a.

I know, I know - its the 8bit news group - but I hadn't seen anyone on the ST side doing anything with a UDS10 so...

When in Rome... :-)

2152. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 22:55:00 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-394C32.00550025042005@azure.qinip.net>
Source record: 11309

Howdy Hias,, folks

In article <slrnd6nngm.34d.usenet-200504@camel.hias.horus.com>,
Matthias Reichl <usenet-200504@hias.horus.com> wrote:

> On Sun, 24 Apr 2005 01:37:22 +0200, Mathy Van Nisselroy wrote:
> > My modem has an ethernet router built in, so I wanna go ethernet with
> > the Pentium 1, 200MHz, Windows 95 computer. All I need is some way to
> > get the PC to talk via an ethernet cable.
>
> Modems with a built-in ethernet router usually have also a built-in DHCP
> server. So, all you need to do is go to the control panel, then go to
> network and add the TCP/IP protocol (you don't need IPX or NetBeui).
> First try it with the default TCP/IP setting (all options configured
> automatically), if this doesn't work you'll have to consult the docs
> of your modem (and most certainly also the information you got from
> your internet provider, there you'll find the IP-addresses of the
> DNS-servers).
>
> so long,
>
> Hias

Oops, guess I didn't explain that too well. What I need first is the
hardware to connect said PC to said modem.

Sorry.

I've been told the PC is way to old (you'ld need atleast a Pentium 2) to
use the ethernet cards they are commonly selling in the shops. And if I
would be able to find one, windows 95 would be too old to support it.

CU Mathy

2153. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-24 23:13:06 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <6KVae.358$6z3.214@newssvr33.news.prodigy.com>
Source record: 11310

Mathy Van Nisselroy wrote:

> I've been told the PC is way to old (you'ld need atleast a Pentium 2) to
> use the ethernet cards they are commonly selling in the shops. And if I
> would be able to find one, windows 95 would be too old to support it.

I have a few combo ISA ethernet cards your welcome to for the cost
of postage, assuming your system is ISA. They are 10mbit ethernet, but
should work with any modern ethernet setup.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2154. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 00:00:57 UTC
From: Matthias Reichl <usenet-200504@hias.horus.com>
Message-ID: <slrnd6ocpp.93d.usenet-200504@camel.hias.horus.com>
Source record: 11311

On Mon, 25 Apr 2005 00:55:00 +0200, Mathy Van Nisselroy wrote:
> Oops, guess I didn't explain that too well. What I need first is the
> hardware to connect said PC to said modem.
>
> Sorry.
>
> I've been told the PC is way to old (you'ld need atleast a Pentium 2) to
> use the ethernet cards they are commonly selling in the shops. And if I
> would be able to find one, windows 95 would be too old to support it.

Don't believe what people are telling you :-)

Just go out and buy a standard 100MBit NIC with a Realtek 8139 chip.
These are usually the cheap cards which you can get for approx. 5 EUR.
Have a look at the card and check if you can find something like
"RTL8139" or "Realtek 8139" written on the big chip.

Drivers for this card are still available from
http://www.realtek.com.tw/ (or on the disk together with the card).

You could also buy a 3Com or Intel card, but they cost a bit more.

so long,

Hias

2155. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 01:07:31 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0504242015510.5592@furyy1>
Source record: 11312

On Sat, 23 Apr 2005 at 01:27 -0400, "You" scribbled:
->What's happening to this newsgroup? ... it was virtually free of
->porn spam. Now, the porn spam seems to be taking over the news-
->group. What's going on?

You're right. For years now I've seen almost no spam in news-
groups like this one, because the usual filters have succeeded in
filtering it out. But now there's a spam problem again.

Here's the story: There are now spamsters who are sending their
posts in ways that force them onto the Usenet. This bypasses all
the filters and even bypasses moderators. On another NG I'm on,
the moderators have said there's nothing that can be done about it.
The readers haven't liked that one whit and have been complaining
to no end, but the moderators haven't budged. They say the spammers
have set up fake NGs to which they've posted their sludge. The mods
say that makes the spam invulnerable.

->Damn pornsters!!!

It's not pornsters; it's spamsters. There's a difference.
These are spammers; their sole objective is to flood the world with
their spam. The subject or product means nothing to them; they'll
send out their billions of spam messages about anything. All they
want is for one person out of 100,000 to reply. That's how they
make money.

Unfortunately, it seems there's not much that can be done about
it. The spam itself should be ignored. About the only other thing
that might be done would be for individuals to barrage the Lords of
the Usenet (as I call them) with requests for action. The Lords
hang out on certain NGs in the ".news" heirarchy and operate with
rigid bureaucratic rules as if they were ruling the whole universe
and as if this were still the year 1980. That's not good enough.
We need action taken against the spammers and we need it now!
But don't hold your breath.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* eS<hEw 0bFu$[aT|oN! *

(Headers munged to foil spammers; real info in taglines)

2156. Particles! BBS/Retroputing Forums

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 01:17:18 UTC
From: Brian Green <icenospace@particlesnospamdot.org>
Message-ID: <BE91AF4E.1DD2%icenospace@particlesnospamdot.org>
Source record: 11313

Particles! BBS has been online, more or less, since 1992. We feature:

- USENET and DoveNet
- 10000's of Classic Gaming Files (C64, Apple II, Amiga and many more)
- Active online games, LORD, TW, and much, much more.

The BBS is online 24/7 though down when we have the big thunderstorms come through the area :)

Check us out at:

telnet://particlesbbs.dyndns.org

Or you can visit via Java telnet program on the main website.

Retroputing:

The forums are dedicated towards the discussion of older computers, ie, "retroputing". Though there are many sites dedicated towards conversations and information sharing on the topic of classic gaming consoles, there didn't appear to be much in the way of forums of all old computers - normally sites are dedicated to a single system. I'm hoping to change that and create a bit of a community for all fans of older computers. Hopefully you'll check it out. Thanks for your time!

Brian
http://www.particles.org

2157. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 02:15:14 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <SoYae.2807$Yc.1147@trnddc06>
Source record: 11314

yeah... I tried to get in but the CBV stopped me - no way for that to work
thru telnet I suspect... but who knows?

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Docrotcod" <rahbart@cox.net> wrote in message
news:vATae.5788$qb4.5367@okepread03...
> Update: I have resolved a problem where none of the ansi help screens
> were coming up, had them copying into the wrong folder (typo). I now need
> to disable the callback validator and fix some of the ansi graphics. It
> DOES work however.
>
> Abdul I noticed you called. Thanks!
>
> Thomas
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:yxGae.3902$qb4.2010@okepread03...
>> Hot Damn! Figured it out! My Lantronix is working!!! Whoohoo! I
>> connected to my BBS! I will be doing some testing and whatnot. Expect
>> it online by Monday or Tuesday. If anyone wants to try and sneak in, it
>> will be:
>>
>> thecafe.dtdns.net port 8888
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:aaFae.3900$qb4.1691@okepread03...
>>> I've been trying to get this Lantronix working off of my MIO for
>>> awhile now. Been trying regular rs232 cables and then crossover cables.
>>> After no luck I hooked up a regular modem and noticed it doesn't work
>>> either. Finally take a closer look at the rs232 port on the mio and it
>>> pins out differently than a standard rs232 port. Can anyone confirm
>>> this? I think I need a special cable.
>>>
>>> Thomas
>>>
>>
>>
>
>

2158. Re: RS232 port for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 04:49:44 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <OF_ae.5806$qb4.1414@okepread03>
Source record: 11315

Yeah, i'm working on that one now. Trying to take it out. Gotta jog the
memory.

Thomas

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:SoYae.2807$Yc.1147@trnddc06...
> yeah... I tried to get in but the CBV stopped me - no way for that to work
> thru telnet I suspect... but who knows?
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:vATae.5788$qb4.5367@okepread03...
>> Update: I have resolved a problem where none of the ansi help screens
>> were coming up, had them copying into the wrong folder (typo). I now
>> need to disable the callback validator and fix some of the ansi graphics.
>> It DOES work however.
>>
>> Abdul I noticed you called. Thanks!
>>
>> Thomas
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:yxGae.3902$qb4.2010@okepread03...
>>> Hot Damn! Figured it out! My Lantronix is working!!! Whoohoo! I
>>> connected to my BBS! I will be doing some testing and whatnot. Expect
>>> it online by Monday or Tuesday. If anyone wants to try and sneak in, it
>>> will be:
>>>
>>> thecafe.dtdns.net port 8888
>>>
>>> "Docrotcod" <rahbart@cox.net> wrote in message
>>> news:aaFae.3900$qb4.1691@okepread03...
>>>> I've been trying to get this Lantronix working off of my MIO for
>>>> awhile now. Been trying regular rs232 cables and then crossover
>>>> cables. After no luck I hooked up a regular modem and noticed it
>>>> doesn't work either. Finally take a closer look at the rs232 port on
>>>> the mio and it pins out differently than a standard rs232 port. Can
>>>> anyone confirm this? I think I need a special cable.
>>>>

>>>> Thomas
>>>>
>>>
>>>
>>
>>
>
>

2159. Ultima 2 for Atari 800/XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 14:42:10 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Ag7be.98530$f%4.30708@bignews1.bellsouth.net>
Source record: 11316

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8187575536&ssPageName=ADME:B:LC:US:1

This box is huge and the cloth map is the largest I've ever seen. Good luck
if you're intereseted.

2160. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 16:45:49 UTC
From: Slor <slor@comcast.net>
Message-ID: <1114447549.2d401f8eeffc0704bad9357d152818f2@teranews>
Source record: 11317

Despite all prevention efforts, jdplace@REMOVESPAMcableone.net (Joseph
D. Place) wrote in news:116lfl6p1oc6ba5@corp.supernews.com:

> hmmm... My news server must filter that stuff out. I haven't seen
> anything like that here.

Most likely. I recently switched news servers due to a hike in cost of the
one I was previously using (yeah, I'm cheap), and there is a definite hike
in SPAM level with the lower cost subscription. I guess you get what you
pay for. :)

--
Slor

2161. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 17:46:03 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-B3860A.19460325042005@azure.qinip.net>
Source record: 11318

Howdy folks

There is an even better way to get even more games on a CD. Check out
my Atari 8 bit boot CD/DVD page at
http://www.mathyvannisselroy.nl/boot%20cd.htm

CU Mathy

2162. Re: Daisy-Dots III ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 17:58:44 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-09746D.19584425042005@azure.qinip.net>
Source record: 11319

Howdy Larry, folks

In article <12e3f8fa.0503201916.4227c340@posting.google.com>,
LLppwhite@aol.com (Larry) wrote:

> I recently came across a used copy of DD3 and its printed manual, and
> remembered that someone had contacted its author several years ago
> about the possibility of releasing it as "freeware" (but without
> conclusive results). I also *seem* to remember that the author did
> not have a copy of DD3 and wanted one. (?) If anyone has an email
> address for the author, could they please *email* me. I wanted to
> offer him the software and ask again about sharing it with others or
> perhaps selling/licensing his rights.

I'm a registered user, so he could have asked me for a copy. Don't use
it anymore, since my LC-10 (NX1000 on your side of the atlantic)
sometimes has problems feeding to paper. And the inkribbons available
(even from good companies) aren't to great either. You can clearly see
on the paper, where the ribbons ends were stuck together. And my Canon
BJC 4200 skips lines between sheets of paper an dproducesw square dots
instead of round once.

It's ROY btw, not RAY. I checked his old letters. I seem to remember
that Roy had a site, years after he wrote DD3.

CU Mathy

2163. Re: Atari 8-bit Cluster

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 18:25:31 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-D5EC1C.20253125042005@azure.qinip.net>
Source record: 11320

Howdy William, follks

William Duke <wduke@cogeco.ca> wrote:

> I was wondering if anybody had tried to cluster (parallel process) with the
> Atari 8-bits?

First of all. if you wanna do it, do it. I can think of a lot of things
that are easier and faster on modern computers, but more fun on an Atari
8 bit computer.

I added 1MB to my XEGS (without loosing software copntrole over
anything, I didn't even lose separate ANTIC and CPU bank access)
I've looked at the contents of a CD
I've looked at the contents of a DVD
I've even booted my XE from a CD, via the BlackBox

(check out my site at http://www.mathyvannisselroy.nl for more
information)

I see a couple of C128 freaks every couple of month or so. They are
using the processor in their disk drives as a co-processor. And we all
know how slooooooooooooow the serial bus on a C64/C128 is. (you have
to remember though, that these Commie drives are as intelligent as our
Happy, Speedy and Super Archiver drives, but have more RAM on board.)

CU Mathy

PS you'll find information about the multilink interface (gamelink II
compatible) on my site too.

2164. Re: How do you store your carts?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 18:38:24 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-ECAFBA.20382425042005@azure.qinip.net>
Source record: 11321

Howdy Red, folks

> I'm thinking of building some type of rack to store my 8bit carts. What do
> you use? Are there racks available or is this definitely a home brew
> project?

Since a couple of years, a new swedish word has been added to almost
every language in what is often called the developed world. Can't
imagine why it comes to mind after I read all this. The world we all
know and some of us love is: "IKEA"

CU Mathy

2165. UDS10 (DarkForce update)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 20:31:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.25.20.31.51.897992@charter.net>
Source record: 11322

Okay, removing/renaming the "RESET.MDM" file from BBS Express! STs directory has solved my problem of having to reboot the UDS10 between each and every caller. This file sent some modem string commands after each caller disconnets. Guess the UDS10 didn't like BBS Express thinking it was a Supra 19.2 modem, eh? :-)

Next problem. I seemm to be unable to download any files. I tried zmodem and x(crc)modem, but always get a "timeout" error.

Now, I do have flow control set to "none" on the UDS, and "none" on the STs control panel.

Can any of the sysops who are successfully doing file transfers post what they have their settings at? I can go experiment (which is fun and rewarding of and by itself sometimes! <smile>) but I'd rather just try starting from someones' known working setup.

Thanks everyone! :-)

2166. Telnet clients?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-25 20:47:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.25.20.47.30.934782@charter.net>
Source record: 11323

I was just curious. What is everyone using to Telnet into the Atari BBSs
that are accessible on the 'Net?

Currently, I'm using a console or eterm under Linux.

Whats everyone using with their Atari 8bits and STs? Do they support ANSI?
VT52?

Thanks.

2167. Re: Telnet clients?

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 06:20:09 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0504260218180.18192@shell1>
Source record: 11324

On Mon, 25 Apr 2005, Ronald J. Hall wrote:

> Whats everyone using with their Atari 8bits and STs? Do they support ANSI?
> VT52?

If you have a term program and a shell account, you can telnet
into those BBS's.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

2168. Electric Cafe'

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 06:51:20 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Qxlbe.7456$qb4.4392@okepread03>
Source record: 11325

Well it's up. Still working on it alot. But I did get rid of the
callback verifier.

thecafe.dtdns.net port 8888

I will constanty update things so just please be patient.

Thomas

2169. atari exe and com files and packers

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 08:03:49 UTC
From: carmel_andrews@yahoo.com
Message-ID: <6ea184ba.0504260003.3d53ba40@posting.google.com>
Source record: 11326

I have made/created atari .exe files using a mod'd version of atari 800 win+'s built in MLM/Machine lang. monitor (vers.3.1)- it also allows you to add run/init addresses to the file

my problem is, is that although i can load these .exe's into atari 800 win+, either by dragging/dropping the file into atari 800win's display or by selecting the file from the 'load executables' tab

I cant get to see the file through atari dos (or compatible) or any of the binary packer utilities (cruncher 5/magnus or superpacker/bewesoft)

Is there a pc packer/packing utility available that allows me to pack atari .exe files created using atari 800 win+'s built in mlm

any help would be appreicated

2170. Re: atari exe and com files and packers

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 08:43:30 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <426dff32$0$559$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 11327

carmel wrote:

> I have made/created atari .exe files using a mod'd version of atari
> 800 win+'s built in MLM/Machine lang. monitor (vers.3.1)- it also
> allows you to add run/init addresses to the file

> my problem is, is that although i can load these .exe's into atari 800
> win+, either by dragging/dropping the file into atari 800win's display
> or by selecting the file from the 'load executables' tab

> I cant get to see the file through atari dos (or compatible) or any of
> the binary packer utilities (cruncher 5/magnus or
> superpacker/bewesoft)

> Is there a pc packer/packing utility available that allows me to pack
> atari .exe files created using atari 800 win+'s built in mlm

> any help would be appreicated

Why not mount an H: drive in the emulator and copy the file to an ATR
image containing DOS?

2171. Re: atari800win

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 12:12:53 UTC
From: donfanning@msn.com
Message-ID: <1114517573.801660.180260@g14g2000cwa.googlegroups.com>
Source record: 11328

Basically there is another post in this forum stating how to setup a BBS. I have verified that it does work with a particular version of Atari800 emu and I've even gotten the system to somewhat talk to the R: handler. So far my problem has been the connect and disconnect setup. Personally I would like to see the entire R: handler gutted and redone to support the "Virtual Modems" on www.telbbs.com written by Jim Brain (it's an excellent piece of code simulating a Hayes modem over TCP. Works great for a Commodore 8-bit, not so well on Atari and I haven't even figured out how KEGS works with it's virtual serial port for the Apple //gs.

In the meanwhile, here is a reply I got back from the current developer of Atari800win. I bet he could use any help he could get.

<cut>
Don Fanning wrote:
> Greetings,

Hi Don,

> Is there a way of making a version where the H: support is actually
D:
> support (ie a virtual harddisk?)

It would require to mix the code for H: device with code for Sio patch. I think it is possible to make. I will add this to my task list for future releases. For now I'm hunting the bugs for the final 4.0 :)

> That would be way killer. Plus some form of AT command set emulation
in
> the R: handler would rock even harder (for those of us trying to make

> BBS's).

I've never used R: device and I don't know what is it for. But looking into the code I can see that it is for communicating through TCP sockets. I think I need some traing with the usage of R: device :)

> Additionally, how about a way to stack cartridges like the SpartaDosX

> cartridge with a BasicXE cartridge or MIO/Blackbox Emulation.

Is there any other cartridge than SpartaDosX with the ability to insert

another cartridge?
Anyway implementation of several cartridges will be very hard. I'm not even think about that.

--
Marcin Lewandowski
</cut>

2172. Re: MyDOS page down

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 16:07:51 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-35AEAF.18075126042005@azure.qinip.net>
Source record: 11329

Howdy folks

> My MyDOS page will probably be down for a couple of days. The rest of the
> site has been updated.

For those who haven't checked it out for themselves: It's back up again.
It only was down for a couple of days.

CU Mathy

2173. UDS 10 (further)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 21:15:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.26.21.15.32.774764@charter.net>
Source record: 11330

Hmm, I just noticed that when I'm logged into my BBS, it reports the connection speed at 300 baud.

This surely doesn't feel right. It seems pretty fast and responsive. I've got the UDS10 and the STs' serial port both set to 19.2k.

Is there a way to check the true speed?

Thanks.

2174. cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-26 23:24:13 UTC
From: vinci <tonyvinci@hotmail.com>
Message-ID: <1114557853.870231.270110@f14g2000cwb.googlegroups.com>
Source record: 11331

Last chance! OK, if I do not get any interest within the
next week, these all go in the trash! Here is what I have
that I hope someone will be interested in:
5 Atari power supplies for the 400/800/1050 etc...
2 Atari power supplies for the 130XE.
These weigh about 2 lbs apiece (for shipping calculations).
9 Atari cartridges for the 400/800 etc..
OSS's Basic XL, Atari Logo, Microsoft Basic II, Smart Terminal,
Koala Painter, Fast Eddie, Miner 2049er, Sega's Congo Bongo,
River Rescue.

If interested please email me at: 4els <at> cox.net
Do not use the email at top of this posting.

2175. telnet disconnects

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 03:28:42 UTC
From: lwblack@gmail.com
Message-ID: <e02d5645.0504261928.788171a@posting.google.com>
Source record: 11332

Just want to pass on that telnet toggles DTR to signify hangup. Modem
init strings are basically useless since telnet uses tcp/ip sockets
for connect and flow control. Your tcp/ip socket should at least send
a RING or CONNECT string for software to know to start the ball
rolling.

2176. Re: telnet disconnects

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 05:20:11 UTC
From: donfanning@msn.com
Message-ID: <1114579211.470315.302550@z14g2000cwz.googlegroups.com>
Source record: 11333

Ummm.. yeah. It also doesn't translate ATDT strings to IP addresses
nor does it recognize a +++ATH string so the modem/term program can do
little except control DTR to disconnect a user. Sucks if you're using
a program like Carina 2.6 for your bbs which uses the AT command set
for modem control.

2177. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 11:04:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <426F71CA.B9DA8D86@students.uni-mainz.de>
Source record: 11334

Oh,
there is a sector copy (or better harddisk image copier) by stephen
sheppard ?!? Can someone send me a copy of this program via e-mail ?!?
mail to ampatabbuc.de please... thank you - andreas.

2178. Re: Daivds Midnight Magic

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 11:11:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <426F7375.C115737@students.uni-mainz.de>
Source record: 11335

Well,
the answer is easy: original versions were Gr.8 using color artifacting
(not possible on PAL machines). but luckily some hackers created gr.15
colour versions of games like DMM, Drol, Hard Hat Mac, PCS, etc. So, if
you wanna have these games in color on a PAL machine, there is only one
choice: go and get a pirate copy of them... -Andreas.

2179. Re: Czech Mega CD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 11:25:34 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <426F76AE.62B6B9F6@students.uni-mainz.de>
Source record: 11336

Well,
this sounds great. maybe someone can test this with a) a black Box, b) a MSC-IDE interface and c) a KMK (Draco) IDE interface... any if some day a 16bit version of My-IDe is available maybe then someone could test this there too... greetings, Andreas.

[Quote from Mathy van Nisselroy`s site:]

Ever booted your Atari 8 bit computer from a Compact Disk?

I did!

Let's start at the beginning. As you might know, I was one of the first Atari 8 bit users that hooked up a ZIPdrive to his BlackBox. For some silly reason, the
ZIPdrive started clicking a lot after some years. This usually means the drive is having trouble reading the ZIPdisk. But all of a sudden, the clicking stopped. To my o
so big surprise. Then on the 11th of July of 2004, I decided to use my CD Data Reader utility (since then renamed to CD/DVD Data Reader) to check out the
ZIPdisk. Everything worked OK, but I had to change the SCSI ID that was to be accessed and also the sector size. You know, ISO 9660 CD's and DVD's use
2048 byte sector, everything else (except for some really old stuff) uses 512 byte sectors. I was able to look at all the stuff that's on the ZIPdisk. You can see the
512 byte sectors, with the Atari sector link bytes and "bytes used in this sector" byte in the middle and at the end of each 512 byte sector.

That's when the light bulb
went on.

To the Atari 8 bit computer, the ZIPdrive looks just like a Harddrive.

If you could switch not my CD/DVD Data Reader from 2048 bytes per sector to 512 bytes per sector, but do the same thing for the CD ROM drive, and use a CD
ROM (disk) that has been burned to look like a ZIPdrive/harddrive, it should be possible to read data from that CD via the BlackBox. With NO extra software and
NO extra hardware or hardware modifications. Better yet, if you could put the configuration and partition data on that CD, just like on a normal harddrive, you could
even boot from that CD.

The next day (a sunday) a computerclub I sometimes visite, which has PC and Commodore users, had it's usual monthly meeting. And I knew these C128 users had
been using CD's since years. They convinced me, it could be done.

So now I had the idea. But how do I put it into reality? How do I get the files from the Atari 8 bit onto a CD-image that I can burn onto a CD-R or CD-RW?

That's when I thought, why not use ATR's. They already contain everything a disk/partition needs. All we have to do is strip the first 16 bytes.

Hmm, now who could I ask to write the right software for me, who knows his ATR's like the inside of his PC.......?

Matthias Reichl!

So I contacted him, he was interested from the get go.

Then I had to decode the configuration and partition data. Since I live for this kind of thing, that wasn't to hard, although it did take some time. You can find the result
of this decoding in this file. Matthias reminded me, that the addresses to most of what I found can be found in the BlackBox manual. Once decoding everything was
finished, Matthias could start working on his software. What this software does, is turn ATR-files into a CD image.

If you find another harddrive interface that can handle 16 bit data (and 512 byte sectors), and if somebody is willing and able to decode it's configuration and
partition data, it would be possible to change the software in such a manner, that images can be created to support this interface. Unless I am mistaken, IDE
CD-ROM and DVD-ROM drives can NOT be switched to "512 bytes per sector" mode.

What do you need to use an Atari 8 bit Boot CD?

One Atari 8 bit computer with a parallel bus interface
One BlackBox
One SCSI CD-ROM or DVD-ROM drive. Make sure it has a jumper to switch the drive from "2048 bytes per sector" mode to "512 bytes per sector"
mode. I'm under the impression that CD burners usually do NOT have this jumper. SCSI DVD burners are only available to professionals and are VERY
expansive. Always make sure that the drive you want to use will support the disk you want to use. Older CD drives might not recognise CD-RW's or take
there time to do so. CD-R's never seem to create problems. CD-R's and CD-RW's come in all kinds of "speeds". This can cause problems on PC's. But we

are NOT using PC's to read them, we are using Atari 8 bit computers
to read them. Choose whatever speed you want/can get.

What do you need to create an Atari 8 bit Boot CD?

One PC with a CD or DVD burner. I've been informed that the Apple
Macintosh can emulate the PC. As soon as can confirm this, I'll inform
you via this
page.
Software that can burn ANY CD or DVD image to CD-R, CD-RW or DVD
AtariCD by Matthias Reichl
lot's of ATR's.
and ..... atleast one CD or DVD that can be written to. Speed is
not important!

Each ATR will be turned into one partition. This however does not mean
that you are limited to 96 ATR's or partitions. AtariCD will create as
many partitionlists as
needed, with a maximum of 65535 partitionlists per disk.

So how do we use AtariCD?

First we need a list of all the ATR's that are supposed to go on the
disk. The easiest way to create such a list, is to go to the DOS prompt
(on your PC - Start -
Programs - near the bottom of the list). From there you enter:

DIR /B /D /L /N /O:G /S > textfile.txt

textfile.txt is the name of the text file the filenames are stored in.
You can choose whatever name you like.
> means store in textfile.txt
replace > with >> to append to an existing text file
/S means use not only the files in this directory, but also the files in
the subdirectories in this directory.

With newer versions of Windows (sorry, don't know of Linux has a DOS
prompt), you can enter HELP DIR to get a list of all the options that
are available for the
DIR command.

You can load this list into Notepad (or any simular program) to edit it.
If you want AtariCD to start a new partitionlist anywhere in this list,
add in a line that only has
-- (minus sign, twice) in it, for each new partitionlist you want to
start.

After the list is ready, you can start AtariCD from that same DOS
prompt.

Type ataricd on it's own to see a list of all the options. Or just type:

ataricd [-v] [-l {see below}] [-L {see below}] [name of ATR-file list]
[name of CD/DVD image that will be created] [> log.txt]

Since a CD or DVD can hold a lot of partitions and therefore lots of partitionlists (up to 65535 partitionlists of up to 96 partitions each), a list of all the files and their
locations in the partitionlists, and the locations of the partitionlists can be created by using either -l or -L followed by the filename that is to be used for this list. I
strongly recommend you use this option.
The difference between -l and -L ist that the first includes all the directories and subdirectories (e.g. "C:\Directory\subdir1\test.atr"), where the latter will only show
the file name (in this case "test.atr").

Just to illustrate this:

I created a Compact Disk that contains all the ABBUC magazines (78, most double sided), all the ABBUC special magazins that are not copy protected (34, all
double sided, except for the last one which is four sided), all the ABBUC PD disks that can be turned into ATRs (over 650 "disks", going from single to eightteen
sided) plus 142 ATR's (some, by accident, got in twice, so there should have been less) AMC disks/disksides. Most of these are single or enhanced density, so
you'll need twice as much space on a disk, be it CD, DVD or harddisk.
The CD has 330 MB on it. Using 17 partition lists. It took 29 sheets of paper to print all of
that out.

-v means "show just about everything you do"
Some CD/DVD burner software requires that the name of the image file ends with ".iso", so it might be wise to use this extender.
"log.txt" is the name of the file in which the log data (what happened during the creation of the image) is stored.

Required commands are:

ataricd atrlist.txt image.iso

A small hint:

If the file and/or directory names you are using in the DOS prompt contain spaces, you have to put them in quotation marks ("C:\directory name\file name").

BTW the first Atari 8 bit boot CD was created, by me, on the 27th of september 2004.

What good is an Atari 8 bit boot CD or DVD?

It's like having a huge removable harddisk. That can be copied as easily and as fast as any other CD or DVD. No longer does a game require one to swap disks
forever. Huge amounts of data (graphics, sound, levels, etc.) can be loaded at harddrive speed, but still be carried around like it was on a

floppy. You could have
lots of drivers on one disk. Or have more then one versions (in English, German, Spanish, etc. or versions for the XEP80 and normal ANTIC/GTIA output, etc.) of
your software coexist on one disk. And best of all, these drives have, atleast compared to what we are used to in the Atari 8 bit scene, huge buffers. So after a while
the disk stops spinning and data is loaded from the buffer.

Additional information about the Atari 8 bit boot CD/DVD

The first 256 bytes of (512 byte) sector 1 contains the copyright information.
The second half of that same sector looks like this:

Bytes 0 and 1: Number of partition lists on this disk (low byte, high byte. 65535 is the maximum.)
Bytes 2, 3 and 4: Low, middle and high bytes of the (512 byte) sector at which the list of partition lists begins.

The list of partition lists can be from 1 to 386 (512 byte) sectors in size. It uses consecutive sectors. Each sector contains a maximum of 170 entries, each in
low/middle/high byte format. The first three bytes belong to the first partition list, byte 3, 4 and 5 belong to the second partition list, etc. The last two bytes of each
512 byte sector are unused. Each partition list starts with an empty sector.

[end of quote]

2180. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 13:22:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1114608126.344700.202000@f14g2000cwb.googlegroups.com>
Source record: 11337

Hi Andreas,

My program is a work in progress, just barely capable for porting ATRs to hard disk partitions on MyIDE. Error detection is not robust enough yet for general use. The program is totally unsuitable for with floppy drives at this time, because sector caching has not been implemented.

I wrote the program specifically for JR256 who is testing it now. It's not ready for general distribution. Sorry.

I'll send you a revised copy shortly but it will still be in the alpha testing stage.

You can PM me at step*hen she*ppard at FIXMEhotmail dot com. (Remove the *'s spaces and "FIXME"). Please use "Sector Copier" as the subject.

Steve Sheppard

2181. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 15:23:01 UTC
From: Slor <slor@comcast.net>
Message-ID: <1114615381.99ae22bc575125b95593657cbdebc363@teranews>
Source record: 11338

Despite all prevention efforts, "vinci" <tonyvinci@hotmail.com> wrote in
news:1114557853.870231.270110@f14g2000cwb.googlegroups.com:

> Last chance! OK, if I do not get any interest within the
> next week, these all go in the trash! Here is what I have
> that I hope someone will be interested in:
> 5 Atari power supplies for the 400/800/1050 etc...
> 2 Atari power supplies for the 130XE.
> These weigh about 2 lbs apiece (for shipping calculations).
> 9 Atari cartridges for the 400/800 etc..
> OSS's Basic XL, Atari Logo, Microsoft Basic II, Smart Terminal,
> Koala Painter, Fast Eddie, Miner 2049er, Sega's Congo Bongo,
> River Rescue.
>
> If interested please email me at: 4els <at> cox.net
> Do not use the email at top of this posting.
>
>

FYI - you were emailed yesterday. Let me know if you did not receive it.

Thanks!

--
Slor

2182. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 17:46:11 UTC
From: vinci <tonyvinci@hotmail.com>
Message-ID: <1114623971.254928.178370@l41g2000cwc.googlegroups.com>
Source record: 11339

I received several offers yesterday. The reason that I have not
responded to anyone
is that the first email I received made me an offer. If he completes
the deal the
items are his. If he does not follow through then the next email that
I received
will have the option etc... When the dealing is completed I will
withdraw the offer
and notify everyone who responded. I am going in the order in which I
received
the inquiry. Thanks to all who responded anyway.
Tony

2183. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-27 18:26:42 UTC
From: Slor <slor@comcast.net>
Message-ID: <1114626402.ae09e03ab97a37a7d77981c730c1fbed@teranews>
Source record: 11340

Despite all prevention efforts, "vinci" <tonyvinci@hotmail.com> wrote in
news:1114623971.254928.178370@l41g2000cwc.googlegroups.com:

> I received several offers yesterday. The reason that I have not
> responded to anyone
> is that the first email I received made me an offer. If he completes
> the deal the
> items are his. If he does not follow through then the next email that
> I received
> will have the option etc... When the dealing is completed I will
> withdraw the offer
> and notify everyone who responded. I am going in the order in which I
> received
> the inquiry. Thanks to all who responded anyway.
> Tony
>
>

Cool.

--
Slor

2184. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-28 02:08:27 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <j9h071577ir0tqbotds0nuafdjvearns0m@4ax.com>
Source record: 11341

stephensheppard@hotmail.com:

>My program is a work in progress, just barely capable for porting ATRs
>to hard disk partitions on MyIDE. Error detection is not robust enough
>yet for general use. The program is totally unsuitable for with floppy
>drives at this time, because sector caching has not been implemented.

Hi,

I wonder, are you detecting disk size somehow or do you just copy as many
sectors as possible or manual entry by the user?

Shawn Jefferson
(fix reply to for email)

2185. Re: Daivds Midnight Magic

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-28 02:09:29 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <pch071hm9bo0fjt83vpa23mc33ost4thnl@4ax.com>
Source record: 11342

Andreas Magenheimer <magea000@students.uni-mainz.de>:
>Well,
>the answer is easy: original versions were Gr.8 using color artifacting
>(not possible on PAL machines). but luckily some hackers created gr.15
>colour versions of games like DMM, Drol, Hard Hat Mac, PCS, etc. So, if
>you wanna have these games in color on a PAL machine, there is only one
>choice: go and get a pirate copy of them... -Andreas.

I thought a PAL version was released in Europe as David's Midnight Magic 2
?

Shawn Jefferson
(fix reply to for email)

2186. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-28 05:47:13 UTC
From: stephensheppard@hotmail.com
Message-ID: <1114667233.497604.129400@o13g2000cwo.googlegroups.com>
Source record: 11343

Manual entry at this time.

2187. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-28 13:32:04 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0504280532.3009b57d@posting.google.com>
Source record: 11344

Hi

I thought you were giving this stuff away...
Didn't know I had to make you an offer.

Regards

"vinci" <tonyvinci@hotmail.com> wrote in message
news:<1114623971.254928.178370@l41g2000cwc.googlegroups.com>...
> I received several offers yesterday. The reason that I have not
> responded to anyone
> is that the first email I received made me an offer. If he completes
> the deal the
> items are his. If he does not follow through then the next email that
> I received
> will have the option etc... When the dealing is completed I will
> withdraw the offer
> and notify everyone who responded. I am going in the order in which I
> received
> the inquiry. Thanks to all who responded anyway.
> Tony

2188. Forth

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-28 17:16:43 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <%T8ce.31113$NU4.28480@attbi_s22>
Source record: 11345

Was there ever a forth on cart for the 8 bitters?

And if so, anyone got one they dont want anymore...

2189. Re: Forth

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-28 19:32:02 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.04.28.19.32.02.64017@strotmann.de>
Source record: 11346

On Thu, 28 Apr 2005 17:16:43 +0000, Ziggy wrote:

> Was there ever a forth on cart for the 8 bitters?

Not that I'm aware of. If there is one, I would be interested on Infos.
There are a couple of disk based forth systems for the Atari 8bit, see
http://www.strotmann.de/twiki/bin/view/APG/LangForth

>
> And if so, anyone got one they dont want anymore...

I can build you one, if you like (8 KB Cart, or AtariMax Flashcart), if
you need one for work, not for collecting an original piece.

Best regards

Carsten Strotmann

2190. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 05:10:41 UTC
From: vinci <tonyvinci@hotmail.com>
Message-ID: <1114751441.532363.143120@o13g2000cwo.googlegroups.com>
Source record: 11347

Luis,
Yes, in fact, if I no one makes me any $ offers for the items, I WILL
give them away. All you have to do is come to my house and pick
them up. Kind of difficult for someone who lives across the country
of course. Also, why should I spend 1/2 hour or so packing and then
addressing the package and then standing in a post office line to mail
the item? I sold the 9 cartridges for 50c each. I charged $3.00 for
the
shipping and handling. The mailing costs were $4.50 so my "profit"
was $3.00 total. WOW - BFD! Do you think it is worth it to spend time
posting these items here (to give some Atari enthuseist a chance to get
something that they might want or need) and then wrapping and going
to the post office before I trash-can them? I want to give people a
shot
at them - but I'm not that big an altruist.
Anyway - cartridges are gone - power supplies still left. They weigh 5
lbs
apiece. Shipping alone would be about $5-$6.

2191. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 07:04:14 UTC
From: Slor <slor@comcast.net>
Message-ID: <1114758254.1401cd0f0a0e599eb86bcecd60f7ab0f@teranews>
Source record: 11248

Despite all prevention efforts, "vinci" <tonyvinci@hotmail.com> wrote in
news:1114751441.532363.143120@o13g2000cwo.googlegroups.com:

> the item? I sold the 9 cartridges for 50c each. I charged $3.00 for

Man - someone got an EXCELLENT deal on those carts. Wish I had emailed
faster!

--
Slor

2192. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 12:06:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290503411.21303-100000@onyx.spiritone.com>
Source record: 11249
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auction Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Goto http://BensCatalogs.Atari.org or Call (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2193. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 12:12:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290509360.21303-100000@onyx.spiritone.com>
Source record: 11250
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2194. AD: 20% OFF ATARI + NEW FREE ATARI CATALOGS! SPRING CLEANING!

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 12:15:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0504290512361.21303-100000@onyx.spiritone.com>
Source record: 11251
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

HELP! I've just moved into my NEW location and everything is a Mess! So for the Month of May I'm having a Spring Cleaning! So all May long I'm giving away FREE Atari Catalogs updated for you. Get em while their HOT!

This May, Take 20% off the Top of your Atari order on most Games/Software, Hardware and Books for Classic Atari 8 Bit and Atari ST Computer Lines! Plus most Jaguar & Jaguar Games! Call 24HRS! (503)256-9974! And for NEW FREE Atari Catalogs goto! http://BensCatalogs.Atari.org

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http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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2195. The DarkForce! BBS (beta testing)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 14:05:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.29.14.05.24.657394@charter.net>
Source record: 11252

Okay, I've got Darkforce up and running right now. Tons of things remain
to be done, but I wanted to let you guys access it and report anything
amiss to me.

Obvious things:

Express is reporting the connect rate at 300 baud
Date is showing up as ":5" instead of "05"
CDROM section is not working - you'll probably just get a script error or
a timeout. (don't even have CDs hooked up right now)
Bulletins and announcements are hopelessly out of date
The free prize giveaway has been suspended. :-)

The original user logs are still in place, so if you had visited us before
and remember your username/password, you can log right in.

The initial sequence is:

telnet 24.177.21.241

escape character is "^]"

then an ASCII <return>

After that, the BBS software should kick in (God willing and the creek
don't rise). :-)

I'm working this weekend (36 hours) so I'll just leave it up over the
weekend then pull it back offline on my days off to start updating the
bulletins and announcements.

The board supports ASCII text, VT52, and ANSI. ANSI is actually
automatically detected if you're using it.

All comments and criticisms are welcome. You can leave e-mail/feedback on
the board itself, post here in the newsgroup, or email me personally.

Thanks everyone! :-)

2196. Re: cleaning house

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 17:55:50 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <42727527.8033C63E@plano.net>
Source record: 11253

```
vinci wrote:
>
> Luis,
> Yes, in fact, if I no one makes me any $ offers for the items, I WILL
> give them away. All you have to do is come to my house and pick
> them up. Kind of difficult for someone who lives across the country
> of course. Also, why should I spend 1/2 hour or so packing and then
> addressing the package and then standing in a post office line to mail
> the item?
>
I might drop by your house to pick up some things...if I knew what
part of the *world* your house was in... ;-)

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to leave |
| undone what one perceives right |
| richmond at plano dot net to do. -- Confucius |
+-----------------------------------------------------------------+
```

2197. Re: Forth

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-29 20:16:48 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <QCwce.27662$WI3.27462@attbi_s71>
Source record: 11254

Carsten Strotmann wrote:
> On Thu, 28 Apr 2005 17:16:43 +0000, Ziggy wrote:
>
>
>>Was there ever a forth on cart for the 8 bitters?
>
>
> Not that I'm aware of. If there is one, I would be interested on Infos.
> There are a couple of disk based forth systems for the Atari 8bit, see
> http://www.strotmann.de/twiki/bin/view/APG/LangForth
>
>
>
>>And if so, anyone got one they dont want anymore...
>
>
> I can build you one, if you like (8 KB Cart, or AtariMax Flashcart), if
> you need one for work, not for collecting an original piece.
>
> Best regards
>
> Carsten Strotmann
>
>
>
Cool.. that wiki looks rather useful..

And yes, the cart was for home 'collector' use.. Im stuck doing
the *.net thing at work..

2198. Re: The DarkForce! BBS (beta testing)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-30 10:06:09 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <42735884$0$10506$9b4e6d93@newsread4.arcor-online.net>
Source record: 11255

Ronald J. Hall wrote:

> The board supports ASCII text, VT52, and ANSI. ANSI is actually
> automatically detected if you're using it.
>
> All comments and criticisms are welcome. You can leave e-mail/feedback on
> the board itself, post here in the newsgroup, or email me personally.
>
> Thanks everyone! :-)

wow!! this was like a time travel!!! nice!! And how slow everything was.
I had the impression I am using once again my old 2400 baud modem (rest
in peace). Also very nice to see the reported highscores from 1989 !!!! :)

how does it work? Do you have multiuser abilities supported by the bbs
software? Or do you have to "redial" in case the bbs is already in use?

\twh!

2199. Re: The DarkForce! BBS (beta testing)

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-30 13:20:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.30.13.20.30.903922@charter.net>
Source record: 11256

On Sat, 30 Apr 2005 12:06:09 +0200, Thomas 'twh' Havemeister wrote:

> wow!! this was like a time travel!!! nice!! And how slow everything was.
> I had the impression I am using once again my old 2400 baud modem (rest
> in peace). Also very nice to see the reported highscores from 1989 !!!! :)
>
> how does it work? Do you have multiuser abilities supported by the bbs
> software? Or do you have to "redial" in case the bbs is already in use?
>
> \twh!

Well, I'm using the Lantronix UDS10 to "negotiate" between my LAN and the serial port on my Mega ST. It acts, for all intents and purposes, just like a modem (emulation). (I had a lot of help from people on this list to get it up and running)

I wish it was multiuser, but alas, it is not. Single user at a time. If you call when someone else is online, it will just refuse connection.

Thanks for calling! :-)

2200. Re: resolve tool

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-30 21:01:08 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <omSce.31715$AE6.3006@tornado.texas.rr.com>
Source record: 11257

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:x-ydnQURLsXamf_fRVn-ig@comcast.com...
>
> "Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
> news:1163rk0k36v6o8c@corp.supernews.com...
> : On 17 Apr 2005 00:48:00 , "Bill Garber" wrote:
> : >
> : >"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
> : >news:1163ohua8l0hka9@corp.supernews.com...
> : >
> : >: Is there a tool for atari 8-bit to resolve IP addresses from the name
> : >: of the site (forgive me for not knowing the correct terminology).
> : >
> : >Sure, but it runs on a PC, it's called "Ping". :o)
> : >
> : >Apple II Forever, Apple II Together
> : >Bill @ GarberStreet Enterprizez
> : >-------------------------------------------
> : >Web Site - http://garberstreet.netfirms.com
> : >HOME OF THE RAM-4-GS
> : >-------------------------------------------
> : >Email - willy46pa@comcast.net
> : >-------------------------------------------
> : >
> : >
> : >.
> : Yes, of course, I have PING and RESOLVE available on my other PCs
> : (Falcon and STe) ;-) but how about my 8-bit PC :-)
>
> None that I know of, Joseph. And, I don't see anyone else
> chiming in so far. Let's see what happens between now and
> Monday afternoon. Weekends are not for computing, weekends
> are made for Michelob, don't ya know. :o)
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> -------------------------------------------
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> -------------------------------------------
> Email - willy46pa@comcast.net
> -------------------------------------------
>
>
```

I believe that would require some sort of minimal TCP/IP stack to perform a ping. After all a ping is a packet shot through the network. You might want to check on the status of Contiki, I dont know the URL just do a search on Atari Contiki.
Mo

2201. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-04-30 22:52:45 UTC
From: You <you@cogeco.ca>
Message-ID: <BE99847D.18AF%you@cogeco.ca>
Source record: 11258

Wasn't Mathy the guy that was wondering whether or not to buy a Mac just a
short time ago?

Hmm, appears Mathy has bought himself an iMac. Congrats, Mathy, on making
the *right* choice. Hope you're enjoying your new Mac!

> From: Mathy Van Nisselroy <mathy@mathyvannisselroy.nl>
> Organization: QinIP
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 21 Apr 2005 01:23:30 +0200
> Subject: Off topic: how to add old Pentium 1 to ethernet network and internet
>
> Howdy folks
>
> I managed to connect my Imac to the internet via a router modem. I
> wanna do the same with an old Pentium (probably Pentium one, because
> it's 200 MHz) that runs Windows 95. It has a browser and email utility,
> so it was able to surf the net and exchange mail back when it was used
> as an office computer. But I keep hearing I can not connect it to the
> internet easily. On the other hand, it was used in a big office (my Dad
> worked for the city) and there is no way that they connected all them
> computers to the internet via a modem.
>
> Could you please help me folks?
> My Dad doesn't want to buy a new computer or to get used a new version
> of Windows.
>
> CU Mathy

2202. FA : Crystal Castles ATARI XE cartridge (boxed) +ending soon+

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 00:56:57 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0504301656.1fe4240c@posting.google.com>
Source record: 11259

This auction will end in less than 24 hours :

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8187149740&rd=1&ssPageName=WDVW

This is the rare ATARI XE cartridge game "Crystal Castles", boxed,
with instructions.

It will work on ATARI 800 XL/XE machines, the 130 XE, the 1200 XL and
the XE Gamesystem.It's NTSC, but will work on PAL machines, too.

2203. extremetech atari 130XE laptop

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 03:34:15 UTC
From: jdplace@cableone.net
Message-ID: <1114918455.672459.95420@g14g2000cwa.googlegroups.com>
Source record: 11260

Anyone notice the article on page 93 of ExtremeTech magazine??? I was amazed to see an Atari 130XE on the cover (actually the back cover of the sleeve) of the magazine! They built a "laptop" from an aluminum suitcase, LCD screen and the 130XE using a KMK/JZ, and IDE to compact flash adaptor. This newsgroup is mentioned in the article. The article is by Jamie Lendino and Sascha Segan. Very cool!

2204. Holmes FTP?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 04:45:55 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <1178no4nnbhjob7@corp.supernews.com>
Source record: 11261

I have the whole games archive but it seems I have a dozen Getright files!
So I am missing the files and I want to get them before I back this up to
CD. Anyone know of a site/link? Or if anyone would not mind emailing me
the missing files, drop me an email and I can get you the list.

Thanks!
Tim

2205. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 04:47:23 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1114922826@rtfm.mit.edu>
Source record: 11262
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2206. Re: Holmes FTP?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 06:20:37 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <%y_ce.293$eU.244@fed1read07>
Source record: 11263

"Tim" <tjlazer@NOCRAP.mail.com> wrote in message
news:1178no4nnbhjob7@corp.supernews.com...
>I have the whole games archive but it seems I have a dozen Getright files!
>So I am missing the files and I want to get them before I back this up to
>CD. Anyone know of a site/link? Or if anyone would not mind emailing me
>the missing files, drop me an email and I can get you the list.
>
> Thanks!
> Tim

Tim,
If the Getright file is the correct size you can rename the file with a zip
extender or the ATR extender which ever is correct and see if this fixes the
file. If a zip file sometimes I have been able to test and fix. If this
doesn't work re post with the missing files and let us group members help
out.
RoyE

>

2207. Re: Holmes FTP?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 06:31:57 UTC
From: Tim <tjlazer@NOCRAP.mail.com>
Message-ID: <1178tuu3mjqco91@corp.supernews.com>
Source record: 11264

"RoyE" <r-dean@ cox.net> wrote in message
news:%y_ce.293$eU.244@fed1read07...

> Tim,
> If the Getright file is the correct size you can rename the file with a
> zip extender or the ATR extender which ever is correct and see if this
> fixes the file. If a zip file sometimes I have been able to test and fix.
> If this doesn't work re post with the missing files and let us group
> members help out.
> RoyE
>
Roy,

You are right! I renamed them and they seem to work!

Thanks!
Tim

2208. Re: Holmes FTP?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 09:41:45 UTC
From: Helge Sj&#65533;str&#65533;m <helgesjoestroem@ki.tng.de>
Message-ID: <d52863$2rh$1@ulric.tng.de>
Source record: 11265

Hallo Tim,

send me a list of the missing files and I will send them to you.

Helge

----- Original Message -----
From: "Tim" <tjlazer@NOCRAP.mail.com>
Newsgroups: comp.sys.atari.8bit
Sent: Sunday, May 01, 2005 6:45 AM
Subject: Holmes FTP?

> I have the whole games archive but it seems I have a dozen Getright files!
> So I am missing the files and I want to get them before I back this up to
> CD. Anyone know of a site/link? Or if anyone would not mind emailing me
> the missing files, drop me an email and I can get you the list.
>
> Thanks!
> Tim
>
>

2209. Re: extremetech atari 130XE laptop

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 19:19:29 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d53a86fjc1@nemesis.news.tpi.pl>
Source record: 11266

```
Uzytkownik <jdplace@cableone.net> napisal w wiadomosci
news:1114918455.672459.95420@g14g2000cwa.googlegroups.com...
> Anyone notice the article on page 93 of ExtremeTech magazine??? I was
> amazed to see an Atari 130XE on the cover (actually the back cover of
> the sleeve) of the magazine! They built a "laptop" from an aluminum
> suitcase, LCD screen and the 130XE using a KMK/JZ, and IDE to compact
> flash adaptor. This newsgroup is mentioned in the article. The
> article is by Jamie Lendino and Sascha Segan. Very cool!
>

any link to jpg or pdf with this?
```

2210. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-01 21:28:44 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-93E639.23284401052005@azure.qinip.net>
Source record: 11267

Howdy You, folks

> Wasn't Mathy the guy that was wondering whether or not to buy a Mac just a
> short time ago?

Yes I was.

> Hmm, appears Mathy has bought himself an iMac. Congrats, Mathy, on making
> the *right* choice. Hope you're enjoying your new Mac!

I did. Thanks. I only did it two weeks to soon. Apple has release a
new version of Mac OS X, the first 64 bit version. If I had waited it
would have cost me 18 euro's, now I have to pay 111 euro's more. One
euro is about 1.3 USD at the moment, but Apple uses the same numbers in
the USA.

CU Mathy

PS I really like the IMac, but I still have to get used to it. Can't
always find the options yet.

2211. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 00:36:16 UTC
From: Simon <news@gornall.net>
Message-ID: <zaOdnWU1OPCc6-jfRVn-rw@comcast.com>
Source record: 11268

Mathy Van Nisselroy wrote:
> Howdy You, folks
>
>
>>Wasn't Mathy the guy that was wondering whether or not to buy a Mac just a
>>short time ago?
>
>
> Yes I was.
>
>
>>Hmm, appears Mathy has bought himself an iMac. Congrats, Mathy, on making
>>the *right* choice. Hope you're enjoying your new Mac!
>
>
> I did. Thanks. I only did it two weeks to soon. Apple has release a
> new version of Mac OS X, the first 64 bit version. If I had waited it
> would have cost me 18 euro's, now I have to pay 111 euro's more. One
> euro is about 1.3 USD at the moment, but Apple uses the same numbers in
> the USA.

Usually Apple are more tolerant than you might expect regarding
upgrades. If you've just spent money on one of their machines, give them
a call, and they'll probably send you a DVD for postage costs...

ATB,
Simon

2212. Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 08:33:46 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1115022826.157488.268880@o13g2000cwo.googlegroups.com>
Source record: 11269

I've just bought an 1050 drive to my old 800XL, but without power supply and serial cabe. I'd like to build my own serial cable, but I don't know which pin should be connected to which one. Can anybody help me? (is it a simple pin to pin cable, or there is some crosslink in it) Also I don't know the power requirements of 1050. I read that it is 9V, 5.6A. Am I right? Which pin is the + and which one is the - ?

2213. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 09:20:00 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <4hmde.35923$h6.9058@tornado.texas.rr.com>
Source record: 11270

<vas.jozsef@karatnet.hu> wrote in message
news:1115022826.157488.268880@o13g2000cwo.googlegroups.com...
> I've just bought an 1050 drive to my old 800XL, but without power
> supply and serial cabe. I'd like to build my own serial cable, but I
> don't know which pin should be connected to which one. Can anybody help
> me? (is it a simple pin to pin cable, or there is some crosslink in it)
> Also I don't know the power requirements of 1050. I read that it is 9V,
> 5.6A. Am I right? Which pin is the + and which one is the - ?
>

Yeah its pin for pin but finding those end connectors is gonna be a problem.
It would be cheaper to just buy one. The power supply should be 9V AC 30-40
amps.
Mo

2214. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 10:11:36 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1115028696.803420.246400@g14g2000cwa.googlegroups.com>
Source record: 11271

Momo wrote:
> <vas.jozsef@karatnet.hu> wrote in message
> news:1115022826.157488.268880@o13g2000cwo.googlegroups.com...
> > I've just bought an 1050 drive to my old 800XL, but without power
> > supply and serial cabe. I'd like to build my own serial cable, but
I
> > don't know which pin should be connected to which one. Can anybody
help
> > me? (is it a simple pin to pin cable, or there is some crosslink in
it)
> > Also I don't know the power requirements of 1050. I read that it is
9V,
> > 5.6A. Am I right? Which pin is the + and which one is the - ?
> >
>
> Yeah its pin for pin but finding those end connectors is gonna be a
problem.
> It would be cheaper to just buy one. The power supply should be 9V AC
30-40
> amps.
> Mo

Thanks. I would like to put standard DB15 connectors to my computer and
peripherials and connect them through that.
You mean 30-40 watts, right ;)

2215. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 13:33:11 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <r_pde.41189$r53.26803@attbi_s21>
Source record: 11272

Mathy Van Nisselroy wrote:
> Howdy folks
>
> I managed to connect my Imac to the internet via a router modem. I
> wanna do the same with an old Pentium (probably Pentium one, because
> it's 200 MHz) that runs Windows 95. It has a browser and email utility,
> so it was able to surf the net and exchange mail back when it was used
> as an office computer. But I keep hearing I can not connect it to the
> internet easily. On the other hand, it was used in a big office (my Dad
> worked for the city) and there is no way that they connected all them
> computers to the internet via a modem.
>
> Could you please help me folks?
> My Dad doesn't want to buy a new computer or to get used a new version
> of Windows.
>
> CU Mathy

Should not be hard at all to attach it.. Use Ethernet or dial up. it
wont care either way.

Problem you will run into is that as time goes on, you wont be able to
view as many web pages as you can with current browsers. Though email
should work for a long time.

You could always load a unix variant on there too, and stay 'current'
without investing more money in software. FreeBSD would be acceptable
for a 200.. as would other OS's

2216. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 15:44:19 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1115048659.376239.272740@z14g2000cwz.googlegroups.com>
Source record: 11273

Momo wrote:
> <vas.jozsef@karatnet.hu> wrote in message
> news:1115022826.157488.268880@o13g2000cwo.googlegroups.com...
> > I've just bought an 1050 drive to my old 800XL, but without power
> > supply and serial cabe. I'd like to build my own serial cable, but
I
> > don't know which pin should be connected to which one. Can anybody
help
> > me? (is it a simple pin to pin cable, or there is some crosslink in
it)
> > Also I don't know the power requirements of 1050. I read that it is
9V,
> > 5.6A. Am I right? Which pin is the + and which one is the - ?
> >
>
> Yeah its pin for pin but finding those end connectors is gonna be a
problem.
> It would be cheaper to just buy one. The power supply should be 9V AC
30-40
> amps.
> Mo

Just to confirm:
pin1 (clock in) goes to pin1 (clock in)
pin2 (clock out) goes to pin2 (clock out)
pin3 (data in) goes to pin3 (data in)
pin4 (gnd) goes to pin4 (gnd)
pin5 (data out) goes to pin5 (data out)
pin6 (gnd) goes to pin6 (gnd)
pin7 (command) goes to pin7 (command)
pin8 (motor control) goes to pin8 (motor control)
pin9 (proceed) goes to pin9 (proceed)
pin10 (+5V) goes to pin10 (+5V)
pin11 (audio in) goes to pin11 (audio in)
pin12 (+12V) goes to pin12 (+12V)
pin13 (interrupt) goes to pin13 (interrupt)

Right?

2217. Atari Computer Parts

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 17:42:48 UTC
From: dugan <dugan_s@hotmail.com>
Message-ID: <1115055768.341897.92450@z14g2000cwz.googlegroups.com>
Source record: 11274

Hello,

I have loved atari since i was 6. Now i'm 35 and i don't have room.
i have a Trak disk drive, much better than the atari disk drive, it has
double density, write-protect, built in printer buffer and printer
port, power supply and orignal box. worked great last time i used it
and still powers-up. i can't find my 800 computer to see if it really
works, it should though. also a atari plotter with power pack.
misclaneous disks, games. also a color monitor i used to use with my
atari stuff, miscl. serial cables. i know now that this stuff cost my
dad a boat-load back then, but i'd just like it to go to a good home.
please e-mail me if you're interested and i can send some pictures.
dugan_s@hotmail.com
thanks

2218. Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 20:34:43 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <42768ee3$0$10512$9b4e6d93@newsread4.arcor-online.net>
Source record: 11275

```
Who is Lieutenant Yolea Malura?

rgds,
\twh!
```

2219. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-02 23:43:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.02.23.43.40.238123@charter.net>
Source record: 11276

On Mon, 02 May 2005 22:34:43 +0200, Thomas 'twh' Havemeister wrote:

> Lieutenant Yolea Malura

The pilot who crash landed in "Rescue On Fractulus"? :-)

2220. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 02:18:33 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1115086713.467901.54960@l41g2000cwc.googlegroups.com>
Source record: 11277

vas.joz...@karatnet.hu wrote:
> Momo wrote:
> > <vas.jozsef@karatnet.hu> wrote in message
> > news:1115022826.157488.268880@o13g2000cwo.googlegroups.com...
> > > I've just bought an 1050 drive to my old 800XL, but without power
> > > supply and serial cabe. I'd like to build my own serial cable,
but
> I
> > > don't know which pin should be connected to which one. Can
anybody
> help
> > > me? (is it a simple pin to pin cable, or there is some crosslink
in
> it)
> > > Also I don't know the power requirements of 1050. I read that it
is
> 9V,
> > > 5.6A. Am I right? Which pin is the + and which one is the - ?
> > >
> >
> > Yeah its pin for pin but finding those end connectors is gonna be a
> problem.
> > It would be cheaper to just buy one. The power supply should be 9V
AC
> 30-40
> > amps.
> > Mo
>
> Just to confirm:
> pin1 (clock in) goes to pin1 (clock in)
> pin2 (clock out) goes to pin2 (clock out)
> pin3 (data in) goes to pin3 (data in)
> pin4 (gnd) goes to pin4 (gnd)
> pin5 (data out) goes to pin5 (data out)
> pin6 (gnd) goes to pin6 (gnd)
> pin7 (command) goes to pin7 (command)
> pin8 (motor control) goes to pin8 (motor control)
> pin9 (proceed) goes to pin9 (proceed)
> pin10 (+5V) goes to pin10 (+5V)
> pin11 (audio in) goes to pin11 (audio in)
> pin12 (+12V) goes to pin12 (+12V)
> pin13 (interrupt) goes to pin13 (interrupt)
>
> Right?

Correct on both counts, wattage and pin for pin layout. The cable can not have any cross links as per null modem cables as the Atari SIO cable allows for daisy chaining of several peripherals together. Printers, modems, disk drives, etc. all using the same type 13 pin SIO cables. +12 volt on pin 12 probably doesn't exist or is a non connection for most devices so if you don't see that when testing don't worry about it.

2221. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 05:42:44 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <42770f52$0$10496$9b4e6d93@newsread4.arcor-online.net>
Source record: 11279

Ronald J. Hall wrote:

> On Mon, 02 May 2005 22:34:43 +0200, Thomas 'twh' Havemeister wrote:
>>Lieutenant Yolea Malura
> The pilot who crash landed in "Rescue On Fractulus"? :-)

yes, Sir! :) I wonder how she looks like!!

\twh

2222. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 05:43:04 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1115098984.834862.297880@o13g2000cwo.googlegroups.com>
Source record: 11278

```
Lee wrote:
> vas.joz...@karatnet.hu wrote:
> > Momo wrote:
> > > <vas.jozsef@karatnet.hu> wrote in message
> > > news:1115022826.157488.268880@o13g2000cwo.googlegroups.com...
> > > > I've just bought an 1050 drive to my old 800XL, but without
power
> > > > supply and serial cabe. I'd like to build my own serial cable,
> but
> > I
> > > > don't know which pin should be connected to which one. Can
> anybody
> > help
> > > > me? (is it a simple pin to pin cable, or there is some
crosslink
> in
> > it)
> > > > Also I don't know the power requirements of 1050. I read that
it
> is
> > 9V,
> > > > 5.6A. Am I right? Which pin is the + and which one is the - ?
> > > >
> > >
> > > Yeah its pin for pin but finding those end connectors is gonna be
a
> > problem.
> > > It would be cheaper to just buy one. The power supply should be
9V
> AC
> > 30-40
> > > amps.
> > > Mo
> >
> > Just to confirm:
> > pin1 (clock in) goes to pin1 (clock in)
> > pin2 (clock out) goes to pin2 (clock out)
> > pin3 (data in) goes to pin3 (data in)
> > pin4 (gnd) goes to pin4 (gnd)
> > pin5 (data out) goes to pin5 (data out)
> > pin6 (gnd) goes to pin6 (gnd)
> > pin7 (command) goes to pin7 (command)
> > pin8 (motor control) goes to pin8 (motor control)
> > pin9 (proceed) goes to pin9 (proceed)
```

> > pin10 (+5V) goes to pin10 (+5V)
> > pin11 (audio in) goes to pin11 (audio in)
> > pin12 (+12V) goes to pin12 (+12V)
> > pin13 (interrupt) goes to pin13 (interrupt)
> >
> > Right?
>
> Correct on both counts, wattage and pin for pin layout. The cable
can
> not have any cross links as per null modem cables as the Atari SIO
> cable allows for daisy chaining of several peripherals together.
> Printers, modems, disk drives, etc. all using the same type 13 pin
SIO
> cables. +12 volt on pin 12 probably doesn't exist or is a non
> connection for most devices so if you don't see that when testing
don't
> worry about it.

Thanks.
I've already equipped my 1050 with DB15 connectors. Also bought an 9V
AC adapter and my 1050 spins up !!!!
Next is my 800xl and the connection cable. Let you know the result.
Thank you for your help.

2223. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 13:46:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.03.13.46.03.691455@charter.net>
Source record: 11280

On Tue, 03 May 2005 07:42:44 +0200, Thomas 'twh' Havemeister wrote:

> Ronald J. Hall wrote:
>
>> On Mon, 02 May 2005 22:34:43 +0200, Thomas 'twh' Havemeister wrote:
>>>Lieutenant Yolea Malura
>> The pilot who crash landed in "Rescue On Fractulus"? :-)
>
> yes, Sir! :) I wonder how she looks like!!
>
> \twh

Don't you wish you could actually meet some of the characters from our
fav. Atari games?

Love to meet Lord British! :-)

2224. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 15:53:11 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <A6ednQ1hnonwA-rfRVn-vA@adelphia.com>
Source record: 11281

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.05.03.13.46.03.691455@charter.net...
> On Tue, 03 May 2005 07:42:44 +0200, Thomas 'twh' Havemeister wrote:
>
>> Ronald J. Hall wrote:
>>
>>> On Mon, 02 May 2005 22:34:43 +0200, Thomas 'twh' Havemeister wrote:
>>>>Lieutenant Yolea Malura
>>> The pilot who crash landed in "Rescue On Fractulus"? :-)
>>
>> yes, Sir! :) I wonder how she looks like!!
>>
>> \twh
>
> Don't you wish you could actually meet some of the characters from our
> fav. Atari games?
>
> Love to meet Lord British! :-)
>

I think you can... goes by the name Richard Garriott.

2225. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 19:13:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.03.19.13.45.251504@charter.net>
Source record: 11282

On Tue, 03 May 2005 11:53:11 -0400, Jason Harmon wrote:

> I think you can... goes by the name Richard Garriott.

Ah, you know what I meant...in character. :-)

2226. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 19:14:04 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <4277cd78$0$7513$9b4e6d93@newsread2.arcor-online.net>
Source record: 11283

Ronald J. Hall wrote:

>>>The pilot who crash landed in "Rescue On Fractulus"? :-)
>>
>>yes, Sir! :) I wonder how she looks like!!
>>
>>\twh
>
>
> Don't you wish you could actually meet some of the characters from our
> fav. Atari games?
>
> Love to meet Lord British! :-)

this is actually a good question! Here my wish list:

Once I wish to

* watch Bruce Lee while he fights against his green fat buddy
* say the black (not the white!) guy of Spy vs. Spy "Hello!"
* punch Bounty Bob because he walked in all his games extremely "gay"
* give Ms.Pacman a bunch of flowers for her great game
* go with the cool Wolfs in order to kill this nasty porks in Pooyan
* thank the dark side guys of Archon for being such a great team
* sit inside a monster OGRE to kill all human on the playfield

what's your wish list?

\twh!

2227. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 19:36:35 UTC
From: You <you@cogeco.ca>
Message-ID: <BE9D4B03.1A31%you@cogeco.ca>
Source record: 11284

I agree. When I bought my old LC575, it was just before the release of
System 7.5. Apple sent me System 7.5 for something like $10 CDN.

I'd be willing to bet that Apple will extend the upgrade offer to you so
that you can get Tiger at the low 18 Euro price. Give them a call, as
Simon has suggested.

> From: Simon <news@gornall.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 01 May 2005 17:36:16 -0700
> Subject: Re: Off topic: how to add old Pentium 1 to ethernet network and
> internet
>
> Mathy Van Nisselroy wrote:
>> Howdy You, folks
>>
>>
>>> Wasn't Mathy the guy that was wondering whether or not to buy a Mac just a
>>> short time ago?
>>
>>
>> Yes I was.
>>
>>
>>> Hmm, appears Mathy has bought himself an iMac. Congrats, Mathy, on making
>>> the *right* choice. Hope you're enjoying your new Mac!
>>
>>
>> I did. Thanks. I only did it two weeks to soon. Apple has release a
>> new version of Mac OS X, the first 64 bit version. If I had waited it
>> would have cost me 18 euro's, now I have to pay 111 euro's more. One
>> euro is about 1.3 USD at the moment, but Apple uses the same numbers in
>> the USA.
>
> Usually Apple are more tolerant than you might expect regarding
> upgrades. If you've just spent money on one of their machines, give them
> a call, and they'll probably send you a DVD for postage costs...
>
> ATB,
> Simon

2228. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 21:08:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.03.21.08.26.12858@charter.net>
Source record: 11285

On Tue, 03 May 2005 21:14:04 +0200, Thomas 'twh' Havemeister wrote:

> this is actually a good question! Here my wish list:
>
> Once I wish to
>
> * watch Bruce Lee while he fights against his green fat buddy
> * say the black (not the white!) guy of Spy vs. Spy "Hello!"
> * punch Bounty Bob because he walked in all his games extremely "gay"
> * give Ms.Pacman a bunch of flowers for her great game
> * go with the cool Wolfs in order to kill this nasty porks in Pooyan
> * thank the dark side guys of Archon for being such a great team
> * sit inside a monster OGRE to kill all human on the playfield
>
> what's your wish list?
>
> \twh!

Oh my goodness...let's see:

Adventuring with Iolo, Dupre, and all the gang from the Ultima series
Go into party! mode with Trillian, Arthur, Zaphod, and Marvin from
Hitchikers...
Meet a Krellan face to face (Star Fleet 1)
Actually walk into (only for a moment!) a room full of zombies from "Realm
Of Impossibility"
Actually sit in a "Star Raider"...

and too many more to think about right now. :-)

2229. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-03 23:16:00 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-A5795E.01160004052005@azure.qinip.net>
Source record: 11286

Howdy folks

> I'd be willing to bet that Apple will extend the upgrade offer to you so
> that you can get Tiger at the low 18 Euro price. Give them a call, as
> Simon has suggested.

> > Usually Apple are more tolerant than you might expect regarding
> > upgrades. If you've just spent money on one of their machines, give them
> > a call, and they'll probably send you a DVD for postage costs...

I called Apple Netherlands since I live in the Netherlands and I called
Apple Germany cause that's where I bought the IMac. No luck.

And now they are releasing 2 GHz versions with bigger harddrives and
faster (dual layer?) CD/DVD burners that weren't even an option when I
bought mine 6 weeks ago.

CU Mathy

2230. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 04:37:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <2kYde.385$T3.2156@typhoon.sonic.net>
Source record: 11287

james <mentor@arisia.org> wrote:
> Ah, the joys of computing for the masses.

cough

http://www.debian.org/

;)

--
-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2231. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 04:37:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <CkYde.387$T3.2136@typhoon.sonic.net>
Source record: 11288

Joseph D. Place <jdplace@removespamcableone.net> wrote:
> hmmm... My news server must filter that stuff out. I haven't seen
> anything like that here.

Ditto. My ISP is quite good at keeping spam away from my eyes.

-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2232. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 04:41:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <moYde.388$T3.2308@typhoon.sonic.net>
Source record: 11289

vas.jozsef@karatnet.hu wrote:
> I've already equipped my 1050 with DB15 connectors. Also bought an 9V
> AC adapter and my 1050 spins up !!!!
> Next is my 800xl and the connection cable. Let you know the result.

Fewh! Good luck! You're braver than I! :^)

--
-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2233. Re: extremetech atari 130XE laptop

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 04:42:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <WoYde.389$T3.2306@typhoon.sonic.net>
Source record: 11290

qwery <cvh@o2.pl> wrote:

> Uzytkownik <jdplace@cableone.net> napisal w wiadomosci
> news:1114918455.672459.95420@g14g2000cwa.googlegroups.com...
>> Anyone notice the article on page 93 of ExtremeTech magazine??? I was
>> amazed to see an Atari 130XE on the cover (actually the back cover of
>> the sleeve) of the magazine!

> any link to jpg or pdf with this?

<AOL> Me too! </AOL>

;)

-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2234. Re: extremetech atari 130XE laptop

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 04:48:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <huYde.392$T3.2280@typhoon.sonic.net>
Source record: 11291

qwery <cvh@o2.pl> wrote:

> Uzytkownik <jdplace@cableone.net> napisal w wiadomosci
> news:1114918455.672459.95420@g14g2000cwa.googlegroups.com...
>> Anyone notice the article on page 93 of ExtremeTech magazine??? I was
>> amazed to see an Atari 130XE on the cover (actually the back cover of
>> the sleeve) of the magazine! They built a "laptop" from an aluminum
>> suitcase, LCD screen and the 130XE using a KMK/JZ, and IDE to compact
>> flash adaptor. This newsgroup is mentioned in the article. The
>> article is by Jamie Lendino and Sascha Segan. Very cool!
>>

> any link to jpg or pdf with this?

This would be the magazine & issue. Sadly, none of it is online (yet):

http://www.extremetech.com/article2/0,1558,1788658,00.asp

--
-bill!
bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued darkness
http://newbreedsoftware.com/ until widely scattered light in the morning.

2235. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 05:49:24 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1115185764.639393.72860@z14g2000cwz.googlegroups.com>
Source record: 11292

William Kendrick wrote:
> vas.jozsef@karatnet.hu wrote:
> > I've already equipped my 1050 with DB15 connectors. Also bought an
9V
> > AC adapter and my 1050 spins up !!!!
> > Next is my 800xl and the connection cable. Let you know the result.
>
> *Fewh!* Good luck! You're braver than I! :^)
>
> --
> -bill!
> bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued
darkness
> http://newbreedsoftware.com/ until widely scattered light in the
morning.

Good news: It works fine. Next is my new 1029 printer.
Btw. Is there any DIY hardware mods to speed up my 1050?

2236. ramdisk on st(e)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-04 18:42:29 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d5b56edf1@nemesis.news.tpi.pl>
Source record: 11293

```
what's the best RamDisk program for Atari ST(E) = 4MB ?
```

2237. Re: Atari origonal serial cable.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 02:26:33 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <tvfee.28494$r81.27272@trnddc02>
Source record: 11294

You can probably get a cheap Happy enhancement on eBay. And the US Doubler
DIY text is available on the internet but I forget where... maybe you can
Google it.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

<vas.jozsef@karatnet.hu> wrote in message
news:1115185764.639393.72860@z14g2000cwz.googlegroups.com...
>
> William Kendrick wrote:
>> vas.jozsef@karatnet.hu wrote:
>> > I've already equipped my 1050 with DB15 connectors. Also bought an
> 9V
>> > AC adapter and my 1050 spins up !!!!
>> > Next is my 800xl and the connection cable. Let you know the result.
>>
>> *Fewh!* Good luck! You're braver than I! :^)
>>
>> --
>> -bill!
>> bill@newbreedsoftware.com Tonight's Forecast: Dark. Continued
> darkness
>> http://newbreedsoftware.com/ until widely scattered light in the
> morning.
>
> Good news: It works fine. Next is my new 1029 printer.
> Btw. Is there any DIY hardware mods to speed up my 1050?
>

2238. Re: ramdisk on st(e)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 04:42:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4279d63e1f24650@comcast.net>
Source record: 11198

>what's the best RamDisk program for Atari ST(E) = 4MB ?
>

This an 8-bit group but I will tell you anyway. I use Flexdisk on my STe and Hades.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2239. Re: extremetech atari 130XE laptop

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 05:13:46 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1115270026.614091.183140@z14g2000cwz.googlegroups.com>
Source record: 11295

It appears to be a web-only subscription magazine, but I found a link to an offer for a free trial issue by going "home" then scrolling to the bottom for "Magazine Subscriptions." And at least for now, the trial issue is the one with the Atari portable article. I have never previously read a web magazine, but I am very impressed with their format and mag-reader software.

Interesting articles, also. So it looks like my Atari "laptop" will be at (least) the second one done.

-Larry

2240. Re: extremetech atari 130XE laptop

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 05:26:22 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <117jbjup3i2i4e8@corp.supernews.com>
Source record: 11296

```
On 4 May 2005 22:13:46 -, "Larry" wrote:
>It appears to be a web-only subscription magazine, but I found a link
>to an offer for a free trial issue by going "home" then scrolling to
>the bottom for "Magazine Subscriptions." And at least for now, the
>trial issue is the one with the Atari portable article. I have never
>previously read a web magazine, but I am very impressed with their
>format and mag-reader software.
>
>Interesting articles, also. So it looks like my Atari "laptop" will be
>at (least) the second one done.
>
>-Larry
>
>.
I bought the magazine off the rack at Safeway (and then left it at my Sister-in-law's house
in another state! uhgg!)
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400.
```

2241. Re: Who is Lieutenant Yolea Malura?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 08:30:48 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <H2.Q2.3b2yH58pGqa3Sda.NR@aqu.candybar.ne.jp>
Source record: 11297

Well, I've always wanted my personal Rotofoil... (Ballblazer :)
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

2242. Re: ramdisk on st(e)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 17:59:25 UTC
From: qwery <cvh@o2.pl>
Message-ID: <d5dn1k$qm7$1@nemesis.news.tpi.pl>
Source record: 11199

U�ytkownik "Edward S. Baiz Jr." <edbaizjr@comcast.net> napisa� w wiadomo�ci
news:4279d63e1f24650@comcast.net...
> >what's the best RamDisk program for Atari ST(E) = 4MB ?
> >
>
> This an 8-bit group but I will tell you anyway. I use Flexdisk on my STe
and
> Hades.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
thx! I use all the time 8-bit comp so I make this mistke with group... sorry
for all

2243. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 20:09:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505051306300.31322-100000@onyx.spiritone.com>
Source record: 11200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2244. AD: 20% OFF ATARI + NEW FREE ATARI CATALOGS! SPRING CLEANING!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-05 20:14:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505051309540.31322-100000@onyx.spiritone.com>
Source record: 11201
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

HELP! I've just moved into my NEW location and everything is a Mess! So for the Month of May I'm having a Spring Cleaning! So all May long I'm giving away FREE Atari Catalogs updated for you. Get em while their HOT!

This May, Take 20% off the Top of your Atari order on most Games/Software, Hardware and Books for Classic Atari 8 Bit and Atari ST Computer Lines! Plus most Jaguar & Jaguar Games! Call 24HRS! (503)256-9974! And for NEW FREE Atari Catalogs goto! http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2245. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-06 09:33:17 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1115371997.631128.53870@g14g2000cwa.googlegroups.com>
Source record: 11202

Hi guys,

About the copying bug between partitions:
I think I need some help......

OK. Until version 2.x this bug did not appear.
This version is RAM-based and used CC00-CFFF for the IDE/SIO-patch.
CF00 is the partition-table and is loaded only once (at boot up).
It's basically sector 0 of the hard drive.
If needed partition-information is looked up here.

Version 3 and higher is also ROM-based and therefore I cannot use much
RAM.
As compromise I load only 1 drive information at $258,$8
Now when you are going to use an other partition the code looks for it
by
loading sector 0 into $400,$48 (drive-size+8partitions). When found it
copies the information to $258,$8 and executes the IDE-code.

Apparently here is the bug somewhere......
I have eliminated that there are errors in reading/converting sector 0.
So I'm asking you if perhaps somebody knows if area $400-$447 is used
by DOS/OS ?!?
If yes: there comes the bug.

Let me know,
Sijmen.

http://www.mr-atari.com

2246. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-06 12:34:56 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d5fo9g$j61$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11203

Hi,

> I have eliminated that there are errors in reading/converting sector 0.
> So I'm asking you if perhaps somebody knows if area $400-$447 is used
> by DOS/OS ?!?

IIRC, that area is used by the Os for bootstrapping the DOS, i.e.
sector #1 of a disk drive is read in there and then copied to the
target location found in the boot flags.

So long,
Thomas

2247. Re: Off topic: how to add old Pentium 1 to ethernet network and internet

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-07 06:02:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BEA1D21B.1A75%you@cogeco.ca>
Source record: 11204

Mathy:

Call Apple USA... Don't let them brush you off. You paid good money for
your iMac and you're a new Mac user. Send a nice email to Apple explaining
how you just recently switched to the Macintosh from another platform and
didn't realize that you would have received a deal on Tiger if you had just
delayed your purchase by two weeks. Address the email to the head of
public relations and explain that you will be following the email up with a
phonecall.

You'll get the reduced price on Tiger. I can almost guarantee it. Hell,
if you play your cards right, you may even get Tiger for free.

PS: Don't forget to mention that the iMac that you bought six weeks ago is
now also available in a faster and better configuration. Tell them that
you don't want your first experience as an Apple customer to be one of
feeling ripped off.

> From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
> Organization: QinIP
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 04 May 2005 01:16:00 +0200
> Subject: Re: Off topic: how to add old Pentium 1 to ethernet network and
> internet
>
> Howdy folks
>
>> I'd be willing to bet that Apple will extend the upgrade offer to you so
>> that you can get Tiger at the low 18 Euro price. Give them a call, as
>> Simon has suggested.
>
>>> Usually Apple are more tolerant than you might expect regarding
>>> upgrades. If you've just spent money on one of their machines, give them
>>> a call, and they'll probably send you a DVD for postage costs...
>
> I called Apple Netherlands since I live in the Netherlands and I called
> Apple Germany cause that's where I bought the IMac. No luck.
>
> And now they are releasing 2 GHz versions with bigger harddrives and
> faster (dual layer?) CD/DVD burners that weren't even an option when I
> bought mine 6 weeks ago.
>
> CU Mathy

2248. CARINA BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 02:25:52 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <aMzfe.14688$yq3.2348@bignews1.bellsouth.net>
Source record: 11205

Does anyone remember a BBS for Atari 8-bits called CARINA?

I have the original disks and Manual but have never tried it.

Is it worth setting up or would BBS Express PRO be the one
with the most options/preformance?

Phantom

2249. LOST WEB PAGE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 02:31:11 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <9Rzfe.14695$yq3.2498@bignews1.bellsouth.net>
Source record: 11206

A few years back I stumbled on a Atari 8-bit WEB Page that
showed how to connect a Atari 800XL to a Atari Falcon motherboard.

I'm not sure exactly what all the purpose of it was, except there are
Atari 8-bit emulators on the Atari Falcon.

Anyway the page was in German and had alot of diagrams and pics.

I didn't book mark the page and have never been able to find it again.

Anyone remember this page or know the link for it?

Phantom

2250. XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 02:39:13 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HYzfe.14703$yq3.13726@bignews1.bellsouth.net>
Source record: 11207

Recently got a XEP-80 with system disk. But no manual.

Is there a online manual?

Also, Is a normal RGB monitor like a MAG Pro that I already use
on the 8-bit good enough for the 80 column Display or do I
need something else. Also I didn't get a cable. What type do I need
and can I by one from Radio Shack that will work straight away?

Phantom

2251. Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 02:55:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <%bAfe.14715$yq3.12419@bignews1.bellsouth.net>
Source record: 11208

Since they made the movie.

Anyone remember the Game for the Atari 8-bits?

I have it, but not the box or manual.
Never played it.

CK were are U?????

Phantom

2252. Re: CARINA BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 03:53:49 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <h9Bfe.10508$BE3.110@newsread2.news.pas.earthlink.net>
Source record: 11209

Phantom wrote:
> Does anyone remember a BBS for Atari 8-bits called CARINA?
>
> I have the original disks and Manual but have never tried it.
>
> Is it worth setting up or would BBS Express PRO be the one
> with the most options/preformance?

As a user I remember it as a very good BBS. I don't think it was as popular as Pro but it has everything you could ask.

It was about that time when I got into newsgroups via local waffle boards. It was obvious all the dialups BBSs were going the way of the dinosaur soon as internet connections got cheap and Carina was one of the casualties.

2253. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 04:28:52 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1115612925@rtfm.mit.edu>
Source record: 11210
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2254. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 06:39:02 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.05.09.06.39.02.402790@strotmann.de>
Source record: 11211

On Sun, 08 May 2005 22:39:13 -0400, Phantom wrote:

> Recently got a XEP-80 with system disk. But no manual.
>
> Is there a online manual?

Here
http://jjewell.com/xep80.html

>
> Also, Is a normal RGB monitor like a MAG Pro that I already use
> on the 8-bit good enough for the 80 column Display or do I
> need something else. Also I didn't get a cable. What type do I need
> and can I by one from Radio Shack that will work straight away?
>
>
> Phantom

2255. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 09:12:13 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.05.09.09.11.12.425384@pianosa.freeserve.co.uk>
Source record: 11212

On Sun, 08 May 2005 22:55:30 -0400, Phantom wrote:

> Anyone remember the Game for the Atari 8-bits?

Not just A8, IIRC, but yes.

> I have it, but not the box or manual.
> Never played it.

Damn frustrating, as I recall it. The hoops you have to jump through just
to get downstairs on that first, fateful, morning.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

2256. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 13:59:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.09.13.59.25.169125@charter.net>
Source record: 11213

On Sun, 08 May 2005 22:55:30 -0400, Phantom wrote:

> Since they made the movie.
>
> Anyone remember the Game for the Atari 8-bits?
>
> I have it, but not the box or manual.
> Never played it.
>
> CK were are U?????
>
>
> Phantom

Heh. Played that game to death, both on my 800XL and my first 520ST. :-)

I've got the box and manual for the ST version. Along with the peril sensitive sunglasses, a button that says "Don't Panic!", belly-button lint, and a small clear plastic bag containing some microscopic and/or invisible space fleet. (I've never let them out you know). <grin>

Wonderful game, with some really brain-matter stretching puzzles! I love the scene with the babblefish. :-)

Later...

2257. Re: CARINA BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-09 14:16:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505090708150.23316-100000@onyx.spiritone.com>
Source record: 11214

I have Carina BBS v.2.5! E-Mail me that you want it and I'll E-Mail it to
you as an attached file. Thanx! ===Ben===

On Sun, 8 May 2005, Phantom wrote:

>
> Does anyone remember a BBS for Atari 8-bits called CARINA?
>
> I have the original disks and Manual but have never tried it.
>
> Is it worth setting up or would BBS Express PRO be the one
> with the most options/preformance?
>
> Phantom

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2258. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 08:59:36 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <L2.T5.9b2D2v7QC0bciqa.NR@aqu.candybar.ne.jp>
Source record: 11215

Ronald J. Hall wrote:

> Wonderful game, with some really brain-matter stretching puzzles! I love
> the scene with the babblefish. :-)

By far the craziest and funniest sequence of puzzles I've played, ever.

Too bad the man is not with us anymore :<.
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

2259. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 11:44:33 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1115725473.520027.321510@f14g2000cwb.googlegroups.com>
Source record: 11216

```
Was there ever any use for 'no tea'...?
```

2260. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 13:08:57 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d5qbp9$3im$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 11217

Hi,

> Was there ever any use for 'no tea'...?

Yes. To persuade Marvin that you're intelligent enough, you'd
need to hold "tea" and "no tea" simultaneously.

Greetings,
Thomas

2261. XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 14:31:51 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4280c5d8@news.inet.com.pl>
Source record: 11218

Could someone explain what does the last sentence of the below attached quote actually mean?

****
Communication with the XEP80 will be handled by sending serialized data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data over bit 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be shifted at 15.7KB. [...]

2262. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 15:03:42 UTC
From: stephensheppard@hotmail.com
Message-ID: <1115737422.518674.220060@f14g2000cwb.googlegroups.com>
Source record: 11219

silverdr wrote:
> Could someone explain what does the last sentence of the below
attached
> quote actually mean?
>
>
> ***************
> Communication with the XEP80 will be handled by sending serialized
> data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data
over bit
> 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be shifted
at
> 15.7KB. [...]

I don't own one but this sounds straight forward to me.

You plug XEP80 into joystick port 1 or into joystick port 2. Both joystick ports are read and written from a single Atari pseudo register, called PORTA (address $D300). Data bits 0-3 map to pins on joystick port 1. Data bits 4-7 map to port 2. (Sorry, offhand I don't remember which bits map to which pins).

For XEP80 the data being read/written serially means that the data is tranmitted one bit at a time over the appropriate lines. If you plug XEP80 into joystick port 1 then the data is written via bit 0 and read via bit 1 (of PORTA, above). If you use joystick port 2 then it is bits 4 and 5, respectively.

Hope this answers your inquiry.

Steve Sheppard

2263. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 19:18:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.10.19.18.14.493353@charter.net>
Source record: 11220

On Tue, 10 May 2005 08:59:36 +0000, Hidehiko Ogata wrote:

> Ronald J. Hall wrote:
>
>> Wonderful game, with some really brain-matter stretching puzzles! I love
>> the scene with the babblefish. :-)
>
> By far the craziest and funniest sequence of puzzles I've played, ever.
>
> Too bad the man is not with us anymore :<.

I know! (and at such a young age too - what a freakin' waste!) :-(

2264. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 19:21:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.10.19.21.46.558648@charter.net>
Source record: 11221

On Tue, 10 May 2005 13:08:57 +0000, Thomas Richter wrote:

> Hi,
>
>> Was there ever any use for 'no tea'...?
>
> Yes. To persuade Marvin that you're intelligent enough, you'd
> need to hold "tea" and "no tea" simultaneously.
>
> Greetings,
> Thomas

I've got a cousin (no, really!) who was playing this game. He got stuck at the part where you're out of the pub and the darned dog won't stop yapping at your feet. He forgot to bring the sandwich to feed the dog.

He tried many, many things/combinations.

Finally, in sheer desperation, he pulled one from way out of left field (you'd really, really have to know my cousin!) and typed in:

"rape the dog"

I'm curious to see if anyone else ever did this.

The game responded with:

"I suggest you take a cold shower".

There was several of us sitting around - we cracked up and fell over we laughed so hard.

Its memories like that.... <smile.

2265. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 19:23:12 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42810a21$1@news.inet.com.pl>
Source record: 11222

stephensheppard@hotmail.com wrote:

>>***************
>>Communication with the XEP80 will be handled by sending serialized
>> data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data over bit
>> 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be shifted
>> at 15.7KB. [...]
>
>
> I don't own one but this sounds straight forward to me.
>
> You plug XEP80 into joystick port 1 or into joystick port 2. Both
> joystick ports are read and written from a single Atari pseudo
> register, called PORTA (address $D300). Data bits 0-3 map to pins on
> joystick port 1. Data bits 4-7 map to port 2. (Sorry, offhand I don't
> remember which bits map to which pins).
>
> For XEP80 the data being read/written serially means that the data is
> tranmitted one bit at a time over the appropriate lines. If you plug
> XEP80 into joystick port 1 then the data is written via bit 0 and read
> via bit 1 (of PORTA, above). If you use joystick port 2 then it is bits
> 4 and 5, respectively.
>
> Hope this answers your inquiry.

I asked specifically about the _last sentence_, quoting the earlier ones only to introduce to the context. I guess the sentence in question is about the speed but I don't recognise neither the unit nor any of the regular serial speeds. Is that something particular to the Ataris? And should the unit string read "bps" or something more adequate? In other words does the sentence contain error or am I missing something very obvious to every Atari freak?

2266. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 20:09:21 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Rx8ge.566$r7.220@newsread1.news.pas.earthlink.net>
Source record: 11223

silverdr wrote:
> stephensheppard@hotmail.com wrote:
<snip>
> I asked specifically about the _last sentence_, quoting the earlier ones
> only to introduce to the context. I guess the sentence in question is
> about the speed but I don't recognise neither the unit nor any of the
> regular serial speeds. Is that something particular to the Ataris? And
> should the unit string read "bps" or something more adequate? In other
> words does the sentence contain error or am I missing something very
> obvious to every Atari freak?

The port is not a serial chip like a 6551, it is ~parallel port like are commonly used for printers. It is just banging bits high and low with probably a software timing loop for repeatability. It is fairly common in the Atari world since Xformer emulator on both the ST and IBM used this technique with their printer ports to talk to Atari disk drives. Some of the other equipment that used the Joystick port as a serial port were modems like the MPP and serial printer adapters. The ATR8000 used a Z80 bit banging to communicate with an Atari too. If someone wanted to make a serial device that commemorated their birth year by making it 1950 BAUD they could since you aren't limited to fixed divisors and BAUD rates like in a dedicated chip.

2267. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 21:30:04 UTC
From: puritan_2076@yahoo.com
Message-ID: <1115760604.033336.108160@f14g2000cwb.googlegroups.com>
Source record: 11224

> Also, Is a normal RGB monitor like a MAG Pro that I already use
> on the 8-bit good enough for the 80 column Display or do I
> need something else.

You're using an RGB monitor on an 8-bit Atari? Cool! How? What model
Atari?

2268. Atari "Infinity" program

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 21:31:50 UTC
From: puritan_2076@yahoo.com
Message-ID: <1115760710.598602.245020@o13g2000cwo.googlegroups.com>
Source record: 11225

Atari was going to sell an integrated application package called
"Infinity" for the XE130. Was this vaporware, or is it really available?

2269. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 22:07:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1115762853.012415.129590@o13g2000cwo.googlegroups.com>
Source record: 11226

To silverdr,

Oops! Sorry about that. I should have kept quiet on this. LOL!

To Rick,

Always been impressed by software serial communications, those without dedicated clocks or UARTS.

I was never much good at assembly language. Always had trouble getting critical timing routines to be accurate.

Steve Sheppard

2270. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 22:23:42 UTC
From: Matthias Reichl <usenet-200505@hias.horus.com>
Message-ID: <slrnd82d3e.1nj.usenet-200505@camel.hias.horus.com>
Source record: 11227

On Tue, 10 May 2005 21:23:12 +0200, silverdr wrote:
> stephensheppard@hotmail.com wrote:
>
>>>>***************
>>>Communication with the XEP80 will be handled by sending serialized
>>> data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data over bit
>>> 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be shifted
>>> at 15.7KB. [...]
[...]
> I asked specifically about the _last sentence_, quoting the earlier ones
> only to introduce to the context. I guess the sentence in question is
> about the speed but I don't recognise neither the unit nor any of the
> regular serial speeds. Is that something particular to the Ataris? And
> should the unit string read "bps" or something more adequate? In other
> words does the sentence contain error or am I missing something very
> obvious to every Atari freak?

Horizontal video timing (15625 Hz). Seems like the XEP80 driver uses
"STA WSYNC" for delays.

so long,

Hias

2271. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 22:32:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Q7ydncEHuYGIqxzfRVn-tQ@comcast.com>
Source record: 11228

"silverdr" <silverdr@inet.remove.it.pl> wrote in message
news:4280c5d8@news.inet.com.pl...
: Could someone explain what does the last sentence of the below attached
: quote actually mean?
:
:
: ***************
: Communication with the XEP80 will be handled by sending serialized
: data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data over bit
: 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be shifted at
: 15.7KB. [...]

Actually all this means is, as is referred to as "Data shifting", that the
data
will be transferred over the line at 15.7 Kbps, which is rather slow even
for a PIA, or Parallel Interface Adapter. Had they chosen a VIA, or what
is referred to as a Versatile Interface Adapter, they could have achieved
2-3 times that rate. Anyway, that's it, simply put, the rate of transfer
across
a single line. Hope your question is finally answered. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2272. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 22:56:43 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4281394e$0$27740$f69f905@mamut2.aster.pl>
Source record: 11229

> Actually all this means is, as is referred to as "Data shifting", that the
> data
> will be transferred over the line at 15.7 Kbps, which is rather slow even
> for a PIA, or Parallel Interface Adapter. Had they chosen a VIA, or what
> is referred to as a Versatile Interface Adapter, they could have achieved
> 2-3 times that rate.

I'd like to point out that there is no VIA inside an 8-bit Atari, so
"they" simply had to use PIA instead.

The main disadvantage of the XEP80, however, is that it bothers to use
any form of serial communication at all. It would be much better and
much more useful, if it used the regular parallel bus interface (yea, I
realize that the 400/800 have no parallel bus interface; but as an XE
owner I don't care).

K.

2273. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-10 23:15:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <gaOdnZ7JxN-C3RzfRVn-1w@comcast.com>
Source record: 11230

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4281394e$0$27740$f69f905@mamut2.aster.pl...
: > Actually all this means is, as is referred to as "Data shifting", that
the
: > data
: > will be transferred over the line at 15.7 Kbps, which is rather slow
even
: > for a PIA, or Parallel Interface Adapter. Had they chosen a VIA, or what
: > is referred to as a Versatile Interface Adapter, they could have
achieved
: > 2-3 times that rate.
:
: I'd like to point out that there is no VIA inside an 8-bit Atari, so
: "they" simply had to use PIA instead.
:
: The main disadvantage of the XEP80, however, is that it bothers to use
: any form of serial communication at all. It would be much better and
: much more useful, if it used the regular parallel bus interface (yea, I
: realize that the 400/800 have no parallel bus interface; but as an XE
: owner I don't care).

Sounds like you don't care about much, including reading and understanding
what you've just read. When I said they, I referred to Atari Corporation.
Just
to clarify what I wrote, "Had THEY, Atari corp., chosen a VIA instead...." .
Does that make it more clear for you? I will in the future refrain from
answering
any more questions in here, just to avoid further bashings. Btw, this
happens
in most of the groups I lurk/participate in. Seems people don't read, they
skim.

Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2274. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 00:26:13 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <42814e47$0$27743$f69f905@mamut2.aster.pl>
Source record: 11231

> Sounds like you don't care about much, including reading and understanding
> what you've just read. When I said they, I referred to Atari Corporation.

This is how I understood the "they".

For XEP80 (made by Atari Corp.) there's no VIA inside the computer, so
it could not have been used.

For the computer itself (made by Atari Inc.) - did the VIA exist at all
in 1978, when the machine was designed? I guess not. So they used PIA
instead.

Even if the VIA existed, does it make sense to connect a display over a
serial line? No, it does not.

Even if a serial connection did make any sense, does it make sense to
emulate an UART, when you actually have a fast UART chip on-board? It
may, but a parallel connection would be much better.

Does that make it more clear to you?

K.

2275. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 03:12:43 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LKege.781$r7.662@newsread1.news.pas.earthlink.net>
Source record: 11232

KMK wrote:
>> Sounds like you don't care about much, including reading and
>> understanding
>> what you've just read. When I said they, I referred to Atari Corporation.
>
>
> This is how I understood the "they".
>
> For XEP80 (made by Atari Corp.) there's no VIA inside the computer, so
> it could not have been used.
>
> For the computer itself (made by Atari Inc.) - did the VIA exist at all
> in 1978, when the machine was designed? I guess not. So they used PIA
> instead.

I believe a suitible one in the 6526 vs. the 6520 that was used. I think that is the chip Bob Puff used to do his 8-bit networking.

What Atari did was go with the 6520 and 4 joystick ports. Even at that it was an odd system design in that joystick buttons were handled by the GTIA chip. To handle serial communication via the SIO buss the created the worlds only combination keyboard decoder, serial communication, sound chip, and timer, AKA POKEY: The kitchen sink of LSI chips. I think they locked into 4 JS ports because the early VCS had 4, but who knows?

The POKEY is one heck of a serial chip. It divides the system clock by 16 then has a programable 16 bit register that divides that down to what you want to use. I think you can go from ~2 BAUD to ~115k BAUD. There is a problem with running SIO devices at the same time as a modem so I think that killed any prospect of using it for the XEP80.

>
> Even if the VIA existed, does it make sense to connect a display over a
> serial line? No, it does not.

Actually most of the early CP/M systems used serial terminals. Matter of fact, when I ran short of clones to give my son's friends I hooked one of them up with just an Heathkit H19 terminal and a 1200 BAUD modem. Taught him how to ATD bbs's and he eventually got himself up to speed with computers and a job in data entry. BTW: VT100 standard *WAS* a VT100 terminal that was used with mainframes before it ever found its way to micros.

For word processing serial does suck, but for telecommunication it is exactly what speed you see reading newsgroups and email.

Snipped the part about making sense. Not much Atari did made sense, even the stuff we take for granted now like spending your evenings playing video games. It was a very silly time.

2276. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 04:18:48 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <428184c9$0$27726$f69f905@mamut2.aster.pl>
Source record: 11233

> What Atari did was go with the 6520 and 4 joystick ports. Even at that
> it was an odd system design in that joystick buttons were handled by the
> GTIA chip. To handle serial communication via the SIO buss the created
> the worlds only combination keyboard decoder, serial communication,
> sound chip, and timer, AKA POKEY: The kitchen sink of LSI chips.

Still, the Pokey, being an UART, is a much better chip for serial
communications, than a software handler sending data over the PIA or
even VIA. I find this simply odd that they used the worst solution they
could. Replacing PIA with VIA wouldn't make it much better anyway.

> The POKEY is one heck of a serial chip. It divides the system clock by
> 16 then has a programable 16 bit register that divides that down to what
> you want to use. I think you can go from ~2 BAUD to ~115k BAUD.

To 126-127kbps actually, but the closest value to the 115kbps you can
get on Pokey is 110-111 kbps. Speeds above 82 kbps are hardly usable
anyways.

> There is
> a problem with running SIO devices at the same time as a modem so I
> think that killed any prospect of using it for the XEP80.

I see a problem with larger data blocks being downloaded via modem and
saved to serial floppy. SIO indeed cannot do these two things fluently.
But for any non-SIO serial terminal (f.e. a display like XEP80) the
problem is the same: until the data is sent over to the "E:" device, the
modem transfer must wait. So it doesn't make much difference, whether
such a XEP is attached via SIO or not. Except that SIO is faster :>

And PIO is yet faster.

> Actually most of the early CP/M systems used serial terminals.

That's a point. Still, if you're Atari Corp. and you want to release an
80-column extension for your 8-bit, you can make it better, probably.

> Not much Atari did made sense

What especially makes me angry, are concepts like the XEP80. They first
designed a beautiful Parallel Bus Interface, and integrated it into the
operating system in a very clever way - and later they come with
80-column video card attached to joystick ports, just like the PBI never
existed, and neither did Pokey. Incredible.

K.

2277. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 07:15:58 UTC
From: Slor <slor@comcast.net>
Message-ID: <1115795758.2a6a7c9a51048e4c558da1a4b037bf4b@teranews>
Source record: 11234

Despite all prevention efforts, silverdr <silverdr@inet.remove.it.pl>
wrote in news:4280c5d8@news.inet.com.pl:

> Could someone explain what does the last sentence of the below
> attached quote actually mean?
>
>
> ***************
> Communication with the XEP80 will be handled by sending serialized
> data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data over
> bit 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be
> shifted at 15.7KB. [...]

Glad to see the XEP80 being talked about again... I was just this
afternoon thinking about getting back to work on my XEP80 prototype handler
for Atari800Win. Seems a lot of my projects have stalled as of late. :)

By the way, can anyone suggest a software package out there that uses both
displays simultaneously (or pseudo-simultaneously) with good results?

--
Slor

2278. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 09:39:32 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4281d2d5$1@news.inet.com.pl>
Source record: 11236

Rick Cortese wrote:
> silverdr wrote:
>
>> stephensheppard@hotmail.com wrote:
>
> <snip>
>
>> I asked specifically about the _last sentence_, quoting the earlier
>> ones only to introduce to the context. I guess the sentence in
>> question is about the speed but I don't recognise neither the unit nor
>> any of the regular serial speeds. Is that something particular to the
>> Ataris? And should the unit string read "bps" or something more
>> adequate? In other words does the sentence contain error or am I
>> missing something very obvious to every Atari freak?
>
>
> The port is not a serial chip like a 6551, it is ~parallel port like are
> commonly used for printers. It is just banging bits high and low with
> probably a software timing loop for repeatability. [...]

Yes, the bit-banging technique is well known to me. But even if the
speed was given as 15.7kbps I would still wonder how does one achieve
it. A clock-dependant, cycle-counted busy loop with delay loops and IRQs
turned off??! I don't believe so. That 15.7kbps (if that's the right
unit) just have to come from something, the bit-banging routines can
relate to, I guess...

2279. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 09:40:47 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4281d320$1@news.inet.com.pl>
Source record: 11235

stephensheppard@hotmail.com wrote:
> To silverdr,
>
> Oops! Sorry about that.

NP ;-)

2280. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 09:52:13 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4281d5cf@news.inet.com.pl>
Source record: 11237

Matthias Reichl wrote:

>>>>Communication with the XEP80 will be handled by sending serialized
>>>> data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data over bit
>>>> 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be shifted
>>>> at 15.7KB. [...]
>
> [...]
>
>>I asked specifically about the _last sentence_, quoting the earlier ones
>>only to introduce to the context. I guess the sentence in question is
>>about the speed but I don't recognise neither the unit nor any of the
>>regular serial speeds. Is that something particular to the Ataris? And
>>should the unit string read "bps" or something more adequate? In other
>>words does the sentence contain error or am I missing something very
>>obvious to every Atari freak?
>
>
> Horizontal video timing (15625 Hz). Seems like the XEP80 driver uses
> "STA WSYNC" for delays.

Bingo! That can be it. I'll have to check how does one use that as
timing reference. Thanks a lot!

2281. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 09:59:32 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4281d785$1@news.inet.com.pl>
Source record: 11238

KMK wrote:

>
> Even if the VIA existed, does it make sense to connect a display over a
> serial line? No, it does not.

Well, even today I use (slower) serial lines to operate the headless
servers from time to time, hence if you think of it as a "super speed"
terminal (9600bps was regarded to be "high speed" in the eighties/early
nineties), it just makes some sense, doesn't it?

[...]
> may, but a parallel connection would be much better.

Right. Especially that the XEP was quite a late product and aimed at the
"XE" line, where this type of connection was available and waiting for a
good use.

2282. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 13:49:12 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <42820a73$0$27735$f69f905@mamut2.aster.pl>
Source record: 11239

> Right. Especially that the XEP was quite a late product and aimed at the
> "XE" line, where this type of connection was available and waiting for a
> good use.

What I especially displike about this, is the fact that they actually
had designed an 80-column video card, which was not only connected
over the PBI, but its video memory was just mapped directly to the 6502
address space, yet it still was external! And this device was of course
abandoned in 1984.

K.

2283. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 16:16:21 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <42822fd6$1@news.inet.com.pl>
Source record: 11240

KMK wrote:
>> Right. Especially that the XEP was quite a late product and aimed at
>> the "XE" line, where this type of connection was available and waiting
>> for a good use.
>
>
> What I especially displike about this, is the fact that they actually
> *had* designed an 80-column video card, which was not only connected
> over the PBI, but its video memory was just mapped directly to the 6502
> address space, yet it still was external! And this device was of course
> abandoned in 1984.

Interesting. Has this device experienced any production runs? Or you
just heard about an unrealised product?

2284. Re: Atari "Infinity" program

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 17:21:10 UTC
From: Ziggy <Ziggy@TheCentre.com>
Message-ID: <aarge.71215$r53.24532@attbi_s21>
Source record: 11241

```
puritan_2076@yahoo.com wrote:
> Atari was going to sell an integrated application package called
> "Infinity" for the XE130. Was this vaporware, or is it really available?
>

Well there was 'atariworks'...
```

2285. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 17:28:59 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Ebrge.22364$RG2.19222@bignews5.bellsouth.net>
Source record: 11242

I just got a XEP-80 recently with the original disk.
Not used it yet.

No manual, unless I have a copy here (looking for it)

I have the Richmans Word Processor. Doesn't it have
support for the XEP-80?

Does the XEP-80 work on a normal RGB monitor?

I didn't get a cable with it, I've a bunch of different cables here
what cable do I need?

phantomm@bellsouth.net

"Slor" <slor@comcast.net> wrote in message
news:1115795758.2a6a7c9a51048e4c558da1a4b037bf4b@teranews...
> Despite all prevention efforts, silverdr <silverdr@inet.remove.it.pl>
> wrote in news:4280c5d8@news.inet.com.pl:
>
>> Could someone explain what does the last sentence of the below
>> attached quote actually mean?
>>
>>
>> ***************
>> Communication with the XEP80 will be handled by sending serialized
>> data over bit 0 or 4 (JOY0,JOY1) and receiving serialized data
>> over
>> bit 1 or 5 (JOY0,JOY1) of the PIA A I/O register. Data will be
>> shifted at 15.7KB. [...]
>
> Glad to see the XEP80 being talked about again... I was just this
> afternoon thinking about getting back to work on my XEP80 prototype
> handler
> for Atari800Win. Seems a lot of my projects have stalled as of late.
> :)
>
> By the way, can anyone suggest a software package out there that uses
> both
> displays simultaneously (or pseudo-simultaneously) with good results?
>
> --
> Slor

2286. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 18:01:51 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <428245a8$0$27739$f69f905@mamut2.aster.pl>
Source record: 11243

> Interesting. Has this device experienced any production runs? Or you
> just heard about an unrealised product?

No, it was abandoned at prototype stage, together with the 1090
exnapsion box. Few (two?) incomplete cards exist. There also exists an
image of its - very prototypical - ROM handler, and from that you can
guess how did the device actually work.

K.

2287. Re: What's Going On In This Newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 18:23:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <k4sge.46$W51.1070@typhoon.sonic.net>
Source record: 11244

james <mentor@arisia.org> wrote:
> Unfortunately real-life requires coding in VBA, .NET, and learning C#.

Yeah, get back to me in 5 years. ;^)

Admittedly, I'm stuck using WinXP at work, but I'm doing C coding for
(non-Microsoft) cellphones. Interestingly, Qualcomm just announced support
for Linux on their cellphone architecture, so things may be changing for
the better soon. ;^)

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2288. Atari goes till Saturn

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-11 22:46:28 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <42827d47$0$22516$91cee783@newsreader02.highway.telekom.at>
Source record: 11245

http://www.esa.int/SPECIALS/Cassini-Huygens/SEM1PO5TI8E_0.html

Best Regards,

Daniel Mandic

2289. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-12 03:26:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9653E43C3F8A4emuslor@216.196.97.136>
Source record: 11246

Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net> wrote in
news:Ebrge.22364$RG2.19222@bignews5.bellsouth.net:

>
> I didn't get a cable with it, I've a bunch of different cables here
> what cable do I need?
>

You just need a standard RCA cable and a monitor with composite video
input. However, i hear you need a pretty specifically decent monitor to be
able to actually see all the lines it provides. Dunno offhand which ones
work well and which don't. The other connection on the device is for
hooking up a printer.

--
Slor

2290. Postal Lottery: Turn $6 into $60,000 in 90 days, GUARANTEED

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-12 05:27:55 UTC
From: bruce.gibbons@gmail.com
Message-ID: <1115875675.274145.122080@g47g2000cwa.googlegroups.com>
Source record: 11247

Postal Lottery: Turn $6 into $60,000 in 90 days, GUARANTEED

I found this in a news group and decided to try it.

A little while back, I was browsing through newsgroups, just like you are
now and came across a message just like this that said you could make
thousands of dollars within weeks with only an initial investment of
$6.00!!!

So I thought yeah right, this must be a scam!!! But like most of us, I was
curious, so I kept reading. Anyway, it said that you send $1.00 to each of
the 6 names and addresses stated in the message. You then place your own
name and address at the bottom of the list at #6 and post the message in at
least 200 news groups. (There are thousands to choose from). No catch, that
was it.

So after thinking it over, and talking to a few people first. I thought

about trying it. I figured, what have I got to lose except 6 stamps and

$6.00, right? So I invested the measly $6.00!!! Guess what? Within 7 days I
started getting money in the mail!!! I was shocked!!! I figured it would end
soon, but the money just kept coming in!!! In my first week, I had made

about $25.00. By the end of the second week, I had made a total of over

$1,000.00!!! In the third week, I had over $10,000.00 and it is still
growing!!! This is now my fourth week and I have made a total of just over
$42,000.00 and it is still coming in rapidly!!! It's certainly worth $6.00
and 6 stamps!!! I have spent more than that on the lottery!!!

Let me tell you how this works and most importantly, why it works!!!

Also, make sure you print a copy of this message now. So you can get the
information off of it as you need it. I promise you that if you follow the

directions exactly, that you will start making more money than you thought
possible by doing something so easy!!!

Suggestion: Read this entire message carefully!!! (Print it out or download
it.) Follow the simple directions and watch the money come in!!! It's
easy!!! It's legal!!! Your investment is only $6.00 (plus postage).

IMPORTANT: This is not a rip-off!!! It is not illegal!!! ? It is almost

entirely risk free and it really works!!! If all of the following
instructions are adhered to, you will receive extraordinary
dividends!!!

Please note: Follow these directions EXACTLY, and $60,000.00 or more can be
yours in 20 to 90 days!!! This program remains successful because of the
honesty and the integrity of the participants!!! Please continue its success
by carefully adhering to the instructions.

You will now become part of the mail order business. In this business your
product is not solid or tangible, it is a service. You are in the business
of developing mailing lists. Many large corporations are happy to pay big
bucks for quality lists. However, the money made from a mailing list is

secondary to the income which is made from people like you and me asking to
be included on your mailing list!!!

Here are the 4 easy steps to success:-

Step 1:- Get 6 separate pieces of paper and write the following on each

piece of paper.

PLEASE PUT ME ON YOUR MAILING LIST

Now get 6 U.S. dollar bills and place ONE inside each of the 6 pieces of
paper so the bills will not be seen through the envelopes (to prevent mail
theft). Next, place one paper in each of the 6 envelopes and seal them, you
should now have 6 sealed envelopes. Each with a piece of paper stating the
above phrase, your name and address, and a $1.00 bill.

THIS IS ABSOLUTELY LEGAL!!! YOU ARE REQUESTING A LEGITIMATE SERVICE AND YOU
ARE PAYING FOR IT!!!

Like most of us, I was a little skeptical and a little worried about the
legal aspect of it all. So I checked it out with the U.S. Postal Service
and they confirmed that it is indeed legal!!!

Mail the 6 envelopes to the following addresses:-

1 Dave Sohi
11 Cinrickbar Dr
Toronto, Ontario
Canada
M9W 6X4

2.G.Lapensee
P.O.Box 21024
420 Queen St.
Chatham, Ontario
N7M 6H6
Canada

3.J. Sibley
P.O. Box 84
Ramea, NL. Canada
A0N 2J0

4.L. Jason
72 Malhotra Court
Ottawa, On. Canada
K1V 1K2

5.J. T. Rhodes
4108, 385 Patterson Hill S.W.
Calgary, AB. Canada
T3H 2P3

6. Bruce Gibbons
1391 East 8685 South
Sandy, Utah 84093
USA

Step 2:- Now take the #1 name off the list that you see above, move the

other names up (6 becomes 5, 5 becomes 4, etc.) and add your name as number
6 on the list.

Step 3:- Change anything you need to, but try to keep this message as close
to what you see as possible. Now, post your amended message to at least 200

news groups. I think there are close to 24,000 groups!!! All you need
is
200, but remember, the more you post, the more money you make!!! This
is
perfectly legal!! If you have any doubts, refer to Title18 Sec. 1302 &
1341
of the postal lottery laws. Keep a copy of these steps for yourself and

whenever you need money, you can use it again.

Please remember that this program remains successful because of the
honesty
and the integrity of the participants and by their carefully adhering
to the
directions!!!

Look at it this way. If you are of integrity, the program will continue
and
the money that so many others have received will come your way!!!

Note: - You may want to retain every name and address sent to you,
either on
your computer or hard copy and keep the notes people send you. This
verifies
that you are truly providing a service. Also, it might be a good Idea
to
wrap the $1 bills in dark paper to reduce the risk of mail theft.

So, as each post is downloaded and the directions carefully followed,
six
members will be reimbursed for their participation as a list developer
with
one dollar each. Your name will move up the list geometrically so that
when
your name reaches the #1 position, you will be receiving thousands of
dollars in cash!!! What an opportunity for only $6.00!!! ($1.00 for
each of
the first six people listed above).

Send it now, add your own name to the list and your in business!!!

DIRECTIONS FOR HOW TO POST TO A NEWS GROUP!!!

Step 1:- You do not need to re-type this entire message to do your own
posting. Simply put your cursor at the beginning of this message and
drag
your cursor to the bottom of this message and select copy from the edit

menu. This will copy the entire message into the computer memory.

Step 2:- Open a blank note pad file and place your cursor at the top of
the
blank page. From the edit menu select paste. This will paste a copy of

the
message into notepad so that you can add your name to the list.

Step 3:- Save your new notepad file as a txt file. If you want to do
your
posting in a different setting, you'll always have this file to go back
to.

Step 4:- Use Netscape or Internet Explorer and try searching for
various
news groups (on-line forums, message boards, chat sites, discussions,
etc.)

Step 5:- Visit these message boards and post this message as a new
message
by highlighting the text of this message from your notepad and
selecting
paste from the edit menu. Fill in the subject, this will be the header
that
everybody sees as they scroll through the list of postings in a
particular
group. Click the post message button. You've done your first one!

Congratulations!!! All you have to do is jump to different news groups
and
post away, after you get the hang of it, it will take about 30 seconds
for
each news group!

REMEMBER, THE MORE NEWS GROUPS YOU POST IN, THE MORE MONEY YOU WILL
MAKE!!!
(But you have to post a minimum of 200).

That's it!!! You will begin receiving money from around the world
within
days!!! You may eventually want to rent a P.O. Box due to the large
amount
of mail you will receive. If you wish to stay anonymous, you can invent
a
name to use, as long as the postman will deliver it.

JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT!!!

Now the why part. Out of 200 postings, say you receive only 5 replies
(a
very low example). So then you made $5.00 with your name at #6 on the
letter. Now, each of the 5 persons who sent you $1.00 make the minimum
200
postings, each with your name at #5 and only 5 persons respond to each
of
the original 5, that is another $25.00 for you. Now those 25 each make
200
MINIMUM posts with your name at #4 and only 5 replies each, you will

bring
in an additional $125.00!!! Now, those 125 persons turn around and post
the
minimum 200 with your name at #3 and only receive 5 replies each, you
will
make an additional $625.00!!! OK, now here is the fun part, each of
those
625 persons post a minimum 200 messages with your name at #2 and they
each
only receive 5 replies, that just made you $3,125.00!!! Those 3,125
persons
will all deliver this message to 200 news groups. If just 5 more reply
you
will receive $15,625.00!!! All with an original investment of only
$6.00!!!
Amazing isn't it!!!! When your name is no longer on the list, you just
take
the latest posting in the news groups and send out another $6.00 to the

names on the list, putting your name at number 6 again.

You must realize that thousands of people all over the world are
joining the
internet and reading these messages every day!!! Just like you are
now!!!
So, can you afford $6.00 and see if it really works? I'm glad I did!!!
People have said, "what if the plan is played out and no one sends you
the
money?" So what!!! What are the chances of that happening, when there
are
tons of new honest users and new honest people who are joining the
internet
and news groups everyday and are willing to give it a try? Estimates
are at
20,000 to 50,000 new users, every day!!!

REMEMBER PLAY HONESTLY AND FAIRLY AND THIS WILL REALLY WORK!!!

-- Comments/Feedback (please post your feedback/experiences here) --

Not bad for 1 hr's work....made me around $5320 in roughly 35 days
Anthony
M - TX

Hello, I rcvd 269 bucks in the post in 2 weeks. Dan Miami - FL

I had to wait around 10 days before I had any results - $13,450 as of
3rd
Jan 2003 to date (14th Feb 2003).Am gonna re-post it again for more
money!!
Del from Alberta - Canada

Only received around £588 in the post the last 2 months since I started the
program but I'd posted to approx. 100 newsgroups.
James P - Manchester, UK

Cool....didn't expect much out of this "scam" initially but I have pay my
credit card bill Mustafa - Jordan

For $6,I made $246 in 2 weeks ROMEO2326 - Little Rock, AR -US of A

Hey, just droppin a line to say that after posting to well over 820
newsgroups on google and my ISP newsgroup server over a period of 4 1/2

months ,Ive raked in $54280 . Mucho dinero baby!!!! Peace. Drew
Dallas -
TX

I am just start and let you know works or not

2291. Re: CARINA BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-12 06:23:28 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1115879007.982148.55830@g43g2000cwa.googlegroups.com>
Source record: 11098

Phantom wrote:
> Does anyone remember a BBS for Atari 8-bits called CARINA?
>
> I have the original disks and Manual but have never tried it.
>
> Is it worth setting up or would BBS Express PRO be the one
> with the most options/preformance?
>
> Phantom

Hello Phantom!

I know that is asking a lot,but could you scan the manual and
E-mail it to me?
If it would be easier to Xerox the pages and mail them to me,
I would be more than happy to repay you for your time and postage.

Thanks,
Ed dinosaur@corner.net

2292. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-12 13:03:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505120600510.25004-100000@onyx.spiritone.com>
Source record: 11099
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2293. AD: Buy 3 Atari Get 1 FREE! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-12 13:07:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505120604070.25004-100000@onyx.spiritone.com>
Source record: 11100
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This May, Buy 3 Games & Get 1 FREE! Or Buy 3 Books & Get 1 FREE! Or Buy 3 Pieces of Software for your Atari & Get 1 FREE!Or Mix & Match Games/Books/ and/or Software for Classic 8 Bit & Atari ST Computers Plus Atari Jaguar Games! For NEWEST FREE Atari Catalogs goto! http://BensCatalogs.Atari.org For Help Call Ben's Benevolent 24HR Help Hot Line at (503)256-9974!

http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm May's Specials & Details!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2294. Q: SpartaDOS 3.2 Path command (maybe a manual request?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-12 13:40:11 UTC
From: /dev/null/ <donfanning@msn.com>
Message-ID: <1115905211.737523.206750@o13g2000cwo.googlegroups.com>
Source record: 11101

Does anyone know the Path command on SpartaDOS 3.2? When I punch it in
it says, "No path file." Additionally, does anyone have a digitized
version of the 3.2 (plus toolkit) docs?

Thanks,
Don

2295. Re: SpartaDOS 3.2 Path command (maybe a manual request?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 02:39:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <RkUge.24355$yq3.17029@bignews1.bellsouth.net>
Source record: 11102

I have the original 3.2 manual and ToolKit Docs but not
digitised.

What exactly do you need to know and I'll see if I can help

"/dev/null/" <donfanning@msn.com> wrote in message
news:1115905211.737523.206750@o13g2000cwo.googlegroups.com...
> Does anyone know the Path command on SpartaDOS 3.2? When I punch it
> in
> it says, "No path file." Additionally, does anyone have a digitized
> version of the 3.2 (plus toolkit) docs?
>
> Thanks,
> Don
>

2296. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 02:45:44 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HqUge.24363$yq3.21758@bignews1.bellsouth.net>
Source record: 11103

Thanks for the info.

I have a Magnavox Pro. RGB that has the composite input.
So that should work. Hopfully it will display all lines.

Another question, since I haven't found a manual yet,
Can I leave it plugged in all the time, even when playing
games?

Or should it only be connected when using a WordProcessor?

phantomm@bellsouth.net

"Slor" <slor@comcast.net> wrote in message
news:Xns9653E43C3F8A4emuslor@216.196.97.136...
> Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net>
> wrote in
> news:Ebrge.22364$RG2.19222@bignews5.bellsouth.net:
>
> You just need a standard RCA cable and a monitor with composite video
> input. However, i hear you need a pretty specifically decent monitor
> to be
> able to actually see all the lines it provides. Dunno offhand which
> ones
> work well and which don't. The other connection on the device is for
> hooking up a printer.
>
> --
> Slor

2297. Re: CARINA BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 02:49:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <DuUge.24369$yq3.14749@bignews1.bellsouth.net>
Source record: 11104

I'll put your request on my list.

I may actually have 2 manuals have ta check.

May take awhile as I am extremely busy but will get
to ya asap.

phantomm@bellsouth.net

"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:1115879007.982148.55830@g43g2000cwa.googlegroups.com...
> Phantom wrote:
>> Does anyone remember a BBS for Atari 8-bits called CARINA?
>>
>> I have the original disks and Manual but have never tried it.
>>
>> Is it worth setting up or would BBS Express PRO be the one
>> with the most options/preformance?
>>
>> Phantom
>
> Hello Phantom!
>
> I know that is asking a lot,but could you scan the manual and
> E-mail it to me?
> If it would be easier to Xerox the pages and mail them to me,
> I would be more than happy to repay you for your time and postage.
>
> Thanks,
> Ed dinosaur@corner.net
>

2298. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 12:45:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4284ce1adf4f20@comcast.net>
Source record: 11111

>Since they made the movie.
>
>Anyone remember the Game for the Atari 8-bits?
>
>I have it, but not the box or manual.
>Never played it.
>
>CK were are U?????
>
>
>Phantom

Yes, I remember that game when it came. I never bought it, but now I wish I had.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2299. Here it is. The smoking gun.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 15:21:13 UTC
From: Greg Palast <matt@gregpalast.com>
Message-ID: <84965bdc.8a2dc099@mail.gregpalast.com>
Source record: 11108

The memo that has "IMPEACH HIM" written all over it.

The top-level government memo marked "SECRET AND STRICTLY PERSONAL", dated eight months before Bush sent us into Iraq, following a closed meeting with the President, reads, "Military action was now seen as inevitable. Bush wanted to remove Saddam through military action justified by the conjunction of terrorism and WMD. But the intelligence and facts were being fixed around the policy."

Read that again: "The intelligence and facts were being fixed...."

For years, after each damning report on BBC TV, viewers inevitably ask me, "Isn't this grounds for impeachment?" -- vote rigging, a blind eye to terror and the bin Ladens before 9-11, and so on. Evil, stupidity and self-dealing are shameful but not impeachable. What's needed is a "high crime or misdemeanor."

And if this ain't it, nothing is.

The memo uncovered this week by the TIMES, goes on to describe an elaborate plan by George Bush and British Prime Minister Tony Blair to hoodwink the lanet into supporting an attack on Iraq knowing full well the evidence for war was a phony.

A conspiracy to commit serial fraud is, under federal law, racketeering. However, the Mob's schemes never cost so many lives. Here's more. "Bush had made up his mind to take military action. But the case was thin. Saddam was not threatening his neighbors, and his WMD capability was less than that of Libya, North Korea or Iran."

Really? But Mr. Bush told us, "Intelligence gathered by this and other governments leaves no doubt that the Iraq regime continues to possess and conceal some of the most lethal weapons ever devised."

A month ago, the Silberman-Robb Commission issued its report on WMD intelligence before the war, dismissing claims that Bush fixed the facts with this snooty, condescending conclusion written directly to the President, "After a thorough review, the Commission found no indication that the Intelligence Community distorted the evidence regarding Iraq's weapons." We now know the report was a bogus 618 pages of thick whitewash aimed to let Bush off the hook for his murderous mendacity. Read on: The invasion build-up was then set, says the memo, "beginning 30 days before the US Congressional elections." Mission accomplished. You should parse the entire memo -- reprinted below -- and see if you can make it through its three pages without losing your lunch. Now sharp readers may note they didn't see this memo, in fact, printed in the New York Times. It wasn't. Rather, it was splashed across the front pages of the

Times of LONDON on Monday.

It has effectively finished the last, sorry remnants of Tony Blair's political career. (While his Labor Party will most assuredly win the elections Thursday, Prime Minister Blair is expected, possibly within months, to be shoved overboard in favor of his Chancellor of the Exchequer, a political execution which requires only a vote of the Labour party's members in Parliament.)

But in the US, barely a word. The New York Times covers this hard evidence of Bush's fabrication of a casus belli as some "British" elections story. Apparently, our President's fraud isn't "news fit to print."

My colleagues in the UK press have skewered Blair, digging out more incriminating memos, challenging the official government factoids and fibs. But in the US press nada, bubkes, zilch. Bush fixed the facts and somehow that's a story for "over there."

The Republicans impeached Bill Clinton over his cigar and Monica's affections. And the US media could print nothing else. Now, we have the stone, cold evidence of bending intelligence to sell us on death by the thousands, and neither a Republican Congress nor what is laughably called US journalism thought it worth a second look.

My friend Daniel Ellsberg once said that what's good about the American people is that you have to lie to them. What's bad about Americans is that it's so easy to do.

Greg Palast, former columnist for Britain's
Guardian papers, is the author of the New York Times bestseller, "The Best Democracy Money Can Buy". Subscribe to his columns at GregPalast.COM.
Media requests to CONTACT(at)GregPalast.COM.
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[Here it is - the secret smoking gun memo
- discovered by the Times of London. - GP]

SECRET AND STRICTLY PERSONAL - UK EYES ONLY
DAVID MANNING

From: Matthew Rycroft

Date: 23 July 2002 S 195 /02

cc: Defence Secretary,Foreign Secretary, Attorney-General,
Sir Richard Wilson, John Scarlett, Francis Richards, CDS, C,
Jonathan Powell, Sally Morgan, Alastair Campbell

IRAQ: PRIME MINISTER'S MEETING, 23 JULY

Copy addressees and you met the Prime Minister on 23 July to discuss Iraq.

This record is extremely sensitive. No further copies should be made. It should be shown only to those with a genuine need to know its contents.

John Scarlett summarised the intelligence and latest JIC assessment. Saddam's regime was tough and based on extreme fear. The only way to overthrow it was likely to be by massive military action. Saddam was worried and expected an attack, probably by air and land, but he was not convinced that it would be immediate or overwhelming. His regime expected their neighbours to line up with the US. Saddam knew that regular army morale was poor. Real support for Saddam among the public was probably narrowly based.

C reported on his recent talks in Washington. There was a perceptible shift in attitude. Military action was now seen as inevitable. Bush wanted to remove Saddam, through military action, justified by the conjunction of terrorism and WMD. But the intelligence and facts were being fixed around the policy. The NSC had no patience with the UN route, and no enthusiasm for publishing material on the Iraqi regime's record. There was little discussion in Washington of the aftermath after military action.

CDS said that military planners would brief CENTCOM on 1-2 August, Rumsfeld on 3 August and Bush on 4 August.

The two broad US options were:

(a) Generated Start. A slow build-up of 250,000 US troops, a short (72 hour) air campaign, then a move up to Baghdad from the south. Lead time of 90 days (30 days preparation plus 60 days deployment to Kuwait).

(b) Running Start. Use forces already in theatre (3 x 6,000), continuous air campaign, initiated by an Iraqi casus belli. Total lead time of 60 days with the air campaign beginning even earlier. A hazardous option.

The US saw the UK (and Kuwait) as essential, with basing in Diego Garcia and Cyprus critical for either option. Turkey and other Gulf states were also important, but less vital. The three main options for UK involvement were:

(i) Basing in Diego Garcia and Cyprus, plus three SF squadrons.

(ii) As above, with maritime and air assets in addition.

(iii) As above, plus a land contribution of up to 40,000, perhaps with a discrete role in Northern Iraq entering from Turkey, tying down two Iraqi divisions.

The Defence Secretary said that the US had already begun "spikes of activity" to put pressure on the regime. No decisions had been taken, but he thought the most likely timing in US minds for military action to begin was January, with the timeline beginning 30 days before the US Congressional elections.

The Foreign Secretary said he would discuss this with Colin Powell this week. It seemed clear that Bush had made up his mind to take military action, even if the timing was not yet decided. But the case was thin. Saddam was not threatening his neighbours, and his WMD capability was less than that of Libya, North Korea or Iran. We should work up a plan

for an ultimatum to Saddam to allow back in the UN weapons inspectors. This would also help with the legal justification for the use of force.

The Attorney-General said that the desire for regime change was not a legal base for military action. There were three possible legal bases: self-defence, humanitarian intervention, or UNSC authorisation. The first and second could not be the base in this case. Relying on UNSCR 1205 of three years ago would be difficult. The situation might of course change.

The Prime Minister said that it would make a big difference politically and legally if Saddam refused to allow in the UN inspectors. Regime change and WMD were linked in the sense that it was the regime that was producing the WMD. There were different strategies for dealing with Libya and Iran. If the political context were right, people would support regime change. The two key issues were whether the military plan worked and whether we had the political strategy to give the military plan the space to work.

On the first, CDS said that we did not know yet if the US battleplan was workable. The military were continuing to ask lots of questions.

For instance, what were the consequences, if Saddam used WMD on day one, or if Baghdad did not collapse and urban warfighting began? You said that Saddam could also use his WMD on Kuwait. Or on Israel, added the Defence Secretary.

The Foreign Secretary thought the US would not go ahead with a military plan unless convinced that it was a winning strategy. On this, US and UK interests converged. But on the political strategy, there could be US/UK differences. Despite US resistance, we should explore discreetly the ultimatum. Saddam would continue to play hard-ball with the UN.

John Scarlett assessed that Saddam would allow the inspectors back in only when he thought the threat of military action was real.

The Defence Secretary said that if the Prime Minister wanted UK military involvement, he would need to decide this early. He cautioned that many in the US did not think it worth going down the ultimatum route. It would be important for the Prime Minister to set out the political context to Bush.

Conclusions:

(a) We should work on the assumption that the UK would take part in any military action. But we needed a fuller picture of US planning before we could take any firm decisions. CDS should tell the US military that we were considering a range of options.

(b) The Prime Minister would revert on the question of whether funds could be spent in preparation for this operation.

(c) CDS would send the Prime Minister full details of the proposed military campaign and possible UK contributions by the end of the week.

(d) The Foreign Secretary would send the Prime Minister the background on the UN inspectors, and discreetly work up the ultimatum to Saddam. He would also send the Prime Minister advice on the positions of countries in the region especially Turkey, and of the key EU member states.

(e) John Scarlett would send the Prime Minister a full intelligence update.

(f) We must not ignore the legal issues: the Attorney-General would consider legal advice with FCO/MOD legal advisers. (I have written separately to commissionthis follow-up work.)

MATTHEW RYCROFT
(Rycroft was a Downing Street foreign policy aide)

2300. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 16:52:10 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns965578C3FD56Femuslor@216.196.97.136>
Source record: 11105

Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net> wrote in
news:HqUge.24363$yq3.21758@bignews1.bellsouth.net:

>
> Thanks for the info.
>
> I have a Magnavox Pro. RGB that has the composite input.
> So that should work. Hopfully it will display all lines.
>
> Another question, since I haven't found a manual yet,
> Can I leave it plugged in all the time, even when playing
> games?
>
> Or should it only be connected when using a WordProcessor?
>

If you have your "regular" monitor hooked up as well, you can leave it
plugged in all the time - plug it into port 2 so that you can have your
game stick plugged in. Note that most games are not going to show through
the device. Unless you're running in a standard text mode or you have a
word processor or other app designed to take advantage of the XEP80, you'll
want to have its driver not loaded and be looking for output via the
standard video output.

--
Slor

2301. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 17:03:39 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-798DEE.19033913052005@azure.qinip.net>
Source record: 11106

Howdy Bill, folks

> Sounds like you don't care about much, including reading and understanding
> what you've just read. When I said they, I referred to Atari Corporation.
> Just
> to clarify what I wrote, "Had THEY, Atari corp., chosen a VIA instead...." .
> Does that make it more clear for you? I will in the future refrain from
> answering
> any more questions in here, just to avoid further bashings. Btw, this
> happens
> in most of the groups I lurk/participate in. Seems people don't read, they
> skim.

If you visite a forum or newsgroup you have to take into account that:

- some people don't read or are indeed stupid.
- some people had to learn the language commonly used on a forum or
newsgroup as a second or third or fourth or ... language
- even within a language there are variations. Ask an English guy what
a fanny is, and you will find that Americans use the same word for a
different body part.
- not everybody always understands something that is easy to understand
for other people.
- People can not see your face or hear your voice. So they only see
text. No tone of voice, no facial expression.
- In real live, you see the reaction to what you are saying while you
are saying it. This means you can change your explanation or question
while you are speaking.
- What you think or refer to might be obvious to you, It might not be
to the rest of the world. We only know you (if we do at all) via this
newsgroup.

CU Mathy

2302. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 17:13:47 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-B2D6EA.19134713052005@azure.qinip.net>
Source record: 11107

Howdy folks

> No, it was abandoned at prototype stage, together with the 1090
> exnapsion box. Few (two?) incomplete cards exist. There also exists an
> image of its - very prototypical - ROM handler, and from that you can
> guess how did the device actually work.

And they even crippled the XEP80. The NS405 that lives inside can
handle 64 k x 16 bits and with some help even create a color image,
according to the data sheets.

You can find some (but not the data sheets) information about the XEP80
on my special stuff page at http://www.mathyvannisselroy.nl

CU Mathy

2303. [Semi OT] TTC, French Trip-Hop band w/ chiptunes connection?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 21:43:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <fc9he.354$W51.3563@typhoon.sonic.net>
Source record: 11109

So I heard a band on a local university radio station which totally grooved with me: TTC, a trip-hop band from France. Their latest album is "Bï¿½tards sensibles" (sensible bastards?), and at least this one include lots of noise that I swear must have come from an Atari 8-bit, a C=64, an MSX, or something.

I have no idea what they're singing, since I don't know French, so the lyrics _might_ be explicit. No idea. :^)

Their website contains samples of the tracks on their latest release (song #2, "Dans le club", was the one I heard on the radio, and is the groovin'est of the 8-bit sounding songs). Sadly, the site is pretty much dependent on Flash, so if you don't have that, you're out of luck. :^(

http://www.batards-sensibles.com/

Enjoy!

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2304. Re: Atari goes till Saturn

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-13 21:45:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <3e9he.355$W51.3508@typhoon.sonic.net>
Source record: 11110

Daniel Mandic <daniel_mandic@ping.at> wrote:
> http://www.esa.int/SPECIALS/Cassini-Huygens/SEM1PO5TI8E_0.html

Hah, nice :)

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2305. Re: XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 05:24:46 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1116048286.483209.70460@g49g2000cwa.googlegroups.com>
Source record: 11112

> Also, Is a normal RGB monitor like a MAG Pro that I already use on the 8-bit good enough for the 80 column Display or do I need something else. ... <

I'm guessing you mean a Magnavox Pro that also has a composite input (as opposed to MAG Innovision monitors). I had one of these years ago, and it cut off about 1/3 to 1/2 of the top line. On the plus side, it did display the 24th line, which usually is more important. If it doesn't work ok in the composite input, you might take a look at the XEP80 RGB modification as explained in the "Atari Classics" Dec. 1993 issue.
-Larry

2306. Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 09:37:14 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <eFjhe.2642$Lu6.1767@newssvr19.news.prodigy.com>
Source record: 11113

I happy to announce that in co-operation with Mr. Atari, the "MyIDE+Flash" IDE Interface Cartridge
is now available.

The "MyIDE+Flash" Cartridge is a professionally produced IDE interface cartridge for all 64k Atari
8-bit computers.

The new MyIDE+Flash interface combines Sijmen "Mr. Atari" Schouten's popular "MyIDE" interface with
an Atarimax 1Mbit reprogrammable flash cartridge.

The cartridges built in 1Mbit flash system allows you to utilize the interface and your hard disk
setup in any 64k XL/XE computer, using the built-in boot OS, without modifications to the existing
hardware or operating system.

Official technical support and boot rom development is provided by Mr. Atari, the creator of the
MyIDE interface.

In addition to the pre-made boot roms, advanced users can use the powerful open source Maxflash
multicart firmware development scripts to create and share their own highly customized boot roms,
containing a mix of officially supported software and their own hard disk utilities, games or other
software.

Pre-ordering begins now, with shipments starting 05/19/2005.

Pre-order pricing is $49.99 per cartridge for the first 100 cartridges. (about 39 Euro currently)

For complete product information and the order form go to:

http://www.atarimax.com/myide/documentation/

Highlights:

Complete MyIDE interface with gold plated IDE connector and disk activity LED.
Built in user reprogrammable flash boot rom.
Complete ready to run, pre-approved Mr. Atari boot roms available.
Open source rom development kit, roll your own boot roms including any programs you like!
Hobbyist oriented design, no surface mounted parts.
Highest quality color labels.
Full MyIDE technical support from Mr. Atari!

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2307. Retrocomputerdag Netherlands !

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 10:29:01 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1116066541.835232.299090@g14g2000cwa.googlegroups.com>
Source record: 11114

The first retrocomputerdag will be organized!

10 September, 11:00 - 16:00
Kayersheerdt, Apeldoorn

Close to the A1, Nice location, with drink/snacks!

info: www.retrocomputerdag.nl
-Free for visitors-
Small charge per tabe for sellers/hobbyists

Mr.Atari

2308. Re: New Post: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 10:35:58 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1116066958.065052.161100@g44g2000cwa.googlegroups.com>
Source record: 11115

I have made a new version with the older 2.x drivers to tackle the partition-copy bug. This version 3.2(F) is currently only available with
the MyIDE + 1Mb flash from steven tucker. It is loaded at bootup from the flashcartridge with optional basic / assembler. This device is the coolest hardware to be on earth!

The softversion that can be booted from disk will be ready soon. Some bugs need to be solved, booting the OS has problems....

The hardversion (ROM) has to wait, since there is not enough room in lower RAM to store the partitontables.

All is 100% compatible with the current IDE-configuration software!

Kind regards,
Sijmen.

2309. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 19:11:02 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <a3she.2677$j17.1635@newssvr33.news.prodigy.com>
Source record: 11116

"Steven Tucker" <classics@MUNGEatarimax.com> wrote in message
> I happy to announce that in co-operation with Mr. Atari, the "MyIDE+Flash"
IDE Interface Cartridge
> is now available.
>
> The "MyIDE+Flash" Cartridge is a professionally produced IDE interface
cartridge for all 64k Atari
> 8-bit computers.
>
snip...snip
Could you break this down a little for me?
The pictures at atarimax.com are tantalizing
but don't show the top of the cart, where
I think there is a 50 pin connector for the
IDE hard drive.
Let me conjecture:
The cart you are talking about contains an
IDE interface, female 50 pin port. (on the top of the cart, not a
pass-thru). You then need
an IDE OS to use it with a IDE hard drive.
You connect the drive to the cart port using
a 50 pin ribbon, and use a separate power
supply.
After all this, there is software to format and
partition the IDE drive?
Russg

2310. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 20:03:39 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <vQshe.2757$Lu6.162@newssvr19.news.prodigy.com>
Source record: 11117

russg wrote:
> "Steven Tucker" <classics@MUNGEatarimax.com> wrote in message
>
>>I happy to announce that in co-operation with Mr. Atari, the "MyIDE+Flash"
> IDE Interface Cartridge
>>is now available.
>
> http://www.atarimax.com/myide/
>
> snip...snip
> Could you break this down a little for me?
> The pictures at atarimax.com are tantalizing
> but don't show the top of the cart, where
> I think there is a 50 pin connector for the
> IDE hard drive.

Yes, there is a 40-pin IDE connector on the top of the
cartridge.

> You then need
> an IDE OS to use it with a IDE hard drive.

Mr. Atari provides a built in OS in the flash portion of
the cartridge, so no hardware OS mod is required, though you
can still add the MyIDE-E OS rom if you want the OS in ROM.

> You connect the drive to the cart port using
> a 50 pin ribbon, and use a separate power
> supply.
>
> After all this, there is software to format and
> partition the IDE drive?

Yes, Mr. Atari provides utilties to format and partition
the hard disk. Also, the built in flash menu has copies of
Shawn Jeffersons IDE manager utilities, which do that and other
functions as well.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2311. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 21:37:17 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <r5uhe.27984$yq3.3697@bignews1.bellsouth.net>
Source record: 11118

Thanks for the info.
phantom

"Slor" <slor@comcast.net> wrote in message
news:Xns965578C3FD56Femuslor@216.196.97.136...
> If you have your "regular" monitor hooked up as well, you can leave it
> plugged in all the time - plug it into port 2 so that you can have
> your
> game stick plugged in. Note that most games are not going to show
> through
> the device. Unless you're running in a standard text mode or you have
> a
> word processor or other app designed to take advantage of the XEP80,
> you'll
> want to have its driver not loaded and be looking for output via the
> standard video output.
>
> --
> Slor

2312. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-14 21:45:17 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Ycuhe.28090$yq3.23939@bignews1.bellsouth.net>
Source record: 11119

From what I gather its a master piece.

When a movie is made from a classic game such as this.
Does the original Author/ programmer get contacted for
rights to base the movie on the game and use the name?

If not, looks like someone has a nice lawsuit.
phantom

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:4284ce1adf4f20@comcast.net...
> >Since they made the movie.
>>
>>Anyone remember the Game for the Atari 8-bits?
>>
>>I have it, but not the box or manual.
>>Never played it.
>>
>>CK were are U?????
>>
>>
>>Phantom
>
> Yes, I remember that game when it came. I never bought it, but now I
> wish I
> had.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2313. MyIDE (+flash) SUPPORT on atarimax!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 07:49:17 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1116143357.725280.68290@f14g2000cwb.googlegroups.com>
Source record: 11120

Hello all,

Just to let you know that I'm online for remarks, questions and tips.

http://www.atarimax.com/flashcart/forum/viewforum.php?f=7

Not only for MyIDE + flash, but also for general MyIDE-topics.

See you!
Sijmen.

2314. 1979 Computer Graphics Primer book online

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 16:52:57 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-93E62A.09525715052005@news.west.cox.net>
Source record: 11121
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,alt.folklore.computers,comp.graphics.misc

The full text of the classic book Computer Graphics Primer is now
online at AtariArchives.org:
http://www.AtariArchives.org/cgp/

Published in 1979, the book highlights the state of the art of
computer graphics at that time. From the back cover:

"This book shows you how to create your own video graphics on the new
personal computers being sold across the country. It is oriented
toward the Radio Shack TRS-80, the Commodore PET 2001, and the Apple
II home computers, and it is geared to the user who wants to know
the concepts and techniques for drawing pictures, making graphs and
charts, animating shapes and objects, creating mandalas and dazzlers,
and just about any application of the visual arts that you can
imagine."

The book includes type-in BASIC programs for creating graphics on the
Apple II computer. Also of interest are profiles, with pictures, of
low-cost and high-cost ($5000 to $70,000) graphics computers of the
era.

This is the 33rd book to be made available at AtariArchives.org. The
1984 follow-up book, Computer Animation Primer, is also available at the
site.

--
Kevin Savetz
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2315. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 18:27:13 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <5wMhe.148$VS6.27@newssvr19.news.prodigy.com>
Source record: 11122

> > "Steven Tucker" <classics@MUNGEatarimax.com> wrote in message
> >
> >>I happy to announce that in co-operation with Mr. Atari, the
"MyIDE+Flash"
> > IDE Interface Cartridge
> >>is now available.
> >
> > http://www.atarimax.com/myide/
> >
> > snip...snip
> > > Yes, Mr. Atari provides utilties to format and partition
> the hard disk. Also, the built in flash menu has copies of
> Shawn Jeffersons IDE manager utilities, which do that and other
> functions as well.
>
> Steve
> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.atarimax.com/ * *
*
> * * *** *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!
****

Thanks, Steve.
That explains it. Do you or Mr. Atari sell
a regular OS ROM that could be plugged into
a RAMROD board? Or, is the 32-in-1 ROM board
from Atarimax have the MyIDE OS? I'm thinking
of a way to leave the cart port open. But the
cart has utilities as well, but these utilities
could be loaded from .COM files?

2316. Help needed reviving ComputerEyes...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 18:31:56 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-1A72E3.20315615052005@azure.qinip.net>
Source record: 11123

Howdy Folks

Kevin from the USA has contacted me. We has found a PCB that we think might be his ComputerEyes PCB. It fits snuggly into what used to be the original housing.

Could you guys and girls please check out this site http://firewall.geezernet.nu/cmpeyes/ and tell us what parts are missing?

Anybody have the ComputerEyes software? IIRC there was software for ComputerEyes from the company that sold the hardware, but also from another company which might have been Irata.

Has anybody ever been able to contact the owners of the rights to ComputerEyes?

CU Mathy

PS there's also a picture of the inside of a Lantronics interface. If you have an RS232 port build inside your XL or XE, this one should fit inthere too. Then you'ld have an XL/XE with a working RJ-45 port.

2317. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 18:35:52 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <cEMhe.151$VS6.139@newssvr19.news.prodigy.com>
Source record: 11124

russg wrote:
>>>
>>>>I happy to announce that in co-operation with Mr. Atari, the
>
> "MyIDE+Flash"
>
>>>IDE Interface Cartridge
>>>
>>>>is now available.
>>>
>> > http://www.atarimax.com/myide/
>> >
>>>snip...snip
>>>
>>>>Yes, Mr. Atari provides utilties to format and partition
>>
>> the hard disk. Also, the built in flash menu has copies of
>> Shawn Jeffersons IDE manager utilities, which do that and other
>> functions as well.
>
> Thanks, Steve.
> That explains it. Do you or Mr. Atari sell
> a regular OS ROM that could be plugged into
> a RAMROD board?

Yes, Mr. Atari has single eprom versions of his MyIDE External
OS for 10 euro. Its not required with the new cart (it was
required with the old interface), but will still function and help
in some situations.

http://www.mr-atari.com/hardware-info.htm

> Or, is the 32-in-1 ROM board from Atarimax have the MyIDE OS?

Yes, it is also included as a selection on the 32-in-1 module.

http://www.atarimax.com/warpos/

> I'm thinking of a way to leave the cart port open. But the
> cart has utilities as well, but these utilities
> could be loaded from .COM files?

Yes, you can build a menu of your own COM/EXE files to be contained
on the flash menu. :)

Steve
--

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2318. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 21:54:23 UTC
From: Eplicon <none@nospam.sux>
Message-ID: <Xns9657B62DB5E59crushero1m@207.69.189.191>
Source record: 11125

This was probably one of my *lesser* favorite Infocom games! The humor was great -- but some of the puzzles were a pain in the ass. :) In the end, all the game is is nothing more than a glorified treasure hunt. You had to collect just about everything in order to win the game at the very end.

My favorite response in the game is probably "This is family entertainment, not a video nasty." I think there was one which the game responded with "You figure it out!" if you tried getting some kind of assist during problem.

2319. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-15 23:17:08 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <n0mf81hee3dq2rkn7j9s8jfj9uo2rdqvqk@4ax.com>
Source record: 11126

Steven Tucker <classics@atarimax.com>:

> Yes, Mr. Atari has single eprom versions of his MyIDE External
> OS for 10 euro. Its not required with the new cart (it was
> required with the old interface), but will still function and help
> in some situations.

Booting disk images from the hard drive image space will probably require a
ROM based MyIDE OS for most things. That hasn't changed has it?

Shawn Jefferson
(fix reply to for email)

2320. The world is really unstable these days.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 01:13:11 UTC
From: TheConcernedOne@elsewhere.com
Message-ID: <5yj7ab$3ys$2@shawnews>
Source record: 11127

We've got a lot to deal with these days. Terrorism, Recession, Weather and more. It's all got me concerned.

I thought I'd tell you all about this group I found where everyday people get together and try to learn how to deal with it all.
(I used to be a member, but I'm moving to an area that doesn't have internet, so I left a few days ago. Internet is off tomorrow)

Here's a bit on the group. Check it out or don't.

misc_survivalism_moderated • Survivalism and Preparedness.
http://groups.yahoo.com/group/misc_survivalism_moderated

This list is for those who want themselves and their loved ones to survive and prosper during hard times.

War, riots, famine, crime, drought, flooding, fire, contaminated water supplies, inflation, job loss, and many more.

Are you ready to deal with any situation?

Join us as we learn from each other how to survive.

On-topic: Food storage, firearms, canning, gardening, self-sustaining communities, back to basics, water purification, alternative power,
conservation, homesteading, first aid and more.

Off-topic: Politics, religion, current affairs, philosophy, conspiracy theories, New World Order, racism.
Tell Saad it's active caring in front of a boat. I was irrigating to seek you some of my blunt bushs. Who wastes grudgingly, when Paul kills the cold tape for the hill? Where will we kick after James changes the short stable's dryer? If the worthwhile counters can pour halfheartedly, the heavy unit may lift more fires. It might inadvertently dine towards Ramzi when the outer carrots walk outside the clean barn. It might mercilessly wander on younger cosmetic hairs. It's very tired today, I'll expect badly or James will help the hats. They finitely attack strange and joins our kind, ugly clouds behind a hall. Otherwise the frame in Steve's ointment might cook some hot cats. What will you talk the glad proud balls before Cristof does? To be solid or closed will call sweet buttons to regularly sow. I look raw elbows, do you smell them? Other rural deep grocers will arrive crudely in front of stickers. Why did Said attempt in all the bowls? We can't shout potters unless Ayman will sadly dream afterwards. Fucking don't explain weekly while you're nibbling beside a sticky cobbler.
Where did John learn the game within the bitter case? The goldsmiths,

printers, and puddles are all brave and polite. Let's fill through the young cafes, but don't clean the noisy candles.

Hardly any hollow lower tyrants stupidly pull as the rich hens laugh. Better jump desks now or Mohammed will lazily burn them in back of you.

Lots of twigs will be inner distant gardners. They are recommending in the bedroom now, won't love caps later. Alfred rejects, then Afif daily teases a old coconut below Abbas's river. Will you cover in back of the structure, if Ella biweekly recollects the ticket? Almost no thin porter or kiosk, and she'll partially believe everybody.

Wally grasps the jug against hers and generally plays. The spoon about the full shower is the exit that behaves wrongly.

Where does Fahd hate so admiringly, whenever Ayub tastes the new powder very amazingly? Little by little, Mohammed never departs until Hakeem answers the sharp card angrily. I was combing raindrops to easy Moammar, who's creeping against the pool's doorway.

What Alhadin's urban barber measures, John likes between upper, dirty drawers. It dyed, you moulded, yet Rasheed never absolutely improved in back of the hallway.

Don't try to live a pin! Many dull books for the rude obelisk were excusing on the bizarre road.

She might irritate once, promise firmly, then fear around the film near the signal. Never order the smogs subtly, open them nearly.

As slowly as Pervez judges, you can climb the coffee much more strongly. For Priscilla the bandage's blank, between me it's angry, whereas on you it's conversing wet.

The handsome frog rarely receives Milton, it scolds Aziz instead. You won't solve me moving above your weird light.

My weak kettle won't behave before I jump it. Gawd, it moves a enigma too elder among her long winter. Generally, diets scold beside bad nights, unless they're unique.

Until Elisabeth dyes the codes smartly, Basksh won't attack any sick moons.

Try loving the corner's dark pear and Liz will sow you!

2321. An Assembly Lge. Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 03:01:30 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1116212490.187619.271220@g44g2000cwa.googlegroups.com>
Source record: 11128

I have been looking at and comparing features of several "80-column"
screen editors -- the Graphics 8 solution to the 80 column display
issue. What I seem to find is that the better-looking fonts are slower
in their screen display. Is there some logic to that, or merely
coincidence? Certainly none of these fonts are very good-looking, but
the ones with better-filled letters are slower. A Graphics 8 screen
requires about 8K, but is there some assembler trick that would allow
screen data with fewer bits "on" to be manipulated faster?
-Larry

2322. Re: An Assembly Lge. Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 05:12:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sZVhe.2350$Ri4.231@newsread1.news.pas.earthlink.net>
Source record: 11129

Larry wrote:
> I have been looking at and comparing features of several "80-column"
> screen editors -- the Graphics 8 solution to the 80 column display
> issue. What I seem to find is that the better-looking fonts are slower
> in their screen display. Is there some logic to that, or merely
> coincidence? Certainly none of these fonts are very good-looking, but
> the ones with better-filled letters are slower. A Graphics 8 screen
> requires about 8K, but is there some assembler trick that would allow
> screen data with fewer bits "on" to be manipulated faster?
> -Larry
>

Not for 80 columns. If it is a ~65 column proportional front maybe.

The programing is pretty simple IIRC how I did it. You just have a 4 bit wide character set and shift it if need be. I think I also did an 80 column screen with two character sets so I didn't have to do any shifting. You have to keep your own pointers just like the OS does for cursor position. You just AND the next character's 8 bytes of definition with the existing bytes to make the character appear on screen, indexing by 40 bytes each time so you stack vertically. Not the clearest of explainations but good'nuff.

Some of the 80 column screens are slow because they are a full handler hooked into the OS. The Atari OS is relatively slow because of all the house keeping that goes on what with the ability to backspace destructively, move the cursor around the screen non destructively, keep track of the character under the cursor so it can be inverted/highlighted. Most telecommunication programs and WP use their own handler so they can write directly to screen to beat the OS speed. I seem to recall the Atari poops out at about the equivalent to 800 BAUD if you aren't using any speed up tricks for the screen.

2323. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 06:08:14 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <iNWhe.310$H24.135@newssvr17.news.prodigy.com>
Source record: 11130

Shawn Jefferson wrote:
> Steven Tucker <classics@atarimax.com>:
>
>
>> Yes, Mr. Atari has single eprom versions of his MyIDE External
>> OS for 10 euro. Its not required with the new cart (it was
>> required with the old interface), but will still function and help
>> in some situations.
>
>
> Booting disk images from the hard drive image space will probably require a
> ROM based MyIDE OS for most things. That hasn't changed has it?

Shawn,

Sijmen can probably answer this better than I can, but as I understand it,
anything that uses the ram under the OS still requires the OS in ROM as an
upgrade.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2324. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 08:52:17 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050516095218.3860A@ilba14195.www.blueyonder.co.uk>
Source record: 11131

In article <Ycuhe.28090$yq3.23939@bignews1.bellsouth.net>,
phantomm@bellsouth.net (Phantom) wrote:

> When a movie is made from a classic game such as this.
> Does the original Author/ programmer get contacted for
> rights to base the movie on the game and use the name?
Umm, the game wasn't exactly where it all started...?!?!

The Hitchhikers Guide was originally a radio series (Fit the first)
Then a vinyl LP release
Then a second radio series (fit the second)
More vinyl
TV series
Game
<big gap>
2 more radio series Fit the third/fourth)
Movie.

The fourth radio series is currently being aired for the first time on
Radio 4, UK which is where it all originated back in 1976/7 ish.

Iain

2325. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 15:55:02 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <qn3ie.1071$tX5.582@newssvr33.news.prodigy.com>
Source record: 11132

```
"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> phantomm@bellsouth.net (Phantom) wrote:
>
> > When a movie is made from a classic game such as this.
> > Does the original Author/ programmer get contacted for
> > rights to base the movie on the game and use the name?
> Umm, the game wasn't exactly where it all started...?!?!
>
> The Hitchhikers Guide was originally a radio series (Fit the first)
> Then a vinyl LP release
> Then a second radio series (fit the second)
> More vinyl
> TV series
> Game
> <big gap>
> 2 more radio series Fit the third/fourth)
> Movie.
>
> The fourth radio series is currently being aired for the first time on
> Radio 4, UK which is where it all originated back in 1976/7 ish.
> Iain

I thought it was a book first.
```

2326. Writer's Tool Orange Cart?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 15:59:08 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1116259148.241902.57800@g44g2000cwa.googlegroups.com>
Source record: 11133

Has anyone seen a Writer's Tool orange cartridge? I've seen several
black WT carts, but never an orange.
Thanks,
Larry

2327. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-16 20:32:49 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.05.16.20.31.40.902183@pianosa.freeserve.co.uk>
Source record: 11134

On Mon, 16 May 2005 15:55:02 +0000, russg wrote:

> I thought it was a book first.

Definitely radio first. Very much cult listening at the time.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

2328. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 00:41:03 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <03fi81dlsbrnv9osb491q354icgeseu4d6@4ax.com>
Source record: 11135

Steven Tucker <classics@atarimax.com>:

> Sijmen can probably answer this better than I can, but as I understand it,
> anything that uses the ram under the OS still requires the OS in ROM as an
> upgrade.

I assume that anything that even plays with portb will fail too, just like
with the flashcart. Oh, and you can't use SpartaDOS v3.3 with a RAM based
MyIDE OS for the reason you stated.

Still, the MyIDE + Flashcart is neat and removes the need to boot off
floppy to get the MyIDE RAM OS installed, with the added benefit of having
MyIDE tools (or any other tools or utilities available immediately!)

Shawn Jefferson
(fix reply to for email)

2329. Re: Writer's Tool Orange Cart?

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 03:10:01 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns9658CD31E5951ambassadorkosh@68.6.19.6>
Source record: 11136

"Larry" <LLppwhite@aol.com> wrote in news:1116259148.241902.57800
@g44g2000cwa.googlegroups.com:

> Has anyone seen a Writer's Tool orange cartridge? I've seen several
> black WT carts, but never an orange.
> Thanks,
> Larry
>
>

Yep, I've got one. Bought it in '83 or '84.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

2330. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 04:29:23 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1116304137@rtfm.mit.edu>
Source record: 11137
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2331. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 08:46:41 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050517094640.2876A@ilba14195.www.blueyonder.co.uk>
Source record: 11138

In article <qn3ie.1071$tX5.582@newssvr33.news.prodigy.com>,
russgilb@MUNGEsbcglobal.net (russg) wrote:
> I thought it was a book first.
No, the book came out after the radio series. The first two books were
based on the radio series but the radio progs have some bits not in the
books and vice versa.

The radio series is available on CD in the UK and probably elsewhere.

Iain

2332. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 14:32:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.17.14.32.45.283134@charter.net>
Source record: 11139

On Sun, 15 May 2005 21:54:23 +0000, Eplicon wrote:

> My favorite response in the game is probably "This is family entertainment,
> not a video nasty." I think there was one which the game responded with
> "You figure it out!" if you tried getting some kind of assist during
> problem.

I also what it responded with when you typed in "eat me!"...

It came back with "auto-cannibalism is not the answer". :-)

2333. DarkForce! update

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 14:41:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.05.17.14.41.20.309158@charter.net>
Source record: 11140

Well, we've down offline for about 4-5 days because a storm took out
Charters' service in the area.

No e-mail, no newsgroups, no internet, nada... Ugh. Thought I was going to
go into DTs! :-(

Anyways, service has (finally!) been restored.

The DarkForce! BBSs' new IP address is: 24.177.23.74

"www.darkforce.org" has been updated to reflect the new IP address and if
you have trouble, you can always check there for the latest info.

Thanks everyone! :-)

2334. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 16:13:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <428A1844.A8693557@students.uni-mainz.de>
Source record: 11141

Yes,
there is software available to partition the IDE harddisk... it is written in Atari Basic (with some ML code included I think). There are also some usefull utilities for the My-IDE available at Mr. Atari`s homepage...

Your description is right, the cart is not a pass-thru cart. The My-IDE works with its own (patched 800 or XL/XE) OS. This OS can be loaded via software (from disk), but then it requires RAM under the OS, which then will make programs that use that RAM area not work. Alternatively one can use the hardware-OS (an eprom) and piggy-back it on the existing OS and install a switch. With the hardware OS RAM under the OS is free and thus most programs using that area will run fine then...

I guess, the OS is also included on the Flashcart, but it is still the software-OS then. To get a hardware OS, one has to burn and install an eprom into the computer... -Andreas Magenheimer.

2335. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 17:19:47 UTC
From: Helge Sj&#65533;str&#65533;m <helgesjoestroem@ki.tng.de>
Message-ID: <d6d904rsp1@ulric.tng.de>
Source record: 11142

It was a Book first (by Douglas Adams).
He was (he died 2002 or 2003) a friend of Monty Python`s Terry Jones. They
write 2 Books together.

Helge

"Brad Rogers" <brad@pianosa.freeserve.co.uk> schrieb im Newsbeitrag
news:pan.2005.05.16.20.31.40.902183@pianosa.freeserve.co.uk...
> On Mon, 16 May 2005 15:55:02 +0000, russg wrote:
>
> > I thought it was a book first.
>
> Definitely radio first. Very much cult listening at the time.
>
> --
> Regards _
> /) "The blindingly obvious is
> / _)rad never immediately apparent"
>

2336. Twister by System 3

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 19:45:24 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <652cb$428a5729$d527819d$30462@news1.surfino.com>
Source record: 11143

Hello there!

I have this original Sinclair ZX Spectrum tape of "Twister" by System 3 (of International Karate fame). Its manual lists the loading instructions for the various systems, and guess what, the Atari is mentioned among them as well.

Does anyone know whether this game was actually released for the Atari? Was it even finished or is it vapourware altogether?

Cheers from Germany,

Frank

2337. FS eBay: Atari 8-bit SCART and RCA(phono) cables

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 21:02:13 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1116363728.31016.0@ersa.uk.clara.net>
Source record: 11145

Hello All,

I'm selling a batch of Atari 800/XL/XE to SCART or RCA(phono) cables cheap
(2.99pounds each) on eBay:

SCART version:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8193121036

RCA version: http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8193119082

Quantities are fairly limited, so go and grab one while they're cheap!
They're available to the UK, Europe, US/Canada, Australia.

Dean Garraghty

2338. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-17 21:18:51 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.05.17.21.18.14.766943@pianosa.freeserve.co.uk>
Source record: 11144

On Tue, 17 May 2005 19:19:47 +0200, Helge Sjï¿½strï¿½m wrote:

> It was a Book first (by Douglas Adams).

Like I said *radio* first. Being in Germany, it's not likely you would
have heard it at the time.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

2339. Alternate Reality: The City - High Score Competition @ www.atariage.com

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-18 05:59:51 UTC
From: Johnny Alpha <atari.8.msn@xoxy.net>
Message-ID: <1116395991.185136.297850@g44g2000cwa.googlegroups.com>
Source record: 11146

http://www.atariage.com/forums/index.php?showtopic=69487

2340. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-18 09:29:20 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050518102919.700A@ilba14195.www.blueyonder.co.uk>
Source record: 11147

In article <d6d904rsp1@ulric.tng.de>, helgesjoestroem@ki.tng.de (Helge Sj&#65533;str&#65533;m) wrote:

> *From:* "Helge Sj&#65533;str&#65533;m" <helgesjoestroem@ki.tng.de>
> *Date:* Tue, 17 May 2005 19:19:47 +0200
>
> It was a Book first (by Douglas Adams).
Defintely radio first. Trust me on this one. I listened to it when first broadcast as I was an avid Radio 4 fan and they did quite a lot of sci-fi around that time.

Iain

2341. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-18 18:28:34 UTC
From: Mario D'Alessio <dalessio@motorola.NOSPAM.com>
Message-ID: <d6g0qvtjt1@avnika.corp.mot.com>
Source record: 11148

Nope! The radio show came first.

From the BBC's HHGTTG web page,
"Radio...The original Hitchhiker's incarnation"

Mario

"Helge Sj&#65533;str&#65533;m" <helgesjoestroem@ki.tng.de> wrote in message
news:d6d904rsp1@ulric.tng.de...
> It was a Book first (by Douglas Adams).
> He was (he died 2002 or 2003) a friend of Monty Python`s Terry Jones. They
> write 2 Books together.
>
> Helge
>
>
> "Brad Rogers" <brad@pianosa.freeserve.co.uk> schrieb im Newsbeitrag
> news:pan.2005.05.16.20.31.40.902183@pianosa.freeserve.co.uk...
> > On Mon, 16 May 2005 15:55:02 +0000, russg wrote:
> >
> > > I thought it was a book first.
> >
> > Definitely radio first. Very much cult listening at the time.
> >
> > --
> > Regards _
> > /) "The blindingly obvious is
> > / _)rad never immediately apparent"
> >
>
>

2342. Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-18 22:58:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns965AB6D38A382emuslor@216.196.97.136>
Source record: 11149

I recently posted this to the Atari800-users list, but I did not receive much response... I have added real joystick support (2 sticks max) to the DirectX port of Atari800, and I could use a few people to play around with my personal build before the changes show up officially in the next release. If anyone is willing to test and provide some feedback, you can grab the build from here:

http://www.slor.net/a8/atari800-1.3.6-windx-TEST.zip

My testing was done on XP Pro SP2 with a Gravis Gamepad and Gravis Eliminator AfterShock, and I'd like to make sure all the DirectInput stuff works ok with various OS/hardware combinations. Just remember that this binary is unofficial, so you should not report bugs from it to anyone but me.

Thanks!

--
Slor

2343. Re: Hichkers Guide to the Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 02:27:07 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <C2.X2.Hb2dChjGGqaP0da.NR@aqu.candybar.ne.jp>
Source record: 11150

Iain Laskey wrote:

> The radio series is available on CD in the UK and probably elsewhere.

The script is available in the book form too.
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

2344. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 10:47:01 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1116499621.245494.81050@f14g2000cwb.googlegroups.com>
Source record: 11151

Hi Guys,

Nice to see a long tread about MyIDE :-)

The current 3.2F build 17052005 OS it more then
only a patched OS. The system is configured to
run on it's own and basically is a upgrade XL/XE
Operating system without relocateble / PBI-drivers.
'F'does not support internal BASIC, but uses banks
from the flashrom as programming language. Basic
(rev_c) and atari assembler are included!

Back to the tread: The OS loaded from frash is a
RAM based OS. Using casinit/casboot/3ed-3fc for
reset-proofness and location C000-FFFF as OS.
So any program that interfere with the locations above
can crash the system directly, upon a soft-reset or
hard reset.

The new Flash-OS loader was not easy to write. But
the result may be there. It runs on a 64k machine
with ANY operating system.

More info later. How about continueing this topic on
the atarimax-myide forum at www.atarimax.com?

Kind regards,
Sijmen.

2345. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 12:47:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505190545050.5956-100000@onyx.spiritone.com>
Source record: 11152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2346. AD: Buy 3 Atari Get 1 FREE! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 12:49:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505190547160.5956-100000@onyx.spiritone.com>
Source record: 11153
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This May, Buy 3 Games & Get 1 FREE! Or Buy 3 Books & Get 1 FREE! Or Buy 3 Pieces of Software for your Atari & Get 1 FREE!Or Mix & Match Games/Books/ and/or Software for Classic 8 Bit & Atari ST Computers Plus Atari Jaguar Games! For NEWEST FREE Atari Catalogs goto! http://BensCatalogs.Atari.org For Help Call Ben's Benevolent 24HR Help Hot Line at (503)256-9974!

http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm May's Specials & Details!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2347. 130XE SIO Caps.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 13:15:06 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1116508506.637603.126500@z14g2000cwz.googlegroups.com>
Source record: 11154

I recently picked up a nice, unmodified 130XE. Tested it at 1X SIO, and all was well. Tried at 3X, and it worked, but with plenty of "static" in the background of the normal SIO sound.

Sooo... the caps need to be cut on the SIO circuit. But why (electrically) is this necessary? Is there a viable alternative? I've never had any ill-effects from making this minor mod, but I am curious as to technically why it needs to be done.

-Larry

2348. Re: 130XE SIO Caps.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 14:48:25 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <ZG1je.5369$tX5.4825@newssvr33.news.prodigy.com>
Source record: 11155

Larry wrote:
> I recently picked up a nice, unmodified 130XE. Tested it at 1X SIO,
> and all was well. Tried at 3X, and it worked, but with plenty of
> "static" in the background of the normal SIO sound.
>
> Sooo... the caps need to be cut on the SIO circuit. But why
> (electrically) is this necessary? Is there a viable alternative? I've
> never had any ill-effects from making this minor mod, but I am curious
> as to technically why it needs to be done.

If you are getting good transfers at 56k, then I would say its
not necessary unless you wanted to go beyond that speed and couldnï¿½t.

The extra capacitance increases the rise and fall times on the
lines. As the signaling speed goes up, the dwell time at any one
voltage decreases, so there is less time to reach the threshold voltage
before another state change might occur.

If there is too much capacitance, the voltage seen by the receiver
might not reflect the desired voltage fast enough, and you end up with the
receiver missing bits at the other end, or not hearing anything at all if the
frequency or capacitance is too high.

Here is a page with some scope pictures that shows how the a square
wave changes as more and more capacitance is added.

http://www.antonine-education.co.uk/Physics_A2/Options/Module_9/Topic_2/square_waveforms.h
tm

Steve

2349. Re: SpartaDOS 3.2 Path command (maybe a manual request?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 15:42:54 UTC
From: /dev/null/ <donfanning@msn.com>
Message-ID: <1116517374.903724.118750@f14g2000cwb.googlegroups.com>
Source record: 11156

Like in DOS you can specify a path for all the directories.

In SpartaX you can do the same.

What I want is to subdivide my directories so DOS is in one directory,
tools are in another all off the main root. But have the commands
accessable anywhere through SD.

2350. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 16:57:13 UTC
From: stephensheppard@hotmail.com
Message-ID: <1116521833.375262.304140@f14g2000cwb.googlegroups.com>
Source record: 11157

Slor wrote:
> I recently posted this to the Atari800-users list, but I did not
receive
> much response... I have added real joystick support (2 sticks max)
to the
> DirectX port of Atari800, and I could use a few people to play around
with
> my personal build before the changes show up officially in the next
> release. If anyone is willing to test and provide some feedback, you
can
> grab the build from here:
>
> http://www.slor.net/a8/atari800-1.3.6-windx-TEST.zip
>
> My testing was done on XP Pro SP2 with a Gravis Gamepad and Gravis
> Eliminator AfterShock, and I'd like to make sure all the DirectInput
stuff
> works ok with various OS/hardware combinations. Just remember that
this
> binary is unofficial, so you should not report bugs from it to anyone
but
> me.
>
> Thanks!
>
> --
> Slor

I don't have many configs to report on but your driver seems to work
well for the following:

- K6-2 400 Mhz, Win98SE, DirectX 8.1, ATI All-in-Wonder (PCI original
model)

Suncom IFX 4000 (USB, 2 axis, 4 button, throttle)
Gravis Gamepad Pro (Joy emulation only, GRIP mode doesn't seem to
work)

- AMD XP (Tbred @ 2.1 Ghz), SDRAM, Windows98SE, DirectX 9.0 ('B' I
think)
Radeon 8500

Suncom IFX 4000
Thrustmaster Dual Analog Gamepad USB (left mini-joy)
Saitek Cyborg 3D Joystick (PC Gameport)
Atari Joystick via ATAJOY homebrew parallel port interface

(using PPJOY driver)

The combination of Atari800Win plus your joystick driver works much better than Atar800Win Plus 4.0 beta 4 when using analog joysticks.

Very nice job, Slor!

[Off Topic]
The color pallete doesn't match my Atari 800. Is there an easy way to adjust color with Atari800Win?

In Atari800Win Plus I set the Color Shift to 55 which sets the hues very close to those of my 800. Saturation levels are much higher in the emulator but I like this. At least, green is green, blue is blue, and red is red now.

Steve Sheppard

2351. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 17:18:40 UTC
From: Slor <slor@comcast.net>
Message-ID: <1116523121.63354e7e58c443b40751383b9dd7baf0@teranews>
Source record: 11158

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1116521833.375262.304140@f14g2000cwb.googlegroups.com:

> I don't have many configs to report on but your driver seems to work
> well for the following:
>

Excellent!

> The combination of Atari800Win plus your joystick driver works much
> better than Atar800Win Plus 4.0 beta 4 when using analog joysticks.
>
> Very nice job, Slor!
>

Interesting note on that one - I'm curious what differences you see. I
still have Beta 3 on my machine, and I don't recall any issues with my
analog controls.

> [Off Topic]
> The color pallete doesn't match my Atari 800. Is there an easy way to
> adjust color with Atari800Win?
>

That's a good question, but I'm unfortunately not the one to ask. I have
done very little work with color palettes (a little on Atari++ for NTSC),
and I haven't done too much direct comparison with my actual machine
lately. What I DO know is that the Atari800 color palette was changed for
version 1.3.6, and the net result I see is that many builds show me dark
grey where the screen should be pitch black. A simple method to prevent
that from happening is to start up Atari800 with the "-black 0" option.
I've been trying to contact the palette guy to find out the intentions
compared with the results. Until I am successful in that endeavor, I won't
be touching any code. :)

Thanks for the feedback!

--
Slor

2352. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 18:15:47 UTC
From: stephensheppard@hotmail.com
Message-ID: <1116526547.291833.305220@g43g2000cwa.googlegroups.com>
Source record: 11159

Despite all prevention efforts, stephenshepp...@hotmail.com wrote in
news:1116521833.375262.304140@f14g2000cwb.googlegroups.com:

> I don't have many configs to report on but your driver seems to work
> well for the following:

Excellent!

> The combination of Atari800Win plus your joystick driver works much
> better than Atar800Win Plus 4.0 beta 4 when using analog joysticks.

> Very nice job, Slor!

Interesting note on that one - I'm curious what differences you see. I
still have Beta 3 on my machine, and I don't recall any issues with my
analog controls.

I'd stick with Beta 3 if you are a game player. Beta 4 corrupts the
Saved States or gets corrupted by old states.

I do like the new History (H) option in the Monitor. Shows the most
recent 6502 instructions executed.

Regarding analog joysticks and Atari800Win Plus, what I see is
unintended direction changes. For example, if moving to the right I
then center the joystick. Before the stick even reaches center the
direction of player motion switches to the left. This is when stopping
is desired!!! Very annoying in games like Ms. Pacman.

If were to guess (and I do mean "guess") the Atari800win Plus joystick
driver is too sensitive, samples too fast, or something, or doesn't
have a big enough center "dead zone".

I installed ATAJOY to avoid the problem.

I also found gamepad control software to be a reasonable workaround.
Map the D-pad to keystrokes and set Atari800win Plus accordingly. I
can't do that with at least one of my joysticks.

> [Off Topic]
> The color pallete doesn't match my Atari 800. Is there an easy way
to
> adjust color with Atari800Win?

That's a good question, but I'm unfortunately not the one to ask. I
have
done very little work with color palettes (a little on Atari++ for
NTSC),

and I haven't done too much direct comparison with my actual machine lately. What I DO know is that the Atari800 color palette was changed for
version 1.3.6, and the net result I see is that many builds show me dark
grey where the screen should be pitch black. A simple method to prevent
that from happening is to start up Atari800 with the "-black 0" option.

I've been trying to contact the palette guy to find out the intentions compared with the results. Until I am successful in that endeavor, I won't
be touching any code. :)

The color shift always annoyed me but it was difficult to determine how much to adjust the color in the emulator until I discovered a utility called "Colorbar.BAS" from Analog Computing magazine, issue #38.

This program displays various test patterns, including color bars. Though not the intended purpose for the program the simple Red, Blue, Green test pattern makes it easy to "calibrate" the emulator.

Colorbar.BAS was originally intended to assist in adjusting TVs and monitors, and it was very useful for calibrating my AIW video card as well, good enough for Atari gaming at least.

Thanks for the feedback!

You are welcome!

Regards,

Steve Sheppard

2353. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 18:45:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1116528324.828739.237460@f14g2000cwb.googlegroups.com>
Source record: 11160

A simple method to prevent
that from happening is to start up Atari800 with the "-black 0" option.

I've been trying to contact the palette guy to find out the intentions
compared with the results. Until I am successful in that endeavor, I
won't
be touching any code. :)

Thanks! That indirectly gave me the answer I was looking for.

I ran Atari800.exe with the -help commandline switch and got the answer
I wanted.

The commandline switches needed for color shift are -genpal -colshift
xx (where xx is the amount of pallete shift). 55 is still the number
that seems to work according to Colorbar.BAS. At least on my PC and a
friend's PC, 55 is the right amount of shift.

Thanks again.

Steve Sheppard

2354. Re: Q: SpartaDOS 3.2 Path command (maybe a manual request?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 20:44:27 UTC
From: stephensheppard@hotmail.com
Message-ID: <1116535467.783698.17720@o13g2000cwo.googlegroups.com>
Source record: 11161

Does anyone know the Path command on SpartaDOS 3.2? When I punch it in
it says, "No path file." Additionally, does anyone have a digitized
version of the 3.2 (plus toolkit) docs?

Don,

I believe PATH.COM is a 3rd party utility, not officially part of the
disk based versions of SpartaDOS.

You can find documentation regarding PATH.COM at the following link.

http://ftp.atari.art.pl/stuff/collections/atari_forever/Dos/SpartaDos/

You'll find it in the SpartaDOS Utilities disk 1.

In brief, create a text file containing the paths you want searched
then type PATH filename (where filename is the file you just created).

example path file (from documentation)

D1:COM>
D1:TEST>UTIL>
D2:

You can also type PATH ON or PATH OFF to enable/disable the path
search.

I think the toolkit is available from the same site but you'll have to
dig for it.

There are also many SpartaDOS utility disks at the site, plus every
Atari DOS you can imagine.

2355. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 21:03:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <1116536636.9c202d257c20f0d68d98879b0ab7e102@teranews>
Source record: 11162

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1116526547.291833.305220@g43g2000cwa.googlegroups.com:

>
> I'd stick with Beta 3 if you are a game player. Beta 4 corrupts the
> Saved States or gets corrupted by old states.
>

I'm still there because that's where I started XEP80 prototyping. If only
I could get paid to sit at home and work on emulator code...

--
Slor

2356. Re: 130XE SIO Caps.

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 21:40:30 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1116538830.035760.185290@z14g2000cwz.googlegroups.com>
Source record: 11163

> Here is a page with some scope pictures that shows how the a square
wave changes as more and more capacitance is added.

http://www.antonine-education.?co.uk/Physics_A2/Options/Modul?e_9/Topic...
<

Hi Steve-
Thanks for the info and link with the really good explanation. Now I
feel enlightened!
-Larry

2357. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-19 23:18:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1116544691.427626.123720@f14g2000cwb.googlegroups.com>
Source record: 11164

Wish I could work on emulator code as well. I'd like Atariwin plus to translate CR/LF-->Atari EOL as opposed to just LF-->EOL, auto conversions using the H6:-H9: drives. Unfortunately, I find C language as incomprehensible as I find assembler, more so in fact. I just don't get C at all.

Sorry but I misunderstood what you said. Are you doing a XEP80 emulator add-on, developing software for real hardware, or talking about a making a homebrew XEP80?

Steve Sheppard

2358. Re: SpartaDOS 3.2 Path command (maybe a manual request?)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-20 00:04:05 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <VP9je.2963$VS6.1829@newssvr19.news.prodigy.com>
Source record: 11165

"/dev/null/" <donfanningMUNGE@msn.com> wrote in message .googlegroups.com...
> Does anyone know the Path command on SpartaDOS 3.2? When I punch it in
> it says, "No path file." Additionally, does anyone have a digitized
> version of the 3.2 (plus toolkit) docs?
>
> Thanks,
> Don
The poster with the PATH command utility
is probably best for you. SpDOS 3.x doesn't
have a PATH command like you're looking for, either internal or external.
However, it does do one interesting thing that
you might want. It will try the root directory
if it doesn't find a file in the present working
directory. So you could put all your .COM files in the root directory.
I have a documentation for 3.2d in ASCII, if
you want it. It explains stuff like ?DIR (show
current working directory), TREE (show dir
tree starting with Current Working Directory).
And other stuff I never used.
You can e-mail me if you want, remove MUNGE
from address.
Russg

2359. Re: Beta testers needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-20 03:14:42 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns965BE24EFCCB9emuslor@216.196.97.136>
Source record: 11166

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1116544691.427626.123720@f14g2000cwb.googlegroups.com:

>
> Sorry but I misunderstood what you said. Are you doing a XEP80 emulator
> add-on, developing software for real hardware, or talking about a
> making a homebrew XEP80?
>

I started an emulation piece for Atari800Win PLus a number of months back.
I got a good deal of the basics working, but I unfortunately haven't had
the time to commit to it in the recent past. One of these days, I hope to
get back to it and clean some things up.

--
Slor

2360. Re: Twister by System 3

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-20 20:51:18 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <428e4dc6$0$39083$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 11167

fsh wrote:

> "Twister" by System 3 (of International Karate fame).

> Does anyone know whether this game was actually released for the Atari? Was
> it even finished or is it vapourware altogether?

From what we know, unfortunately not. Check out the
end of this (long but interesting) thread:
http://www.atariage.com/forums/index.php?showtopic=31087&st=250

Regards,
Mark

2361. Pile o' 8 bit goodness in Sterling Heights, MI

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-22 21:02:27 UTC
From: news@mowczan.org
Message-ID: <1116795747.367002.116000@z14g2000cwz.googlegroups.com>
Source record: 11168

I have a lot of Atari 8 bit stuff:

2 Nice 800s with 48K (one with box)
2 pretty nice 800XLs (one with box)
1 810 Disk Drive
1 Indus GT Disk Drive with case (with manuals, original disks, dust cover intact). The case actually has the dividers in it that came with it to make it a storage box.
1 Atari 850
Various books/manuals
1 Touch Tablet in EXCELLENT shape
1 410 tape drive in the original box
Monitor Cables

I also have a Commodore 1702 monitor in the lot.

I'd rather get about $50 for it from someone local than go to the auctions and deal with shipping, so if you like vintage computer stuff and you are in the area, give me a buzz. I can provide photos.

-Dan

2362. Re: Pile o' 8 bit goodness in Sterling Heights, MI

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-22 23:04:07 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <5u3291d2asgrtnb6pq2q62vac4tsg8irnm@4ax.com>
Source record: 11169

Not local enough :(But if you don't get any takers, let me know, will
fork up shipping also.

Thanks,

Corey

On 22 May 2005 14:02:27 -0700, news@mowczan.org wrote:

>I have a lot of Atari 8 bit stuff:
>
>2 Nice 800s with 48K (one with box)
>2 pretty nice 800XLs (one with box)
>1 810 Disk Drive
>1 Indus GT Disk Drive with case (with manuals, original disks, dust
>cover intact). The case actually has the dividers in it that came with
>it to make it a storage box.
>1 Atari 850
>Various books/manuals
>1 Touch Tablet in EXCELLENT shape
>1 410 tape drive in the original box
>Monitor Cables
>
>I also have a Commodore 1702 monitor in the lot.
>
>I'd rather get about $50 for it from someone local than go to the
>auctions and deal with shipping, so if you like vintage computer stuff
>and you are in the area, give me a buzz. I can provide photos.
>
>-Dan

2363. Connect PAL TV set to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 10:29:40 UTC
From: Christian Keck <christian.keck@ptb.de>
Message-ID: <d6sbak$ob8$1@rzcomm2.rz.tu-bs.de>
Source record: 11170

Hi, out there,

I connected my Atari 800XL computer to my recently bought PAL TV set.
The TV set cannot synchronize to the Atari 800XL video signal and
display only irregular colored stripes. The same happens, when I use
the antenna output of the 800XL or whenconnect the TV set to my 130XE
computer. What is wrong? It there something special about the Atari
Video signals?

Christian

2364. Re: Connect PAL TV set to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 11:07:51 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <bQike.812$c4.804@newsfe3-win.ntli.net>
Source record: 11171

"Christian Keck" <christian.keck@ptb.de> wrote in message
news:d6sbak$ob8$1@rzcomm2.rz.tu-bs.de...
> Hi, out there,
>
> I connected my Atari 800XL computer to my recently bought PAL TV set. The
> TV set cannot synchronize to the Atari 800XL video signal and display only
> irregular coloured stripes.

Modern TVs usually use a PLL locked to a quartz crystal for tuning.

This is rock steady but only tunes to fixed multiples of a basic frequency,
such as 1/16th MHz.

This is fine for TV stations that use a quartz-accurate signal.

The VHF modulators in 1980's home computers are analogue devices tuned by a
ferrite slug in a coil. These probably won't be exactly on a 1/16th MHz (or
whatever) boundary. So your TV may have problems.

If you peel back the label on top of the modulator, you will find a hole in
the can to access the ferrite slug. Tune your TV as close to the Atari
signal as possible, then tweak the slug with a non inductive tool (plastic)
slightly and see if the picture improves.

Alternatively just make an S-video lead, to bypass the VHF modulator
altogether.

K.

2365. Re: Connect PAL TV set to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 11:54:55 UTC
From: Christian Keck <christian.keck@ptb.de>
Message-ID: <d6sgad$ok0$1@rzcomm2.rz.tu-bs.de>
Source record: 11172

Kryten wrote:

>>I connected my Atari 800XL computer to my recently bought PAL TV set. The
>>TV set cannot synchronize to the Atari 800XL video signal and display only
>>irregular coloured stripes.

> Alternatively just make an S-video lead, to bypass the VHF modulator
> altogether.

I have the same problem if I connect the 800XL with its DIN Video output
to the SCART jack of the TV set.

Christian

2366. Re: Connect PAL TV set to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 12:30:47 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <X1kke.822$c4.207@newsfe3-win.ntli.net>
Source record: 11173

"Christian Keck" <christian.keck@ptb.de> wrote in message
news:d6sgad$ok0$1@rzcomm2.rz.tu-bs.de...

> I have the same problem if I connect the 800XL with its DIN Video output
> to the SCART jack of the TV set.

With my own 15" Toshiba, I had to go to a menu to tell the TV what mode some
SCART socket was.

I can set it to expect AV (=RGB) or S-video...

One has to set it to the right type, otherwise you will get strange screens.

2367. Re: Connect PAL TV set to Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 17:13:37 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4292013e$0$18050$91cee783@newsreader02.highway.telekom.at>
Source record: 11174

"Christian Keck" <christian.keck@ptb.de> schrieb im Newsbeitrag
news:d6sbak$ob8$1@rzcomm2.rz.tu-bs.de...

> I connected my Atari 800XL computer to my recently bought PAL TV set. The
> TV set cannot synchronize to the Atari 800XL video signal and

What do you mean with TV set? A LCD Monitor??

Best Regards,

Daniel Mandic

2368. 0241461 CD-R, DVD R, DVD CASES LOWEST PRICE! 02

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 20:23:58 UTC
From: mark deguire <eeddadas@eeddadar.com>
Message-ID: <1116912429.6638.30143@doris.uk.clara.net>
Source record: 11185

media4sale.com offers innovative and quality media, CD/DVD packaging and
other computer accessories at the best prices. We pride ourselves in
service, quality and commitment and are certain that our standards will
exceed expectations.
http://www.media4sale.com
Media4Sale.com

2369. Picture/Schematic of Computereyes wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 22:34:15 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-C319CC.00341424052005@azure.qinip.net>
Source record: 11175
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.apple

Howdy folks

We're trying to repair ComputerEyes, but we are missing a few parts.
Could somebody please point us to a photo or the schematics to
ComputerEyes? Joystick version prefered, but there seems to be a
parallel version too. That would be interesting to look at.

CU Mathy

PS beware of the spam trap!!!

2370. Re: Picture/Schematic of Computereyes wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-23 23:06:21 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <n6qdnRl9X4zq_A_fRVn-uQ@comcast.com>
Source record: 11176
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.apple

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:firstname-C319CC.00341424052005@azure.qinip.net...
: Howdy folks
:
: We're trying to repair ComputerEyes, but we are missing a few parts.
: Could somebody please point us to a photo or the schematics to
: ComputerEyes? Joystick version prefered, but there seems to be a
: parallel version too. That would be interesting to look at.

Is this the IIe or IIgs version. I have one IIe and 2 IIgs
models, and I can let you have the one you need. I don't
use them and I don't intend to. Pay postage and you can
have the one you need.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2371. Re: Picture/Schematic of Computereyes wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 00:48:46 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2du491ht48eani8qk04ncs3bl2a8l4iqm5@4ax.com>
Source record: 11177
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.apple

On Mon, 23 May 2005 19:06:21 -0400, "Bill Garber"
<willy46pa@comcast.net> wrote:

>Is this the IIe or IIgs version. I have one IIe and 2 IIgs
>models, and I can let you have the one you need. I don't
>use them and I don't intend to. Pay postage and you can
>have the one you need.

will the IIe version work a IIc? If so I will pay the postage.
Another quick question, since the orig poster left this msg in an
Atari 8bit group, is the Apple II version of Computer Eyes tthe same
(aside from the software and interface) as the Atari 800 version?

2372. ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 01:01:21 UTC
From: geforge_f <gfisla@rogers.com>
Message-ID: <vlidnWRLw9N-4Q_fRVn-vg@rogers.com>
Source record: 11178

Hi guys....
I have trouble to hooked up my 3 Atari machines - (8 bit) to the TV...
I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
them give mi a good signal... I checked all 3 machines... (2-pcs 800 XL
and
1 pc 130 XE) I got same poor and crappy picture...
sound was Ok... but no picture...picture was not clear... it looks a like
poor video signal... or little bit out from frequency...
..and what now... ?
Does Atari have 75 ohms output or 300 ohms...? Otherwise... I don't have
a clue what could be wrong...

do you have any suggestion...

thanx... George.

2373. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 01:22:57 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <RIvke.13154$E7.8613@news-server.bigpond.net.au>
Source record: 11179

geforge_f wrote:
> Hi guys....
> I have trouble to hooked up my 3 Atari machines - (8 bit) to the TV...
> I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
> them give mi a good signal... I checked all 3 machines... (2-pcs 800 XL
> and
> 1 pc 130 XE) I got same poor and crappy picture...
> sound was Ok... but no picture...picture was not clear... it looks a like
> poor video signal... or little bit out from frequency...
> ..and what now... ?
> Does Atari have 75 ohms output or 300 ohms...? Otherwise... I don't have
> a clue what could be wrong...
>
> do you have any suggestion...
>
> thanx... George.
>
>
Poor video signal in most cases.

You could try this,

http://www.geocities.com/atarimods/svideo.html

or if that dosen't improve things, this,

http://www.geocities.com/atarimods/supervid.html

Mark

2374. Re: Picture/Schematic of Computereyes wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 01:31:38 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Q5ydnUoIw_0ZHg_fRVn-qA@comcast.com>
Source record: 11180
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.apple

"kevin" <kevnospam242@gmail.com> wrote in message
news:2du491ht48eani8qk04ncs3bl2a8l4iqm5@4ax.com...
: On Mon, 23 May 2005 19:06:21 -0400, "Bill Garber"
: <willy46pa@comcast.net> wrote:
:
: >Is this the IIe or IIgs version. I have one IIe and 2 IIgs
: >models, and I can let you have the one you need. I don't
: >use them and I don't intend to. Pay postage and you can
: >have the one you need.
:
:
: will the IIe version work a IIc? If so I will pay the postage.
: Another quick question, since the orig poster left this msg in an
: Atari 8bit group, is the Apple II version of Computer Eyes the same
: (aside from the software and interface) as the Atari 800 version?

No, the IIe version goes in a slot, and the IIc has no slots.

Anyway, I guess I need to rescind my offer since this is an
Atari group. Crap. I must be too busy. Didn't notice. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2375. WTB: SDX Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 03:11:13 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <kVwke.5817$6k7.4541@bignews4.bellsouth.net>
Source record: 11181

Thought I'd try again to find a SpartaDos X cartridge for sale.

If you happen to have one for sale then e-mail me your
asking price.

Also, I have a SpartaDos X reference manual.
Was the reference manual included with the SDX cart
when bought new?

I use to have 2 X carts, but sold them years ago.
Now I need one for my ICD MIO, I am setting up
a 8-bit BBS and have SpartaDos 3.2D. But could use
the SDX cartridge for some of the Batch files and etc
I created in the past for use with BBS Express Pro.

I have just about all I need except for the SDX cart.

I do have some Atari 8-bit items and alot of Atari ST-Falcon
items for a possible trade.

I in the USA, but would accept one from overseas.

E-mail me at.....
phantomm@bellsouth.net

if you have one or more for sale/trade.

.

2376. For Sale/Trade PQ

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 03:21:42 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <93xke.5825$6k7.4826@bignews4.bellsouth.net>
Source record: 11182

Hi folks,

Maybe someone would be interested in this.

The Party Quiz Game by SUNCOM.

All original, including box.
Everything is in very good clean condition except the
outer box is a bit worn.

Includes all items and original manual, disks, controllers and
interface.

Also includes extra Triva Disks.

The hardware will work on Atari 8-bits and Comodore 64.
The Original Disks are Flippes with the Atari program on one side
and Comodore 64 on the other side.

If interested make me a offer.
Need more info, then just ask.
Located in US.
phantomm@bellsouth.net

2377. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 03:35:07 UTC
From: geforge_f <gfisla@rogers.com>
Message-ID: <3JudnRVzcs5zPQ_fRVn-vw@rogers.com>
Source record: 11183

well... guys...

but by my opinion...it looks a like bit off TV channel frequency...
I can open old TV and try to play with TV tuner and make
adjustment... and also I am going to make a new coax cable...

thanx for a good ideas...
george.

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:Rlvke.13154$E7.8613@news-server.bigpond.net.au...
> geforge_f wrote:
>> Hi guys....
>> I have trouble to hooked up my 3 Atari machines - (8 bit) to the TV...
>> I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
>> them give mi a good signal... I checked all 3 machines... (2-pcs 800 XL
>> and
>> 1 pc 130 XE) I got same poor and crappy picture...
>> sound was Ok... but no picture...picture was not clear... it looks a like
>> poor video signal... or little bit out from frequency...
>> ..and what now... ?
>> Does Atari have 75 ohms output or 300 ohms...? Otherwise... I don't
>> have
>> a clue what could be wrong...
>>
>> do you have any suggestion...
>>
>> thanx... George.
> Poor video signal in most cases.
>
> You could try this,
>
> http://www.geocities.com/atarimods/svideo.html
>
> or if that dosen't improve things, this,
>
> http://www.geocities.com/atarimods/supervid.html
>
>
> Mark

2378. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 04:07:40 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <gMxke.13258$E7.4701@news-server.bigpond.net.au>
Source record: 11184

Are you using RF? Try svideo or composite. I use Chroma luma on my
modified Atari SC1435 with a 130XE. It is quite sharp. Been a long time
since I used RF. Doh, just read a bit more of your original post;-). Try
this...

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM
systems):

3 1
5 4
2

1. Composite Luminance (Composite Video on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

from here;

http://www.faqs.org/faqs/atari-8-bit/faq/

Mark

geforge_f wrote:
> well... guys...
>
> but by my opinion...it looks a like bit off TV channel frequency...
> I can open old TV and try to play with TV tuner and make
> adjustment... and also I am going to make a new coax cable...
>
> thanx for a good ideas...
> george.
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:Rlvke.13154$E7.8613@news-server.bigpond.net.au...
>
>>geforge_f wrote:
>>
>>>Hi guys....
>>>I have trouble to hooked up my 3 Atari machines - (8 bit) to the TV...
>>>I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
>>>them give mi a good signal... I checked all 3 machines... (2-pcs 800 XL
>>>and
>>>1 pc 130 XE) I got same poor and crappy picture...
>>>sound was Ok... but no picture...picture was not clear... it looks a like

>>>poor video signal... or little bit out from frequency...
>>>..and what now... ?
>>>Does Atari have 75 ohms output or 300 ohms...? Otherwise... I don't
>>>have
>>>a clue what could be wrong...
>>>
>>>do you have any suggestion...
>>>
>>>thanx... George.
>>
>>Poor video signal in most cases.
>>
>>You could try this,
>>
>>http://www.geocities.com/atarimods/svideo.html
>>
>>or if that dosen't improve things, this,
>>
>>http://www.geocities.com/atarimods/supervid.html
>>
>>
>>Mark
>
>
>

2379. Re: Atarimax MyIDE+Flash Cartridge Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 14:05:48 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1116943548.293665.75790@g47g2000cwa.googlegroups.com>
Source record: 11186

Just a short note to remind everybody that pre-orders ends 31-may.

Grab your chance and get it cheap!
http://www.atarimax.com/myide/documentation/

Cheers,
Sijmen.

2380. Need Atari Classics magazine disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-24 16:12:20 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-B8C5FA.09122024052005@news.west.cox.net>
Source record: 11187

I need the disks that came with Atari Classics magazine (either physical
or disk images). If anyone has them, please contact me
at http://www.atarimagazines.com/contact/

Thanks
Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2381. Re: SDX Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 01:32:01 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <IAQke.315$m%3.114@trnddc02>
Source record: 11188

Does PRO run on SDX? I know my version doesn't - but it is very old - 2.1a.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Phantom" <phantomm@bellsouth.net> wrote in message
news:kVwke.5817$6k7.4541@bignews4.bellsouth.net...
>
> Thought I'd try again to find a SpartaDos X cartridge for sale.
>
> If you happen to have one for sale then e-mail me your
> asking price.
>
> Also, I have a SpartaDos X reference manual.
> Was the reference manual included with the SDX cart
> when bought new?
>
> I use to have 2 X carts, but sold them years ago.
> Now I need one for my ICD MIO, I am setting up
> a 8-bit BBS and have SpartaDos 3.2D. But could use
> the SDX cartridge for some of the Batch files and etc
> I created in the past for use with BBS Express Pro.
>
> I have just about all I need except for the SDX cart.
>
> I do have some Atari 8-bit items and alot of Atari ST-Falcon
> items for a possible trade.
>
> I in the USA, but would accept one from overseas.
>
> E-mail me at.....
> phantomm@bellsouth.net
>
> if you have one or more for sale/trade.
>
> .
>
>
>
>
>
>

2382. Re: WTB: SDX Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 02:11:41 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <hln791p2tup0sajm6t0fphfpufitqevq1b@4ax.com>
Source record: 11189

On Mon, 23 May 2005 23:11:13 -0400, "Phantom" <phantomm@bellsouth.net>
wrote:

> I am setting up
>a 8-bit BBS and have SpartaDos 3.2D. But could use
>the SDX cartridge for some of the Batch files and etc
>I created in the past for use with BBS Express Pro.

I'm just wondering, who is going to call it?

2383. WTB -- "Dead" OSS Super Carts

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 02:26:08 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1116987968.221112.167930@g43g2000cwa.googlegroups.com>
Source record: 11190

I'm looking for non-functional black version OSS Super Carts. (not orange!) Can be of any product.

If you have an OSS "paper weight" send me an email and tell me what you have (and how bad it's butchered ;-) and maybe we can work out a deal.
LL*pp*white*a*o*l*com (remove the *s and add the "at" and ".").
-Larry

2384. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 02:44:24 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <cERke.7728$uR4.771@newsread2.news.atl.earthlink.net>
Source record: 11191

The Atari 8-bit RF output is 75 ohms thru the RCA 1/4 inch plug;
an adapter
was needed in the old days for connection to the flat 300 ohm
terminals.
Jess

"geforge_f" <gfisla@rogers.com> wrote in message
news:vIidnWRLw9N-4Q_fRVn-vg@rogers.com...
> Hi guys....
> I have trouble to hooked up my 3 Atari machines - (8 bit) to
the TV...
> I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
> them give mi a good signal... I checked all 3 machines...
(2-pcs 800 XL
> and
> 1 pc 130 XE) I got same poor and crappy picture...
> sound was Ok... but no picture...picture was not clear... it
looks a like
> poor video signal... or little bit out from frequency...
> ..and what now... ?
> Does Atari have 75 ohms output or 300 ohms...? Otherwise... I
don't have
> a clue what could be wrong...
>
> do you have any suggestion...
>
> thanx... George.

2385. Re: Need Atari Classics magazine disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 02:51:19 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <HKRke.7730$uR4.2747@newsread2.news.atl.earthlink.net>
Source record: 11192

Are you needing any specific disks? I have a couple of them.
Jess

"Kevin Savetz" <savetz-remove@gmail.com> wrote in message
news:savetz-remove-B8C5FA.09122024052005@news.west.cox.net...
> I need the disks that came with Atari Classics magazine (either
physical
> or disk images). If anyone has them, please contact me
> at http://www.atarimagazines.com/contact/
>
> Thanks
> Kevin
> --
> Kevin Savetz - comp.sys.atari.announce moderator
> Curator of Classic Computer Magazine Archive -
http://www.atarimagazines.com
> & AtariArchives.org -
http://www.atariarchives.org
> & Retro Roundup -
http://www.retroroundup.com

2386. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 03:02:12 UTC
From: geforge_f <gfisla@rogers.com>
Message-ID: <4MidnceJQMgldw7fRVn-3A@rogers.com>
Source record: 11193

hi guys...

I changed coax cable between ATARI and TV... and Uhahaha... I fixed it..
stupid cable...but it looks a like new one.... it was cut under
insulation...
but I will go for video improvement you suggest to me... for sure..

keep well 8-bit hacker...

and Thnx from George... Toronto.

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:cERke.7728$uR4.771@newsread2.news.atl.earthlink.net...
> The Atari 8-bit RF output is 75 ohms thru the RCA 1/4 inch plug;
> an adapter
> was needed in the old days for connection to the flat 300 ohm
> terminals.
> Jess
>
> "geforge_f" <gfisla@rogers.com> wrote in message
> news:vIidnWRLw9N-4Q_fRVn-vg@rogers.com...
>> Hi guys....
>> I have trouble to hooked up my 3 Atari machines - (8 bit) to
> the TV...
>> I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
>> them give mi a good signal... I checked all 3 machines...
> (2-pcs 800 XL
>> and
>> 1 pc 130 XE) I got same poor and crappy picture...
>> sound was Ok... but no picture...picture was not clear... it
> looks a like
>> poor video signal... or little bit out from frequency...
>> ..and what now... ?
>> Does Atari have 75 ohms output or 300 ohms...? Otherwise... I
> don't have
>> a clue what could be wrong...
>>
>> do you have any suggestion...
>>
>> thanx... George.
>
>
>

2387. Re: Pile o' 8 bit goodness in Sterling Heights, MI

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 04:01:47 UTC
From: micrologix1500@yahoo.com
Message-ID: <1116993707.832971.288790@z14g2000cwz.googlegroups.com>
Source record: 11194

For once, the stuff is right in my backyard!

2388. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 04:30:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1116995433@rtfm.mit.edu>
Source record: 11195
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2389. Alternate Reality - becoming a reality

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 09:31:47 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <42944603$0$2385$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 11196

Hi,

Fans of this game (and readers not familiar with the
AtariAge forums - shame on you!) should hop over to:

http://www.atariage.com/forums/index.php?showtopic=70147

Regards,
Mark

2390. FS eBay: Atari 8-bit SCART and RCA(phono) cables

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-25 17:54:56 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1117043691.22635.0@dyke.uk.clara.net>
Source record: 11197

Hello All,

I'm selling a batch of Atari 800/XL/XE to SCART or RCA(phono) cables cheap
(2.99pounds each) on eBay:

SCART version:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8194711157

RCA version: http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8194710817

I've been able to reduce the shipping cost down for non-UK buyers since the
first batch on the RCA cables.

Quantities are fairly limited, so go and grab one while they're cheap!
They're available to the UK, Europe, US/Canada, Australia.

Dean Garraghty

2391. Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 07:34:51 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117092891.492324.267190@g49g2000cwa.googlegroups.com>
Source record: 11048

Likely an unusual question in this day of Gighertz PC's and approaching Terabyte storage drives -- but what is the minimum speed for APE for Dos? Will it run on an original 8088 4.77 MHz(IIRC) XT machine or perhaps the "Turbo" 8 MHz? I'm pretty sure that SIO2PC would run very low on the PC "food chain," but I've never tried APE. I remember some questions before about trying to get SIO2PC or APE to run on an Atari Portfolio, but never recall if anyone actually did it. (I'm not trying that.)
Thanks,
Larry

2392. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 09:40:08 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <YPgle.4$cF4.0@newsfe4-gui.ntli.net>
Source record: 11049

"Larry" <LLppwhite@aol.com> wrote in message
news:1117092891.492324.267190@g49g2000cwa.googlegroups.com...
> Likely an unusual question in this day of Gigahertz PC's and approaching
> Terabyte storage drives -- but what is the minimum speed for APE for
> DOS?

Dunno, but these days it is getting rarer to find a PC with DOS and a serial
port.

You could try a PC104 (beermat sized) embedded PC.

APE is in need of some kind of upgrade for Windows/Linux and a USB port.

Perhaps with small microcontroller to do the low-level bit bashing.

2393. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 09:55:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505260252120.717-100000@onyx.spiritone.com>
Source record: 11050
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2394. AD: Buy 3 Atari Get 1 FREE! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 09:58:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0505260255180.717-100000@onyx.spiritone.com>
Source record: 11051
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 3 Games & Get 1 FREE! Or Buy 3 Books & Get 1 FREE! Or Buy 3 Pieces of Software for your Atari & Get 1 FREE!Or Mix & Match Games/Books/ and/or Software for Classic 8 Bit & Atari ST Computers Plus Atari Jaguar Games! For NEWEST FREE Atari Catalogs goto! http://BensCatalogs.Atari.org For Help Call Ben's Benevolent 24HR Help Hot Line at (503)256-9974!

http://www.aracnet.com/~atari/newstuff.htm BRAND NEW ATARI STUFF!
http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/specials.htm May's Specials & Details!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2395. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 13:26:28 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117113988.035206.262860@g43g2000cwa.googlegroups.com>
Source record: 11052

> APE is in need of some kind of upgrade for Windows/Linux and a USB port. <

I have not tried one, but based on what I have read about the USB ->
Serial Port Converters, looks like it should work.

-Larry

2396. Memory board for Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 16:25:36 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <F8ednWImYuuYZQjfRVn-iQ@comcast.com>
Source record: 11053

Looking for a schematic/parts list for the Microtek AMB 32.
This is apparently the board for use in the Atari 400/800
computers to upgrade from 16K to 32K in 400 and 16/32K to
48K in the 800. I have 15 of these and would like to build
and offer them for sale in the Atari 8-bit community.

Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2397. Re: WTB: SDX Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 18:01:05 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <r5ole.21765$8S5.3747@bignews3.bellsouth.net>
Source record: 11054

After setting it up, it will then go on the net.
So anyone who has a interest in Atari 8-bit would be welcome.

I don"t need a SDX cart to do it. They files are already setup with
Sparta Dos 3.2D.

I would just like to purchase one if anyone has it for sale/trade.

Heck, I don't need the pass thru, so If I can't find a original.
I'll get a Memory Cart and put the SDX Image on it.
Will work just the same.

And cost less.

phantomm@bellsouth.net

"kevin" <kevnospam242@gmail.com> wrote in message
news:hln791p2tup0sajm6t0fphfpufitqevq1b@4ax.com...
> On Mon, 23 May 2005 23:11:13 -0400, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
>> I am setting up
>>a 8-bit BBS and have SpartaDos 3.2D. But could use
>>the SDX cartridge for some of the Batch files and etc
>>I created in the past for use with BBS Express Pro.
>
>
> I'm just wondering, who is going to call it?
>
>
>

2398. Re: Pile o' 8 bit goodness in Sterling Heights, MI

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 20:49:01 UTC
From: micrologix1500@yahoo.com
Message-ID: <1117140541.255011.165870@z14g2000cwz.googlegroups.com>
Source record: 11055

Hey I tried emailing you a few days ago, i don't know if this reply email address is reaching you or not. Anyway I'm interested and live in Roseville so I could come on by to get the stuff!

email me at micrologix1500 at yahoo dot com with details..

Kevin

2399. MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 23:05:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <CCsle.71969$yV4.12916@okepread03>
Source record: 11056

Could someone repost the 05/24/05 message from Mr. Atari? My news server hasn't been retrieving threads for almost a week now until today.

Thx

2400. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 23:41:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <B8tle.2234$W51.16076@typhoon.sonic.net>
Source record: 11058

Larry <LLppwhite@aol.com> wrote:
> Will it run on an original 8088 4.77 MHz(IIRC) XT machine or
> perhaps the "Turbo" 8 MHz?

That's approx what I had it running on. MSDOS 6.22 on an old IBM PS2.
(Built-in monitor... musta been right after Apple released the first
Macs ;^))

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2401. Re: WTB: SDX Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 23:41:40 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117150900.165092.274090@z14g2000cwz.googlegroups.com>
Source record: 11057

> I'll get a Memory Cart and put the SDX Image on it. <

I haven't tried it, but I've read that the SDX flash image doesn't work
properly. (?)

-Larry

2402. XEP80 and DScaler

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-26 23:54:29 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117151669.137301.129910@f14g2000cwb.googlegroups.com>
Source record: 11059

For those interested in the XEP80 and getting a full 24 lines on the screen... I have tweaked the settings on DScaler and found a setting that significantly improves the readability of the text.

DScaler has a video setting for "Color Inversion." This changes the normal XEP80 white text on a black background to black/gray text on a a white background. The big deal with this (at least on my equipment) is that it gets rid of any "shimmer" of the text and makes inverse video easier to read.

The overall picture quality/legibility is still not quite equal to using a "soft-80" solution such Omniview, ACE80, Easy-80, etc., but the font is sure better looking and when there is a screen full of text, it definitely moves/scrolls faster. (Incidently, since *Omniview* has color options, it is possible to set the background color/brightness/contrast with it to closely mimic a "green-screen" or "amber-screen" monitor as well as black on white, etc.)

I still have a few things to try, but overall, I'm well-satisfied with this approach to making the XEP80 usable.

-Larry

2403. +5VDC on Atari PS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-27 00:03:29 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117152208.995025.239670@z14g2000cwz.googlegroups.com>
Source record: 11060

What is an acceptable range of voltage (under load) for Atari
equipment? I've read that it should not drop below 5.0, but how much
is too much? Is 5.10 OK? 5.20?

-Larry

2404. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-27 02:42:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4297082a47b8332@comcast.net>
Source record: 11064

>Hi guys....
>I have trouble to hooked up my 3 Atari machines - (8 bit) to the TV...
>I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
>them give mi a good signal... I checked all 3 machines... (2-pcs 800 XL
>and
>1 pc 130 XE) I got same poor and crappy picture...
>sound was Ok... but no picture...picture was not clear... it looks a like
>poor video signal... or little bit out from frequency...
>..and what now... ?
>Does Atari have 75 ohms output or 300 ohms...? Otherwise... I don't have
>a clue what could be wrong...
>
>do you have any suggestion...
>
>thanx... George.

I get good results by using a video converter, the Commodore Monitor cable and
a IBM PC monitor. Great picture...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2405. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-27 07:11:07 UTC
From: damage_x@hotmail.com
Message-ID: <1117177867.254258.69740@o13g2000cwo.googlegroups.com>
Source record: 11061

Larry wrote:
> Likely an unusual question in this day of Gighertz PC's and approaching
> Terabyte storage drives -- but what is the minimum speed for APE for
> Dos? Will it run on an original 8088 4.77 MHz(IIRC) XT machine or
> perhaps the "Turbo" 8 MHz? I'm pretty sure that SIO2PC would run very
> low on the PC "food chain," but I've never tried APE. I remember some
> questions before about trying to get SIO2PC or APE to run on an Atari
> Portfolio, but never recall if anyone actually did it. (I'm not trying
> that.)
> Thanks,
> Larry

OK, I tried it on a "Compaq Plus" (4.77MHz 8088 luggable) and it worked
with standard SIO speed. But even so, the data throughput was noticably
slower than it is with the 486 laptops I usually use. Maybe putting the
disk images in a RAM disk on the PC would speed it up... but who has
all that RAM in an 8088 anyways?

2406. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-27 07:21:54 UTC
From: damage_x@hotmail.com
Message-ID: <1117178514.419481.98350@z14g2000cwz.googlegroups.com>
Source record: 11062

Kryten wrote:
>
> Dunno, but these days it is getting rarer to find a PC with DOS and a serial
> port.

mind boggles Heh, you must be looking in the wrong places! There is
such an abundance of old unused PC stuff of this sort it can be had for
free. The only limitation is how much space you have.

>
> You could try a PC104 (beermat sized) embedded PC.
>
> APE is in need of some kind of upgrade for Windows/Linux and a USB port.
>
> Perhaps with small microcontroller to do the low-level bit bashing.

well, suit yourself, but I would think this a violation of the KISS
principle...

2407. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-27 10:27:38 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117189658.221575.34300@z14g2000cwz.googlegroups.com>
Source record: 11063

> OK, I tried it on a "Compaq Plus" (4.77MHz 8088 luggable) and it worked
with standard SIO speed. But even so, the data throughput was noticably
slower than it is with the 486 laptops I usually use. Maybe putting the
disk images in a RAM disk on the PC would speed it up... but who has
all that RAM in an 8088 anyways? <

Thanks for trying it! I am looking at putting APE on an old PDA (not a
Portfolio). The disk images will go on a flash card, so that should
help a little.

-Larry

2408. Saving or loading data to Cassette in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-27 20:27:19 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1117225639.609569.99720@g47g2000cwa.googlegroups.com>
Source record: 11065

How I can read strings from cassette, running a ATARI BASIC program?

```
10 DIM A$(100)
20 GOSUB READ_STRING_FROM_CASSETTE_TO_TEMP
30 A$=TEMP$
40 ? A$
```

and then, how to input new information to cassette?, assuming the cassette drive is human controlled perfectly (rewinds, and push rec/play)...

```
10 DIM A$(100)
20 INPUT A$
30 TEMP$=A$
40 GOSUB WRITE_TEMP_TO_CASSETTE
```

Help please :D

2409. Re: Saving or loading data to Cassette in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 01:55:31 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <ncQle.2324$2u1.2314@newssvr19.news.prodigy.com>
Source record: 11066

```
"Avatar_e" <erwinried@MUNGEgmail.com> wrote in message > How I can read
strings from cassette, running a ATARI BASIC program?
>
> 10 DIM A$(100)
> 20 GOSUB READ_STRING_FROM_CASSETTE_TO_TEMP
> 30 A$=TEMP$
> 40 ? A$
>
> and then, how to input new information to cassette?, assuming the
> cassette drive is human controlled perfectly (rewinds, and push
> rec/play)...
>
> 10 DIM A$(100)
> 20 INPUT A$
> 30 TEMP$=A$
> 40 GOSUB WRITE_TEMP_TO_CASSETTE
>
> Help please :D
Heh, Heh, I'll try.
5 DIM A$(128)
10 CLOSE #1
20 OPEN #1,8,128,"C:"
22 TRAP 400
30 A$=""
40 READ A$
50 FOR N=1 TO LEN(A$)
60 X=ASC(A$(N,N))
70 PUT #1,X
80 NEXT N
90 GOTO 30
400 TRAP 40000
410 CLOSE #1
420 END
1000 DATA STRING1,STRING2,STRING3,ETC.
The computer should beep twice, I think for a write, then press RECORD &
PLAY at line 20.
Then a read program could be done as well, if I remember the OPEN
#1,8,128,"C:" the
128 makes short IRGs (inter-record gaps). Hmmm.. PUTs are very slow, it
might
not work, then you might make a ML routine to do it. Hmm.. maybe, maybe no.
```

2410. Re: Saving or loading data to Cassette in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 09:15:01 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <429835d2$0$2119$f69f905@mamut2.aster.pl>
Source record: 11067

```
> Heh, Heh, I'll try.
> 5 DIM A$(128)
> 10 CLOSE #1
> 20 OPEN #1,8,128,"C:"
> 22 TRAP 400
> 30 A$=""
> 40 READ A$
> 50 FOR N=1 TO LEN(A$)
> 60 X=ASC(A$(N,N))
> 70 PUT #1,X
```

To write strings to a file (on a tape or whatever) it is more convenient to use PRINT instead of PUT, and later INPUT instead of GET to read them back.

```
5 DIM A$(100)
10 OPEN #1,4,0,"C:"
15 INPUT #1,A$
20 CLOSE #1
25 ? A$
```

K.

2411. bug65

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 16:39:31 UTC
From: 8bitter <8bitter@woh.rr.com>
Message-ID: <dt7h91d60968ua63iqcbmm2vigiff22k7k@4ax.com>
Source record: 11068

Hi all.

Ive been searchin high and lo for this. The free disk based mac65 does not come with a debugger? I have the mac65.rom that works as a cart in an emu, but I would like to run on a real atari. I would also like a copy of the Assembler\Editor cart on disk, I've had it in the past, cant find it either. My email address is valid if anyone feels like helping out and mailing them to me.

2412. Re: Saving or loading data to Cassette in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 20:47:55 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <%N4me.2484$uu.1781@newssvr33.news.prodigy.com>
Source record: 11069

"KMK" <draco@MUNGEobta.uw.edu.pl> wrote in message news:> > Heh, Heh, I'll try.
> > 5 DIM A$(128)
> > 10 CLOSE #1
> > 20 OPEN #1,8,128,"C:"
> > 22 TRAP 400
> > 30 A$=""
> > 40 READ A$
> > 50 FOR N=1 TO LEN(A$)
> > 60 X=ASC(A$(N,N))
> > 70 PUT #1,X
>
> To write strings to a file (on a tape or whatever) it is more convenient
> to use PRINT instead of PUT, and later INPUT instead of GET to read them
> back.
>
> 5 DIM A$(100)
> 10 OPEN #1,4,0,"C:"
> 15 INPUT #1,A$
> 20 CLOSE #1
> 25 ? A$
>
> K.
OK, That would make it easier to tell the length
of a string, because a ? #1,A$ would append
a 155/CRLF to the end of the string, thus allowing
an INPUT #1,A$ to bring in any string that ends
in a 155. My program would just make a bunch
of bytes to C:, no way to tell the length.

2413. Re: bug65

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 21:05:35 UTC
From: 8bitter <8bitter@woh.rr.com>
Message-ID: <cjnh91hltfotgbnn3jeiomh4tm4d2o0dvb@4ax.com>
Source record: 11070

I've already received bug65. Thanks much all!

On Sat, 28 May 2005 16:39:31 GMT, 8bitter <8bitter@woh.rr.com> wrote:

>Hi all.
>
>Ive been searchin high and lo for this. The free disk based mac65 does
>not come with a debugger? I have the mac65.rom that works as a cart in
>an emu, but I would like to run on a real atari. I would also like a
>copy of the Assembler\Editor cart on disk, I've had it in the past,
>cant find it either. My email address is valid if anyone feels like
>helping out and mailing them to me.

2414. Re: Picture/Schematic of Computereyes wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 22:42:04 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-AA6927.00420429052005@azure.qinip.net>
Source record: 11071
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.apple

Howdy Bill, folks

> : >Is this the IIe or IIgs version. I have one IIe and 2 IIgs
> : >models, and I can let you have the one you need. I don't
> : >use them and I don't intend to. Pay postage and you can
> : >have the one you need.
> :
> :
> : will the IIe version work a IIc? If so I will pay the postage.
> : Another quick question, since the orig poster left this msg in an
> : Atari 8bit group, is the Apple II version of Computer Eyes the same
> : (aside from the software and interface) as the Atari 800 version?
>
> No, the IIe version goes in a slot, and the IIc has no slots.
>
> Anyway, I guess I need to rescind my offer since this is an
> Atari group. Crap. I must be too busy. Didn't notice. :o)

Sorry if I didn't make that clearer. Yes, I am looking for the version
that was (also) used on the Atari 8 bit computers. It has two
joystickport connectors.

If your version doesn't have the joystickport connectors, could you
please tell me how they look. Maybe we can still find out something
about the parts we are missing.

CU Mathy

2415. Re: Picture/Schematic of Computereyes wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-28 22:50:20 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BEBE6DEC.1D7C%willy46pa@comcast.net>
Source record: 11072
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.apple

in article firstname-AA6927.00420429052005@azure.qinip.net, Mathy Van
Nisselroy at firstname@fullnamewithoutspaces.nl wrote on 5/28/05 6:42 PM:

> Howdy Bill, folks
>
>> : >Is this the IIe or IIgs version. I have one IIe and 2 IIgs
>> : >models, and I can let you have the one you need. I don't
>> : >use them and I don't intend to. Pay postage and you can
>> : >have the one you need.
>> :
>> :
>> : will the IIe version work a IIc? If so I will pay the postage.
>> : Another quick question, since the orig poster left this msg in an
>> : Atari 8bit group, is the Apple II version of Computer Eyes the same
>> : (aside from the software and interface) as the Atari 800 version?
>>
>> No, the IIe version goes in a slot, and the IIc has no slots.
>>
>> Anyway, I guess I need to rescind my offer since this is an
>> Atari group. Crap. I must be too busy. Didn't notice. :o)
>
> Sorry if I didn't make that clearer. Yes, I am looking for the version
> that was (also) used on the Atari 8 bit computers. It has two
> joystickport connectors.
>
> If your version doesn't have the joystickport connectors, could you
> please tell me how they look. Maybe we can still find out something
> about the parts we are missing.
>
> CU Mathy

If you send me an email with valid return address, I can scan
them and send you the pics. They might be similar outside of
how they interface.

Bill Garber
Email - Willy46pa@comcast.net

2416. Re: bug65

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 00:24:05 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <c7ednYgtn_Q9wQffRVn-2A@comcast.com>
Source record: 11073

"8bitter" <8bitter@woh.rr.com> wrote in message
news:dt7h91d60968ua63iqcbmm2vigiff22k7k@4ax.com...
: Hi all.
:
: Ive been searchin high and lo for this. The free disk based mac65 does
: not come with a debugger? I have the mac65.rom that works as a cart in
: an emu, but I would like to run on a real atari. I would also like a
: copy of the Assembler\Editor cart on disk, I've had it in the past,
: cant find it either. My email address is valid if anyone feels like
: helping out and mailing them to me.

If you can send me the files, I may be able to get the mac65.rom
onto a cart for you for a small fee, and the other I can get to work
on disk if you can send it to me as well.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2417. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 04:28:35 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1117427270@rtfm.mit.edu>
Source record: 11074
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 27, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2005.05.27 added BAKTRA, developer of TURGEN
2005.05.27 Radek Sterba (Raster), Raster Music Tracker (RMT) 1.20
2005.05.17 added Dial Group, Serious Magazine
2005.05.15 Steven Tucker, "MyIDE+Flash" Cartridge
2005.04.18 MMSoft, SIO2IDE 4.4
2005.04.16 Konrad M. Kokoszkiewicz, IDE BIOS 1.8 for KMK/JZ IDE Interface
2005.04.16 added Pawel Rosowski (IK+ conversion project)
2005.04.11 Konrad M. Kokoszkiewicz, 65c816 XL OS v. 2.09
2005.04.09 Ken Siders updated (URL, Beef Drop)
2005.04.09 AtariAge updated (Beef Drop)
2005.04.04 Thomas Richter, Atari++ CVS Snapshot 1.41, atari++ 1.41 for win32
2005.03.20 added: Video Game Trader

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624

Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

AtariAge (Albert Yarusso, Alex Bilstein) 4/05
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware, commercial software. Exclusive distributor of
Pixels Past products.
Developer: cartridges: Beef Drop (by Ken Siders),
Castle Crisis (by Bryan Edewaard)

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop

Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 1/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles (exclusive publisher for countries
outside of Poland). ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack
Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun,
Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle,
Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

BAKTRA (Michael Kalous) 5/05
Czech Republic
http://www.baktra.wz.cz/

Developer: TURGEN (for DOS PC--Program input: ATARI file located on PC;
Program output: WAVE FILE which contains Turbo 2000 record of input file. WAVE
file could then be recorded to cassette (or CD), readable by Atari hardware.)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)

FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/05
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144

Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Preston Crow 1/05
USA
http://www.crowcastle.net/preston/atari/
Developer: binload (with Chad Wagner - Atari binary load format file analyzer v2.5, atr2unix (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file) v1.2, unix2atr (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file) v0.9, dcmtoatr (written by Chad Wagner) v1.4, MyDos Binary Menu, Atari Floppy Emulator / SIO2Linux (with Pavel Machek - a rewrite of SIO2PC software for Linux)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA

FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:

Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenik Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)

File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast), 8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0 -- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,

Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read,
write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write
double density ATR-images to Atari floppy disks on your PC; also create
ATR-images of double density floppy disks), MyPicoDos V4.03 (small "gamedos"
that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories
and large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA

http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 1/05
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/myide/
Developer: MyIDE Image Manager v2.0, MyIDE Config v1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK / Draco) 4/05
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard 8-bit Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for SpartaDOS X: mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.8, HDSC, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT, NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.), D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/

Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA

http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/05
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware

USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0),
AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA,
AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Logitech Formula GP 1.0,
Thrustmaster Nascar Pro Digital 2), USB Device Driver Development Kit 1.2.0,
USB Enduser Driver Disk USBTEST Version 0.4, USB HID Base Driver Version 2.0

Mirage Interactive 1/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/
Developer: over 100 published titles (outside of Poland, all titles are
owned by ANG Software and Atarimuseum is exclusive publisher), including:
Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships,
Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow,
Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia,
Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn
1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation
Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca,
Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB
port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio &
Video Breakout Box featuring phono connectors for composite video, chroma,
luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/

Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France

http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 4/05
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.38, CVS Snapshot 1.41, atari++ 1.41 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 12/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.4 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 5/05
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.20 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
Poland
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal 'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 5/05
3978 Brookside Blvd

Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, AtariMax/ABBUC USB Cartridge, "MyIDE+Flash" Cartridge (1Mbit Flash Cartridge with IDE Interface)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software

Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
http://www.videogametrader.com/
Vendor: new and used commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/

Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

2418. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 14:55:38 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1117464933.9aa552ddda02ba0d77795f06a399959c@teranews>
Source record: 11075

On 26 May 2005 00:34:51 -0700, "Larry" <LLppwhite@aol.com> wrote:

I think it comes down to the type of UART is using for serial.
Probably a 16450 or better for 3x SIO.

Rory

> but what is the minimum speed for APE for
>Dos? Will it run on an original 8088 4.77 MHz(IIRC) XT machine or
>perhaps the "Turbo" 8 MHz? I'm pretty sure that SIO2PC would run very

>Larry

2419. Re: +5VDC on Atari PS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 14:55:38 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1117464933.8616142bd0b939ff5dc03597b55cd03e@teranews>
Source record: 11076

On 26 May 2005 17:03:29 -0700, "Larry" <LLppwhite@aol.com> wrote:

Probably +- 3-5% is tolerable.

>What is an acceptable range of voltage (under load) for Atari
>equipment? I've read that it should not drop below 5.0, but how much
>is too much? Is 5.10 OK? 5.20?
>
>-Larry

2420. Re: Atari 8-bit Cluster - Atari-Cluster.jpg (0/2)

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 19:07:03 UTC
From: "Dr. Emilo Lizardo" <HongKong@Cavaliers.net>
Message-ID: <70pm91lvbglp3iutah3f16rs48rva85tqo@4ax.com>
Source record: 11077

Couldn't resist, here's you Atari Cluster!

On Sat, 19 Mar 2005 19:48:48 -0500, William Duke <wduke@cogeco.ca>
wrote:

>I was wondering if anybody had tried to cluster (parallel process) with the
>Atari 8-bits?
>
>I was checking out this site,
>http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
>and I began thinking about my little ole 8-bits. I know that 8-bits can be
>networked, so why not clustered?
>
>All it would really take to cluster the 8-bits would be some cool software.
>
>Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>
>Can it be done? Should it be done? Will it be done?
>
>Let's do it!

2421. Atari 8-bit Cluster Illustration

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 19:18:18 UTC
From: "Dr. Emilo Lizardo" <HongKong@Cavaliers.net>
Message-ID: <i9pm91dv0k6v1m5ldgqohieidfnpr4rojg@4ax.com>
Source record: 11078

Whoops - sorry guess no binaries allowed here

Sigh - it's over here -

http://www.farago.com/atari/Atari-Cluster.jpg

On Mon, 30 May 2005 15:07:03 -0400, Dr. Emilo Lizardo
<HongKong@Cavaliers.net> wrote:

>Couldn't resist, here's you Atari Cluster!
>
>On Sat, 19 Mar 2005 19:48:48 -0500, William Duke <wduke@cogeco.ca>
>wrote:
>
>>I was wondering if anybody had tried to cluster (parallel process) with the
>>Atari 8-bits?
>>
>>I was checking out this site,
>>http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
>>and I began thinking about my little ole 8-bits. I know that 8-bits can be
>>networked, so why not clustered?
>>
>>All it would really take to cluster the 8-bits would be some cool software.
>>
>>Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>
>>Can it be done? Should it be done? Will it be done?
>>
>>Let's do it!

2422. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 20:41:57 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <v6-dnfOHbP7i5wbfRVn-qg@comcast.com>
Source record: 11079

I use old Toshiba 486 notebooks with 10-20 meg hard drives. You can get a lot of Atari8 programs on these drives.Look on eBay. They work great and don't take up a lot of space.

"Larry" <LLppwhite@aol.com> wrote in message news:1117092891.492324.267190@g49g2000cwa.googlegroups.com...
> Likely an unusual question in this day of Gighertz PC's and approaching
> Terabyte storage drives -- but what is the minimum speed for APE for
> Dos? Will it run on an original 8088 4.77 MHz(IIRC) XT machine or
> perhaps the "Turbo" 8 MHz? I'm pretty sure that SIO2PC would run very
> low on the PC "food chain," but I've never tried APE. I remember some
> questions before about trying to get SIO2PC or APE to run on an Atari
> Portfolio, but never recall if anyone actually did it. (I'm not trying
> that.)
> Thanks,
> Larry
>

2423. Re: ATARI 800 XL... output...

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-30 23:14:39 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <429B9E5F.26EE05D3@a8maestro.com>
Source record: 11080

geforge_f wrote:

> Hi guys....
> I have trouble to hooked up my 3 Atari machines - (8 bit) to the TV...
> I tried SONY Vega, RCL (1999) a SONY from 1985..but nun off
> them give mi a good signal... I checked all 3 machines... (2-pcs 800 XL
> and
> 1 pc 130 XE) I got same poor and crappy picture...
> sound was Ok... but no picture...picture was not clear... it looks a like
> poor video signal... or little bit out from frequency...
> ..and what now... ?
> Does Atari have 75 ohms output or 300 ohms...? Otherwise... I don't have
> a clue what could be wrong...
>
> do you have any suggestion...
>
> thanx... George.

If you are using the RF cable, then you need to have the toroid balun at the computer end or both ends. A regular audio cable will usually not provide a good signal. A thicker video cable may.

If you are using the monitor port, then almost anything will work that is NOT bought at a cheapie store like a 99cent store. But then you need a 5 pin din plug.

Rick D.

2424. FA: Kid Grid tape, 800 catalog

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-31 04:43:39 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <D8SdnZix5ujodgbfRVn-2g@adelphia.com>
Source record: 11081

on eBay

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5203537437&ssPageName=STRK:MESE:IT

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=5203538426&ssPageName=STRK:MESE:IT

Never played kid grid before, it's not too bad...

~telengard

--

.--,--------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ |
|-------------------------. bsturk<AT>adelphia.net | Python |
| http://www.telengard.com `------------------------`-------|
| Telengard Technologies Inc. - NT/*nix UI & device drivers |
`---'

2425. Re: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-31 10:42:42 UTC
From: mr-atari <sijmen@mr-atari.com>
Message-ID: <1117536162.519477.42100@f14g2000cwb.googlegroups.com>
Source record: 11082

Just a short note to remind everybody that pre-orders ends 31-may.

!! =THAT IS TODAY= !!

If you want a MyIDE + 1Mb flash cheap, buy one now.
http://www.atarimax.com/myide/documentation/

Cheers,
Sijmen.

2426. Re: +5VDC on Atari PS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-31 17:11:38 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1117559498.547871.234070@g47g2000cwa.googlegroups.com>
Source record: 11083

Up to 5.25VDC should be fine... remember, once it travels the cord to the machine (resistance of the cable), it'll have dropped a little. If you're measuring 5.25VDC at the PS, I'd wager you'd see about 5.1VDC at the chips, which is totally fine.

Later,
Rob

2427. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-31 19:24:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <UR2ne.2667$W51.18503@typhoon.sonic.net>
Source record: 11084

Larry <LLppwhite@aol.com> wrote:
> Thanks for trying it! I am looking at putting APE on an old PDA (not a
> Portfolio). The disk images will go on a flash card, so that should
> help a little.

Cool! I always wanted to try doing Atari SIO2PC stuff off of my
Sharp Zaurus. Perpahs I should buy one of those Serial cables for it
and try out atarisio/atariserver on it. >:^)

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2428. Re: +5VDC on Atari PS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-31 21:02:30 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117570483.762731.186700@g43g2000cwa.googlegroups.com>
Source record: 11085

Thanks, Rory and Rob. I appreciate the replies.
-Larry

2429. Re: +5VDC on Atari PS

Newsgroup: comp.sys.atari.8bit
Date: 2005-05-31 21:03:24 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117570495.264160.166540@o13g2000cwo.googlegroups.com>
Source record: 11086

Thanks, Rory and Rob. I appreciate the replies.
-Larry

2430. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 04:33:47 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1117600415@rtfm.mit.edu>
Source record: 11087
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2431. Alternate Reality: The City on cartridge!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 05:03:15 UTC
From: Johnny Alpha <atari.8.msn@xoxy.net>
Message-ID: <1117602194.953536.174000@g49g2000cwa.googlegroups.com>
Source record: 11088

Wrathchild is working on an AR cartridge right now at atariage.com!
When it is finished, you can play AR with no disk swaps and be able to
save your character on the cartridge! Its already working with a temp
char.

Check it out:

http://www.atariage.com/forums/index.php?showtopic=70147

Alternate Reality: The City - Player Competition @ Atari Age:
http://www.atariage.com/forums/index.php?showtopic=69487

The Flaming Dragon Tavern (2MB DivX Video):
http://home.comcast.net/~joyceo0/flamingdragontavern.avi

Day 30 in the month of rains: Journal of Liah:
http://www.atariage.com/forums/index.php?showtopic=69356&view=findpost&p=853117

2432. telnet ip address

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 07:05:29 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <119qnhpk0lrf288@corp.supernews.com>
Source record: 11089

Dr. Clu had set up a cool service to telnet and look up the IP address for Lantronix UDS-10 use. It hasn't worked for quite awhile at the address I have. Anyone know if a service like this is still available. Dr. Clu; are you listening :) ?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

2433. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 15:37:49 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117640269.299133.53840@g49g2000cwa.googlegroups.com>
Source record: 11090

> Cool! I always wanted to try doing Atari SIO2PC stuff off of my
Sharp Zaurus. Perpahs I should buy one of those Serial cables for it
and try out atarisio/atariserver on it. >:^) <

Hi Bill-

I don't know much about the Zaurus -- does it run MS-Dos or is it a
Linux device?
(Although having read your posts before, I suspect I know... ;-)

-Larry

2434. Re: Saving or loading data to Cassette in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 15:55:43 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1117641343.710813.155890@o13g2000cwo.googlegroups.com>
Source record: 11091

```
russg ha escrito:
> "KMK" <draco@MUNGEobta.uw.edu.pl> wrote in message news:> > Heh, Heh, I'll
> try.
> > > 5 DIM A$(128)
> > > 10 CLOSE #1
> > > 20 OPEN #1,8,128,"C:"
> > > 22 TRAP 400
> > > 30 A$=""
> > > 40 READ A$
> > > 50 FOR N=1 TO LEN(A$)
> > > 60 X=ASC(A$(N,N))
> > > 70 PUT #1,X
> > >
> > To write strings to a file (on a tape or whatever) it is more convenient
> > to use PRINT instead of PUT, and later INPUT instead of GET to read them
> > back.
> >
> > 5 DIM A$(100)
> > 10 OPEN #1,4,0,"C:"
> > 15 INPUT #1,A$
> > 20 CLOSE #1
> > 25 ? A$
> >
> > K.
> OK, That would make it easier to tell the length
> of a string, because a ? #1,A$ would append
> a 155/CRLF to the end of the string, thus allowing
> an INPUT #1,A$ to bring in any string that ends
> in a 155. My program would just make a bunch
> of bytes to C:, no way to tell the length.

Thanks, really works, im trying to save a "string matrix" to cassette,
but print #n,var$ is limited to 255 chars per var$. My array is with
1000 chars, 50 chars per input, so the text in position n starts in
n*50. (Atari basic does not have string arrays??)

by the way, anyone knows how to avoid the double_beep before save
someting to cassette?, like a POKE.
```

2435. Looking for VideoMeister by Irata

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 21:31:04 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-7B86C6.23310401062005@azure.qinip.net>
Source record: 11092

Howdy folks

I'm looking for (an image of) Video Meister by Irata. It's software for
the ComputerEyes software. I've googled for it, but can not find it.
Please help.

CU Mathy van Nisselroy

2436. Re: Pile o' 8 bit goodness in Sterling Heights, MI

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-01 23:20:04 UTC
From: micrologix1500@yahoo.com
Message-ID: <1117668004.112027.233140@z14g2000cwz.googlegroups.com>
Source record: 11093

Aww c'mon dude, stop teasing me like this. Why would you post this
message and then not come back to the NG to see if anyone had replied.
You're so close I could almost walk to get the stuff!!

2437. Re: Looking for VideoMeister by Irata

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-02 00:53:06 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <SLsne.2344$rL7.1665@newssvr17.news.prodigy.com>
Source record: 11094

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in > Howdy folks
>
> I'm looking for (an image of) Video Meister by Irata. It's software for
> the ComputerEyes software. I've googled for it, but can not find it.
> Please help.
>
> CU Mathy van Nisselroy
I looked around, didn't fine Video Meister. I found some type of
editor by Irata, in German, and Computer Eyes Executive versions 1.3
and 2, by Digital Vision. One is on Holmes (Executive) and the other
is at a ftp site.

2438. Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-02 20:27:48 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1117744068.262179.130470@g44g2000cwa.googlegroups.com>
Source record: 11095

I can switch on and off a remote device using the joyport and diodes, npn and a 12v relay, devices like a cpu fan, or lights, but when I control the output of the joyports, I cant receive info from its, peeking like before.

How I can set some pins to input and others to output?

:D please help me

2439. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 02:31:20 UTC
From: gary@tsnc.net
Message-ID: <1117765880.471757.195870@g47g2000cwa.googlegroups.com>
Source record: 11096

The following is found in Analog Computing #44 July 1986 pp.41

"POKEing to 54016. A 0 puts all pins to logic 0, a 255 sets them all
to 1, while 85 turns on every other pin.

... POKE 54016,15 (00001111), then the first four pins of port A would
be outputs, and the last four inputs. Joystick 1 would be outs and
stick 2 would be ins. Note the reverse relationship between binary
numbers and joystick pins."

If you have an 800, you can POKE 54017 (Port B) to setup Joysticks 3 &
4.

Avatar_e wrote:
> I can switch on and off a remote device using the joyport and diodes,
> npn and a 12v relay, devices like a cpu fan, or lights, but when I
> control the output of the joyports, I cant receive info from its,
> peeking like before.
>
> How I can set some pins to input and others to output?
>
> :D please help me

2440. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 02:42:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <L4SdnaX92ZGYXgLfRVn-pw@comcast.com>
Source record: 11097

<gary@tsnc.net> wrote in message
news:1117765880.471757.195870@g47g2000cwa.googlegroups.com...
: The following is found in Analog Computing #44 July 1986 pp.41
:
: "POKEing to 54016. A 0 puts all pins to logic 0, a 255 sets them all
: to 1, while 85 turns on every other pin.
:
: ... POKE 54016,15 (00001111), then the first four pins of port A would
: be outputs, and the last four inputs. Joystick 1 would be outs and
: stick 2 would be ins. Note the reverse relationship between binary
: numbers and joystick pins."
:
: If you have an 800, you can POKE 54017 (Port B) to setup Joysticks 3 &
: 4.

IIRC, the 800xl still has all 4 sticks, but 3&4 need to have
connectors wired internally. I don't remember exactly where,
but I do remember connecting them a looooooong time ago. Did
it so I could use my Home Alarm System on the 800xl that had
been originally used on an 800.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2441. atari 1025 manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 06:53:00 UTC
From: raul_vasbutin <byron.baxter@gmail.com>
Message-ID: <1117781579.919320.46000@g43g2000cwa.googlegroups.com>
Source record: 10948

I am looking for a copy of either the 1025 or the Microline 80 manual.
I have googled for both but to no avail. Okidata has removed the
microline 80 manual from their website so previously posted URLs are of
no help and anytime I have seen the 1025 manual listed on ebay it is
bundled together with various hardware pieces other than the printer.
Help me atari 8bit community, you're my only hope! (too cheesey?)

2442. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 08:03:02 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d7p2rmjec1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10949

Hi,

> IIRC, the 800xl still has all 4 sticks, but 3&4 need to have
> connectors wired internally. I don't remember exactly where,
> but I do remember connecting them a looooooong time ago.

They're found on the PIA, the chip should be labelled 6520. However,
not all bits are available. For the XL, bits 0,1 and 7 are used to control the
MMU. For the 130XE, even more bits (IIRC, bits 5 and 6) are used for bank-switching,
so there aren't enough spares to connect a joystick in an 800/400 compatible way.

> Did
> it so I could use my Home Alarm System on the 800xl that had
> been originally used on an 800.

Depends on which joystick port bits it required, of course.

So long,
Thomas

2443. AtariSIO Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 17:01:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1117818092.324622.224680@f14g2000cwb.googlegroups.com>
Source record: 10950

Hias (or anyone),

I'm not a Linux user. I am interested in AtariSIO but do not wish to
install Linux on my PC because I don't wish to reorganize my
partitions.

Can AtariSIO be run using just Knoppix and FAT32?

Thanks

Steve Sheppard

2444. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 19:56:30 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <TuydnW5h5In5KD3fRVn-vg@comcast.com>
Source record: 10951

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:d7p2rmjec1@mamenchi.zrz.TU-Berlin.DE...
:
: Hi,
:
: > IIRC, the 800xl still has all 4 sticks, but 3&4 need to have
: > connectors wired internally. I don't remember exactly where,
: > but I do remember connecting them a looooooong time ago.
:
: They're found on the PIA, the chip should be labelled 6520. However,
: not all bits are available. For the XL, bits 0,1 and 7 are used to control
the
: MMU. For the 130XE, even more bits (IIRC, bits 5 and 6) are used for
bank-switching,
: so there aren't enough spares to connect a joystick in an 800/400
compatible way.

Yeah, I knew I used some at least of the 3rd and 4th sticks,
but had trouble remembering if it was all or just some of them.

: > Did
: > it so I could use my Home Alarm System on the 800xl that had
: > been originally used on an 800.
:
: Depends on which joystick port bits it required, of course.

True. For my Alarm System, I only needed a few more signals.
It was very primitive and minimal, but it did the job. My son
tried to get back in through a window when he came home too
late one night and forgot about the alarm. Man, was he very
surprised to find that I had it set. :o)

: So long,
: Thomas

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2445. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 23:36:20 UTC
From: gary@tsnc.net
Message-ID: <1117841780.033859.33240@g44g2000cwa.googlegroups.com>
Source record: 10952

Bill,

Perhaps this jogs your memory ...

http://aland.roarvgm.com/mods/19.html

2446. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-03 23:58:02 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <I-SdnZqH-5Kccz3fRVn-3Q@comcast.com>
Source record: 10953

<gary@tsnc.net> wrote in message
news:1117841780.033859.33240@g44g2000cwa.googlegroups.com...
: Bill,
:
: Perhaps this jogs your memory ...
:
: http://aland.roarvgm.com/mods/19.html

I kind of remember this. Come to think of it,
this interface might have been what I used.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2447. Re: Alternate Reality: The City on cartridge!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-04 04:01:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a16b641970ea1@comcast.net>
Source record: 10955

>Wrathchild is working on an AR cartridge right now at atariage.com!
>When it is finished, you can play AR with no disk swaps and be able to
>save your character on the cartridge! Its already working with a temp
>char.
>
>Check it out:
>
>http://www.atariage.com/forums/index.php?showtopic=70147

This is great. Any idea as the date of it's release and how much the cart will
cost?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2448. Re: Alternate Reality: The City on cartridge!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-04 07:38:56 UTC
From: Johnny Alpha <atari.8.msn@xoxy.net>
Message-ID: <1117870736.045603.271890@g44g2000cwa.googlegroups.com>
Source record: 10954

http://www.atariage.com/forums/index.php?showtopic=69487

CURRENT PLAYER RANKINGS:

#1 axewater:
http://img279.echo.cx/img279/1223/araxewater6nr.jpg

#2 Xebec's Demise:
http://img35.echo.cx/img35/2125/knight4qg.jpg

#3 Gunstar:
http://img246.echo.cx/img246/6501/argunstar9lf.jpg

#4 Goochman:
http://img288.echo.cx/img288/1852/argoochman8rx.jpg

#5 smartwhois:
http://img238.echo.cx/img238/4821/smartwhois4vv.png

#6 Bunsen:
http://img237.echo.cx/img237/3148/arbunsen5ar.png

2449. Re: AtariSIO Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-04 15:42:36 UTC
From: Grzegorz Stanczyk <goo@WYTNIJ.TOmail.atr.bydgoszcz.pl>
Message-ID: <d7si6sneq1@korweta.task.gda.pl>
Source record: 10956

User <stephensheppard@hotmail.com> wrote in a message
news:1117818080.687971.150730@g44g2000cwa.googlegroups.com...

> Hias (or anyone),
>
> I'm not a Linux user. am interested in AtariSIO but do not wish to
> install Linux on my PC because I don't wish to reorganize my
> partitions.
>
> Can AtariSIO be run using just Knoppix and FAT32?

Sure, you can run AtariSIO over any partition on the GNU/Linux compatibile
system :)

--
[Grzegorz Staďż˝czyk aka gRzEnIu]
[* Linux #382872 registered user *]
[_if technology is the answer _o/]
[what was the question ? _|_]

2450. Re: Connecting devices and receiving impulses to atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-04 18:58:26 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1117911501.124372.37160@g44g2000cwa.googlegroups.com>
Source record: 10957

gary@tsnc.net ha escrito:
> The following is found in Analog Computing #44 July 1986 pp.41
>
> "POKEing to 54016. A 0 puts all pins to logic 0, a 255 sets them all
> to 1, while 85 turns on every other pin.
>
> ... POKE 54016,15 (00001111), then the first four pins of port A would
> be outputs, and the last four inputs. Joystick 1 would be outs and
> stick 2 would be ins. Note the reverse relationship between binary
> numbers and joystick pins."
>
> If you have an 800, you can POKE 54017 (Port B) to setup Joysticks 3 &
> 4.
>
>
> Avatar_e wrote:
> > I can switch on and off a remote device using the joyport and diodes,
> > npn and a 12v relay, devices like a cpu fan, or lights, but when I
> > control the output of the joyports, I cant receive info from its,
> > peeking like before.
> >
> > How I can set some pins to input and others to output?
> >
> > :D please help me

Thanks, this really helps me, i have the last dude about, the button
pin (orange) can be readed this way? or just the directions of the joy?
(output and input)

2451. BEN SMITH

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 00:57:54 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <n6soe.84759$yV4.26391@okepread03>
Source record: 10958

Just wanted to let everyone know Ben Smith called my BBS and sent me an email telling me to order from his catalog. What a loser. Creates an account on my BBS simply to tell me to buy his products. Just for that I would NEVER purchase anything from him.

Thomas

thecafe.dtdns.net
port 8888

2452. Re: BEN SMITH

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 01:28:47 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BPWdncgRvrNMyT_fRVn-uA@comcast.com>
Source record: 10959

"Docrotcod" <rahbart@cox.net> wrote in message
news:n6soe.84759$yV4.26391@okepread03...
: Just wanted to let everyone know Ben Smith called my BBS and sent me
an
: email telling me to order from his catalog. What a loser. Creates an
: account on my BBS simply to tell me to buy his products. Just for that I
: would NEVER purchase anything from him.
:
: Thomas
:
: thecafe.dtdns.net
: port 8888

That is pretty lame, and I would never do that.
After all, what would you do with Apple II stuff.

Just kidding. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2453. Re: BEN SMITH

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 03:08:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.05.03.08.34.574150@charter.net>
Source record: 10960

On Sat, 04 Jun 2005 19:57:54 -0500, Docrotcod wrote:

> Just wanted to let everyone know Ben Smith called my BBS and sent me an
> email telling me to order from his catalog. What a loser. Creates an
> account on my BBS simply to tell me to buy his products. Just for that I
> would NEVER purchase anything from him.
>
> Thomas
>
> thecafe.dtdns.net
> port 8888

Well, I like Ben and I've ordered stuff from him in the (recent) past and
got good service.

However, I have to agree, thats a little over the top... :-(

2454. Any Update on the 14-16 MHz CPU for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 04:13:56 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1117944836.697980.216600@g47g2000cwa.googlegroups.com>
Source record: 10961

Has anyone heard any new info about the potential availability and
timing of this extremely interesting upgrade?
-Larry

2455. atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 14:52:33 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1117983152.962066.222030@f14g2000cwb.googlegroups.com>
Source record: 10962
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://tinyurl.com/dt5gp

<SNIP>
"...Caparro hopes to improve Atari's games and move the company beyond
just selling boxed software..."

2456. Retroputing and Particles! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 17:34:16 UTC
From: Brian Green <icenospace@particlesnospamdot.org>
Message-ID: <BEC8A1C8.297A%icenospace@particlesnospamdot.org>
Source record: 10963

Particles! BBS has been online, more or less, since 1992. We feature:

- USENET and DoveNet
- 10000's of Classic Gaming Files (C64, Apple II, Amiga and many more)
- Active online games, LORD, TW, and much, much more.

The BBS is online 24/7 though down when we have the big thunderstorms come through the area :)

Check us out at:

telnet://particlesbbs.dyndns.org

Or you can visit via Java telnet program on the main website.

Retroputing:

The forums are dedicated towards the discussion of older computers, ie, "retroputing". Though there are many sites dedicated towards conversations and information sharing on the topic of classic gaming consoles, there didn't appear to be much in the way of forums of all old computers - normally sites are dedicated to a single system. I'm hoping to change that and create a bit of a community for all fans of older computers. Hopefully you'll check it out. Thanks for your time!

Brian
http://www.particles.org
http://www.retroputing.net

2457. Re: AtariSIO Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 18:22:26 UTC
From: Matthias Reichl <usenet-200506@hias.horus.com>
Message-ID: <slrnda6gn2.8ei.usenet-200506@camel.hias.horus.com>
Source record: 10964

Hi!

On 3 Jun 2005 10:01:20 -0700, stephensheppard@hotmail.com wrote:
> I'm not a Linux user. am interested in AtariSIO but do not wish to
> install Linux on my PC because I don't wish to reorganize my
> partitions.
>
> Can AtariSIO be run using just Knoppix and FAT32?

I haven't tried that yet but I guess it should work, at least with
the most recent Knoppix versions supporting UnionFS (kind of a
ramdisk on top of the read-only filesystem on CDROM which allows
you to "modify and/or overwrite" files).

FAT32 is no problem.

BTW: If you are interested I can email you an 1.44MB floppy image
with a selfmade mini Linux and the current AtariSIO version. Then,
all you need to do is boot the disk, mount your Windows partition
(mount -t vfat /dev/hda1 /mnt), connect your SIO2PC cable to the
first serial port and start "atariserver".

I haven't tested my mini-Linux on too many PCs yet (that's also the
reason I didn't release it officially) and it is quite possible that
some important (IDE-) drivers are missing and that it won't detect
all IDE controllers.

Just drop me a line if you'd like to test it (my Reply-To: address
is valid).

so long,

Hias

2458. Re: Retroputing and Particles! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 19:01:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.05.19.01.17.714707@charter.net>
Source record: 10965

On Sun, 05 Jun 2005 12:34:16 -0500, Brian Green wrote:

> Particles! BBS has been online, more or less, since 1992. We feature:

Thanks for the update Brian. I'm now keeping a list of telnet Atari BBSs
on my BBS. For the list can you give me some additional info? Like the
following?:

BBS Name - The Particle BBS
Sysop - IceBreaker
Computer -
Software -
Location -
Telnet -
Comments -

Thanks! :-)

2459. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-05 20:09:34 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118002174.375922.163670@g44g2000cwa.googlegroups.com>
Source record: 10966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

NO and NO.

2460. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-06 00:02:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.06.00.02.53.940639@charter.net>
Source record: 10967
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 05 Jun 2005 13:09:34 -0700, Coda wrote:

> NO and NO.

I'd say NO to the 2nd part, only because they've never really been gone -
at least not gone as long as there is a community like this one still
supporting it. :-)

2461. BBS Express Pro! and Ansi

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-06 02:53:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <QUOoe.85430$yV4.42546@okepread03>
Source record: 10968

Does anyone know the sequence to set the background color to black? I have a problem on my BBS where it is a light colored background and I need to correct that but I don't know the proper syntax.

Thomas

2462. Re: BBS Express Pro! and Ansi

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-06 04:57:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.06.04.57.54.673232@charter.net>
Source record: 10969

On Sun, 05 Jun 2005 21:53:34 -0500, Docrotcod wrote:

> Does anyone know the sequence to set the background color to black? I have
> a problem on my BBS where it is a light colored background and I need to
> correct that but I don't know the proper syntax.
>
> Thomas

Hmm, are the 8bit and ST versions of BBS Express fairly close? I know the 8bit version has been kept better updated.

Anyways, under the ST version on DarkForce!, I always start my ASC and V52 screens with:

&00

then do whatever codes I want to do from there. IIRC, that sets the background screen to black.

I'm not sure about pure ANSI stuff. I use an editor called FANSI that runs on the ST. Written by Eric March in GFA Basic, its awesome. :-)

HTHs.

2463. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-06 08:37:41 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118047061.002954.237720@g49g2000cwa.googlegroups.com>
Source record: 10970
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

No way is "Atari" developing a new games console. You saw how much
money it took for MS to create the Xbox? When did Atari get their hands
on that sort of cash?

2464. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-06 10:39:33 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42a42799$0$305$cc9e4d1f@news-text.dial.pipex.com>
Source record: 10971
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1117983152.962066.222030@f14g2000cwb.googlegroups.com...
> http://tinyurl.com/dt5gp
>
> <SNIP>
> "...Caparro hopes to improve Atari's games and move the company beyond
> just selling boxed software..."
>

Atari got split up years ago, I think Atari games are still going, at least when I worked on arcade machines they were still getting new machines out on the market. Its the same old story, they are just "using the name" they have no intention in Atari machines, Why would any company build a 68000 based machine these days ? it would be 10 years out of date. If they did it would be a PC based machine, doubt anyone would invest in a new OS for it, so it would never be a True Atari.

They may develop games with the Atari title, but thats as far as it will go. Though is it "*Really* Atari ? I think not, I have Unreal 2003 with Atari stamped on the box, it aint going run on a Atari machine, so whats the use in it ?! I'm affraid to say that anything with Atari stamped on it is meaningless. I've not worked on the arcade machines for a couple of years now, though the last ones I saw were Jaguar based using the 68000 series CPU. I very much doubt any company would invest in updating that kind of games machine, they would just make it PC based. Big companys don't care about us ppl who are hardcore Atari lovers, all they want is to use the Atari label and thats it. Somewhat easier than trying to make a new brand label known.

Chris

2465. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 00:23:09 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <d06fn2-ub4.ln1@don.localnet>
Source record: 10972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
["Followup-To:" header set to comp.sys.atari.8bit.]
On 6 Jun 2005 01:37:41 -0700, Coda
<smeg_007@hotmail.com> wrote:
> No way is "Atari" developing a new games console. You saw how much
> money it took for MS to create the Xbox? When did Atari get their hands
> on that sort of cash?
>
A better question would be who owns the name Atari now, and do they have
that sort of cash?

--
Depend on the rabbit's foot if you will, but remember, it didn't help
the rabbit.
-- R.E. Shay
```

2466. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 02:38:14 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <qM7pe.419$Oq7.85@newssvr33.news.prodigy.com>
Source record: 10973

"Bill Marcum" <bmarcum@iglou.com.urgent> wrote in message > ["Followup-To:"
header set to comp.sys.atari.8bit.]
> On 6 Jun 2005 01:37:41 -0700, Coda
> <smeg_007@hotmail.com> wrote:
> > No way is "Atari" developing a new games console. You saw how much
> > money it took for MS to create the Xbox? When did Atari get their hands
> > on that sort of cash?
> >
> A better question would be who owns the name Atari now, and do they have
> that sort of cash?
>
Atari corporation owns Atari. They were Infogrames, but took Atari
as the corporate name, mostly sell software for Xbox, PS2, PC. Also
sell a retro machine with built in retro games. Atari went from
the Tramiels to JTS, to Hasbro, to Infogrames/Atari. No, I don't think
they have a lot of capital, and I don't think they are doing a new consol.
I don't think Atari is interested in the old Atari hardware, or maybe don't
even own the patents and copyrights of the old hardware.

2467. Re: Atari "Infinity" program

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 16:39:39 UTC
From: puritan_2076@yahoo.com
Message-ID: <1118162379.084583.240570@g49g2000cwa.googlegroups.com>
Source record: 10974

> Well there was 'atariworks'...

For the XE130?

2468. atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 21:02:23 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1118178143.766049.222550@g43g2000cwa.googlegroups.com>
Source record: 10975
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Atari Announces Departure of Chief Executive Officer
Tuesday June 7, 4:21 pm ET

NEW YORK, June 7 /PRNewswire-FirstCall/ -- Atari, Inc. (Nasdaq: ATAR - News), a leader in interactive entertainment, today announced that James Caparro has resigned his position as Atari's President and CEO, effective immediately. The board of directors appointed current Chairman and Chief Creative Officer, Bruno Bonnell, to act as CEO on an interim basis. The board has instituted an immediate search for a permanent President and CEO.
ADVERTISEMENT

As announced by Glenayre Technologies, Inc. in an SEC filing on June 3, 2005, Mr. Caparro entered into an agreement to become the President and Chief Executive Officer of Entertainment Distribution Corp., a division of Glenayre.

Bruno Bonnell stated, "Atari has assembled a senior management team that is moving forward to execute its strategic objectives. The team -- from product development to marketing and sales to finance -- possesses enormous energy and experience to lead us as we evolve into a more dominant force in the entertainment industry."

2469. Re: Looking for VideoMeister by Irata

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 21:21:17 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-28B61A.23211707062005@azure.qinip.net>
Source record: 10976

Howdy Russ, folks

> I looked around, didn't fine Video Meister. I found some type of
> editor by Irata, in German, and Computer Eyes Executive versions 1.3
> and 2, by Digital Vision. One is on Holmes (Executive) and the other
> is at a ftp site.

Thanks. But I've already found both versions of Digital Visions
software. And at the moment, I'm only looking for the capturing
software.

CU Mathy

2470. Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 21:57:10 UTC
From: rjespino@hotmail.com
Message-ID: <1118181430.079175.258310@g49g2000cwa.googlegroups.com>
Source record: 10977

Hi all,
After a long wait, a colour JPEG image viewer has arrived on the Atari
8-bit. Version 0.1 of CpegView is now available:
http://rjespino.tripod.com/8bit/colrjpeg/colrjpeg.html
http://www.angelfire.com/80s/rjespino/8bit/colrjpeg/colrjpeg.html

CpegView is the colour JPEG viewer for the Atari 8-bits, based on the
C=64's
Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L.
Judd.

There are 3 display modes available:
* 80x200 in 256 colours: 16 colours x 16 levels of grey (APAC)
* 160x200 in 64 colours: 16 colours x 4 levels of grey (C15)
* 320x200 in 32 colours: 16 colours x 2 levels of grey (C8)

Despite the '0.1' version number, the viewer is pretty stable, please
try it out, let me know how it works for you and what you think.

Comments, suggestions, bug reports, feedback, etc. are welcome.

Next: Adding support for TIP and RIP

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

2471. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-07 23:51:54 UTC
From: micrologix1500@yahoo.com
Message-ID: <1118188314.712153.243890@g47g2000cwa.googlegroups.com>
Source record: 10978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Atari Games was purchased by Williams several years ago. They were
still in business, more or less, until a couple years ago; They
finally did go out of business though.

2472. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 01:28:10 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <PQrpe.86752$yV4.49452@okepread03>
Source record: 10979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

By Williams?!?!?! Williams has been out of business for awhile now.

<micrologix1500@yahoo.com> wrote in message
news:1118188314.712153.243890@g47g2000cwa.googlegroups.com...
> Atari Games was purchased by Williams several years ago. They were
> still in business, more or less, until a couple years ago; They
> finally did go out of business though.
>

2473. Re: Any Update on the 14-16 MHz CPU for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 14:35:19 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1118241319.008019.288840@g43g2000cwa.googlegroups.com>
Source record: 10980

Larry wrote:
> Has anyone heard any new info about the potential availability and
> timing of this extremely interesting upgrade?
> -Larry

Hello Larry... Nice to see that your ATARI is still humming

Re: 14-16mhz cpu upgrade of xl/xe

This one has being doing the rounds for as long as i can remember, the
only 2 upgrades that i heard that actually exist are

65816 cpu upgrade by Bob Wooley... cant remember what he called it
Turbo 8/16 by Chuck Steinmann/Dataque (this was the first u/g to use
this processor)he also did the original stereo pokey u/g called 'gumby'
I remember hearing that FTE/ICD working on something similar
And similarly for CSS (new york)

Trust that this helps

happy Atari'ng

CA

2474. Re: XEP80 and DScaler

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 15:01:31 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1118241595.865385.309230@g47g2000cwa.googlegroups.com>
Source record: 10981

Now i understand, instead of hooking up you atari via a proper tv, you are going thru a tv card on a pc

I did try this a year or so back (just the xe, no xep80) and got so, so results (win tv and dscaler)

I also tried to hook up an old playstation, worked ok as well (always set the channel to 36...if in the UK)

2475. Re: Any Update on the 14-16 MHz CPU for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 22:35:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <PoKpe.193$p%3.902@typhoon.sonic.net>
Source record: 10984

carmel_andrews@yahoo.com wrote:

> Larry wrote:
>> Has anyone heard any new info about the potential availability and
>> timing of this extremely interesting upgrade?
>> -Larry

> Hello Larry... Nice to see that your ATARI is still humming

> Re: 14-16mhz cpu upgrade of xl/xe

> This one has being doing the rounds for as long as i can remember, the
> only 2 upgrades that i heard that actually exist are

Nah, there's been a more recent one being worked on in Europe, I guess.
There were some AVIs of demoscene demos running at insane speeds recently.

I think that's what he was asking about...?

> 65816 cpu upgrade by Bob Wooley... cant remember what he called it
> Turbo 8/16 by Chuck Steinmann/Dataque (this was the first u/g to use
> this processor)he also did the original stereo pokey u/g called 'gumby'
> I remember hearing that FTE/ICD working on something similar
> And similarly for CSS (new york)

Sweet16 was the 65816 upgrade from FineTooned Engineering. I don't
remember details about clockspeeds with that one. I'm not a hardware guy. :)

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2476. Re: Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 22:37:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <rqKpe.194$p%3.937@typhoon.sonic.net>
Source record: 10982

rjespino@hotmail.com wrote:
> Hi all,
> After a long wait, a colour JPEG image viewer has arrived on the Atari
> 8-bit. Version 0.1 of CpegView is now available:
> http://rjespino.tripod.com/8bit/colrjpeg/colrjpeg.html
> http://www.angelfire.com/80s/rjespino/8bit/colrjpeg/colrjpeg.html

> CpegView is the colour JPEG viewer for the Atari 8-bits, based on the
> C=64's
> Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L.
> Judd.

404 errors on the "Gallery" link on both sites. :^(

Can't wait to try it out tonight, though! :)

-bill!

2477. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 22:39:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <WsKpe.195$p%3.944@typhoon.sonic.net>
Source record: 10983
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit micrologix1500@yahoo.com wrote:
> Atari Games was purchased by Williams several years ago. They were
> still in business, more or less, until a couple years ago; They
> finally did go out of business though.

Midway, actually.

I had the opporunity to work at Atari Games in Milpitas back in 1998,
but decided to stay with my soon-to-be-wife. (Ironically, we landed down
in this area (SF south bay / peninsula) a few years later, anyway :^))

There was a slashdot article a coupla years ago when the Midway (Atari)
offices finally closed in Milpitas. I recognized a lot of the stuff
in the photos. (Posters on the wall, etc.)

--
-bill!
bill@newbreedsoftware.com
http://newbreedsoftware.com/

2478. Video Magazine query

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 23:35:42 UTC
From: John Kavanagh <cpcoxygen@gmail.com>
Message-ID: <d87vbp$q9k$1@reader01.news.esat.net>
Source record: 10985

Hi,

I'm currently in the process of making a CD-ROM based interactive tv show. Basically here's the idea:

1. The magazine will come out monthly / bi-monthly or quarterly (depending on interest)
2. Each CD-ROM will contain well over an hour of video footage, along with text and software content. It will all be connected by a sleek interface for easy navigation.
3. The CD-ROM will cover retro news, events, interviews, latest games (for retro computers/consoles) and a lot more. Covering computers and consoles such as the Commodore 64, Sinclair Spectrum, Atari ST, Amiga, MSX and game consoles from Sega, Nintendo and others.
4. It will sell for about 5 USD (thats's about 4 Euro and about 2.70 Sterling) with free postage throughout the world.
5. Depending on the success of the CD-ROM, supporters will be paid for video footage etc, failing that they will be offered free issues of the CD-ROM.

Here is what I want to know..... WHO'S INTERESTED? As in, who would purchase such a CD-ROM, if this interests you or if you want to be involved then email us at john(at)digi-alt.net

2479. Re: Any Update on the 14-16 MHz CPU for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-08 23:43:34 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1118274214.020879.226240@g44g2000cwa.googlegroups.com>
Source record: 10986

Hi Carmel, Bill -

>Nah, there's been a more recent one being worked on in Europe, I guess.
There were some AVIs of demoscene demos running at insane speeds
recently.
I think that's what he was asking about...? <

Yes, I was referring to the 14/16 MHz turbo modification as used in the
demos at
http://pasiu.krap.pl/

The earlier mods were regular Atari (NTSC) clock speed of 1.79 MHz.
But they had the advantage of 16 bit registers, etc. Our users group
had a demo of Turbo 8/16.

Of course, there can be "many a slip between the cup and the lip..."
but I do believe this thing will happen. Gee- it would make a dandy
Xmas present for that "special Atari enthusiast" on my list... ;-)

-Larry

2480. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-09 07:06:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506082359380.19682-100000@onyx.spiritone.com>
Source record: 10987
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Starting at $5 and Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2481. Re: Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-09 13:55:56 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-12E7C8.15555609062005@azure.qinip.net>
Source record: 10988

Howdy folks, Raphael

> After a long wait, a colour JPEG image viewer has arrived on the Atari
> 8-bit. Version 0.1 of CpegView is now available:
> http://rjespino.tripod.com/8bit/colrjpeg/colrjpeg.html
> http://www.angelfire.com/80s/rjespino/8bit/colrjpeg/colrjpeg.html

I tried the one at the top. It worked.

> CpegView is the colour JPEG viewer for the Atari 8-bits...

> Comments, suggestions, bug reports, feedback, etc. are welcome.

I just tried it. Awesome.

> Next: Adding support for TIP and RIP

I can hardly wait. I never was a friend of the APAC mode. But what I'm
seeing is great. If those newer modes (that will be added later) are
even better (as they usually are) CPEGVIEW will really blow my socks off.

CU Mathy van Nisselroy

2482. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-09 16:37:12 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <otqga1t452m7a8t60d8a17o1ojb7glkkhr@4ax.com>
Source record: 10989
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 6 Jun 2005 11:39:33 +0100, "exxos" <exxos@home.co.uk> wrote:

Here's the history of Atari Games Corp. I put together (and just recently updated), available at http://home.centurytel.net/hunmanik/atariholdings.html

What I just figured out is that, legally anyway, Midway Games West still exists, and is still the owner of all the Atari Games Corp. rights.

Just like Atari Interactive is the legal unit within today's Atari, Inc. that owns all the old Atari Corp. rights.

Anyway:

Atari Coin-Operated Games (Atari Games Corp.)

1985
February 6: Namco, Ltd. (of Japan) purchased the Atari Coin-Operated Games division of Atari Games, Inc. from Warner Communications, Inc. Upon the purchase, Namco renamed the division Atari Games Corp., and made Atari Games Corp. a division of Namco America, Inc. The transaction included the "Atari" name and "Fuji" logo, along with intangible property rights (patents, trademarks, and copyrights) owned by Atari Games, Inc. in conjunction with its coin-operated video game business, all for exclusive use in the area of coin-operated video games. (Upon the sale, the Atari Games, Inc. unit of Warner Communications was renamed Atari Holdings, Inc.)

Spring: Hide Nakajima became president of Atari Games.

1986
(after July 3): A group of Atari Games employees purchased Namco America's controlling interest in the company. Atari Games became independent of any corporate parent. (Both Namco America and Warner Communications remained major investors.) [NOTE- MC has not been able to document this transaction directly.] Hide Nakajima remained president of Atari Games.

1987
September 1: Atari Games purchased all assets of Barrel of Fun, Inc., owner/operator of the "Barrel of Fun" and "2001 Entertainment Center" chains of video game arcades, located primarily in six southeastern U.S. states. The acquired arcade operations would now be run by a new wholly-owned subsidiary of Atari Games, named Atari Operations, Inc.

December: Atari Games created Tengen, Inc., a wholly-owned subsidiary, for the purpose of marketing games for home video game systems (where exclusive use of the Atari brand was owned by Atari Corp.).

1990
June 26: Atari Games announced that it would repurchase the entire 43.8% share of the company held by one of its two largest shareholders, Namco America. In return, Namco received ownership of Atari Games' Atari Operations subsidiary, which operated more than 40 video game arcades in the Western and Southeastern U.S. SEE BELOW.

While there was no majority shareholder in Atari Games before the transaction, the majority shareholder after the transaction became Warner Communications, itself now a unit of Time Warner, Inc.

1992
September: Hide Nakajima was still president of Atari Games.

1993
December 31: The Warner Communications unit of Time Warner reported owning 79% of Atari Games.

1994
April 11: Time Warner Interactive Group, Atari Games and Tengen announced plans to integrate their operations and to utilize the common name, Time Warner Interactive. Use of the Atari Games brand was discontinued, though the Atari Games business unit remained distinct.

December 31: The Warner Communications unit of Time Warner reported owning 100% of Atari Games.

1996
March 29: Midway Interactive, Inc., a subsidiary of Midway Games, Inc. (itself a subsidiary of WMS Industries, Inc.) acquired the entire 100% of Atari Games owned by the Warner Communications unit of Time Warner. Atari Games became a division of Midway Games, and use of the Atari Games brand resumed.

1998
April 6: WMS Industries spun off to shareholders its entire stake of Midway Games, making Midway Games an independent entity. Atari Games remained a division of Midway Games.

1999
Atari Games released San Francisco Rush 2049. This turned out to be the last coin-operated arcade game sporting the Atari Games name and logo.

2000
January: Atari Games was renamed Midway Games West, Inc., and games produced by the group would now sport the Midway Games brand.

2001
June 22: Midway Games announced its exit from the coin-operated arcade video game market; it would now develop software exclusively for home systems. The Midway Games West division remained an in-house game development unit within Midway Games.

October 1: Happ Controls acquired assets of Midway Amusement Games' Midway and Atari Games coin-operated videogame parts and service business, and assumed warranty repair operations and all warranty obligations. See

http://www.happcontrols.com/midway/midway.htm

2003
February 7: The Midway Games West development studio was shut down, but it remained a legal entity wholly-owned by Midway Games.

TODAY: The Atari copyrights/trademarks/patents secured by Atari Games Corp. from Warner Communications in 1985, along with all Atari Games Corp. and Midway Games West properties created since 1985, are owned by the Midway Games West unit of Midway Games. Midway Games, Inc. is based in Chicago, Illinois, USA: http://www.midway.com/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2483. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-09 20:45:11 UTC
From: dark_willow1981@lycos.com
Message-ID: <1118349911.736090.255560@o13g2000cwo.googlegroups.com>
Source record: 10990
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Atari now is just a brand logo used by a games comapny that is themselves very small. There is no way I can see that they are going to build a new hardware, they don't have anything like the money or experience to do it. Besides it wouldn't be wise from a business point of view. I think in the future they will wind up making games mostly for the mobile market where the overheads involved in making games is less, plus they can use their old titles. People won't Q up to play PacMan on the PSP or Xbox 360, but they won't mind paying a few quid to download it to their phone.

2484. Re: Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-09 21:54:33 UTC
From: rjespino@hotmail.com
Message-ID: <1118354073.354070.38370@f14g2000cwb.googlegroups.com>
Source record: 10991

oops I forgot to test the gallery link, thanks for that.

The good news is that I've fixed the link.

The bad news is that I've not been able to get any good colour screenshots yet, so the gallery only has greyscale images in it for now. =(

The old interlaced screenshot from the emulator method isn't working, the colours are coming out much too bright. The images themselves look good in the emulator and on the real thing, but the emulator screenshot looks bad. I am using an old emulator (Atari800Win Plus 2.7) though, maybe this has been fixed in newer versions?

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

2485. Re: Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 04:05:24 UTC
From: damage_x@hotmail.com
Message-ID: <1118376324.051477.263400@g44g2000cwa.googlegroups.com>
Source record: 10992

rjespino@hotmail.com wrote:
> *oops* I forgot to test the gallery link, thanks for that.
>
> The good news is that I've fixed the link.
>

Is the ninth image Sarah Jayne by any chance? ;)

2486. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 08:35:25 UTC
From: dave.dixson_nospam@bigfoot.com
Message-ID: <1118392525.340592.249310@z14g2000cwz.googlegroups.com>
Source record: 10993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I think there may be quite a big market for simple, retro games on the
next gen consoles. All 3 consoles are going to be more on-line
centric, with some games available for download.

If microtransactions can be made to work then the market for simple,
cheap retrogames could be huge - if they can get the cost right there
might be a lot of money to made.

dark_willow1981@lycos.com wrote:
> Atari now is just a brand logo used by a games comapny that is
> themselves very small. There is no way I can see that they are going to
> build a new hardware, they don't have anything like the money or
> experience to do it. Besides it wouldn't be wise from a business point
> of view. I think in the future they will wind up making games mostly
> for the mobile market where the overheads involved in making games is
> less, plus they can use their old titles. People won't Q up to play
> PacMan on the PSP or Xbox 360, but they won't mind paying a few quid to
> download it to their phone.

2487. FS eBay: Atari 800/XL/XE SCART and RCA cables

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 10:53:20 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1118400800.412297.63460@g44g2000cwa.googlegroups.com>
Source record: 10994

Hello All,

I have another batch of cheap Atari SCART and Atari RCA cables
available for sale at the fixed price of £2.99 (+shipping) on eBay.

The link is below (this may split over two lines, so please copy/paste
the whole link into your browser). People often think this is a fake
eBay link because they don't know that 'ebay.co.uk' exists. That's the
United Kingdom (England) local variant of eBay, but it makes no
difference because I ship to the US/Canada/Europe/Australia/NZ:

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

2488. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 11:17:07 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <d8bsrk$l3$1@news.al.sw.ericsson.se>
Source record: 10995
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1118178143.766049.222550@g43g2000cwa.googlegroups.com...
> Atari Announces Departure of Chief Executive Officer
> Tuesday June 7, 4:21 pm ET
>
>
> NEW YORK, June 7 /PRNewswire-FirstCall/ -- Atari, Inc. (Nasdaq: ATAR -
> News), a leader in interactive entertainment, today announced that
> James Caparro has resigned his position as Atari's President and CEO,
> effective immediately. ...
> ...

Is this an independent company these days?

Anders

2489. Re: Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 14:53:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42a9d4ca4a6582@comcast.net>
Source record: 11000

>Hi all,
>After a long wait, a colour JPEG image viewer has arrived on the Atari
>8-bit. Version 0.1 of CpegView is now available:
>http://rjespino.tripod.com/8bit/colrjpeg/colrjpeg.html
>http://www.angelfire.com/80s/rjespino/8bit/colrjpeg/colrjpeg.html
>
>CpegView is the colour JPEG viewer for the Atari 8-bits, based on the
>C=64's
>Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L.
>Judd.
>
>There are 3 display modes available:
> * 80x200 in 256 colours: 16 colours x 16 levels of grey (APAC)
> * 160x200 in 64 colours: 16 colours x 4 levels of grey (C15)
> * 320x200 in 32 colours: 16 colours x 2 levels of grey (C8)
>
>Despite the '0.1' version number, the viewer is pretty stable, please
>try it out, let me know how it works for you and what you think.
>
>Comments, suggestions, bug reports, feedback, etc. are welcome.
>
>Next: Adding support for TIP and RIP

Saw the screenshots on the website and they looked awesome. No color shots
though. I will have to give it a try and see how it goes....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2490. Re: FS eBay: Atari 800/XL/XE SCART and RCA cables

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 17:06:50 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1118423210.625213.44180@f14g2000cwb.googlegroups.com>
Source record: 10996

Dean Garraghty ha escrito:
> Hello All,
>
> I have another batch of cheap Atari SCART and Atari RCA cables
> available for sale at the fixed price of £2.99 (+shipping) on eBay.
>
> The link is below (this may split over two lines, so please copy/paste
> the whole link into your browser). People often think this is a fake
> eBay link because they don't know that 'ebay.co.uk' exists. That's the
> United Kingdom (England) local variant of eBay, but it makes no
> difference because I ship to the US/Canada/Europe/Australia/NZ:
>
> http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty
>
>
> Dean Garraghty

Any knows if the connection is direct?, i mean, its simply find the
correct pins in monitor connector and make a custom rca cable? :D

i have a switch to change betten tv or atari, but is not confortable
change when is viewing a tv show and programing some shit in atari
800xl :P:P:P

2491. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 17:16:47 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <vmija1lilovioujo31g0ql7kd41j9b4tkd@4ax.com>
Source record: 10997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 10 Jun 2005 13:17:07 +0200, "Anders Skelander"
<ansk@hotmail.com> wrote:

>Is this an independent company these days?
>
>Anders

Atari is a subsidy of Infogammes (not sure of the spelling).

2492. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 20:51:46 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050610215146.3112A@ilba14195.www.blueyonder.co.uk>
Source record: 10998

In article <1118349911.736090.255560@o13g2000cwo.googlegroups.com>,
> Atari now is just a brand logo used by a games comapny that is
> themselves very small.
Small? Infogrammes/Atari is one of the largest in the world.

Iain

2493. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-10 21:46:45 UTC
From: mail@freeman-studio.com
Message-ID: <1118440005.220710.115460@o13g2000cwo.googlegroups.com>
Source record: 10999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

kevin wrote:
> On Fri, 10 Jun 2005 13:17:07 +0200, "Anders Skelander"
> <ansk@hotmail.com> wrote:
>
> >Is this an independent company these days?
> >
> >Anders
>
>
> Atari is a subsidy of Infogammes (not sure of the spelling).

Didn't I hear at one point that Infogrammes officially changed their name to Atari? So in that respect, it isn't a subsidy, but the company's official name. It's still only a surface change, though. There is no support for past Atari products at all. Just a means to use past Atari ideas and better name recognition to make PC games.

Mike Freeman
mike [at] freeman-studio [dot] com

2494. Re: BEN SMITH

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-11 01:35:37 UTC
From: mathu8559 <mathu@indigo.ie>
Message-ID: <1118453737.199955.12970@g49g2000cwa.googlegroups.com>
Source record: 11001

Ronald J. Hall wrote:
> On Sat, 04 Jun 2005 19:57:54 -0500, Docrotcod wrote:
>
> > Just wanted to let everyone know Ben Smith called my BBS and sent me an
> > email telling me to order from his catalog. What a loser. Creates an
> > account on my BBS simply to tell me to buy his products. Just for that I
> > would NEVER purchase anything from him.
> >
> > Thomas
> >
> > thecafe.dtdns.net
> > port 8888
>
> Well, I like Ben and I've ordered stuff from him in the (recent) past and
> got good service.
>
> However, I have to agree, thats a little over the top... :-(
So none of you guys work in sales(anything to sell the guy as to live).
If that is all of your problems in this life""" lucky you"""(STOP
CRYING LIKE A BIT%H).
Yes i work in sales and know what it's like.
I have bought of Ben with no problem what so ever!! And will do so
again.

2495. Re: XEP80 and DScaler

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-11 01:44:33 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1118454273.930260.228550@f14g2000cwb.googlegroups.com>
Source record: 11002

Hi Carmel-

> I did try this a year or so back (just the xe, no xep80) and got so, so
results (win tv and dscaler)

I also tried to hook up an old playstation, worked ok as well (always
set the channel to 36...if in the UK) <

I am using the least expensive WinTV product -- the "GO" version. Can
be purchased here for $20-30 when on sale (frequently). It does not
have S-video input -- just composite. But that's fine for the XEP-80,
since it is luma only. They do have updated models with S-video. I've
tried several other PC video capture devices, but I've yet to find one
that delivers better results with the XEP-80.

For regular Atari video, the composite input to the WinTV likewise only
looks so-so. So my regular (Chroma + Luma) goes to my ATI
All-in-Wonder card, and it looks *superb*. The ATI will not work with
the XEP-80 -- requires the color burst for sync.

There are a lot of variables to display quality. I recently picked up
a 130XE that has the cleanest display and best saturation of any Atari
I've ever owned -- even several 800's. It is "stock" and in fact had
never been opened (as best I can tell).

-Larry

2496. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-11 07:52:32 UTC
From: Thierry Schembri <tschembri@hydromail.net>
Message-ID: <42aa97de$0$30590$8fcfb975@news.wanadoo.fr>
Source record: 11003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> Didn't I hear at one point that Infogrammes officially changed their
> name to Atari? So in that respect, it isn't a subsidy, but the
> company's official name. It's still only a surface change, though.
> There is no support for past Atari products at all. Just a means to use
> past Atari ideas and better name recognition to make PC games.

much more complicated ! have a look :
http://corporate.infogrames.com/uk/IESA/organization_chart.html#img

2497. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-11 10:30:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1118485814.111978.146510@z14g2000cwz.googlegroups.com>
Source record: 11004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Absolutely Mike.

2498. Re: BEN SMITH

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-11 12:16:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.11.12.16.13.104675@charter.net>
Source record: 11005

On Fri, 10 Jun 2005 18:35:37 -0700, mathu8559 wrote:

> So none of you guys work in sales(anything to sell the guy as to live).
> If that is all of your problems in this life""" lucky you"""(STOP
> CRYING LIKE A BIT%H).
> Yes i work in sales and know what it's like.
> I have bought of Ben with no problem what so ever!! And will do so
> again.

Who's crying? As I said above, I've got good service from him before, and wouldn't hesitate to buy from him again.

Its hard for me to imagine that very many people in the Atari community (8bit and ST) *don't* know of him as a dealer. I understand that he has to advertise. Its just my opinion, (and others) that he should tone it down just a little bit.

Heck, I've got him listed in the Atari Vendors section of my BBS. :-)

See ya.

2499. Re: Atari Colour JPEG Viewer Released

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-11 22:37:03 UTC
From: rjespino@hotmail.com
Message-ID: <1118529423.181963.107650@o13g2000cwo.googlegroups.com>
Source record: 11006

Possibly ;) She is clothed though.

I'm taking that as proof that the images are recognisable. =)

2500. Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 03:31:20 UTC
From: Stede <stede@verizon.net>
Message-ID: <c0Oqe.4523$Nx1.1441@trndny05>
Source record: 11007

Hi all,

I just purchased a 65XE. I was wondering what floppy drive would work
with this machine, which you recommend and where I could get some from?

Thanks!

2501. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 05:44:54 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <2gtvwdoj1ynl$.dlg@dilgar.de>
Source record: 11008

On Sun, 12 Jun 2005 03:31:20 GMT Stede <stede@verizon.net> wrote:
> I just purchased a 65XE. I was wondering what floppy drive would work
> with this machine, which you recommend and where I could get some from?

The floppy drive most fitting in design for this computer is the Atari XF551 and can usually be found at eBay only, as can the older floppy drives Atari 1050 (matching the XL series in design) and Atari 810 (matching Atari 400/800). The XF551 is a double sided, double density drive, the 1050 a single sided, "enhanced" (127 KB) density drive and the 810 a single sided, single density drive.

The most common of these is the 1050.

HTH,

Thorsten

2502. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 14:00:03 UTC
From: Stede <stede@verizon.net>
Message-ID: <DdXqe.1855$fa3.1221@trndny01>
Source record: 11009

Thorsten Gï¿½nther wrote:
> On Sun, 12 Jun 2005 03:31:20 GMT Stede <stede@verizon.net> wrote:
>
>>I just purchased a 65XE. I was wondering what floppy drive would work
>>with this machine, which you recommend and where I could get some from?
>
>
> The floppy drive most fitting in design for this computer is the Atari
> XF551 and can usually be found at eBay only, as can the older floppy
> drives Atari 1050 (matching the XL series in design) and Atari 810
> (matching Atari 400/800). The XF551 is a double sided, double density
> drive, the 1050 a single sided, "enhanced" (127 KB) density drive and
> the 810 a single sided, single density drive.
>
> The most common of these is the 1050.
>
>
> HTH,
>
> Thorsten

Awesome information. Thanks, I will start looking.

2503. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 15:27:53 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118590073.851485.273340@g43g2000cwa.googlegroups.com>
Source record: 11010

Though probably very rare today, there were also third party drives like Rana 1000, Indus GT, Astra Big "D" (double, density dual drive), and many others. (See Atari 8-bit FAQ below. Search for "What other floppy disk drives can I use with my Atari?")

Many drives and drive systems, Astra, Trak, Percom, Micro Mainframe, SWP ATR8000 (ATR8000 is an interface, drives purchased separately), and more, used industry standard drives of the day including the type used in PC's of the same era. Don't know if this is factor for you but old PC 360K drives (half-height) make perfect replacment drives for such systems.

An alternative to a disk drive is a SIO2PC cable which will allow you to connect your Atari computer to a PC which acts as a virtual disk drive and printer. Disk images are available all over the internet for use with this cable if you use software like SIO2PC (DOS), APE (DOS and Windows versions), Atarisio (Linux). I think there a program for a MAC but I don't know the name.

Link
http://www.faqs.org/faqs/atari-8-bit/faq/

These were just some examples. There are plenty of people with experience here with all of the above who can offer actual recommendations. I'm not one of them, except I own an ATR8000 and I've tried two SIO2PC cables.

Steve Sheppard

2504. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 15:59:27 UTC
From: Stede <stede@verizon.net>
Message-ID: <zZYqe.1073$kl1.37@trndny08>
Source record: 11011

stephensheppard@hotmail.com wrote:
> Though probably very rare today, there were also third party drives
> like Rana 1000, Indus GT, Astra Big "D" (double, density dual drive),
> and many others. (See Atari 8-bit FAQ below. Search for "What other
> floppy disk drives can I use with my Atari?")
>
> Many drives and drive systems, Astra, Trak, Percom, Micro Mainframe,
> SWP ATR8000 (ATR8000 is an interface, drives purchased separately), and
> more, used industry standard drives of the day including the type used
> in PC's of the same era. Don't know if this is factor for you but old
> PC 360K drives (half-height) make perfect replacment drives for such
> systems.
>

Really??? How do I hook up a PC 360K drive to an Atari? I would love to
do this!

> An alternative to a disk drive is a SIO2PC cable which will allow you
> to connect your Atari computer to a PC which acts as a virtual disk
> drive and printer. Disk images are available all over the internet for
> use with this cable if you use software like SIO2PC (DOS), APE (DOS and
> Windows versions), Atarisio (Linux). I think there a program for a
> MAC but I don't know the name.
>

Just like My Commodore 64 XE cable! I will try to find one immediately.
Do you have any good sources?

> Link
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> These were just some examples. There are plenty of people with
> experience here with all of the above who can offer actual
> recommendations. I'm not one of them, except I own an ATR8000 and I've
> tried two SIO2PC cables.
>
> Steve Sheppard
>

Thanks again for such detailed information. People like you make it a
joy to get into retro computing.

2505. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 16:47:25 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118594845.725462.72070@g14g2000cwa.googlegroups.com>
Source record: 11012

Argh! Google groups is giving me a quick reply format. Please
forgive me if there is no auto indentation

> Though probably very rare today, there were also third party drives
> like Rana 1000, Indus GT, Astra Big "D" (double, density dual drive),
> and many others. (See Atari 8-bit FAQ below. Search for "What other
> floppy disk drives can I use with my Atari?")

> Many drives and drive systems, Astra, Trak, Percom, Micro Mainframe,
> SWP ATR8000 (ATR8000 is an interface, drives purchased separately), and
> more, used industry standard drives of the day including the type used
> in PC's of the same era. Don't know if this is factor for you but old
> PC 360K drives (half-height) make perfect replacment drives for such
> systems.

Really??? How do I hook up a PC 360K drive to an Atari? I would love to
do this!

Sorry, I guess I wasn't clear. You need to buy a drive or system that
has the proper controller installed in order to use PC drives. Once
you have such a device, replacement/upgrade drives can be PC drives

The ATR8000 has a 34-pin edge connector. PC floppy drives just plug
in using a ribbon cable. Of course, you need to press an edge
connector onto the ribbon cable as the PC end would normally be a
pin-connector.

The other systems should work similarly but would already have the
necessary cables included.

The Percoms had a special arrangment , drive/slave boxes but I think
the raw drives can be industry drives. The original drives (inside the
Percom boxes) may have been Radio Shack type 35-track drives though.

> An alternative to a disk drive is a SIO2PC cable which will allow you
> to connect your Atari computer to a PC which acts as a virtual disk
> drive and printer. Disk images are available all over the internet for
> use with this cable if you use software like SIO2PC (DOS), APE (DOS and
> Windows versions), Atarisio (Linux). I think there a program for a
> MAC but I don't know the name.

Just like My Commodore 64 XE cable! I will try to find one immediately.

Do you have any good sources?

I had special needs. The cheap (oops, inexpensive) 1468 1-chip cables
weren't compatible with my ATR8000. Nick Kennedy's 2-chip design works
pretty well. I bought it from

Artur Burzinski (sp?)
http://www.angelfire.com/80s/j131atari/

Found him on Ebay.

He builds a nice cable but it uses the 1-chip design. When I had problems with my ATR8000 he built me a 2-chip design (no extra charge). Shipping was a bit high at, $10 (from Poland) but I won my auction at $10 so overall it was pretty cheap (if I didn't need a special cable, that is. Return shipping cost me $4 plus the cost of packaging).

I hear good things about Steve Tucker's new cable (available from www.atarimax.com) though I don't know much about it so you better ask others here for opinions. (Seach this group or the 8-bit FAQ for information on the differences between SIO2PC, 10502PC, and PRO cables).

If you are good with a soldering iron there are plenty of SIO2PC schematics online. Below is a great site.

Link
http://www.geocities.com/atarimods/

There is also some brand new hardware available for the Atari 8-bit. Latest version of MyIDE (IDE interfaces), USB interface (limited to a few gaming controllers, I think), Flash cartridges (multiple Atari ROM/disk images/binary files), and more.

> Link
> http://www.faqs.org/faqs/atari-8-bit/faq/>
> These were just some examples. There are plenty of people with
> experience here with all of the above who can offer actual
> recommendations. I'm not one of them, except I own an ATR8000 and I've
> tried two SIO2PC cables.

> Steve Sheppard

Thanks again for such detailed information. People like you make it a joy to get into retro computing.

Personally, I get most of my Atari nostalgia kicks from emulators (like Atari800Win PLUS 4.0 beta 4) but I keep my old Atari gear going.

Enjoy your Atari,

Steve Sheppard

2506. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 18:09:49 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9673859067B2emuslor@216.196.97.136>
Source record: 11013

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1118594845.725462.72070@g14g2000cwa.googlegroups.com:

> Artur Burzinski (sp?)
> http://www.angelfire.com/80s/j131atari/
>

Let me second this recommendation. I bought a cable from Artur a while back, and it worked great. The cable got fried, about a year and a half later, when my house got hit my lightning (go figure). I asked Artur about getting another one, and he offered me a replacement a NO CHARGE. I couldn't help but send him some money anyway, but I was very impressed at his offer to send a free cable when the death of my first one had nothing to do with workmanship on his end. That's the kind of guy I like dealing with!

--
Slor

2507. Re: Wanted: 65XE disk drive.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 18:36:12 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118601372.012513.259330@z14g2000cwz.googlegroups.com>
Source record: 11014

Oops!

The budget 1-chip designs use a 14C89 chip not 1468. (I have no idea why that number popped into my head).

I have serious trouble with numbers (undiagnosed dyslexia?).

I also have trouble with schematics, C language [joking of course], and I fragment sentences sometimes despite proofreading them [not joking].

Steve

2508. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-12 22:51:58 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050612235159.4068A@ilba14195.www.blueyonder.co.uk>
Source record: 11015

In article <vmija1liloviouio31g0ql7kd41j9b4tkd@4ax.com>,
kevnospam242@gmail.com (kevin) wrote:

> Atari is a subsidy of Infogammes (not sure of the spelling).
Infogrammes renamed themselves Atari.

Iain

2509. Re: Any Update on the 14-16 MHz CPU for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 04:29:36 UTC
From: "David A. Paterson" <David.A.Paterson@gmail.com>
Message-ID: <1118636976.661966.28910@g14g2000cwa.googlegroups.com>
Source record: 11016

The Fine Tooned upgrade was a plug-in replacement for the 6502 on your XL/XE motherboard that ran at 1.79Mhz. It came on a small PC board with a memory mutliplexer on the reverse, which in theory would let you add memory beyond the stock 64Kb by multiplexing the data lines on the processor.

They distributed John Harris' MAE 65 assembler along with the boards.

I purchased mine at the TAF Atarifest in 1994 or 1995 and it's still chugging along inside one of my 800xls. I did try some assembly programming, but never got very far with it (managing interrupts is a pain, as you've got to flip back and forth between processor modes)

David P.

2510. Assembly editor ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 14:21:36 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1118672496.602060.212410@g44g2000cwa.googlegroups.com>
Source record: 11017

Hi guys,
I was wondering if anybody had/knew where I could find a .ROM for the Assembly Editor cart? I do actually own a genuine cartridge (just got it off eBay last week), but my basement is too much of a disaster to hook up my 8 bit right now, so I'd like to play around with it in an emu first.

Thanks!
Rob

2511. XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 15:32:17 UTC
From: puritan_2076@yahoo.com
Message-ID: <1118676737.882649.207010@o13g2000cwo.googlegroups.com>
Source record: 11018

This is not a flame war. I just want to know why the best of the three best computers seems to be the least supported.

There were three advanced, affordable home computers in the united states in the mid 1980's: the Atari XE130, Commodore 128, and Tandy Color Computer 3. From What I've seen, the Atari was the best, but after selling the computer itself, something bad happened to Atari.

Commodore sold a low cost composite monitor with S-Video for a better picture. Tandy's got 83 channels. Atari's got cancelled.

Commodore had 800k 3 1/2" floppy drives. Tandy didn't 3 1/2" floppies because they had hard drives. Atari canceled the XF351.

Need some cheap software to get started? Commodore had Jane. Tandy sold Color DeskMate 3. Atari apparently canceled Infinity.

A third party sold an advanced G.U.I. environment for Commodore. (G.E.O.S.) Someone else had one just like it for Atari.(Diamond G.O.S.) Tandy made their own. (OS-9 with Multi-Vue Environment.) The Commodore and Tandy versions eventualy had a whole series of applications, but Diamond never went anywhere.

What happened? It couldn't have been a lack of customers to sell this stuff to. Atari wasn't as popular as Commodore, but more than Tandy. (just try finding CoCo stuff in thrift shops.)

Was Jack Tramiel afraid to compete against his old company? or were Atari products so good they didn't need a fancy GUI of 3 1/2" drives?

2512. Re: Assembly editor ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 16:52:36 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BED33214.25BB%willy46pa@comcast.net>
Source record: 11019

in article 1118672496.602060.212410@g44g2000cwa.googlegroups.com, Rob Carroll at robert.carroll30@verizon.net wrote on 6/13/05 10:21 AM:

> Hi guys,
> I was wondering if anybody had/knew where I could find a .ROM for the
> Assembly Editor cart? I do actually own a genuine cartridge (just got
> it off eBay last week), but my basement is too much of a disaster to
> hook up my 8 bit right now, so I'd like to play around with it in an
> emu first.
>
> Thanks!
> Rob

I'd like a ROM image of that also. Please extend me the link/etc... to it as well.

Thanks,

Bill Garber
Email - Willy46pa@comcast.net

2513. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 17:20:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118683234.029996.232050@g49g2000cwa.googlegroups.com>
Source record: 11020

You know a lot more about the subject than I ever did but by 1985 and 1986 very few people I know were giving serious looks at Atari 8-bit. With many models being sold exclusively in department stores/toy stores they were hard to take seriously. The 520ST and 1040STE were where many Atari fans were looking but they weren't satisfied with what they found.

Also, wasn't 1986 when the 8-bit software market went into the dumper. Developers yelling "piracy is ruining us".

I don't recall the color computer 3 being at the same price level but I do think Radio Shack was marketing it poorly. They should have pushed the "affordable" aspect. Nobody but enthusiasts knew what OS/9 was. (Wasn't there an alternate OS, FLEX or something like that, which was the OS of choice for CoCo 3?)

I barely remember any mention of Commodore 128. I could be just blocking it out. I was an Atari fanboy. LOL!

I remember the mid 80's as being a time of fiascos (sp?). There was the IBM PC jr, the Portable PC (or was it called Convertable PC) with it's pop-up floppies. Hugely more expensive but Apple Lisa died before it started. Atari built a fanbase of gamers and enthusiasts and then could not make up it's mind what it wanted to sell to the fanbase.

Maybe the mid 80's was just a bad time for anything but x86 boxes, Macintoshes, Osbornes, and Kaypros.

Sorry, I didn't add anything all that intelligent. I don't have any facts, just vague recollections.

2514. minigame competition

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 17:53:54 UTC
From: robones <robones@rgtec.net>
Message-ID: <42adc832_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 11021

```
hey all
if anyone's interested in writing a minigame for a 'just for fun' basis,
pop over to http://ffd2.com/minigame/ all platforms are welcome, in 8,16
and 32bits
```

2515. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 18:20:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.13.18.20.36.698231@charter.net>
Source record: 11022

On Mon, 13 Jun 2005 10:20:34 -0700, stephensheppard wrote:

> You know a lot more about the subject than I ever did but by 1985 and
> 1986 very few people I know were giving serious looks at Atari 8-bit.
> With many models being sold exclusively in department stores/toy stores
> they were hard to take seriously. The 520ST and 1040STE were where
> many Atari fans were looking but they weren't satisfied with what they
> found.

Man, I was ecstatic when I got my first 520ST! First time I popped the
Starglider floppy in and a digitized song came out - wow. Then came
Dungeon Master, and I lost literally months of my life... :-)

2516. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 20:31:16 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118694676.716343.18570@g43g2000cwa.googlegroups.com>
Source record: 11023

I guess I stand corrected! Perhaps I saw the wrong applications. The 520ST just did nothing for me, except it seemed to one-up the Mac with color and speed at the time. I really did like the RGB monitor.

I don't really know what turned me off about the 520ST. I think I was annoyed that it wasn't backward compatible with the 8-bits but I'm not sure that was it. Too long ago.

This was the time that I lost interest with Atari and Atari computers.

Funny, how things change. I'm enjoying retro computing with my 800, perhaps more now than I did originally.

2517. Re: Assembly editor ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 22:09:59 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9674AE4889FCEemuslor@216.196.97.136>
Source record: 11024

Despite all prevention efforts, Bill Garber <willy46pa@comcast.net> wrote
in news:BED33214.25BB%willy46pa@comcast.net:

>> I was wondering if anybody had/knew where I could find a .ROM for the
>> Assembly Editor cart? I do actually own a genuine cartridge (just got
>> it off eBay last week), but my basement is too much of a disaster to
>> hook up my 8 bit right now, so I'd like to play around with it in an
>> emu first.
>>
> I'd like a ROM image of that also. Please extend me the
> link/etc... to it as well.
>

Enjoy:

http://www.slor.net/a8/asmed.rom

--
Slor

2518. Re: Assembly editor ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-13 23:14:05 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BED38B7D.25F8%willy46pa@comcast.net>
Source record: 11025

in article Xns9674AE4889FCEemuslor@216.196.97.136, Slor at slor@comcast.net
wrote on 6/13/05 6:09 PM:

> Despite all prevention efforts, Bill Garber <willy46pa@comcast.net> wrote
> in news:BED33214.25BB%willy46pa@comcast.net:
>
>>> I was wondering if anybody had/knew where I could find a .ROM for the
>>> Assembly Editor cart? I do actually own a genuine cartridge (just got
>>> it off eBay last week), but my basement is too much of a disaster to
>>> hook up my 8 bit right now, so I'd like to play around with it in an
>>> emu first.
>>>
>> I'd like a ROM image of that also. Please extend me the
>> link/etc... to it as well.
>>
>
> Enjoy:
>
> http://www.slor.net/a8/asmed.rom

Thank you, Thank you, Thank you, Thank you.

And, did I say, Thank you???

Bill Garber
Email - Willy46pa@comcast.net

2519. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 03:29:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.14.03.29.22.188181@charter.net>
Source record: 11026

On Mon, 13 Jun 2005 13:31:16 -0700, stephensheppard wrote:

> I guess I stand corrected! Perhaps I saw the wrong applications. The
> 520ST just did nothing for me, except it seemed to one-up the Mac with
> color and speed at the time. I really did like the RGB monitor.
>
> I don't really know what turned me off about the 520ST. I think I was
> annoyed that it wasn't backward compatible with the 8-bits but I'm not
> sure that was it. Too long ago.

I do understand. :-)

> This was the time that I lost interest with Atari and Atari computers.

I never really lost interest, but like you, there was a time I became...well, disillusioned is the closest way I can think of to describe my feelings. It was about the time that Atari Corp. closed shop. Also, I was running my BBS and we got 'Net access in our county for the first time. Man, calls dried up like quick! So I shutdown the BBS, sold some of my hardware (but not nearly all) and since I had already been using MINT on my Falcon, I got into Linux (I've always loathed MS/Windows). I guess it was just the timing - all that happening at once. :-(

> Funny, how things change. I'm enjoying retro computing with my 800,
> perhaps more now than I did originally.

Ditto! After discovering the Lantronix UDS10, and its ability to get even non NIC equipped computers on the 'Net, and the fact that after 5 years of being stored in an outbuilding, my Atari ST BBS hardware and software fired up like it was yesterday, well, I was right back in business.

Learning about Rodolphe Czubas' CT60 upgrade for Falcons certainly didn't hurt either - it rocks! :-)

See ya.

2520. Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 09:23:01 UTC
From: mist_distance@hotmail.com
Message-ID: <55f4364e.0506140123.39826933@posting.google.com>
Source record: 11027
Cross-posted to: comp.sys.atari.8bit,finet.unet

I heard that ATARI users are just a bunch of asexual super-nerds who never used their dicks in their whole lives.

Is that true ?

2521. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 09:55:07 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.06.14.09.55.15.533169@pianosa.freeserve.co.uk>
Source record: 11028
Cross-posted to: comp.sys.atari.8bit,finet.unet

On Tue, 14 Jun 2005 02:23:01 -0700, Tristan Beeline wrote:

> I heard that ATARI users are just a bunch of asexual super-nerds who
> never used their dicks in their whole lives.

Married, two children.....

> Is that true ?

Obviously not.

<plonk>

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

2522. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 10:30:13 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <cda75$42aebf7c$d527d395$28380@news1.surfino.com>
Source record: 11029

> Is that true ?

Yes.

Now bugger off and leave us alone.

2523. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 17:39:17 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <365ua1lmjsaq3vlket202ghva5nj5s67q6@4ax.com>
Source record: 11030

On 13 Jun 2005 08:32:17 -0700, puritan_2076@yahoo.com wrote:

>This is not a flame war. I just want to know why the best of the three
>best computers seems to be the least supported.

I think the main difference is by the time the 130xe came out Atari
was really shifting focus to it's 16bit machines (the ST series), so
you dont see anything on the 8bit from Atari (like a GUI for instance
or 3 1/2" floppy disk support) that could cut into the ST business.
3rd party support was dropping like flies, this was due to rampant
piracy on the 8bit and popularity of 8bit bbs's. Let's face it Atari
users were pirates, prob because we had the cheapest possible computer
so we didnt have the money to buy every single game...

In contrast Commodore stuck with it's more successful 8bit line much
longer (the huge price difference between the c64/128 and original
Amiga made them non-competitors).

I dont see the Color Computer from Radio Shack as beeing all that
successful to be honest. Altho looking back with hindsite it is an
interesting platform, it was pretty mediocre back then. It was not
popular like the Commodore or Atari.

2524. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 18:16:14 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <egj3o2-ojj.ln1@don.localnet>
Source record: 11032

On 14 Jun 2005 02:23:01 -0700, Tristan Beeline
<mist_distance@hotmail.com> wrote:
> I heard that ATARI users are just a bunch of asexual super-nerds who
> never used their dicks in their whole lives.
>
> Is that true ?

What else do the voices in your head tell you?

--
I cannot believe that God plays dice with the cosmos.
-- Albert Einstein, on the randomness of quantum mechanics

2525. Re: Assembly editor ROM?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 18:39:31 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1118774371.027998.53800@f14g2000cwb.googlegroups.com>
Source record: 11031

THANK YOU!!!!

2526. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 20:51:33 UTC
From: puritan_2076@yahoo.com
Message-ID: <1118782293.592841.127440@g44g2000cwa.googlegroups.com>
Source record: 11033

> You know a lot more about the subject than I ever did but by 1985 and
> 1986 very few people I know were giving serious looks at Atari 8-bit.

I find that hard to believe.

> With many models being sold exclusively in department stores/toy stores
> they were hard to take seriously. The 520ST and 1040STE were where
> many Atari fans were looking but they weren't satisfied with what they
> found.

Atari wasted too much time on games. That's probably what ruined them.
I can't believe anyone would take the slow, overpriced 16-bit junk with
all it's bloated software seriously.

> Also, wasn't 1986 when the 8-bit software market went into the dumper.
> Developers yelling "piracy is ruining us".

That didn't kill C= or Tandy.

> I don't recall the color computer 3 being at the same price level

$219.00 from RS, as low as $169.00 elsewhere.

> but I do think Radio Shack was marketing it poorly. They should have
> pushed the "affordable" aspect.

> Nobody but enthusiasts knew what OS/9 was. (Wasn't there an alternate
> OS, FLEX or something like that, which was the OS of choice for CoCo
> 3?)

I don't know if Flex even works on a '3. OS-9 is all anyone ever uses.
The last version came out last year. (It's called NitrOS-9 now.)

> I barely remember any mention of Commodore 128. I could be just
> blocking it out. I was an Atari fanboy. LOL!

You must be. It was the #1 computer of 1985-86. It would have been an
overpriced XE130 with *all* the options (CX85, XEP-80, CP/M) if the
graphics had been better. (Whoever invented character cells should be
reformated)

> I remember the mid 80's as being a time of fiascos (sp?). There was
> the IBM PC jr, the Portable PC (or was it called Convertable PC) with
> it's pop-up floppies. Hugely more expensive but Apple Lisa died before
> it started. Atari built a fanbase of gamers and enthusiasts and then
> could not make up it's mind what it wanted to sell to the fanbase.
>
> Maybe the mid 80's was just a bad time for anything but x86 boxes,

> Macintoshes, Osbornes, and Kaypros.

Why would anyone buy a macintrash, pee sea, amiga, or STink?

> Sorry, I didn't add anything all that intelligent. I don't have any
> facts, just vague recollections.

That's ok, I'm not all that inteligent myself.

By the way, I'm not complaining about the Atari. I prefer the good old fashined menu driven software, like most C=64, CoCo, and almost all Atari programs.

By the way, who sells XE130's, Atari software, peripherals, etc.?

2527. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 20:59:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BED4BD5D.2669%willy46pa@comcast.net>
Source record: 11034

in article egj3o2-ojj.ln1@don.localnet, Bill Marcum at
bmarcum@iglou.com.urgent wrote on 6/14/05 2:16 PM:

> On 14 Jun 2005 02:23:01 -0700, Tristan Beeline
> <mist_distance@hotmail.com> wrote:
>> I heard that ATARI users are just a bunch of asexual super-nerds who
>> never used their dicks in their whole lives.
>>
>> Is that true ?
>
> What else do the voices in your head tell you?

He also implies that under his assumption, ALL Atari
users are male. :o) Very chauvinistic on HIS part.
Wonder if HE has ever had a woman, or a DICK for that
matter.

Bill Garber
Email - Willy46pa@comcast.net

2528. Atariwinplus beta5

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 22:22:12 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <jMIre.7021$Ub4.3247@fe06.lga>
Source record: 11035

Hi,

I downloaded the asmed.rom, but the break key doesn't respond with beta5 emulator. Also the break key is not read using standard Basic. Is this a new feature or a setting I need to change in the configuration.

RoyE

2529. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-14 22:52:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.14.22.52.59.9891@charter.net>
Source record: 11036

On Tue, 14 Jun 2005 16:59:09 -0400, Bill Garber wrote:

> He also implies that under his assumption, ALL Atari
> users are male. :o) Very chauvinistic on HIS part.
> Wonder if HE has ever had a woman, or a DICK for that
> matter.
>
> Bill Garber
> Email - Willy46pa@comcast.net

He's probably the kind that likes chicks with dicks. :-)

2530. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 00:07:48 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <BED4E994.2693%willy46pa@comcast.net>
Source record: 11037

in article pan.2005.06.14.22.52.59.9891@charter.net, Ronald J. Hall at dark_lord@charter.net wrote on 6/14/05 6:52 PM:

> On Tue, 14 Jun 2005 16:59:09 -0400, Bill Garber wrote:
>
>> He also implies that under his assumption, ALL Atari
>> users are male. :o) Very chauvinistic on HIS part.
>> Wonder if HE has ever had a woman, or a DICK for that
>> matter.
>>
>> Bill Garber
>> Email - Willy46pa@comcast.net
>
> He's probably the kind that likes chicks with dicks. :-)

Amazing that he stopped masturbating long enough to
make the post in the first place. :o)

Bill Garber
Email - Willy46pa@comcast.net

2531. Please no more profanity, thats not what we're here for!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 00:25:38 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <6AKre.55711$6g3.51438@tornado.texas.rr.com>
Source record: 11038

Subject says it all, thanks.
Mo

2532. Re: Atariwinplus beta5

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 03:09:42 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118804982.471344.109390@g44g2000cwa.googlegroups.com>
Source record: 11039

Here's another problem. The pallette controls no longer work. I can't adjust the color shift the way I like it.

2533. Need XeP 80 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 07:59:29 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <_6Rre.88881$IQ3.86471@bignews5.bellsouth.net>
Source record: 11040

Hey folks,

I need a original,copy or PDF file of the XEP-80 manual.

Anyone have one for sale, trade, or place to download then do let
me know.

phantomm@bellsouth.net

2534. SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 09:44:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <oFSre.89699$IQ3.68310@bignews5.bellsouth.net>
Source record: 11041

Thought I'd ask here again.

Anyone happen to have a working SpartaDos X cartridge for sale
with or without the manual?

Need one to continue a project.

Cash Money or a possible trade.

contact me at phantomm@bellsouth.net

2535. Re: Atariwinplus beta5

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 14:08:04 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <11b0dierr3tngb8@corp.supernews.com>
Source record: 11042

I noticed this as well...

<stephensheppard@hotmail.com> wrote in message
news:1118804982.471344.109390@g44g2000cwa.googlegroups.com...
> Here's another problem. The pallette controls no longer work. I can't
> adjust the color shift the way I like it.
>

2536. Re: Atariwinplus beta5

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 15:20:23 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118848823.552192.61770@g49g2000cwa.googlegroups.com>
Source record: 11043

Hi, Gork! Where have you been hiding?

Fortunately, the 1.3.6 engine command line options still work. Adding
-genpal -colshift xx (where xx is desired color shift, 55 in my case)
to the Atari800Win Plus link/shortcut achieves the colors I desire.

Don't know what's up with the BREAK key which is a bigger problem.

2537. Re: Need XeP 80 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-15 21:26:22 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9676A6E419B1Eemuslor@216.196.97.136>
Source record: 11044

Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net> wrote in news:_6Rre.88881$lQ3.86471@bignews5.bellsouth.net:

>
> Hey folks,
>
> I need a original,copy or PDF file of the XEP-80 manual.
>
> Anyone have one for sale, trade, or place to download then do let
> me know.
>
> phantomm@bellsouth.net
>

I can make you a copy of mine and put it on my website.

--
Slor

2538. Re: XE130 vs. C=128 & CoCo 3 - What Happened?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 03:59:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42b125c611c4182@comcast.net>
Source record: 10901

>This is not a flame war. I just want to know why the best of the three
>best computers seems to be the least supported.
>
>There were three advanced, affordable home computers in the united
>states in the mid 1980's: the Atari XE130, Commodore 128, and Tandy
>Color Computer 3. From What I've seen, the Atari was the best, but
>after selling the computer itself, something bad happened to Atari.
>
>Commodore sold a low cost composite monitor with S-Video for a better
>picture. Tandy's got 83 channels. Atari's got cancelled.
>
>Commodore had 800k 3 1/2" floppy drives. Tandy didn't 3 1/2" floppies
>because they had hard drives. Atari canceled the XF351.
>
>Need some cheap software to get started? Commodore had Jane. Tandy sold
>Color DeskMate 3. Atari apparently canceled Infinity.
>
>A third party sold an advanced G.U.I. environment for Commodore.
>(G.E.O.S.) Someone else had one just like it for Atari.(Diamond G.O.S.)
>Tandy made their own. (OS-9 with Multi-Vue Environment.) The Commodore
>and Tandy versions eventualy had a whole series of applications, but
>Diamond never went anywhere.
>
>What happened? It couldn't have been a lack of customers to sell this
>stuff to. Atari wasn't as popular as Commodore, but more than Tandy.
>(just try finding CoCo stuff in thrift shops.)
>
>Was Jack Tramiel afraid to compete against his old company? or were
>Atari products so good they didn't need a fancy GUI of 3 1/2" drives?

Jack just did not want to spend the money. Too cheap. Target wanted to stock
the Lynx when it first came and put in a HUGH order. Atari hardly sent them
any. Same for the ST and Jaguar.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2539. Re: Atari 8-bit Cluster Illustration

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 04:44:32 UTC
From: You <you@cogeco.ca>
Message-ID: <BED67BF0.24EA%you@cogeco.ca>
Source record: 11045

Cool! Let me know when you have a working model available and sign me up
to be your first customer.

> From: Dr. Emilo Lizardo <HongKong@Cavaliers.net>
> Organization: Hong Kong Cavaliers
> Reply-To: HongKong@Cavaliers.net
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 30 May 2005 15:18:18 -0400
> Subject: Atari 8-bit Cluster Illustration
>
> Whoops - sorry guess no binaries allowed here
>
> Sigh - it's over here -
>
> http://www.farago.com/atari/Atari-Cluster.jpg
>
>
>
> On Mon, 30 May 2005 15:07:03 -0400, Dr. Emilo Lizardo
> <HongKong@Cavaliers.net> wrote:
>
>> Couldn't resist, here's you Atari Cluster!
>>
>> On Sat, 19 Mar 2005 19:48:48 -0500, William Duke <wduke@cogeco.ca>
>> wrote:
>>
>>> I was wondering if anybody had tried to cluster (parallel process) with the
>>> Atari 8-bits?
>>>
>>> I was checking out this site,
>>> http://exodus.physics.ucla.edu/appleseed/appleseed.html about Mac clusters
>>> and I began thinking about my little ole 8-bits. I know that 8-bits can be
>>> networked, so why not clustered?
>>>
>>> All it would really take to cluster the 8-bits would be some cool software.
>>>
>>> Anybody tried it? Considered it? Wanna try it? Wanna consider it?
>>>
>>> Can it be done? Should it be done? Will it be done?
>>>
>>> Let's do it!
>

2540. Re: Need XeP 80 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 05:49:32 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <aj8se.91271$lQ3.63121@bignews5.bellsouth.net>
Source record: 11046

Thanks that would be a big help..

phantomm@bellsouth.net

Make sure you post or e-mail me your URL when done.

Phantom

"Slor" <slor@comcast.net> wrote in message
news:Xns9676A6E419B1Eemuslor@216.196.97.136...
> Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net>
> wrote in
> news:_6Rre.88881$lQ3.86471@bignews5.bellsouth.net:
>
>>
>> Hey folks,
>>
>> I need a original,copy or PDF file of the XEP-80 manual.
>>
>> Anyone have one for sale, trade, or place to download then do let
>> me know.
>>
>> phantomm@bellsouth.net
>>
>
> I can make you a copy of mine and put it on my website.
>
> --
> Slor

2541. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 05:52:27 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Wl8se.91285$lQ3.60730@bignews5.bellsouth.net>
Source record: 11047

Aaaah,

Now someone must have 2 or 3 of these. Some one give one up to futher
Scientific Research.

phantomm@bellsouth.net

"Phantom" <phantomm@bellsouth.net> wrote in message
news:oFSre.89699$lQ3.68310@bignews5.bellsouth.net...
> Thought I'd ask here again.
>
> Anyone happen to have a working SpartaDos X cartridge for sale
> with or without the manual?
>
> Need one to continue a project.
>
> Cash Money or a possible trade.
>
> contact me at phantomm@bellsouth.net
>
>
>
>

2542. Re: Atariwinplus beta5

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 10:52:17 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <11b2mf424e1u88a@corp.supernews.com>
Source record: 10898

Hey... Hope you got the last email I sent complete with the zip file...
I've been pretty slow on the Atari scene of late due to various reasons, not the lesser of which is working 60-70 hours per week. <sigh>

Thanks for the info on the command line commands, I wasn't aware that was an option. I did have the color information saved to a file from before and was able to import the settings that way though - so that is an option as well.

Until I read this thread I wasn't even aware of the BREAK key problem. I wonder if that could have had happened when the mappings for the Fx keys to START, SELECT and OPTION were changed?

<stephensheppard@hotmail.com> wrote in message
news:1118848823.552192.61770@g49g2000cwa.googlegroups.com...
> Hi, Gork! Where have you been hiding?
>
> Fortunately, the 1.3.6 engine command line options still work. Adding
> -genpal -colshift xx (where xx is desired color shift, 55 in my case)
> to the Atari800Win Plus link/shortcut achieves the colors I desire.
>
> Don't know what's up with the BREAK key which is a bigger problem.
>

2543. Re: XEP80 and DScaler

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 11:18:06 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1118920686.821151.76720@g44g2000cwa.googlegroups.com>
Source record: 10899

Same here just a standard wintv go card (with built in radio option)

I either use the on board s3 grapics card or my tnt2 m64 agp with 32
meg ram

I mostly use wintv 32 and 2000, dscaler now and again

I will be looking to u/g to the digital tv version of wintv (which is
already out)

Larry wrote:
> Hi Carmel-
>
> > I did try this a year or so back (just the xe, no xep80) and got so, so
> results (win tv and dscaler)
>
> I also tried to hook up an old playstation, worked ok as well (always
> set the channel to 36...if in the UK) <
>
> I am using the least expensive WinTV product -- the "GO" version. Can
> be purchased here for $20-30 when on sale (frequently). It does not
> have S-video input -- just composite. But that's fine for the XEP-80,
> since it is luma only. They do have updated models with S-video. I've
> tried several other PC video capture devices, but I've yet to find one
> that delivers better results with the XEP-80.
>
> For regular Atari video, the composite input to the WinTV likewise only
> looks so-so. So my regular (Chroma + Luma) goes to my ATI
> All-in-Wonder card, and it looks *superb*. The ATI will not work with
> the XEP-80 -- requires the color burst for sync.
>
> There are a lot of variables to display quality. I recently picked up
> a 130XE that has the cleanest display and best saturation of any Atari
> I've ever owned -- even several 800's. It is "stock" and in fact had
> never been opened (as best I can tell).
>
> -Larry

2544. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 11:51:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506160447040.29206-100000@onyx.spiritone.com>
Source record: 10900
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Starting at $5 and Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2545. Re: Atariwinplus beta5

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 13:41:08 UTC
From: stephensheppard@hotmail.com
Message-ID: <1118929267.982675.53390@g14g2000cwa.googlegroups.com>
Source record: 10902

Hey... Hope you got the last email I sent complete with the zip
file...

Hmmm, was it something recent? The last email I have from you is
dated April 1 (but then I don't save all my emails, sorry).

I've been pretty slow on the Atari scene of late due to various
reasons, not
the lesser of which is working 60-70 hours per week. <sigh>

Think of all the extra money you've earned to buy more Atari gear...

Thanks for the info on the command line commands, I wasn't aware that
was an
option. I did have the color information saved to a file from before
and
was able to import the settings that way though - so that is an option
as
well.

Good idea.

2546. Re: Need XeP 80 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 14:52:58 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-F1C7E1.16525816062005@azure.qinip.net>
Source record: 10903

Howdy folks

> >> I need a original,copy or PDF file of the XEP-80 manual.
> >>
> >> Anyone have one for sale, trade, or place to download then do let
> >> me know.

I should be on the web already. I googled for it, but haven't been able
to find it.

There are a couple of translated (from german) texts on my site with
additional infomation about the XEP80.

Check out: http://www.mathyvannisselroy.nl/special%20stuff.htm

CU Mathy

2547. Re: Video Magazine query

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-16 15:57:54 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1118937474.679716.313140@g49g2000cwa.googlegroups.com>
Source record: 10904

you mention the c64 and atari st... what about the atari 8bit, as
you're posting on an atari 8bit forum

2548. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-17 00:43:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506161739180.16681-100000@onyx.spiritone.com>
Source record: 10906
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Times are hard right now, not only for me, but for all Atari Dealers.
People are scared, living from paycheck to paycheck! If you want to help,
and even if you dont, your business is welcome. Buy from Bravo Sierra and
get a gift! Call Ben at (503)256-9974! Goto http://BensCatalogs.Atari.org

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2549. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-17 01:05:01 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <k8KdnaZtT9BVvC_fRVn-gw@comcast.com>
Source record: 10905
Cross-posted to: comp.sys.atari.8bit,finet.unet

"Tristan Beeline" <mist_distance@hotmail.com> wrote in message
news:55f4364e.0506140123.39826933@posting.google.com...
>I heard

From?

2550. Re: Need XeP 80 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-17 05:58:04 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <axtse.96834$lQ3.75083@bignews5.bellsouth.net>
Source record: 10907

Thanks for info.

Some one already sent me the English manual text.

If someone needs it, I'll pass it on. just let me know.

phantomm@bellsouth.net

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in
message news:firstname-F1C7E1.16525816062005@azure.qinip.net...
> Howdy folks
>
>> >> I need a original,copy or PDF file of the XEP-80 manual.
>> >>
>> >> Anyone have one for sale, trade, or place to download then do let
>> >> me know.
>
> I should be on the web already. I googled for it, but haven't been
> able
> to find it.
>
> There are a couple of translated (from german) texts on my site with
> additional infomation about the XEP80.
>
> Check out: http://www.mathyvannisselroy.nl/special%20stuff.htm
>
> CU Mathy

2551. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-17 15:40:03 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0506170740.3a3a65d4@posting.google.com>
Source record: 10908

There's one on ebay right now, 56 bucks and counting, te last one went by for something like 200, so let's wait and see, i've been trying to buy one for over 6 months now, 200?? no way.

Javier

2552. Analog 8bit-extra.

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-17 15:42:16 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0506170742.2d11b3d7@posting.google.com>
Source record: 10909

Hy, i've been looking for a copy of this mag for some time now if someone is willing so sell please let me know. monjarojas_@yahoo.com.mx without the underscore. Thank you very much.

2553. Re: Need XeP 80 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-17 22:32:14 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-D2A22E.00321418062005@azure.qinip.net>
Source record: 10910

Howdy Phantom

> Some one already sent me the English manual text.

> > There are a couple of translated (from german) texts on my site with
> > additional infomation about the XEP80.
> >
> > Check out: http://www.mathyvannisselroy.nl/special%20stuff.htm

You probably didn't understand what I was trying to say. What's on my
site is NOT the original manual. It's additional information.

CU Mathy

2554. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 12:37:47 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <2b58b1l9ndic8m50aig3sobbp883kubie7@4ax.com>
Source record: 10911

Are you guys looking for an original one or just one to use? I might
be able to burn the bin's to eprom and make you a repro. Don't know
if there is still a copyright holder or not though.

On 17 Jun 2005 08:40:03 -0700, monjarojas@yahoo.com.mx (Javier.)
wrote:

>There's one on ebay right now, 56 bucks and counting, te last one went
>by for something like 200, so let's wait and see, i've been trying to
>buy one for over 6 months now, 200?? no way.
>
>Javier

2555. Can a stereo upgrade affect software?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 15:30:43 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1119108643.216205.63630@f14g2000cwb.googlegroups.com>
Source record: 10912

Having successfully fitted a Granlin Stereo upgrade to an XEGS (no mean feat since it doesn't fit) I was surprised to find Bounty Bob Strikes Back had stopped working.

I checked the memory on self-test and it was all green. Is there anything strange about stereo upgrades that would stop some programs working? Certainly BBSB seems particularly sensitive; a few years ago it failed to run on another Atari of mine after installing Warp OS (the roms of which later transpired to be ntsc intead of pal ones). Anyone got any ideas...?

2556. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 15:48:36 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Mo-dnTrIvKtb3CnfRVn-gw@comcast.com>
Source record: 10913

"8-Bit Classics" <corey@8bitclassics.com> wrote in message
news:2b58b1l9ndic8m50aig3sobbp883kubie7@4ax.com...
: Are you guys looking for an original one or just one to use? I might
: be able to burn the bin's to eprom and make you a repro. Don't know
: if there is still a copyright holder or not though.

If you have the binaries for this cart, can you pass them
to me via email? I can burn them myself. I'd like this cart.
I have all the parts to make it. Would appreciate it much.

Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2557. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 16:21:46 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <lgi8b1dqmin06rkhtljrt1di8a79ruu5na@4ax.com>
Source record: 10914

http://www.pipeline.com/~jhardie/roms.html

On Sat, 18 Jun 2005 11:48:36 -0400, "Bill Garber"
<willy46pa@comcast.net> wrote:

>
>"8-Bit Classics" <corey@8bitclassics.com> wrote in message
>news:2b58b1l9ndic8m50aig3sobbp883kubie7@4ax.com...
>: Are you guys looking for an original one or just one to use? I might
>: be able to burn the bin's to eprom and make you a repro. Don't know
>: if there is still a copyright holder or not though.
>
>If you have the binaries for this cart, can you pass them
>to me via email? I can burn them myself. I'd like this cart.
>I have all the parts to make it. Would appreciate it much.
>
>Thanks,
>
>Apple II Forever, Apple II Together
>Bill @ GarberStreet Enterprizez
>---
>Web Site - http://garberstreet.netfirms.com
>HOME OF THE RAM-4-GS
>---
>Email - willy46pa@comcast.net
>---
>

2558. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 16:31:16 UTC
From: Glenn Westerfield <gwesterfield@comcast.net>
Message-ID: <vfednYQhi9bL0SnfRVn-hw@comcast.com>
Source record: 10915
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Maybe, just maybe, nobody wants your 8-bit fossils. Doh!

You sure don't see this crap on Craigslist.

Glenn W.

Bravo Sierra Computers wrote:
> Times are hard right now, not only for me, but for all Atari Dealers.
> People are scared, living from paycheck to paycheck! If you want to help,
> and even if you dont, your business is welcome. Buy from Bravo Sierra and
> get a gift! Call Ben at (503)256-9974! Goto http://BensCatalogs.Atari.org
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

2559. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 17:37:54 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <SZYse.31010$yw4.16016@trnddc09>
Source record: 10916

Bins of the ROM alone won't help. You need the programmable logic array
chip that's on that cart to make it work too. I don't think anyone has been
able to reverse engineer that yet.

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:Mo-dnTrIvKtb3CnfRVn-gw@comcast.com...
>
> "8-Bit Classics" <corey@8bitclassics.com> wrote in message
> news:2b58b1l9ndic8m50aig3sobbp883kubie7@4ax.com...
> : Are you guys looking for an original one or just one to use? I might
> : be able to burn the bin's to eprom and make you a repro. Don't know
> : if there is still a copyright holder or not though.
>
> If you have the binaries for this cart, can you pass them
> to me via email? I can burn them myself. I'd like this cart.
> I have all the parts to make it. Would appreciate it much.
>
> Thanks,
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
>
>

2560. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 17:52:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <clWdnbK_1K9WwynfRVn-ug@comcast.com>
Source record: 10917

"Glenn" <noemail@nospam.com> wrote in message
news:SZYse.31010$yw4.16016@trnddc09...
: Bins of the ROM alone won't help. You need the programmable logic array
: chip that's on that cart to make it work too. I don't think anyone has
been
: able to reverse engineer that yet.

Correct, after seeing that it's a 64K PROM, I agree that reproducing
the logic to bank switch it would be next to impossible without the
source code. So, in lieu of that, I took Action, BasicXL, and Mac65
instead. All of which are 16K ROMs.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2561. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 20:51:57 UTC
From: monjarojas@yahoo.com.mx
Message-ID: <850110a.0506181251.3da2e187@posting.google.com>
Source record: 10918

I want an origina one, but, if there's no other way i will burn a copy
and bought a manual from myatari. Thank you very much...
Hopeless collector J. Rojas.

2562. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 20:59:24 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <do29b1dmpudsdkbpve5rl2ogpi39u8e9vr@4ax.com>
Source record: 10919

What about the Flash Cartridge from AtariMax. They have the 1 meg and
8 meg versions. Wouldn't need bank switching unless they emulate?

On Sat, 18 Jun 2005 13:52:22 -0400, "Bill Garber"
<willy46pa@comcast.net> wrote:

>
>"Glenn" <noemail@nospam.com> wrote in message
>news:SZYse.31010$yw4.16016@trnddc09...
>: Bins of the ROM alone won't help. You need the programmable logic array
>: chip that's on that cart to make it work too. I don't think anyone has
>been
>: able to reverse engineer that yet.
>
>Correct, after seeing that it's a 64K PROM, I agree that reproducing
>the logic to bank switch it would be next to impossible without the
>source code. So, in lieu of that, I took Action, BasicXL, and Mac65
>instead. All of which are 16K ROMs.
>
>Apple II Forever, Apple II Together
>Bill @ GarberStreet Enterprizez
>---
>Web Site - http://garberstreet.netfirms.com
>HOME OF THE RAM-4-GS
>---
>Email - willy46pa@comcast.net
>---
>

2563. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-18 21:09:49 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <x40te.6724$G55.4457@newssvr33.news.prodigy.com>
Source record: 10920

8-Bit Classics wrote:
> What about the Flash Cartridge from AtariMax. They have the 1 meg and
> 8 meg versions. Wouldn't need bank switching unless they emulate?

Theres a SpartaDOS X image already posted for the 1mbit flash
cartridge. It works, but you will be missing the pass-thru connector
thats on a standard ICD cart.

Steve

2564. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 04:23:54 UTC
From: Al Whiteman <alsproshop@comcast.net>
Message-ID: <14-dnVYt3Zb-binfRVn-1A@comcast.com>
Source record: 10921
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On the other hand, maybe lots of people ARE interested in this mans product
and service.
Is the Delete Key broken on your keyboard??

"Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>
> You sure don't see this crap on Craigslist.
>
> Glenn W.
>
> Bravo Sierra Computers wrote:
>> Times are hard right now, not only for me, but for all Atari Dealers.
>> People are scared, living from paycheck to paycheck! If you want to help,
>> and even if you dont, your business is welcome. Buy from Bravo Sierra and
>> get a gift! Call Ben at (503)256-9974! Goto http://BensCatalogs.Atari.org
>>
>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>
>> I've got a fast turnaround rate. Usually, Once I receive payment your
>> order goes out the same day. Customers love the speedy service! I have
>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>
>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>> References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
>> at
>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>> Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>> Specify
>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>> (503)256-9974!!!
>>

2565. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 06:45:08 UTC
From: Jojo <mrbiggles909@yahoo.com>
Message-ID: <4v8te.14371$R21.7649@lakeread06>
Source record: 10922
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've considered buying games from this fellow, but I find the spelling and grammar problems in his ads to be a complete turn off. Anyone else feel this way? I guess subliminally I think the service will be bad, or something will go wrong with my order because the spelling and grammar abuse makes him appear incompetent (which probably isn't the case)... It's just not good business to present oneself in such a manner to potential customers.

2566. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 09:46:56 UTC
From: Jesrael <no@no>
Message-ID: <i-mdnVPyZsSJoijfRVn-ig@giganews.com>
Source record: 10923
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Not to rush to anyone's defense, but I sent this gentleman an e-mail with some concerns I had about trying to find a certain Atari product on his website. The reply I got was polite, professional, and friendly. I was impressed. If he had the products I was looking for, I would have surely bought them on the merit of his reply to my original concern.

--
Glenn

"Jojo" <mrbiggles909@yahoo.com> wrote in message
news:4v8te.14371$R21.7649@lakeread06...
> I've considered buying games from this fellow, but I find the spelling and
> grammar problems in his ads to be a complete turn off. Anyone else feel
> this way? I guess subliminally I think the service will be bad, or
> something will go wrong with my order because the spelling and grammar
> abuse makes him appear incompetent (which probably isn't the case)... It's
> just not good business to present oneself in such a manner to potential
> customers.
>

2567. Cart ROM's

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 12:46:01 UTC
From: Richard Hutchinson <richard.hutchinson@dsl.pipex.com>
Message-ID: <5M-dndfhMLJj9SjfRVnyhg@pipex.net>
Source record: 10925

Hi, I need a few Atari 800XL cart .bins to test out a flash cart I've built.

Thanks...

2568. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 12:46:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.19.12.46.09.252139@charter.net>
Source record: 10924

On Sat, 18 Jun 2005 23:45:08 -0700, Jojo wrote:

> I've considered buying games from this fellow, but I find the spelling and
> grammar problems in his ads to be a complete turn off. Anyone else feel this
> way? I guess subliminally I think the service will be bad, or something will
> go wrong with my order because the spelling and grammar abuse makes him
> appear incompetent (which probably isn't the case)... It's just not good
> business to present oneself in such a manner to potential customers.

I've bought from him in the past - despite his (apparent) lack of
grammatical skills, the service was fast and solid. :-)

PS BTW, why was this cross-posted to such a large number of newsgroups?

2569. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 14:28:12 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d93vdr$90b$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10926
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi there

and they all step forward in his defence, BOTH of them!!

> On the other hand, maybe lots of people ARE interested in this mans
> product and service.

> Is the Delete Key broken on your keyboard??

>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>
>> You sure don't see this crap on Craigslist.

2570. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 14:39:32 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ZL2dnVjXT66dHijfRVn-qQ@comcast.com>
Source record: 10927
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d93vdr$90b$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...

: and they all step forward in his defence, BOTH of them!!

IMHO, if you have NOT bought from him, then you have no business
making a comment at all, especially when you TOP POST!!! :o)

AND, it is spelled 'defense'.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2571. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 14:48:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.19.14.48.54.461073@charter.net>
Source record: 10928
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 19 Jun 2005 14:28:12 +0000, Steve Sweet wrote:

> Hi there
>
> and they all step forward in his defence, BOTH of them!!

Steve, you need to just relax and chill out, IMO. I've dealt with Bravo Sierra, as have others (more than 2) and have had good service from him.

Did you order something from him and not get treated fairly?

Thanks.

2572. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 15:04:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d941hg$7pa$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10929
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its...

Not here it seems, there is an outside of the united STATE, and using Billy
Bob's spell checker.

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:ZL2dnVjXT66dHijfRVn-qQ@comcast.com...
>
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:d93vdr$90b$1@nwrdmz01.dmz.ncs.ea.ibs-infra.bt.com...
>
> : and they all step forward in his defence, BOTH of them!!
>
> IMHO, if you have NOT bought from him, then you have no business
> making a comment at all, especially when you TOP POST!!! :o)
>
> AND, it is spelled 'defense'.

--

(��.�(�*�.� �.�*�)�.��)
�.���. Steve .���.�
(�.��(�.��* *��.�)��.�)

2573. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 15:04:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <d941hg$7pa$2@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 10930
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Ronald

That's besides the point, he's spamming a non-commercial base with his
retarded and much repeated wares.

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.06.19.14.48.54.461073@charter.net...
> On Sun, 19 Jun 2005 14:28:12 +0000, Steve Sweet wrote:
>
>> Hi there
>>
>> and they all step forward in his defence, BOTH of them!!
>
> Steve, you need to just relax and chill out, IMO. I've dealt with Bravo
> Sierra, as have others (more than 2) and have had good service from him.
>
> Did you order something from him and not get treated fairly?
>
> Thanks.
>

2574. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 15:51:42 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <11bb54d6ob8n92c@corp.supernews.com>
Source record: 10931
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've known Ben for over ten years. I've always found his handshake gold in
my book.

Don
Bear Cavern BBS
Retired, both of us.

"Al Whiteman" <alsproshop@comcast.net> wrote in message
news:14-dnVYt3Zb-binfRVn-1A@comcast.com...
> On the other hand, maybe lots of people ARE interested in this mans
> product and service.
> Is the Delete Key broken on your keyboard??
>
>
> "Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
> news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>
>> You sure don't see this crap on Craigslist.
>>
>> Glenn W.
>>
>> Bravo Sierra Computers wrote:
>>> Times are hard right now, not only for me, but for all Atari Dealers.
>>> People are scared, living from paycheck to paycheck! If you want to
>>> help, and even if you dont, your business is welcome. Buy from Bravo
>>> Sierra and
>>> get a gift! Call Ben at (503)256-9974! Goto
>>> http://BensCatalogs.Atari.org
>>>
>>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>>
>>> I've got a fast turnaround rate. Usually, Once I receive payment your
>>> order goes out the same day. Customers love the speedy service! I have
>>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>>
>>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>>
>>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>> References/
>>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org

>>> or at
>>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>>> Received
>>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>>> Specify
>>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>>> (503)256-9974!!!
>>>
>
>

2575. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 16:09:42 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <gNKdndLeRZm-BSjfRVn-1A@comcast.com>
Source record: 10932
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:d941hg$7pa$1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...

: Why its...
:
: Not here it seems, there is an outside of the united STATE,
: and using Billy Bob's spell checker.

That's great. Did you learn these wonderful come-backs in
the 3rd grade, or the 2nd grade.

BTW, is SWEET your name, or your state of being? :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2576. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-19 18:31:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.19.18.31.32.586392@charter.net>
Source record: 10933
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 19 Jun 2005 08:51:42 -0700, Don Schmidt wrote:

> I've known Ben for over ten years. I've always found his handshake gold in
> my book.
>
> Don
> Bear Cavern BBS
> Retired, both of us.

Hey, Don! Off topic, but I was just curious - is the Bear Cavern BBS Atari
based or something else?

Thanks.

See ya.

2577. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 02:04:51 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDB9C83.25E5%you@cogeco.ca>
Source record: 10934
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I checked out Ben's website and catalogs a couple of nights ago and I found
his website to be most difficult to read. I'm not terribly impressed with
his prices either.

Example:

SX212 1200 baud Modem $25 U.S.
SX212 1200 baud Modem $40 U.S.

At first I thought it was a double entry for the SX212 modem. I couldn't
figure out why one modem cost $15 more than the other when they are both
identical units. Then I figured it out: The $15 premium gets you a manual
and a box.

I have to say that I find Ben's shareware prices to be somewhat outrageous.
Ben wants $10 U.S. for a copy of a shareware program like BobTerm. If Ben
is actually getting people to pay $10 U.S. for a disk with one shareware
program on it, I'm going into the shareware distribution business!

Also, on the question of integrity, Ben had a contest where customers were
invited to submit "customer satisfaction" testimonials. The customer to
write and submit the best testimonial, in Ben's opinion, would receive a
cash prize of $25.

I was shocked to learn that Ben awarded the $25 cash prize to a very close
friend of his. Most reputable businesses exclude friends and family from
eligibility in contests. Not Ben! Ben even goes on to describe how much
of a friend the contest winner is.

Note to Ben Smith: Testimonials carry much more weight if they are written
by people that you don't actually have personal relations with.

Anyway, I don't anticipate that I will ever be ordering from Bravo Sierra
Computers.

> From: "Don Schmidt" <RetiredEngineer@pnb.telco>
> Organization: Posted via Supernews, http://www.supernews.com
> Newsgroups:
> comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.cl
> assic,rec.games.video.marketplace,pdx.forsale
> Date: Sun, 19 Jun 2005 08:51:42 -0700
> Subject: Re: Bravo Sierra want's Your Money!
>
> I've known Ben for over ten years. I've always found his handshake gold in
> my book.

>
> Don
> Bear Cavern BBS
> Retired, both of us.
>
>
> "Al Whiteman" <alsproshop@comcast.net> wrote in message
> news:14-dnVYt3Zb-binfRVn-1A@comcast.com...
>> On the other hand, maybe lots of people ARE interested in this mans
>> product and service.
>> Is the Delete Key broken on your keyboard??
>>
>>
>> "Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
>> news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
>>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>>
>>> You sure don't see this crap on Craigslist.
>>>
>>> Glenn W.
>>>
>>> Bravo Sierra Computers wrote:
>>>> Times are hard right now, not only for me, but for all Atari Dealers.
>>>> People are scared, living from paycheck to paycheck! If you want to
>>>> help, and even if you dont, your business is welcome. Buy from Bravo
>>>> Sierra and
>>>> get a gift! Call Ben at (503)256-9974! Goto
>>>> http://BensCatalogs.Atari.org
>>>>
>>>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>>>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>>>
>>>> I've got a fast turnaround rate. Usually, Once I receive payment your
>>>> order goes out the same day. Customers love the speedy service! I have
>>>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>>>
>>>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>>>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>>>
>>>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>>> References/
>>>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
>>>> or at
>>>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>>>> Received
>>>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>>>> Specify
>>>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>>>> (503)256-9974!!!
>>>>

>>
>>
>
>

2578. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 02:08:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDB9D43.25E6%you@cogeco.ca>
Source record: 10935

Bill:

Are you not doing the same thing? You're assuming that the poster of that
message is male. Very chauvinistic on your part.

> From: Bill Garber <willy46pa@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 14 Jun 2005 16:59:09 -0400
> Subject: Re: Do ATARI users have a sex-life ???
>
> in article egj3o2-ojj.ln1@don.localnet, Bill Marcum at
> bmarcum@iglou.com.urgent wrote on 6/14/05 2:16 PM:
>
>> On 14 Jun 2005 02:23:01 -0700, Tristan Beeline
>> <mist_distance@hotmail.com> wrote:
>>> I heard that ATARI users are just a bunch of asexual super-nerds who
>>> never used their dicks in their whole lives.
>>>
>>> Is that true ?
>>
>> What else do the voices in your head tell you?
>
> He also implies that under his assumption, ALL Atari
> users are male. :o) Very chauvinistic on HIS part.
> Wonder if HE has ever had a woman, or a DICK for that
> matter.
>
> Bill Garber
> Email - Willy46pa@comcast.net
>

2579. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 02:18:52 UTC
From: Don Schmidt <RetiredEngineer@pnb.telco>
Message-ID: <11bc9sc9hhha5c1@corp.supernews.com>
Source record: 10936
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Your entry lost?

--
Don
Vancouver, USA

"You" <you@cogeco.ca> wrote in message news:BEDB9C83.25E5%you@cogeco.ca...
>I checked out Ben's website and catalogs a couple of nights ago and I found
> his website to be most difficult to read. I'm not terribly impressed
> with
> his prices either.
>
> Example:
>
> SX212 1200 baud Modem $25 U.S.
> SX212 1200 baud Modem $40 U.S.
>
> At first I thought it was a double entry for the SX212 modem. I couldn't
> figure out why one modem cost $15 more than the other when they are both
> identical units. Then I figured it out: The $15 premium gets you a
> manual
> and a box.
>
> I have to say that I find Ben's shareware prices to be somewhat
> outrageous.
> Ben wants $10 U.S. for a copy of a shareware program like BobTerm. If
> Ben
> is actually getting people to pay $10 U.S. for a disk with one shareware
> program on it, I'm going into the shareware distribution business!
>
> Also, on the question of integrity, Ben had a contest where customers were
> invited to submit "customer satisfaction" testimonials. The customer to
> write and submit the best testimonial, in Ben's opinion, would receive a
> cash prize of $25.
>
> I was shocked to learn that Ben awarded the $25 cash prize to a very close
> friend of his. Most reputable businesses exclude friends and family from
> eligibility in contests. Not Ben! Ben even goes on to describe how
> much
> of a friend the contest winner is.
>
> Note to Ben Smith: Testimonials carry much more weight if they are
> written

> by people that you don't actually have personal relations with.
>
> Anyway, I don't anticipate that I will ever be ordering from Bravo Sierra
> Computers.
>
>
>> From: "Don Schmidt" <RetiredEngineer@pnb.telco>
>> Organization: Posted via Supernews, http://www.supernews.com
>> Newsgroups:
>> comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.cl
>> assic,rec.games.video.marketplace,pdx.forsale
>> Date: Sun, 19 Jun 2005 08:51:42 -0700
>> Subject: Re: Bravo Sierra want's Your Money!
>>
>> I've known Ben for over ten years. I've always found his handshake gold
>> in
>> my book.
>>
>> Don
>> Bear Cavern BBS
>> Retired, both of us.
>>
>>
>> "Al Whiteman" <alsproshop@comcast.net> wrote in message
>> news:14-dnVYt3Zb-binfRVn-1A@comcast.com...
>>> On the other hand, maybe lots of people ARE interested in this mans
>>> product and service.
>>> Is the Delete Key broken on your keyboard??
>>>
>>>
>>> "Glenn Westerfield" <gwesterfield@comcast.net> wrote in message
>>> news:vfednYQhi9bL0SnfRVn-hw@comcast.com...
>>>> Maybe, just maybe, nobody wants your 8-bit fossils. Doh!
>>>>
>>>> You sure don't see this crap on Craigslist.
>>>>
>>>> Glenn W.
>>>>
>>>> Bravo Sierra Computers wrote:
>>>>> Times are hard right now, not only for me, but for all Atari Dealers.
>>>>> People are scared, living from paycheck to paycheck! If you want to
>>>>> help, and even if you dont, your business is welcome. Buy from Bravo
>>>>> Sierra and
>>>>> get a gift! Call Ben at (503)256-9974! Goto
>>>>> http://BensCatalogs.Atari.org
>>>>>
>>>>> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>>>>> http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
>>>>>
>>>>> I've got a fast turnaround rate. Usually, Once I receive payment your

>>>>> order goes out the same day. Customers love the speedy service! I have
>>>>> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>>>>>
>>>>> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
>>>>> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>>>>>
>>>>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>>>> References/
>>>>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
>>>>> or at
>>>>> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>>>>> Received
>>>>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>>>>> Specify
>>>>> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>>>>> (503)256-9974!!!
>>>>>
>>>
>>>
>>
>>
>

2580. Re: Cart ROM's

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 03:01:47 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns967ADFC28742emuslor@216.196.97.136>
Source record: 10937

Despite all prevention efforts, "Richard Hutchinson"
<richard.hutchinson@dsl.pipex.com> wrote in
news:5M-dndfhMLJj9SjfRVnyhg@pipex.net:

> Hi, I need a few Atari 800XL cart .bins to test out a flash cart I've
> built.
>
>
> Thanks...
>
>
>

I'll send you some.

--
Slor

2581. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 04:05:50 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <utrho2-qju.ln1@don.localnet>
Source record: 10938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

["Followup-To:" header set to comp.sys.atari.8bit.]
On Sun, 19 Jun 2005 15:04:16 +0000 (UTC), Steve Sweet
<steve.sweet@btopenworld.com> wrote:
> Hi Ronald
>
> That's besides the point, he's spamming a non-commercial base with his
> retarded and much repeated wares.
>
WTF are you doing in an Atari newsgroup if you think they are retarded?

--
I cannot believe that God plays dice with the cosmos.
-- Albert Einstein, on the randomness of quantum mechanics

2582. Re: Can a stereo upgrade affect software?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 08:05:04 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d95tbg$2g2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10939

Hi,

> Having successfully fitted a Granlin Stereo upgrade to an XEGS (no mean
> feat since it doesn't fit) I was surprised to find Bounty Bob Strikes
> Back had stopped working.

> I checked the memory on self-test and it was all green. Is there
> anything strange about stereo upgrades that would stop some programs
> working? Certainly BBSB seems particularly sensitive; a few years ago
> it failed to run on another Atari of mine after installing Warp OS (the
> roms of which later transpired to be ntsc intead of pal ones). Anyone
> got any ideas...?

Maybe, yes. The stereo upgrade usually splits the pokey address space
at d200-d2ff evenly between the two pokeys. Even though the memory map
defines that the 1st and only pokey should be addressed at d200-d20f,
a program would also reach it at any of the following addresses up to
d2ff. With a stereo upgrade, the same read or write would go into the
second instead of the first pokey, and thus the function of a program
that does not use the official addresses is changed. The "inofficial"
chip addresses often have been used for obfuscination, especially in
copy protection schemes.

My recommendation would be to insert a switch that disables the stereo
upgrade. I haven't seen the schematics, but I would believe that
it basically works by using address line A4 and'ed with the Pokey chip
enable (CE) line to address either the first or the second pokey chip.
The switch would then either apply address line A4 or GND to the new
chip select unit to disable the 2nd pokey.

So long,
Thomas

2583. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 08:46:29 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050620094629.1152A@ilba14195.www.blueyonder.co.uk>
Source record: 10940

In article <d941hg$7pa$2@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>,
steve.sweet@btopenworld.com (Steve Sweet) wrote:
> That's besides the point, he's spamming a non-commercial base with his
> retarded and much repeated wares.
Possibly true but you're the only one with an issue and you bang on about
it month after month in a rude way. Frankly you're far more of a pain than
Ben trying to earn a wage. I'm pretty sure everyone here knows what you
think so can you give it a rest?

Iain

2584. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 10:34:54 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1119263694.659034.191590@g14g2000cwa.googlegroups.com>
Source record: 10941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Don Schmidt wrote:
> Your entry lost?

Your entry won?

Coda.

2585. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 13:16:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506200609220.19365-100000@onyx.spiritone.com>
Source record: 10942
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Gosh Steve, does that mean that I'm your ArchNemesis? I guess that also
makes me your equal. Except I'm not retarded!

On Sun, 19 Jun 2005, Steve Sweet wrote:

> Hi there
>
> X-Post's removed
>
> He is incompetent, i understand from past postings that he's legal
> classified as retarded, couldn't even write your address on his own.
>
> "Jojo" <mrbiggles909@yahoo.com> wrote in message
> news:4v8te.14371$R21.7649@lakeread06...
> > I've considered buying games from this fellow, but I find the spelling and
> > grammar problems in his ads to be a complete turn off. Anyone else feel
> > this way? I guess subliminally I think the service will be bad, or
> > something will go wrong with my order because the spelling and grammar
> > abuse makes him appear incompetent (which probably isn't the case)... It's
> > just not good business to present oneself in such a manner to potential
> > customers.
>
> --
>
> (º·.¸(¨*·.¸ ¸.·*¨)¸.·º)
> «.·º·. Steve .·º·.»
> (¸.·º(¸.·¨* *¨·.¸)º·.¸)
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2586. Re: Do ATARI users have a sex-life ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 15:11:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42B6DC9D.FFC794E3@students.uni-mainz.de>
Source record: 10943
Cross-posted to: comp.sys.atari.8bit,finet.unet

```
Well,
simply ask Eliza - the computer psychotherapist about that subject ;-)
-andreas.
```

2587. Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 17:26:14 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <W_Cte.21603$jS3.1177@newsfe2-win.ntli.net>
Source record: 10944

Hello, I'm new to this group, just a quick question please to those of you in the know.

While trying to get back into the Atari 8bit scene (I used to do 6502 programming in the 80s), I bought an 800XL and disk drive on eBay and connected them up. Now the computer works but the drive had smoke coming out of it so I shut it down. Is there some correct order to connect these up/switch them on, because it's been 20 years and I've forgotten.

Thanks
Paul

2588. FA: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 19:10:53 UTC
From: John Stringer <john.stringer1@*NOSPAM*ntlworld.com>
Message-ID: <2006200520131007 11%john.stringer1@*NOSPAM*ntlworld.com>
Source record: 10945

Hi,

Thought some of you guys might be interested in the following items I'm currently auctioning under the seller id j0nstringer:

1) Official Atari Technical Reference Notes (bound)
2) Atari Assembler Cart and Manual & Master Memory Map book
3) "De Re Atari - A Guide to Effective Programming" (bound)
4) Programming the 6502 by Rodnay Zaks

Also got a couple of C64 and Amstrad CPC development auctions currently running.

Any questions give me an email.

Cheers
John

2589. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 20:09:57 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <poFte.1610$lv.217@newssvr33.news.prodigy.com>
Source record: 10946

Paul wrote:
> Hello, I'm new to this group, just a quick question please to those of you
> in the know.
>
> While trying to get back into the Atari 8bit scene (I used to do 6502
> programming in the 80s), I bought an 800XL and disk drive on eBay and
> connected them up. Now the computer works but the drive had smoke coming
> out of it so I shut it down. Is there some correct order to connect these
> up/switch them on, because it's been 20 years and I've forgotten.

Hi Paul,

Smoke is not normal no matter how you connect them. Can you tell us
what the voltage/current markings on your 1050 power supply are, written
on the bottom of the brick? If that is the wrong brick it could be causing
your problem.

Other than that I would say you just received a defective drive. You
could try taking the top cover off and trying to see what component the smoke
is coming from, then perhaps we can help you repair it.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2590. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 22:03:04 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <s2Hte.30098$iy2.17923@newsfe1-gui.ntli.net>
Source record: 10947

"Steven Tucker" <classics@atarimax.com> wrote in message
news:poFte.1610$lv.217@newssvr33.news.prodigy.com...
> Paul wrote:
>> Hello, I'm new to this group, just a quick question please to those of
>> you in the know.
>>
>> While trying to get back into the Atari 8bit scene (I used to do 6502
>> programming in the 80s), I bought an 800XL and disk drive on eBay and
>> connected them up. Now the computer works but the drive had smoke coming
>> out of it so I shut it down. Is there some correct order to connect
>> these up/switch them on, because it's been 20 years and I've forgotten.
>
> Hi Paul,
>
> Smoke is not normal no matter how you connect them. Can you tell us
> what the voltage/current markings on your 1050 power supply are, written
> on the bottom of the brick? If that is the wrong brick it could be
> causing
> your problem.
>
> Other than that I would say you just received a defective drive. You
> could try taking the top cover off and trying to see what component the
> smoke
> is coming from, then perhaps we can help you repair it.
>
> Steve

1050 psu has 240v in and 9v ac out as markings on the top, I can check this later with a meter, it seemed ok when I had the computer switched off and the 1050 switched off, then connected the two together, then remembering the PC rules about switching on peripherals first I switched on the 1050 then the computer, which then said "boot failure" or similar because I didn't have a disk in the drive. So at that point the 1050 was still working. Then I switched the 800XL off to start trying combinations of holding down start/options etc as I switched it on to see if I could start it by bypassing the drive then I noticed the smoke.

There is a burned resistor inside. It's not a big deal to replace it, providing I can get the value off the pcb, I was trained as an electronics engineer but that doesn't make me an expert on old Atari's hence the posting.

Paul

2591. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 23:23:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <TdIte.39549$8m5.35187@newsfe5-gui.ntli.net>
Source record: 10848

"John Stringer" <john.stringer1@*NOSPAM*ntlworld.com> wrote in message
news:200620052013100711%john.stringer1@*NOSPAM*ntlworld.com...

> 1) Official Atari Technical Reference Notes (bound)

Intriguing - is that a collection of the data sheets?

> 4) Programming the 6502 by Rodnay Zaks

That and the Z80 version by Leventhal were the books every serious
home-computer user had in the 1980s. I used to see them everywhere, then in
bargain bins, then they disappeared entirely apart from a few copies on
eBay.

I'm surprised that they have not been turned into electronic versions, like
the many more machine-specific books (e.g. at
http://www.atariarchives.org/).

I started turning the Z80 version into HTML, and of the 451 pages I scanned
I have done 77 and have 379 to go! (1/9th total).

If you scanned the 6502 book into 300 dpi PNG files, I'd be interested in
that.
Though don't hold your breath for me to OCR/HTML it! :-)

2592. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-20 23:28:55 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Xilte.542$re.211@newssvr19.news.prodigy.com>
Source record: 10849

">
> 1050 psu has 240v in and 9v ac out as markings on the top, I can check
this
> later with a meter, it seemed ok when I had the computer switched off and
> the 1050 switched off, then connected the two together, then remembering
240v in..... I guess you might mention what country you are in.
9V ac out is correct. I guess you're in a 240v country, else the plug
wouldn't fit.

2593. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 04:17:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1119327398@rtfm.mit.edu>
Source record: 10850
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2594. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 04:23:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42b7c2d64e95e2@comcast.net>
Source record: 10858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,
rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have done business with Ben before. Nice guy...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2595. Illinois Atari Club?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 05:24:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506202156360.8825-100000@onyx.spiritone.com>
Source record: 10851
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello, everyone. I have a friend looking for an Atari Club for support in Illinois? 8 Bit and/or ST. He has no access to NewsGroups. If someone can E-Mail contact info I can forward it to his E-Mail! Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2596. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 07:04:27 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <%ZOte.25588$a5.11775@newsfe5-win.ntli.net>
Source record: 10852

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:XiIte.542$re.211@newssvr19.news.prodigy.com...
>
> ">
>> 1050 psu has 240v in and 9v ac out as markings on the top, I can check
> this
>> later with a meter, it seemed ok when I had the computer switched off and
>> the 1050 switched off, then connected the two together, then remembering
> 240v in..... I guess you might mention what country you are in.
> 9V ac out is correct. I guess you're in a 240v country, else the plug
> wouldn't fit.

UK. Given all the years since manufacture is a circuit diagram for the 1050
something I am likely to get hold of?

Paul

2597. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 08:17:47 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <L2Qte.25790$a5.19255@newsfe5-win.ntli.net>
Source record: 10853

```
"Paul" <pbird@ntlworld.com> wrote in message
news:%ZOte.25588$a5.11775@newsfe5-win.ntli.net...
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:XiIte.542$re.211@newssvr19.news.prodigy.com...
>>
>> ">
>>> 1050 psu has 240v in and 9v ac out as markings on the top, I can check
>> this
>>> later with a meter, it seemed ok when I had the computer switched off
>>> and
>>> the 1050 switched off, then connected the two together, then remembering
>> 240v in..... I guess you might mention what country you are in.
>> 9V ac out is correct. I guess you're in a 240v country, else the plug
>> wouldn't fit.
>
> UK. Given all the years since manufacture is a circuit diagram for the
> 1050 something I am likely to get hold of?

http://homepage.ntlworld.com/kryten_droid/Atari/800XL/1050/1050/1050_FDD.htm

Apparently yes, sorry for replying to my own posting.

Paul
```

2598. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 08:26:23 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <d98ivj$d5h$1@news.al.sw.ericsson.se>
Source record: 10854

"Paul" <pbird@ntlworld.com> wrote in message
news:%ZOte.25588$a5.11775@newsfe5-win.ntli.net...
> > ...
> UK. Given all the years since manufacture is a circuit diagram for the
1050
> something I am likely to get hold of?

I do not know where to find a circuit diagram, but if you use a digital
camera
to take a picture of the circuit board with the damaged component, I could
probably look inside one of my 1050 disk drives at the same location and
read
out the colour code of the resistor for you.

Anders

2599. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 09:54:42 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <CtRte.25799$a5.12683@newsfe5-win.ntli.net>
Source record: 10855

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:d98ivj$d5h$1@news.al.sw.ericsson.se...
>
> "Paul" <pbird@ntlworld.com> wrote in message
> news:%ZOte.25588$a5.11775@newsfe5-win.ntli.net...
>> > ...
>> UK. Given all the years since manufacture is a circuit diagram for the
> 1050
>> something I am likely to get hold of?
>
> I do not know where to find a circuit diagram, but if you use a digital
> camera
> to take a picture of the circuit board with the damaged component, I could
> probably look inside one of my 1050 disk drives at the same location and
> read
> out the colour code of the resistor for you.

Thank you for the kind offer.

In fact it turns out to be an inductor, I should have realised this from the designation which is L6. I did a Google this morning for cct diagrams and found one for the 1050. It gives the value of the inductor so replacing it ought to be easy. Of greater concern is why it burned in the first place. There isn't really much more I can post on this ng until I have done some measuring and soldering but I appreciate your offer.

Paul

2600. Cartridge Expander?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 12:16:43 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1119356203.760911.298060@z14g2000cwz.googlegroups.com>
Source record: 10856

I was wondering if anyone other than ICD ever sold a "cartridge expander" for the XE models? Perhaps in Europe? Of course, the ICD model was actually an adapter with two cartridge jacks between the XE ECI and the MIO which used the 600/800 XL PBI.

I don't recall any others, and yet they are sooo handy. I seem to recall some pre-promotions for one, but I think that it never was actually sold. These were quite popular with other computer systems, some with selector switches to choose the cart(s) that you want to be active (or none, IIRC). You could probably even adapt this to XL's by using a short ribbon cable & connector to "plug" into the XL cartridge jack. (?)

-Larry

2601. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 12:25:44 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <5o1gb1doit5spqeq0s87se9pfc28kni368@4ax.com>
Source record: 10857

avc.atari-users.net

and

SCAT or Chicago Atarians (do a google)

On Mon, 20 Jun 2005 22:24:01 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hello, everyone. I have a friend looking for an Atari Club for support in
>Illinois? 8 Bit and/or ST. He has no access to NewsGroups. If someone can
>E-Mail contact info I can forward it to his E-Mail! Thanx! ===Ben===
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2602. Retrochallenge 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 15:22:24 UTC
From: Greg.Goodwin@fmlynet.org
Message-ID: <266036.d552cc@fmlynet.org>
Source record: 10859

From...
http://desnoyers.org/retrochallenge/

Introduction
Do you depend upon modern computers, or are you a creative spirit who can push the limits of your old hardware in order to fulfill your everyday needs? The Retrochallenge is where you find out. This competition promotes the use of vintage hardware by establishing up three challenges. You are encouraged to enter any or all of theses challenges, to judge the creative works of other participants, or simply join in the discussions on our mailing list.

What are these challenges? If you enjoy creating original artwork, music, or programs on your legacy computer, then the creative challenges are for you. Simply do what you normally do, then submit your work to be judged by your peers. The second challenge is simply using a qualifying computer through the month of July, in a competition to see can survive a month without the latest in gadgetry. The third challenges judges how well you could communicate with the outside world on a retrocomputer.

So what is the prize? The excitement of participating in the challenge (everyone gets that one), and the respect of your peers. In order to help you gain the recognition of your peers, MLAgazine has gratiously offered to publish an article about the winner.

(6502 computers get a x3 modifier compared to the standard '030 computers which will be a modifier of x1, so running an 8-bit in this competition could be fun.)

You think you got what it takes? :)

Doctor Clu

--- BBBS/NT v4.01 Flag-5
* Origin: FamilyNet Sponsored by http://www.christian-wellness.net (8:8/2)

2603. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 17:54:45 UTC
From: zoopster <john.stringer1@ntlworld.com>
Message-ID: <1119376485.073420.221320@g14g2000cwa.googlegroups.com>
Source record: 10860

Kryten wrote:
> "John Stringer" <john.stringer1@*NOSPAM*ntlworld.com> wrote in message
> news:200620052013100711%john.stringer1@*NOSPAM*ntlworld.com...
>
> > 1) Official Atari Technical Reference Notes (bound)
>
> Intriguing - is that a collection of the data sheets?

It contains three Atari manuals:

1) Operating System User Manual
2) Operating System Source Listing
3) Hardware Manual

Really interesting stuff but well beyond my level of knowledge or need.

Photos can be seen within the auction:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8200159961&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

>
> > 4) Programming the 6502 by Rodnay Zaks
>
> That and the Z80 version by Leventhal were the books every serious
> home-computer user had in the 1980s. I used to see them everywhere, then in
> bargain bins, then they disappeared entirely apart from a few copies on
> eBay.
>
> I'm surprised that they have not been turned into electronic versions, like
> the many more machine-specific books (e.g. at
> http://www.atariarchives.org/).

I agree. I've sold a couple of copies of the Rodnay Zaks texts on ebay
and they always do well. A text or HTML version would make an excellent
online reference.

>
> I started turning the Z80 version into HTML, and of the 451 pages I scanned
> I have done 77 and have 379 to go! (1/9th total).
>
> If you scanned the 6502 book into 300 dpi PNG files, I'd be interested in
> that.
> Though don't hold your breath for me to OCR/HTML it! :-)

2604. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 18:06:24 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <AGYte.32783$%21.32225@newsfe2-gui.ntli.net>
Source record: 10861

"zoopster" <john.stringer1@ntlworld.com> wrote in message
news:1119376485.073420.221320@g14g2000cwa.googlegroups.com...
>> I'm surprised that they have not been turned into electronic versions,
>> like
>> the many more machine-specific books (e.g. at
>> http://www.atariarchives.org/).

Like this you mean?

http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferenceNotes

Paul

2605. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 18:45:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1119379532.464730.138720@o13g2000cwo.googlegroups.com>
Source record: 10862

Paul wrote:
> "zoopster" <john.stringer1@ntlworld.com> wrote in message
> news:1119376485.073420.221320@g14g2000cwa.googlegroups.com...
> >> I'm surprised that they have not been turned into electronic versions,
> >> like
> >> the many more machine-specific books (e.g. at
> >> http://www.atariarchives.org/).
>
> Like this you mean?
>
> http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferenceNotes
>
That's great! I didn't know they were available online!

I've had the earlier manuals, dated 1979 (purchased in 1981, I think),
but my manuals didn't include the source code, only the Equates.

Sorry I went off-topic but not to worry, I think the original books
will obtain a tidy sum. There are plenty of collectors here.

2606. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 18:51:02 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <qkZte.33171$%21.21157@newsfe2-gui.ntli.net>
Source record: 10863

<stephensheppard@hotmail.com> wrote in message
news:1119379532.464730.138720@o13g2000cwo.googlegroups.com...
>
>
> Paul wrote:
>> "zoopster" <john.stringer1@ntlworld.com> wrote in message
>> news:1119376485.073420.221320@g14g2000cwa.googlegroups.com...
>> >> I'm surprised that they have not been turned into electronic versions,
>> >> like
>> >> the many more machine-specific books (e.g. at
>> >> http://www.atariarchives.org/).
>>
>> Like this you mean?
>>
>> http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferenceNotes
>>
> That's great! I didn't know they were available online!
>
> I've had the earlier manuals, dated 1979 (purchased in 1981, I think),
> but my manuals didn't include the source code, only the Equates.
>
> Sorry I went off-topic but not to worry, I think the original books
> will obtain a tidy sum. There are plenty of collectors here.

I wasn't posting it as spoiler for the auction. Paper versions are easier
to read and there will always be a market for the original.

Paul

2607. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 18:53:45 UTC
From: stephensheppard@hotmail.com
Message-ID: <1119380025.362727.200570@g44g2000cwa.googlegroups.com>
Source record: 10864

That and the Z80 version by Leventhal were the books every serious
home-computer user had in the 1980s. I used to see them everywhere,
then in
bargain bins, then they disappeared entirely apart from a few copies on
eBay.

It's killing me that I can't find my copy of the 6502 book by Lance
Leventhal. My 6502 assembler knowledge is so rusty and picking it up
again is not as easy I had remembered it being. LOL!

2608. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 19:22:57 UTC
From: stephensheppard@hotmail.com
Message-ID: <1119381777.270742.107640@g49g2000cwa.googlegroups.com>
Source record: 10865

<stephenshepp...@hotmail.com> wrote in message

news:1119379532.464730.138720@o13g2000cwo.googlegroups.com...

> Paul wrote:
>> "zoopster" <john.string...@ntlworld.com> wrote in message
>> news:1119376485.073420.221320@g14g2000cwa.googlegroups.com...
>> >> I'm surprised that they have not been turned into electronic versions,
>> >> like
>> >> the many more machine-specific books (e.g. at
>> >> http://www.atariarchives.org/).

>> Like this you mean?

>> http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferen...

> That's great! I didn't know they were available online!

> I've had the earlier manuals, dated 1979 (purchased in 1981, I think),
> but my manuals didn't include the source code, only the Equates.

> Sorry I went off-topic but not to worry, I think the original books
> will obtain a tidy sum. There are plenty of collectors here.

I wasn't posting it as spoiler for the auction. Paper versions are
easier
to read and there will always be a market for the original.

...and I wasn't criticizing you. Sorry if it sounded that way.

I didn't/don't think your post will spoil the auction.

There are true enthusiast collectors here and they will definitely
scoop up the books.

Me, I just caught the nostalgia bug a bit. Some programming, maybe a
little gaming (with emulators and real Atari computers), gaining some
knowledge on things that I didn't learn when the Atari was new, that
sort of thing.

2609. Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 19:40:08 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <s2_te.33675$%21.21923@newsfe2-gui.ntli.net>
Source record: 10866

Further to my earlier post in Atari 8 bit programming tools I think it's worth posting the index page link here for those who haven't seen it, quite a gold mine for nostalgia.

http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng

Paul

2610. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 19:41:49 UTC
From: stephensheppard@hotmail.com
Message-ID: <1119382909.469207.190840@o13g2000cwo.googlegroups.com>
Source record: 10867

Paul wrote:
> "zoopster" <john.string...@ntlworld.com> wrote in message
> news:1119376485.073420.221320@g14g2000cwa.googlegroups.com...
> >> I'm surprised that they have not been turned into electronic versions,
> >> like
> >> the many more machine-specific books (e.g. at
> >> http://www.atariarchives.org/).

> Like this you mean?

> http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferen...

That's great! I didn't know they were available online!

I've had the earlier manuals, dated 1979 (purchased in 1981, I think),
but my manuals didn't include the source code, only the Equates.

Correction: Make that dated November 1980.

2611. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 19:47:04 UTC
From: zoopster <john.stringer1@ntlworld.com>
Message-ID: <1119383224.817288.237650@g43g2000cwa.googlegroups.com>
Source record: 10868

That's fine. I'd rather people had access to the texts online. As you say its always handy to have the print version to hand as well :)

2612. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 21:29:40 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <wJSdnXBEReKJGyXfRVn-uA@comcast.com>
Source record: 10869

```
"Paul" <pbird@ntlworld.com> wrote in message
news:CtRte.25799$a5.12683@newsfe5-win.ntli.net...
: "Anders Skelander" <ansk@hotmail.com> wrote in message
: news:d98ivj$d5h$1@news.al.sw.ericsson.se...
: >
: > "Paul" <pbird@ntlworld.com> wrote in message
: > news:%ZOte.25588$a5.11775@newsfe5-win.ntli.net...
: >> > ...
: >> UK. Given all the years since manufacture is a circuit diagram for the
: > 1050
: >> something I am likely to get hold of?
: >
: > I do not know where to find a circuit diagram, but if you use a digital
: > camera
: > to take a picture of the circuit board with the damaged component, I
could
: > probably look inside one of my 1050 disk drives at the same location and
: > read
: > out the colour code of the resistor for you.
:
: Thank you for the kind offer.
:
: In fact it turns out to be an inductor, I should have realised this from
the
: designation which is L6. I did a Google this morning for cct diagrams and
: found one for the 1050. It gives the value of the inductor so replacing
it
: ought to be easy. Of greater concern is why it burned in the first place.
: There isn't really much more I can post on this ng until I have done some
: measuring and soldering but I appreciate your offer.

Paul, I tried to email you the 1050.zip file which contains all of the
schematics, but it bounced. email me with a valid address to send it to
and I will try again. Thanks,

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
---------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
---------------------------------------------
Email - willy46pa@comcast.net
---------------------------------------------
```

2613. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 21:34:29 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qvGdnVhSvLyoGiXfRVn-3g@comcast.com>
Source record: 10870
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42b7c2d64e95e2@comcast.net...

: I have done business with Ben before. Nice guy...

Ed,

I agree that he is probably a great guy, but what people are saying
is that his continual posting and multiple posting of his ads does
give the impression that he is desparate to sell his goods.

The Apple II groups has a special place for such ads, and there
should be one for Atari 8 bit groups as well, if there isn't one
already. That would be the place to post his ads where people
would go if they were in the market for Atari items.

Of course, there are those who just need something to complain
about and we have those in all groups, not just in the Atari-8
group. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2614. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 21:38:23 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <jN%te.41283$8m5.32594@newsfe5-gui.ntli.net>
Source record: 10871

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:wJSdnXBEReKJGyXfRVn-uA@comcast.com...
> Paul, I tried to email you the 1050.zip file which contains all of the
> schematics, but it bounced. email me with a valid address to send it to
> and I will try again. Thanks,

Thanks Bill. Try this:-

p underscore bird at ntlworld dot com

The visible address has long since been abandoned owing to spam.

Many thanks
Paul

2615. Re: Smoke on the disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 21:57:40 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <I4qdnXCkDvw5ESXfRVn-pw@comcast.com>
Source record: 10872

```
"Paul" <pbird@ntlworld.com> wrote in message
news:jN%te.41283$8m5.32594@newsfe5-gui.ntli.net...
: "Bill Garber" <willy46pa@comcast.net> wrote in message
: news:wJSdnXBEReKJGyXfRVn-uA@comcast.com...
: > Paul, I tried to email you the 1050.zip file which contains all of the
: > schematics, but it bounced. email me with a valid address to send it to
: > and I will try again. Thanks,
:
: Thanks Bill. Try this:-
:
: p underscore bird at ntlworld dot com
:
: The visible address has long since been abandoned owing to spam.

Kool, I sent it again. Let me know that you get it.

Good Luck with it.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
```

2616. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 22:37:03 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <jE0ue.75029$x96.53950@attbi_s72>
Source record: 10873

Paul wrote:

> Further to my earlier post in Atari 8 bit programming tools I think it's
> worth posting the index page link here for those who haven't seen it,
> quite a gold mine for nostalgia.
>
> http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng
>
> Paul

Nice reviews, but would be even nicer if scans were available too...

2617. Re: Cartridge Expander?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 22:41:10 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-06B2F2.00411022062005@azure.qinip.net>
Source record: 10874

Howdy Larry

> I was wondering if anyone other than ICD ever sold a "cartridge
> expander" for the XE models? Perhaps in Europe? Of course, the ICD
> model was actually an adapter with two cartridge jacks between the XE
> ECI and the MIO which used the 600/800 XL PBI.
>
> I don't recall any others, and yet they are sooo handy. I seem to
> recall some pre-promotions for one, but I think that it never was
> actually sold. These were quite popular with other computer systems,
> some with selector switches to choose the cart(s) that you want to be
> active (or none, IIRC). You could probably even adapt this to XL's by
> using a short ribbon cable & connector to "plug" into the XL cartridge
> jack. (?)

I seem to recall that there either was one other company, or a privat
person wanted to make some. Heck, I'ld love it, if somebody would pick
this up.

BTW I actually have one of those ICD cartridge expanders. Bought it
when I needed a printer and modem cable for my 850. I'm still using the
expander. With my BlackBox and an XE.

The expander is permanently plugged into the XE. It's connected to the
BlackBox using the cable that is intended to connect the XL to the
BlackBox. I do this so that the connection between XE and BB is
flexible. That way I can move the XE around on my desk a little bit
without damaging the edge connector. The only thing that could get
damaged is the ribbon cable. But a 50 pin ribbon cable and the 50 pin
connectors will probably be available for the next couple of years. I
even found a place where they give me the strain reliefs for these
connectors for free when I buy the connectors. Apparently nobody asks
for them.

CU Mathy

PS I haven't forgotten about the scans. I'm looking for a scanner and
my eye has fallen on the Canon Lide 500F, but I'm not sure yet if it
will scan 3D objects like motherboards. (Not that I need that for the
NS405 data sheets.)

2618. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-21 23:21:59 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1119396128.7fefeaa6755409e8fa943ac1813c1965@teranews>
Source record: 10875
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

www.scatarians.org

On Mon, 20 Jun 2005 22:24:01 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hello, everyone. I have a friend looking for an Atari Club for support in
>Illinois? 8 Bit and/or ST. He has no access to NewsGroups. If someone can
>E-Mail contact info I can forward it to his E-Mail! Thanx! ===Ben===
>
>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
>Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
>http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
>Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
>Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2619. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-22 01:26:53 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDE369D.262F%you@cogeco.ca>
Source record: 10876
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

No, my entry didn't lose. I didn't have an entry because I've never done
business with Bravo Sierra Computers.

I can recognize and appreciate Ben's KISS philosophy when it comes to his
posts and website content. However, this approach makes his post and
website very difficult to read if you're not viewing the content in a
40-column browser.

If I might make a suggestion, Ben may wish to have two versions of his
website content. Perhaps if Ben created content for 40-column viewers and
for regular viewers, he wouldn't get so much flack over how his
advertisements appear.

It would probably go a long way in improving the outward appearance of his
business as well.

Call me naive, but if Ben put a little more effort into making his business
look professional, he wouldn't have to spam as much.

Just my opinion.

> From: "Coda" <smeg_007@hotmail.com>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: 20 Jun 2005 03:34:54 -0700
> Subject: Re: Bravo Sierra want's Your Money!
>
> Don Schmidt wrote:
>> Your entry lost?
>
> Your entry won?
>
> Coda.
>

2620. Chat Server For Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-22 05:36:27 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDE711B.263A%you@cogeco.ca>
Source record: 10877

I am running a chat server for Atari computer users.

This is real time chat for the Atari Community. You do not need an account or a password and there are absolutely no restrictions.

To use the server just Telnet to: utoc.dyndns.org

It's that simple. You can even use your Atari to connect to this server if you're able to telnet from your Atari.

There are currently 2 channels available. Channel 1 is Atari 8-Bit and Channel 2 is Atari ST.

This is a brand new service, so if there's nobody there when you first connect, just give it some time.

Oh yeah, when you first connect to the server, you'll be asked to enter a name for yourself. This is the name that other users will identify you by. These names are not saved when you disconnect and may not be available for your use the next time you connect if somebody else is currently using the name.

Check it out...

2621. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-22 07:17:52 UTC
From: Paul <pbird@ntlworld.com>
Message-ID: <Ag8ue.85$11.21@newsfe2-win.ntli.net>
Source record: 10878

"Ziggy" <Ziggy@faked-address.com> wrote in message
news:jE0ue.75029$x96.53950@attbi_s72...
> Paul wrote:
>
>> Further to my earlier post in Atari 8 bit programming tools I think it's
>> worth posting the index page link here for those who haven't seen it,
>> quite a gold mine for nostalgia.
>>
>> http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng
>>
>> Paul
>
> Nice reviews, but would be even nicer if scans were available too...

The ones with red arrows have a link to scans, in some cases admittedly back
to atariarchive.org but in other cases to alternate sources. The Mac/65
link doesn't work but is available here
www.future-net.pl/~10vg3b/scorch/filez/mac65_manual.pdf

Paul

2622. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-22 19:33:26 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <a2jue.79405$x96.72654@attbi_s72>
Source record: 10879

Paul wrote:

> "Ziggy" <Ziggy@faked-address.com> wrote in message
> news:jE0ue.75029$x96.53950@attbi_s72...
>> Paul wrote:
>>
>>> Further to my earlier post in Atari 8 bit programming tools I think it's
>>> worth posting the index page link here for those who haven't seen it,
>>> quite a gold mine for nostalgia.
>>>
>>> http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng
>>>
>>> Paul
>>
>> Nice reviews, but would be even nicer if scans were available too...
>
> The ones with red arrows have a link to scans, in some cases admittedly
> back
> to atariarchive.org but in other cases to alternate sources. The Mac/65
> link doesn't work but is available here
> www.future-net.pl/~10vg3b/scorch/filez/mac65_manual.pdf
>
> Paul

Ah, i guess i just picked ones with out links.. I see them now.. DOH.

2623. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-22 22:17:49 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <3hu6ccFj1477U1@individual.net>
Source record: 10880
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bill Garber wrote:

> Of course, there are those who just need something to complain
> about and we have those in all groups, not just in the Atari-8
> group. :o)

I just wish he'd learn how to use an apostrophe.

Richard

--
RichardK - 1980s in a can. http://www.dmc12.demon.co.uk/music/
Retro computing - http://www.dmc12.demon.co.uk/retrotech/
Cars - 2004 Beetle Cabrio, 1989 Supra 3.0i, 1990 Sera, 1989 Volvo 740
MidiGuitar, AU/X. Apple 77-04. See links. Email - upgrade to 128 ;)

2624. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 01:25:15 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <P9oue.46088$zm.34174@bignews4.bellsouth.net>
Source record: 10881

Hi,

Thanks for the URL.

I got all the ROMs except for the MIO 1.1. The code comes up on my
screen in my browser. All others
give me the option to save them.

BTW, I have a ICD MIO 1meg version. I was just wondering what one could
do with this ROM except
maybe make one if you have a damaged one?

Anyway, I'd like to have a copy just in case. Can someone check and see
if they have the same
problem as I am having?

Regarding the SDX roms, can these be used on the 1 meg Ram carts or is
there a different type
for that.

Looks like I'm going to have to go that route to get sometype of SDX
cart.
I'd like a SDX cart to use with my ICD MIO. Even if its not a original.

Also, I know a few of you guys burn your own ROMs. Thats something that
I'd like
to get into. I have a Tech background. What would be a good all purpose
ROM
burner to get ahold of?

I need one that will do 8-bit ROMs and related stuff and also
Atari ST-Falcon ROMs. Gals and the like. 16Bit and 32Bit stuff.

Any tips on good Burners and where to find them at a good price
would be most helpful.

I actually have some programs for the Atari 8-bit that I would like to
burn in a chip and put in a cartridge form.

Also have similar stuff for the Atari ST/E thru Falcon machines.

Any help is much appreciated.
phantomm@bellsouth.net

"8-Bit Classics" <corey@8bitclassics.com> wrote in message
news:lgi8b1dqmin06rkhtljrt1di8a79ruu5na@4ax.com...
> http://www.pipeline.com/~jhardie/roms.html
>

>
> On Sat, 18 Jun 2005 11:48:36 -0400, "Bill Garber"
> <willy46pa@comcast.net> wrote:
>
>>
>>"8-Bit Classics" <corey@8bitclassics.com> wrote in message
>>news:2b58b1l9ndic8m50aig3sobbp883kubie7@4ax.com...
>>: Are you guys looking for an original one or just one to use? I
>>might
>>: be able to burn the bin's to eprom and make you a repro. Don't know
>>: if there is still a copyright holder or not though.
>>
>>If you have the binaries for this cart, can you pass them
>>to me via email? I can burn them myself. I'd like this cart.
>>I have all the parts to make it. Would appreciate it much.
>>
>>Thanks,
>>
>>Apple II Forever, Apple II Together
>>Bill @ GarberStreet Enterprizez
>>---
>>Web Site - http://garberstreet.netfirms.com
>>HOME OF THE RAM-4-GS
>>---
>>Email - willy46pa@comcast.net
>>---
>>
>

2625. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 03:03:34 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <aEpue.48717$j51.48334@tornado.texas.rr.com>
Source record: 10882

```
"lp" <GfA@MiNT.Net> wrote in message news:BEDF7DDF.16C78%GfA@MiNT.Net...
> in article a2jue.79405$x96.72654@attbi_s72, Ziggy wrote on 6/22/2005 3:33
> PM:
>
> > Paul wrote:
> >
> >> "Ziggy" <Ziggy@faked-address.com> wrote in message
> >> news:jE0ue.75029$x96.53950@attbi_s72...
> >>> Paul wrote:
> >>>
> >>>> Further to my earlier post in Atari 8 bit programming tools I think
it's
> >>>> worth posting the index page link here for those who haven't seen it,
> >>>> quite a gold mine for nostalgia.
> >>>>
> >>>> http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng
> >>>>
> >>>> Paul
> >>>
> >>> Nice reviews, but would be even nicer if scans were available too...
> >>
> >> The ones with red arrows have a link to scans, in some cases admittedly
> >> back
> >> to atariarchive.org but in other cases to alternate sources. The
Mac/65
> >> link doesn't work but is available here
> >> www.future-net.pl/~10vg3b/scorch/filez/mac65_manual.pdf
> >>
> >> Paul
> >
> > Ah, i guess i just picked ones with out links.. I see them now.. DOH.
>
> Downloaded 2 pdf's, both had blank pages, quality stuff. ;-P
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

I mirrored the website, got 286 PDF's, of the few I checked only one was
corrupt. Theres alot of C64 stuff mixed in as well.
```

Mo

2626. FS/FT : Large qts. of boxed/new ATARI 2600/7800 and 800 XL/XE cartridges :

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 04:17:36 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0506222017.5977c877@posting.google.com>
Source record: 10883

Hello,

I have many boxed ATARI 2600/7800 games, most of the new :

PAL Games : 1.50 Euros each

Astroblast (Telegames, PAL) www.vectrex.de/c/astroblast.jpg
Big Bird's Egg Catch (CCW, PAL) www.vectrex.de/c/bigbird.jpg
Cookie Monster Munch (CCW, PAL) www.vectrex.de/c/cookie.jpg
International Soccer (Telegames, PAL) www.vectrex.de/c/intsocc.jpg
Kung Fu Superkicks (Telegames,PAL) www.vectrex.de/c/superkic.jpg
Pick 'n' Pile (SALU, PAL) www.vectrex.de/c/pickpile.jpg
RealSports Tennis (ATARI,PAL) www.vectrex.de/c/rstennisp.jpg
Super Breakout (ATARI, PAL) www.vectrex.de/c/superb.jpg
Super Challenge Football (Telegames, PAL)
www.vectrex.de/c/football.jpg
World Championship Baseball (Telegames, PAL)
www.vectrex.de/c/wsbase.jpg

PAL Games : 2.50 Euros each

Bogey Blaster (Telegames, PAL) www.vectrex.de/c/bogey.jpg
Chess (PAL) www.vectrex.de/c/chess.jpg
Mission 3000 (BitCorp, PAL) www.vectrex.de/c/mission3000.jpg
My Golf (HES, PAL) www.vectrex.de/c/mygolf.jpg
Title Match Pro Wrestling(Absolute,PAL) www.vectrex.de/c/title.jpg
Tomcat (Absolute, PAL) www.vectrex.de/c/tomcat.jpg
Weltraum Tunnel (BitCorp, PAL) www.vectrex.de/c/wtunnel.jpg

NTSC Games : 1.50 Euros each :

RealSports Football (ATARI,NTSC) : www.vectrex.de/c/rsfootvc.jpg
RealSports Tennis (ATARI,NTSC) : www.vectrex.de/c/rstennis.jpg
RealSports Volleyball(ATARI,NTSC) : www.vectrex.de/c/rsvolley.jpg

NTSC Games : 2.50 Euros each :

Galaxian (ATARI, NTSC) : www.vectrex.de/c/galaxian.jpg
Pole Position (ATARI,NTSC) : www.vectrex.de/c/polepos.jpg
Jungle Hunt (ATARI,NTSC) : www.vectrex.de/c/jungle.jpg

ATARI 7800 PAL : 1.50 Euros each

Mat Mania Challenge (ATARI,PAL) : www.vectrex.de/c/mat.jpg
Sentinel (ATARI,PAL,Lightgun only) : www.vectrex.de/c/sentinel.jpg

ATARI 800 XL/XE NTSC (PAL compatible) cartridges 2,50 Euros each :

Ballblazer (ATARI) : www.vectrex.de/c/ballblaz.jpg
Crossbow (ATARI) : www.vectrex.de/c/crossbow.jpg
Hardball (ATARI) : www.vectrex.de/c/hardball.jpg
One on One (ATARI) : www.vectrex.de/c/oneonone.jpg
Pole Position (ATARI) : www.vectrex.de/c/polexl.jpg
Star Raiders 2 (ATARI) : www.vectrex.de/c/starrai2.jpg
Tennis (ATARI) : www.vectrex.de/c/tennisxl.jpg
Thunderfox (ATARI) : www.vectrex.de/c/tfox.jpg

Hardware :

4 Euros each (2 units in 1 box) :

CX-50 Keyboard Controllers (ATARI) : www.vectrex.de/a/keyctrl.jpg

2 Euros :

Sears Paddle/Joystick Combo : www.vectrex.de/a/paddle.jpg

Most of the games are boxed and new, sealed.There are huge qts. of these games available, usually 50 or more copies.

These games are great for resale or for homebrewers who need empty cartridge shells.

Telegames cartridges contain 4K or 8K EPROMs, this may be interesting for homebrewers.BitCorp games contain 4K EPROMs.

I can sell the games OR trade for ATARI 2600/7800, ATARI ST, ATARI 800 XL/XE, Commodore 64, AMIGA, NES, Gameboy, ATARI Lynx, Colecovision, SNES, Intellivision, MS DOS or other games.

I can ship worldwide and I accept paypal.

Shipping depends on the final weight, it's 12,90 Euros for up to 15 games, 32 Euros for up to 40 games and 62 Euros for up to 150 games. In Europe, shipping is 8,60 Euros for up to 16 games, 17 Euros for up to 40 games and 32 Euros for up to 150 games.

If you're interested, please write to my email-Address.

MG

2627. Re: telnet ip address

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 06:07:56 UTC
From: You <you@cogeco.ca>
Message-ID: <BEDFC9FC.2670%you@cogeco.ca>
Source record: 10884

If you just want to know what your own IP address is, you can connect to my chat server and it will display your IP address after you give yourself a name.

> From: jdplace@REMOVESPAMcableone.net (Joseph D. Place)
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 01 Jun 2005 07:05:29 -0000
> Subject: telnet ip address
>
> Dr. Clu had set up a cool service to telnet and look up the IP
> address for Lantronix UDS-10 use. It hasn't worked for quite awhile
> at the address I have. Anyone know if a service like this is still
> available. Dr. Clu; are you listening :) ?
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

2628. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 14:53:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506230748380.17315-100000@onyx.spiritone.com>
Source record: 10887
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This coming July is my Christmas in July sale. I'm asking for Charity. Business has never been so slow. I'm way behind on my bills and I need to catch up. Summer is the slowest time of year. I've never had it so bad. If Business doesn't pick up soon, there is going to be one less Atari Dealer. A pastor of mine taught, "Make your needs known and Help will come!" I'm not asking for a hand out, I just want to earn your Business & make you a satisfied customer. While business is slow, I relax by playing Atari Video Games. I don't mind waiting since I have the best customers. So goto

http://BenSells.Atari.org

So E-Mail Atari@aracnet.com or Call Ben anytime at (503)256-9974!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2629. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 14:56:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506230753130.17315-100000@onyx.spiritone.com>
Source record: 10888
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Games Starting at $5 & Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2630. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 15:00:41 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <t8Aue.1032$5D4.619@newsfe4-win.ntli.net>
Source record: 10885

"Paul" <pbird@ntlworld.com> wrote in message
news:AGYte.32783$%21.32225@newsfe2-gui.ntli.net...
> Like this you mean?
>
> http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferenceNotes

Nice.

I think the hardware guide is one that has been turned into HTML.
http://www.howell1964.freeserve.co.uk/Atari/800XL/atari_hw/atari_hw_contents.htm

Or at least, the chip data sheets have, the hardware guide seems to be the
data sheets rolled together.

2631. Re: Atari 8 bit programming books

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 15:05:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <%cAue.1035$5D4.532@newsfe4-win.ntli.net>
Source record: 10886

BTW does anyone have the Atari OS source code, or Atari BASIC,
in machine readable text form (not images)?

I'd quite like to run it through the CC65 assembler,
so I have source code I can modify.

2632. I've been out of the 8-bit scene for awhile, qucik question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 17:03:37 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <QdWdnR6Z3KPvdiffRVn-sg@comcast.com>
Source record: 10889

Is there a cart version of ultima 3 yet?

2633. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 17:33:14 UTC
From: RED <redodd@NOSPAMcomcast.net>
Message-ID: <zaOdnedB9N3KbyffRVn-pQ@comcast.com>
Source record: 10890

I just downloaded msbasic.pdf to my pc with win xp and used adobe reader 6.0
to view it and it works perfect.

"lp" <GfA@MiNT.Net> wrote in message news:BEDFAE2C.16E3B%GfA@MiNT.Net...
> in article BEDFAA7A.16E38%GfA@MiNT.Net, lp wrote on 6/22/2005 11:53 PM:
>
> > in article aEpue.48717$j51.48334@tornado.texas.rr.com, Momo wrote on
> > 6/22/2005 11:03 PM:
> >
> >>>
> >>> Downloaded 2 pdf's, both had blank pages, quality stuff. ;-P
> >>>
> >>>
> >>
> >> I mirrored the website, got 286 PDF's, of the few I checked only one
was
> >> corrupt. Theres alot of C64 stuff mixed in as well.
> >> Mo
> >
> > I was using the pdf viewer on macosx. Never had a problem before.
> > Pretty strange. Every single page was blank. What did you use to view
> > them?
>
> I downloaded the msbasic.pdf a 2nd time, just to recheck, same problem.
> I can see the thumbnails, and can even lasso text I can't see, it indeed
> copies the text. But the pages are still blank. Don't know what was used
> to make them but there is something not quite right.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

2634. Re: I've been out of the 8-bit scene for awhile, qucik question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 18:14:02 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <S9qdnWjMzMJpZiffRVn-vg@comcast.com>
Source record: 10891

"Son of man" <sonofman1@comcast.net> wrote in message
news:QdWdnR6Z3KPvdiffRVn-sg@comcast.com...
> Is there a cart version of ultima 3 yet?

Not to worry, I found them. For anyone else who might be looking, here is
where it and others can be found:

http://www.atarimax.com/freeshippingsale/

2635. Game.Machines Book - 33 years of gaming history (including Atari 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 20:19:55 UTC
From: John Stringer <john.stringer1@*NOSPAM*ntlworld.com>
Message-ID: <230620052117292795%john.stringer1@*NOSPAM*ntlworld.com>
Source record: 10892

Hi,

Some of you may be interested in a new book that has been published by a small specialist publisher. The book reviews and discusses over 200 home computers and consoles, including the Atari 8bit, 16 bit and console ranges. It manages to pull off the unusual combination of being really well designed (224 full colour pages) and informative (lots of interesting facts about the systems, key titles and market history).

Anyway you read more about the book and also have a look at some example pages at my web site:

http://www.jcec.co.uk/book.html

I'm in regular contact with the author, a really friendly ex-games journalist, if you have questions.

Cheers
John

2636. Re: Game.Machines Book - 33 years of gaming history (including Atari 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 21:01:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns967EA2F7BB2C0emuslor@216.196.97.136>
Source record: 10893

Despite all prevention efforts, John Stringer <john.stringer1
@*NOSPAM*ntlworld.com> wrote in news:230620052117292795%john.stringer1
@*NOSPAM*ntlworld.com:

> http://www.jcec.co.uk/book.html

Looks interesting. So, you can get us a discount then, right? :)

--
Slor

2637. Re: Game.Machines Book - 33 years of gaming history (including Atari 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 21:08:40 UTC
From: John Stringer <john.stringer1@ntlworld.com>
Message-ID: <1119560920.430292.88990@g14g2000cwa.googlegroups.com>
Source record: 10894

I might be able to knock £1 GBP of the list price if interested. Email
me.

Cheers
John

2638. Re: Atari books online

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 22:13:41 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <puGue.73311$6g3.67846@tornado.texas.rr.com>
Source record: 10895

```
"lp" <GfA@MiNT.Net> wrote in message news:BEDFAA7A.16E38%GfA@MiNT.Net...
> in article aEpue.48717$j51.48334@tornado.texas.rr.com, Momo wrote on
> 6/22/2005 11:03 PM:
>
> >>
> >> Downloaded 2 pdf's, both had blank pages, quality stuff. ;-P
> >>
> >>
> >
> > I mirrored the website, got 286 PDF's, of the few I checked only one was
> > corrupt. Theres alot of C64 stuff mixed in as well.
> > Mo
>
> I was using the pdf viewer on macosx. Never had a problem before.
> Pretty strange. Every single page was blank. What did you use to view
> them?
>

Adobe Acrobat 7
Like I said, I only checked a few and one was bad.
Mo
```

2639. Burning Roms

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-23 23:36:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <nDHue.49$Zo.13@bignews3.bellsouth.net>
Source record: 10896

I posted a similar message in a older thread.

Anyway, I know some of you folks burn your own ROM images in chips to be used in cartridges and the like for the Atari 8-bit.

I am interested in getting a EPROM Burner that will allow me to do this with
8-bit Roms and also 16 and 32 bit Roms for the Atari ST/E thru Atari Falcon
computers.

I have some Atari 8-bit programs that I wrote which I would like to burn into
a cartridge type chip to be used on the Atari 8-bit. Also have similar stuff
to do on the Atari ST/E Falcon Line of machines.

I was wondering if anyone here who has experience with these types of Burners could give me some info on what would be the best type/model of Burner to do these types of projects?

I need to burn different types of chips such as GALs. And if possible I'd
like a burner that could duplicate a chip inserted and burn a exact copy.

If anyone here could pass along some info, it would be much appreciated. URLs and the like also.

Also, I need a source for blank Atari 8-bit cartridge PCBs and Atari ST cartridge PCBs.

And respond in e-mail please,

You can contact me at phantomm@bellsouth.net

Thanks
.

2640. Re: Burning Roms

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 01:26:29 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <9jJue.2736$re.2113@newssvr19.news.prodigy.com>
Source record: 10897

Phantom wrote:
> I posted a similar message in a older thread.
>
> Anyway, I know some of you folks burn your own ROM images in chips to be
> used in cartridges and the like for the Atari 8-bit.
>
> I am interested in getting a EPROM Burner that will allow me to do this
> with
> 8-bit Roms and also 16 and 32 bit Roms for the Atari ST/E thru Atari
> Falcon
> computers.

If you only need a device programmer that can do eproms and you
have access to a PC, then one of the really cheap parallel port programmers
will do just fine for you.

Go to eBay and search for 'Willem Programmer' and you will find many
boards that can easily and quickly program the small eproms you will be using
for 8-bit and ST carts. These are open design programmers with free software,
so as long as you wont need technical support from a vendor, you will be fine.

> Also, I need a source for blank Atari 8-bit cartridge PCBs and Atari ST
> cartridge PCBs.

You can get 8k/16k PCBs that fit into standard Atari cartridge cases
from www.atariage.com. These accept 2764 or possible 27128 eproms.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2641. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 03:22:31 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <dvumb19scc23vackvtu2eegv7mf37hijjq@4ax.com>
Source record: 10798

"Phantom" <phantomm@bellsouth.net>:

>Regarding the SDX roms, can these be used on the 1 meg Ram carts or is
>there a different type
>for that.

There's a programming image already created for SpartaDOS SDX for the
AtariMax flash cart (http://www.atarimax.com/flashcart/). The bank
selection is different and someone has modified the code.

Shawn Jefferson
(fix reply to for email)

2642. Re: I've been out of the 8-bit scene for awhile, qucik question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 03:27:23 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <v8vmb1lcbqjoei75ek5s17vsvg28fuue0j@4ax.com>
Source record: 10799

"Son of man" <sonofman1@comcast.net>:
>"Son of man" <sonofman1@comcast.net> wrote in message
>news:QdWdnR6Z3KPvdiffRVn-sg@comcast.com...
>> Is there a cart version of ultima 3 yet?
>
>Not to worry, I found them. For anyone else who might be looking, here is
>where it and others can be found:
>
>http://www.atarimax.com/freeshippingsale/
>

I did the Ultima III conversion. I just want to say that it's not FULLY
tested, but if any issues come up, I'll try my best to fix them. Also, I
am going to write a utility to copy the characters from the cartridge onto
a disk and vice-versa.

Shawn Jefferson
(fix reply to for email)

2643. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 06:33:30 UTC
From: Andy Ball <null@not.valid>
Message-ID: <_ONue.8581$jX6.6667@newsread2.news.pas.earthlink.net>
Source record: 10800
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello Ben,

BS> I have a friend looking for an Atari Club for support
> in Illinois? 8 Bit and/or ST.

I'll send you an email address or two. Out of interest,
where in Illinois does your friend live?

- Andy Ball

2644. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 08:04:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506240100500.5818-100000@onyx.spiritone.com>
Source record: 10801
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 24 Jun 2005, Andy Ball wrote:

>
> Hello Ben,
>
> BS> I have a friend looking for an Atari Club for support
> > in Illinois? 8 Bit and/or ST.
>
> I'll send you an email address or two. Out of interest,
> where in Illinois does your friend live?

Princeton. Thank You but I have enough info from everyone replies.

==Thanx==
===Ben===

> - Andy Ball
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2645. Re: I've been out of the 8-bit scene for awhile, qucik question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 12:47:47 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <QbydnXESC8dinSHfRVn-sQ@comcast.com>
Source record: 10802

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:v8vmb1lcbqjoei75ek5s17vsvg28fuue0j@4ax.com...
> "Son of man" <sonofman1@comcast.net>:
>>"Son of man" <sonofman1@comcast.net> wrote in message
>>news:QdWdnR6Z3KPvdiffRVn-sg@comcast.com...
>>> Is there a cart version of ultima 3 yet?
>>
>>Not to worry, I found them. For anyone else who might be looking, here is
>>where it and others can be found:
>>
>>http://www.atarimax.com/freeshippingsale/
>>
>
> I did the Ultima III conversion. I just want to say that it's not FULLY
> tested, but if any issues come up, I'll try my best to fix them. Also, I
> am going to write a utility to copy the characters from the cartridge onto
> a disk and vice-versa.

Thanks for the info.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

2646. Ulitma 3 won't work with 2 drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 13:55:50 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <M-SdnbQiGMRvjSHfRVn-pg@comcast.com>
Source record: 10803

I kept trying over and over in the emulator and didn't know why it kept crashing when i said journey onward. Now I know, i have to swap the playter disk into drive 1, because the game doesn't look for a second drive.

2647. Atari++ 1.41 sound problem?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 15:46:08 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <naadnaLRJf9QtyHfRVn-vA@comcast.com>
Source record: 10804

My sound isn't working with this emu. Maybe someone has a .conf file they can send me that works to bcozier@bellsouth.net

thanks.

2648. Re: Ulitma 3 won't work with 2 drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 16:53:39 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <nUWue.80336$PR6.17887@tornado.texas.rr.com>
Source record: 10805

"Son of man" <sonofman1@comcast.net> wrote in message
news:M-SdnbQiGMRvjSHfRVn-pg@comcast.com...
> I kept trying over and over in the emulator and didn't know why it kept
> crashing when i said journey onward. Now I know, i have to swap the
playter
> disk into drive 1, because the game doesn't look for a second drive.
>
>

Im not 100% sure but I think that bug was a product of the cracked game you find on the net. The original if Im not mistaken, asked for a number of drives at the start and would use all four if selected.
Mo

2649. Re: SDX cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 17:27:05 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <JnXue.37$xL1.1@trnddc08>
Source record: 10806

Steve,

Are you aware of any knowledge about the PAL chip on the Spartados X cart?
I have two blank Spartados X boards that I would like to populate.

Glenn

"Steven Tucker" <classics@atarimax.com> wrote in message
news:x40te.6724$G55.4457@newssvr33.news.prodigy.com...
> 8-Bit Classics wrote:
>> What about the Flash Cartridge from AtariMax. They have the 1 meg and
>> 8 meg versions. Wouldn't need bank switching unless they emulate?
>
> Theres a SpartaDOS X image already posted for the 1mbit flash
> cartridge. It works, but you will be missing the pass-thru connector
> thats on a standard ICD cart.
>
> Steve

2650. Re: Ulitma 3 won't work with 2 drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 18:19:37 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Z8Yue.8689$jX6.4179@newsread2.news.pas.earthlink.net>
Source record: 10807

Momo wrote:
> "Son of man" <sonofman1@comcast.net> wrote in message
> news:M-SdnbQiGMRvjSHfRVn-pg@comcast.com...
>
>>I kept trying over and over in the emulator and didn't know why it kept
>>crashing when i said journey onward. Now I know, i have to swap the
>
> playter
>
>>disk into drive 1, because the game doesn't look for a second drive.
>>
>>
>
>
> Im not 100% sure but I think that bug was a product of the cracked game you
> find on the net. The original if Im not mistaken, asked for a number of
> drives at the start and would use all four if selected.
> Mo
>
>

Must'a been a different game. Ultima III came on a single flippy disk.
What you did was use side one for booting and a copy of side 2 for game
play/character storage.

There was also an easter egg if you ignored the insert side 2 or 'create
a character to start' prompt, I can't remember exactly. If you just went
load character or something you would get the a few prerolled characters
with Ultima insider names like Shimano<?>.

2651. Re: Illinois Atari Club?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-24 18:37:16 UTC
From: Andy Ball <null@not.valid>
Message-ID: <wpYue.8696$jX6.7202@newsread2.news.pas.earthlink.net>
Source record: 10808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

BS> Thank You but I have enough info from everyone replies.

Jolly good. I'll shut up then. ;-)

- Andy.

2652. Re: Ulitma 3 won't work with 2 drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 00:06:17 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <Zd1ve.84301$PR6.95@tornado.texas.rr.com>
Source record: 10809

"Momo" <quality_us@yahoo.com> wrote in message
news:nUWue.80336$PR6.17887@tornado.texas.rr.com...
> "Son of man" <sonofman1@comcast.net> wrote in message
> news:M-SdnbQiGMRvjSHfRVn-pg@comcast.com...
> > I kept trying over and over in the emulator and didn't know why it kept
> > crashing when i said journey onward. Now I know, i have to swap the
> playter
> > disk into drive 1, because the game doesn't look for a second drive.
> >
> >
>
> Im not 100% sure but I think that bug was a product of the cracked game
you
> find on the net. The original if Im not mistaken, asked for a number of
> drives at the start and would use all four if selected.
> Mo
>
>
Your right, I think it might have been Alternate Reality I was thinking of.
Mo

2653. Re: I've been out of the 8-bit scene for awhile, qucik question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 04:02:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42bd03e6a126e3@comcast.net>
Source record: 10813

>"Son of man" <sonofman1@comcast.net> wrote in message
>news:QdWdnR6Z3KPvdiffRVn-sg@comcast.com...
>> Is there a cart version of ultima 3 yet?
>
>Not to worry, I found them. For anyone else who might be looking, here is
>where it and others can be found:
>
>http://www.atarimax.com/freeshippingsale/

That's great. Too bad they do not have I and II also.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2654. Re: Burning Roms

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 04:03:20 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <fH4ve.2637$wm.570@bignews4.bellsouth.net>
Source record: 10810

Thanks for the info.

"Steven Tucker" <classics@atarimax.com> wrote in message
news:9jJue.2736$re.2113@newssvr19.news.prodigy.com...

2655. Re: Ulitma 3 won't work with 2 drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 04:04:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42bd03e6a126e4@comcast.net>
Source record: 10812

>I kept trying over and over in the emulator and didn't know why it kept
>crashing when i said journey onward. Now I know, i have to swap the playter
>disk into drive 1, because the game doesn't look for a second drive.

Yes, that is the why I played it. Still, great fun though.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2656. Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 11:32:08 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1119699128.510111.256830@o13g2000cwo.googlegroups.com>
Source record: 10811

I am having XL 5-pin DIN to SCART cables made by a professional
manufacturer; these will be the finest Atari cables ever made - better
than studio quality - using top of the range cables and connectors.

If anyone in this group would like one please email me; I may as well
get a few made at the same time. They will be expensive though.

Thanks everyone!

2657. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 13:45:32 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <0edve.4433$%O1.3298@newsfe3-gui.ntli.net>
Source record: 10814

"DunxUK@aol.commercial" <dunxuk@aol.com> wrote in message
news:1119699128.510111.256830@o13g2000cwo.googlegroups.com...
> I am having XL 5-pin DIN to SCART cables made by a professional
> manufacturer; these will be the finest Atari cables ever made - better
> than studio quality - using top of the range cables and connectors.

The XL does not have RGB output so most of the SCART pins are unused.

DIN to S-video plus phono is simpler.

And one can connect the phono pins to a hi-fi system.

2658. Anyone else have sound problems with Atari++ 1.41 ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 15:35:51 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <NqWdnQusvqx45CDfRVn-ow@comcast.com>
Source record: 10815

[No readable article body recovered]

2659. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 15:58:22 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1119715102.013230.121210@g49g2000cwa.googlegroups.com>
Source record: 10816

Absolutely. And my TV has an S-video jack too. Unfortunately the weight of a high-end cable puts a lot of strain on an S-video socket; for once the much-hated SCART has an advantage in its bulk!!

2660. Wanted RGB Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 20:44:01 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <mljve.2728$qm.324@bignews6.bellsouth.net>
Source record: 10817

Folks, I'm looking for a Magnavox Pro, RGB Monitor.

It works with Atari 8-bit and other computers like Atari ST.

If you have one for sale or trade contact me....

Thanks,
phantomm@bellsouth.net

2661. Re: Atari++ 1.41 sound problem?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 20:55:08 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <d9kgcodtu2@mamenchi.zrz.TU-Berlin.DE>
Source record: 10818

Son of man wrote:
> My sound isn't working with this emu. Maybe someone has a .conf file they
> can send me that works to bcozier@bellsouth.net

Which output driver are you using? On Win32, there is SDL, DirectSound
and WAV (the latter only saves the sound, it doesn't play it). On Linux,
I've SDL, Oss, OSSHQ and ALSA to offer.

So long,
Thomas

2662. Re: Atari++ 1.41 sound problem?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-25 22:48:41 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <5NednYlVuPHFQiDfRVn-og@comcast.com>
Source record: 10819

I tried all.

Do you have a .conf file I can try out?

send to my email.

Thanks.

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:d9kgcodtu2@mamenchi.zrz.TU-Berlin.DE...
> Son of man wrote:
>> My sound isn't working with this emu. Maybe someone has a .conf file they
>> can send me that works to bcozier@bellsouth.net
>
> Which output driver are you using? On Win32, there is SDL, DirectSound and
> WAV (the latter only saves the sound, it doesn't play it). On Linux, I've
> SDL, Oss, OSSHQ and ALSA to offer.
>
> So long,
> Thomas

2663. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-26 01:03:25 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <42bdfedd$0$26818$91cee783@newsreader01.highway.telekom.at>
Source record: 10820

DunxUK@aol.commercial wrote:

> I am having XL 5-pin DIN to SCART cables made by a professional
> manufacturer; these will be the finest Atari cables ever made - better
> than studio quality - using top of the range cables and connectors.
>
> If anyone in this group would like one please email me; I may as well
> get a few made at the same time. They will be expensive though.
>
> Thanks everyone!

Hi!

I doni¿½t need some but you could give me the PINout.

Thanks.

Best Regards,

Daniel Mandic

2664. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-26 01:49:55 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <7Rnve.5471$%O1.1720@newsfe3-gui.ntli.net>
Source record: 10821

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:42bdfedd$0$26818$91cee783@newsreader01.highway.telekom.at...
> DunxUK@aol.commercial wrote:
>
>> I am having XL 5-pin DIN to SCART cables made by a professional
>> manufacturer; these will be the finest Atari cables ever made - better
>> than studio quality - using top of the range cables and connectors.
>>

> I don't need some but you could give me the PINout.

These may help:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm
http://www.howell1964.freeserve.co.uk/SCART/scart.htm

2665. Visicalc for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-26 08:49:17 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <42be6bdb$0$1130$9b4e6d93@newsread4.arcor-online.net>
Source record: 10822

Howdy friends,

is there a way to use Visicalc with a XEP80? As far as I remember,
Visicalc is using standard graphics 0 text mode so it could work. I've
never been a big friend of the XEP80 due the bad usability (joystick
port suxx!!) and the poorly support for serious business applications.
But Visicalc surely would be a great thing to use with XEP80 on the 8bit.

\twh

2666. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-26 15:56:46 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <slrndbtk1u.fsh.nospam@localhost.localdomain>
Source record: 10823
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Visiting a local drugstore (Het Kruidvat) I saw they were selling "Atari Flashback" gameconsoles for less than 35 euro.

--

Martin Tarenskeen

2667. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-26 23:21:50 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <etp3p2-jr2.ln1@don.localnet>
Source record: 10824

On 25 Jun 2005 04:32:08 -0700, DunxUK@aol.commercial
<dunxuk@aol.com> wrote:
> I am having XL 5-pin DIN to SCART cables made by a professional
> manufacturer; these will be the finest Atari cables ever made - better
> than studio quality - using top of the range cables and connectors.
>
> If anyone in this group would like one please email me; I may as well
> get a few made at the same time. They will be expensive though.
>
> Thanks everyone!
>
Is there any chance this professional manufacturer could make SIO cables? :)

--
Support Our Oops!

2668. Re: XEP80 communication proto

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 04:58:44 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <42BF8784.E01B2F6D@a8maestro.com>
Source record: 10825

> And they even crippled the XEP80. The NS405 that lives inside can
> handle 64 k x 16 bits and with some help even create a color image,
> according to the data sheets.
>
> You can find some (but not the data sheets) information about the XEP80
> on my special stuff page at http://www.mathyvannisselroy.nl
>
> CU Mathy

I have been wanting to find the data sheets in case its possible to modify
the rom code to add scaling and positioning commands.
Rick D.

2669. Re: Visicalc for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 05:24:40 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <u3Mve.8857$Zo.1541@bignews3.bellsouth.net>
Source record: 10826

Sorry to butt in...

I have a XEP-80 as well and was wondering if there is a list of programs
that will work with it?

"Thomas 'twh' Havemeister" <twh1@gmx.de> wrote in message
news:42be6bdb$0$1130$9b4e6d93@newsread4.arcor-online.net...
> Howdy friends,
>
> is there a way to use Visicalc with a XEP80? As far as I remember,
> Visicalc is using standard graphics 0 text mode so it could work. I've
> never been a big friend of the XEP80 due the bad usability (joystick
> port suxx!!) and the poorly support for serious business applications.
> But Visicalc surely would be a great thing to use with XEP80 on the
> 8bit.
>
> \twh

2670. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 06:41:23 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1119854483.794052.149210@g43g2000cwa.googlegroups.com>
Source record: 10827

Maybe SIO cables wouldn't benefit to quite the same degree, being
digital etc. Can you get OCC Atari connectors...? ;^D

2671. sPARTADOS X

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 06:42:09 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-RVsKKqWGmJBN@draco.w2kserv.local>
Source record: 10828

hi,
does anyone here know of technical information sources for SpartaDOS
X? for example, the actual file details for the carts relocatable
files, or any other info. mostly what I have found is in Polish and I
cannot read that at all. any help will be appreciated.

Ken

--

2672. Re: Atari++ 1.41 sound problem?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 08:19:01 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d9ocpl$j8u$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10829

Hi,

> I tried all.

Well, I afraid that still doesn't answer my initial question,
namely "what is all"? (-; Specifically, are you talking about
the win32 version or the Linux version as the answer may really
depend a lot.

> Do you have a .conf file I can try out?

Various, but that won't help you much unless I know your
target architecture. If even SDL cannot get out a sound,
then something's considerably broken.

Which sound chip is this, if I may ask? (Sound hardware).
Try "alsamixer" on Linux, the device manager on Win32 machines.

Then, please check the sampling frequency in the sound setup; some
chips only allow fixed frequency output here, something like 48kHz or
44.1kHz, depending on the hardware. It might help to try here a
bit. Actually, the program *asks* the hardware which frequencies it is
able to deliver, but I've seen several notes that especially some
DirectX drivers are "considerably broken" and do not deliver this
data.

If you see any error messages, please let me know, too.

BTW, you can edit the ".conf" files with an editor of your choice,
that's just plain ASCII.

So long,
Thomas

2673. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 08:28:51 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050627092852.3912A@ilba14195.www.blueyonder.co.uk>
Source record: 10830

In article <1119699128.510111.256830@o13g2000cwo.googlegroups.com>,
dunxuk@aol.com (rcial) wrote:

> *From:* "DunxUK@aol.commercial" <dunxuk@aol.com>
> *Date:* 25 Jun 2005 04:32:08 -0700
>
> I am having XL 5-pin DIN to SCART cables made by a professional
> manufacturer; these will be the finest Atari cables ever made - better
> than studio quality
In what way are they better than studio quality?

Iain

2674. Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 10:56:10 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <eXQve.7314$11.2659@newsfe2-win.ntli.net>
Source record: 10831

Anyone got the source code for the Atari 400/800 OS and/or BASIC?

I've found a huge 6 MByte pdf here:

http://www.strotmann.de/twiki/bin/view/Infothek/AtariTechnicalReferenceNotes

I can't just stick it through an assembler,
but I can disassemble the binaries and try to re-create the source
by adding the original comments.

No way am I typing in all the mnemonics as well!

Made a start on the project here:

http://homepage.ntlworld.com/kryten_droid/Atari/800XL/atari_os/atari_os_contents.htm

but have only done 1/16th of it so far (the zero page memory allocations).

Just wondered if anyone already had the source code in text form?

K.

2675. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 16:32:40 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d9p9n8$97f$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10832

Hi,

> Anyone got the source code for the Atari 400/800 OS and/or BASIC?

Not the original, this would be a copyright violation. But if
a work-alike (plus bug fixes and improvements) is good enough
for you, then yes, here's a version that assembles with the CC65:

http://www.math.tu-berlin.de/~thor/atari++/

On the page down, check for os++.tgz.

> Just wondered if anyone already had the source code in text form?

"Almost". Os++ keeps a couple of improvements made in the XL series,
minus the parallel port stuff, plus an built-in FMS and DOS, plus
a couple of improvements (optional text window for Gr.9 to 11 and
others).

So long,
Thomas

2676. Re: Atari++ 1.41 sound problem?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 17:57:19 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <OYWdnex5Vouco13fRVn-sg@comcast.com>
Source record: 10833

Sorry about the lack of info...

I'm using the Win32 version and tried all sound options, WAV, DirectX and
SDL.

Can you supply me a .conf file for the Win 32 version at my email thanks.

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:d9ocpl$j8u$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
>> I tried all.
>
> Well, I afraid that still doesn't answer my initial question,
> namely "what is all"? (-; Specifically, are you talking about
> the win32 version or the Linux version as the answer may really
> depend a lot.
>
>> Do you have a .conf file I can try out?
>
> Various, but that won't help you much unless I know your
> target architecture. If even SDL cannot get out a sound,
> then something's considerably broken.
>
> Which sound chip is this, if I may ask? (Sound hardware).
> Try "alsamixer" on Linux, the device manager on Win32 machines.
>
> Then, please check the sampling frequency in the sound setup; some
> chips only allow fixed frequency output here, something like 48kHz or
> 44.1kHz, depending on the hardware. It might help to try here a
> bit. Actually, the program *asks* the hardware which frequencies it is
> able to deliver, but I've seen several notes that especially some
> DirectX drivers are "considerably broken" and do not deliver this
> data.
>
> If you see any error messages, please let me know, too.
>
>
> BTW, you can edit the ".conf" files with an editor of your choice,
> that's just plain ASCII.
>
> So long,
> Thomas

2677. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-27 22:34:25 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <R9%ve.8666$11.8441@newsfe2-win.ntli.net>
Source record: 10834

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:d9p9n8$97f$1@mamenchi.zrz.TU-Berlin.DE...

>> Anyone got the source code for the Atari 400/800 OS and/or BASIC?
>
> Not the original, this would be a copyright violation.

I think that's a fait accompli, so much Atari stuff is already on the net
and there is no real Atari company to be angry about loss of earnings etc.

The spirit of the law is to make allow innovators to gain the rightful
profits of their labour.
They've all done that, and wound up business when profits were mined out.

> a work-alike (plus bug fixes and improvements) is good enough
> for you, then yes, here's a version that assembles with the CC65:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> On the page down, check for os++.tgz.

Yep, did that but the file is not there.

>> Just wondered if anyone already had the source code in text form?
>
> "Almost". Os++ keeps a couple of improvements made in the XL series,
> minus the parallel port stuff, plus an built-in FMS and DOS, plus
> a couple of improvements (optional text window for Gr.9 to 11 and
> others).

I'll have a go at re-sourcing the code from the binary, using the cc65
disassember features.

2678. Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 00:44:43 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <541we.22049$mC.536@okepread07>
Source record: 10835

Is there a program that will do a surface scan and map out bad sectors on hard disks? I run the hdphmt9 program and it formats the hard drive, then you run the hdfmtdir or whatever it is and it makes it usable. But I want something to scan for bad sectors.

Thomas

2679. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 01:58:49 UTC
From: stephensheppard@hotmail.com
Message-ID: <1119923929.094498.150510@z14g2000cwz.googlegroups.com>
Source record: 10836

I attempted to take the PDF and OCR it using OmniFormat, PDF995s, and OmniFormat OCR Module (a Free Windows based suite that supposedly converts various graphics formats to PDF, PDFs to various graphics formats, and OCR of all). OmniFormat broke down the PDF into individual JPEGs but the image quality is too low to obtain acceptable OCR or the OCR module is not good enough.

Sorry, I tried.

At least with separate JPEGs I can turn the images from landscape to portrait mode and be able to read the source code on the screen.

Steve Sheppard

2680. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 02:40:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <uL2we.23984$qm.14930@bignews6.bellsouth.net>
Source record: 10837

Not sure, but FLASH BACK by ICD might do this.

I have the software and manual but I'm not near it to check.

I did see Flashback on a Atari FTP site awhile back.

If you don't have it, you might want to get it.

"Docrotcod" <rahbart@cox.net> wrote in message
news:541we.22049$mC.536@okepread07...
> Is there a program that will do a surface scan and map out bad
> sectors on hard disks? I run the hdphmt9 program and it formats the
> hard drive, then you run the hdfmtdir or whatever it is and it makes
> it usable. But I want something to scan for bad sectors.
>
> Thomas
>

2681. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 02:52:38 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <0Y2we.22057$mC.4902@okepread07>
Source record: 10838

Yeah I use that to back up. However, When I copy between my D2 and D4 i'm
getting an error 144. I think I need to scan for bad sectors. I'll check
it out.

Thanks!

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:uL2we.23984$qm.14930@bignews6.bellsouth.net...
>
> Not sure, but FLASH BACK by ICD might do this.
>
> I have the software and manual but I'm not near it to check.
>
> I did see Flashback on a Atari FTP site awhile back.
>
> If you don't have it, you might want to get it.
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:541we.22049$mC.536@okepread07...
>> Is there a program that will do a surface scan and map out bad sectors
>> on hard disks? I run the hdphmt9 program and it formats the hard drive,
>> then you run the hdfmtdir or whatever it is and it makes it usable. But
>> I want something to scan for bad sectors.
>>
>> Thomas
>>
>
>

2682. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 04:01:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <mX3we.10082$Zo.8381@bignews3.bellsouth.net>
Source record: 10839

Got a question that you might can help me with...

Years ago I bought a 8bit hard drive system with ICD MIO.

The system had 2 hard drives. One is a Seagate ST225 and seems to have
a Adaptec 4000 controller board installed on the bottom of the drive.

The other drive does NOT have a controller board on the bottom of the
drive.

However, In the case was a Adaptec 4000a Controller card and both drives
were connected to it with cables. It ran just fine. But the powersupply
went
bad and I've not replace it yet.

Does each drive need its own controller card or can you run more than
one
MFM/RLL drive off of one Adaptec controller using the MIO?

phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:0Y2we.22057$mC.4902@okepread07...
> Yeah I use that to back up. However, When I copy between my D2 and D4
> i'm getting an error 144. I think I need to scan for bad sectors.
> I'll check it out.
>
> Thanks!
>
> Thomas
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:uL2we.23984$qm.14930@bignews6.bellsouth.net...
>>
>> Not sure, but FLASH BACK by ICD might do this.
>>
>> I have the software and manual but I'm not near it to check.
>>
>> I did see Flashback on a Atari FTP site awhile back.
>>
>> If you don't have it, you might want to get it.
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:541we.22049$mC.536@okepread07...
>>> Is there a program that will do a surface scan and map out bad
>>> sectors on hard disks? I run the hdphmt9 program and it formats the

>>> hard drive, then you run the hdfmtdir or whatever it is and it makes
>>> it usable. But I want something to scan for bad sectors.
>>>
>>> Thomas
>>>
>>
>>
>
>

2683. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 04:17:48 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Rb4we.22062$mC.17288@okepread07>
Source record: 10840

The Seagate 225N has a built in controller. The other one I'm not sure how
many drives the adaptec controller can use. I think you can address 7
devices. I'm not really sure about the atari. I know I have two 225n
drives and one is id0 for boot.

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:mX3we.10082$Zo.8381@bignews3.bellsouth.net...
>
> Got a question that you might can help me with...
>
> Years ago I bought a 8bit hard drive system with ICD MIO.
>
> The system had 2 hard drives. One is a Seagate ST225 and seems to have
> a Adaptec 4000 controller board installed on the bottom of the drive.
>
> The other drive does NOT have a controller board on the bottom of the
> drive.
>
> However, In the case was a Adaptec 4000a Controller card and both drives
> were connected to it with cables. It ran just fine. But the powersupply
> went
> bad and I've not replace it yet.
>
> Does each drive need its own controller card or can you run more than one
> MFM/RLL drive off of one Adaptec controller using the MIO?
>
> phantomm@bellsouth.net
>
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:0Y2we.22057$mC.4902@okepread07...
>> Yeah I use that to back up. However, When I copy between my D2 and D4
>> i'm getting an error 144. I think I need to scan for bad sectors. I'll
>> check it out.
>>
>> Thanks!
>>
>> Thomas
>>
>> "Phantom" <phantomm@bellsouth.net> wrote in message
>> news:uL2we.23984$qm.14930@bignews6.bellsouth.net...
>>>

>>> Not sure, but FLASH BACK by ICD might do this.
>>>
>>> I have the software and manual but I'm not near it to check.
>>>
>>> I did see Flashback on a Atari FTP site awhile back.
>>>
>>> If you don't have it, you might want to get it.
>>>
>>> "Docrotcod" <rahbart@cox.net> wrote in message
>>> news:541we.22049$mC.536@okepread07...
>>>> Is there a program that will do a surface scan and map out bad
>>>> sectors on hard disks? I run the hdphmt9 program and it formats the
>>>> hard drive, then you run the hdfmtdir or whatever it is and it makes it
>>>> usable. But I want something to scan for bad sectors.
>>>>
>>>> Thomas
>>>>
>>>
>>>
>>
>>
>
>

2684. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 04:30:20 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1119933011@rtfm.mit.edu>
Source record: 10841
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2685. Re: sPARTADOS X

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 05:49:49 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-FBqHpXk9dXDK@draco.w2kserv.local>
Source record: 10842

C'mon guys, gotta be someone out there that knows something about
this.

Ken

On Mon, 27 Jun 2005 06:42:09 UTC, <kenames@pacbell.net> wrote:

> hi,
> does anyone here know of technical information sources for SpartaDOS
> X? for example, the actual file details for the carts relocatable
> files, or any other info. mostly what I have found is in Polish and I
> cannot read that at all. any help will be appreciated.
>
> Ken
>

--

2686. Update: MIO and hard disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 06:29:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <w76we.22070$mC.16988@okepread07>
Source record: 10843

I think what I need to know is if there is a low-level format program that will map out bad sectors for SCSI hard disks? If not I may have to connect it to a PC and low-level it there first.

Thomas

2687. Re: Ultimate Atari XL - SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 07:01:29 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1119941397.437909.266060@g44g2000cwa.googlegroups.com>
Source record: 10844

Hi Iain!

Studios have budgets. The top of the range stuff get used on private
systems and on system demos.

2688. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 08:40:04 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d9r2d4$9at$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10845

Hi,

> >> Anyone got the source code for the Atari 400/800 OS and/or BASIC?
> >
> > Not the original, this would be a copyright violation.

> I think that's a fait accompli, so much Atari stuff is already on the net
> and there is no real Atari company to be angry about loss of earnings etc.

That doesn't change the problem, though. The Atari owners (now Infogrames)
haven't released the sources as far as I'm informed, so the problem
remains as stated.

> > On the page down, check for os++.tgz.

> Yep, did that but the file is not there.

Oh, sorry me. I'll upload it again tomorrow. I must have erased earlier.

> > "Almost". Os++ keeps a couple of improvements made in the XL series,
> > minus the parallel port stuff, plus an built-in FMS and DOS, plus
> > a couple of improvements (optional text window for Gr.9 to 11 and
> > others).

> I'll have a go at re-sourcing the code from the binary, using the cc65
> disassember features.

Well, have fun, then. (-:

So long,
Thomas

2689. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 09:04:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <-bqdnVbI5rSAj1zf4p2dnA@telenor.com>
Source record: 10846

> Got a question that you might can help me with...
>
> Years ago I bought a 8bit hard drive system with ICD MIO.
>
> The system had 2 hard drives. One is a Seagate ST225 and seems to have
> a Adaptec 4000 controller board installed on the bottom of the drive.
>
> The other drive does NOT have a controller board on the bottom of the
> drive.
>
> However, In the case was a Adaptec 4000a Controller card and both drives
> were connected to it with cables. It ran just fine. But the powersupply
> went
> bad and I've not replace it yet.
>
> Does each drive need its own controller card or can you run more than
> one
> MFM/RLL drive off of one Adaptec controller using the MIO?
>
> phantomm@bellsouth.net

I think that you can have two MFM/RLL drives on each controller card. I used to have it and it worked fine, but after a move, nothing comes up on anything. Can't even reformat or start over. I tried two different 4000A controllers and several drives. I might have forgotten how to do it or need the same low level formatter as the original poster does. Anyplace to buy Flashback?

2690. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 10:00:26 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <_c9we.9321$11.3907@newsfe2-win.ntli.net>
Source record: 10847

<stephensheppard@hotmail.com> wrote in message
news:1119923929.094498.150510@z14g2000cwz.googlegroups.com...
> I attempted to take the PDF and OCR it using OmniFormat, PDF995s, and
> OmniFormat OCR Module (a Free Windows based suite that supposedly
> converts various graphics formats to PDF, PDFs to various graphics
> formats, and OCR of all). OmniFormat broke down the PDF into
> individual JPEGs but the image quality is too low to obtain acceptable
> OCR or the OCR module is not good enough.
>
> Sorry, I tried.

Thanks.

I've had similar problems.

Whenever I scan a document for archival, I scan it to 300 dpi monochrome PNG (lossless) so that it is good enough for OCR if someone ever wishes to do so.

When putting images on the web to be read on a screen, I use copies at 100 dpi.

I also avoid scanning to pdf because it creates one huge document to download before starting to read, and it is a pain

As always, JPG is the wrong format for storing scanned text.

> At least with separate JPEGs I can turn the images from landscape to
> portrait mode and be able to read the source code on the screen.

The pdf file security settings allow me to rotate the pages for viewing (which suits all but the cover page), but not save it like that. Another reason I dislike pdf files!

If I had that book myself I'd re-scan it for you.

2691. Re: sPARTADOS X

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 16:08:39 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <bCewe.10691$hK3.5969@newsread3.news.pas.earthlink.net>
Source record: 10698

kenames@pacbell.net wrote:

> C'mon guys, gotta be someone out there that knows something about
> this.

Foggy<REALLY foggy> memory but SDX wasn't compiled or written on an Atari 8 bit. It was done on a one off compiler/assembler on an IBM. Could be a Keith Ledbetter cross compiler, like I said foggy memory. Unless FTE gave out copies to subcontracters there would be only one copy available and Mike would have it.

I am 90% sure the source code for SDX was specific to the compiler which is not in distribution. IOW: Even if you had the source to it you would have to figure out what it does and how to do a translation.

At some point in time it becomes academic for several reasons. SDX was more of a power user toy. If you needed a huge amount of free memory for running a BBS or programming it was the tool to have. Not a lot of BBSs left and the same holds true for programmers.

2692. What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 16:37:02 UTC
From: puritan_2076@yahoo.com
Message-ID: <1119976622.086747.22130@z14g2000cwz.googlegroups.com>
Source record: 10699

Please excuse my inexcuseable ignorance (again) but what is Sparta DOS X? Yes, I know it's a third party DOS for Atari computers, but is it more or less advanced than Atari XE DOS? The "X" isn't a version number; does it mean "uniX" like features (pipes, filters, subdirectories, etc) ?

I understand there is no multitasking enironment for the Atari, but what about task switching? I read somthing about a program called "Snapshot" that seems to task switch, or as they put it in the old days, "create seperate virtual computers" using the extra RAM.

Did anyone make an adapter to use a 1064 on an XE?

2693. Re: sPARTADOS X

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 17:47:17 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-5NF3Fvzr3pvP@draco.w2kserv.local>
Source record: 10700

hi Rick,
thank you for your answer. having the source would be nice but I can
get by without that. there are some nice utilities in the cart I would
like for the SpataDOS 3.X versions. I do a lot of my Atari work for
the Cross Assembler from Kieth Ledbetter. it is a nice piece of work
on his part.
anyway, the file format for those cart *.com files is rather odd,
would like to understand that format better.

Ken

> kenames@pacbell.net wrote:
>
> > C'mon guys, gotta be someone out there that knows something about
> > this.
>
> Foggy<REALLY foggy> memory but SDX wasn't compiled or written on an
> Atari 8 bit. It was done on a one off compiler/assembler on an IBM.
> Could be a Keith Ledbetter cross compiler, like I said foggy memory.
> Unless FTE gave out copies to subcontracters there would be only one
> copy available and Mike would have it.
>
> I am 90% sure the source code for SDX was specific to the compiler which
> is not in distribution. IOW: Even if you had the source to it you would
> have to figure out what it does and how to do a translation.
>
> At some point in time it becomes academic for several reasons. SDX was
> more of a power user toy. If you needed a huge amount of free memory for
> running a BBS or programming it was the tool to have. Not a lot of BBSs
> left and the same holds true for programmers.

--

2694. Re: Update: MIO and hard disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 17:56:41 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-DIeqYjzNyPdZ@draco.w2kserv.local>
Source record: 10701

hi,
both the MIO and BlackBox low level format utilities will scan for
bad sector. If any ar found then they are mapped out and the drive
formats again with the bad sectors taken out. Also, the fmtdir.com
from the BlackBox utility disk will checl for bad sectors and write
them to a special file "SECTORS.BAD" IIRC.
hth

Ken

On Tue, 28 Jun 2005 06:29:42 UTC, "Docrotcod" <rahbart@cox.net> wrote:

> I think what I need to know is if there is a low-level format program
> that will map out bad sectors for SCSI hard disks? If not I may have to
> connect it to a PC and low-level it there first.
>
> Thomas
>
>

--

2695. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 18:11:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <2pgwe.22107$mC.7557@okepread07>
Source record: 10703

SpartaDos X is a ROM based DOS that runs on a cartridge. It has a pass
through connector on top to attach an additional cartridge such as an R-Time
8 (real time). It eliminates the need to boot off of a floppy, plus has
some powerful additions to it.

Thomas

<puritan_2076@yahoo.com> wrote in message
news:1119976622.086747.22130@z14g2000cwz.googlegroups.com...
> Please excuse my inexcuseable ignorance (again) but what is Sparta DOS
> X? Yes, I know it's a third party DOS for Atari computers, but is it
> more or less advanced than Atari XE DOS? The "X" isn't a version
> number; does it mean "uniX" like features (pipes, filters,
> subdirectories, etc) ?
>
> I understand there is no multitasking enironment for the Atari, but
> what about task switching? I read somthing about a program called
> "Snapshot" that seems to task switch, or as they put it in the old
> days, "create seperate virtual computers" using the extra RAM.
>
> Did anyone make an adapter to use a 1064 on an XE?
>

2696. Re: Update: MIO and hard disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-28 18:11:41 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Epgwe.22108$mC.12167@okepread07>
Source record: 10702

Thank you, I will check them out.

Thomas

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-DIeqYjzNyPdZ@draco.w2kserv.local...
> hi,
> both the MIO and BlackBox low level format utilities will scan for
> bad sector. If any ar found then they are mapped out and the drive
> formats again with the bad sectors taken out. Also, the fmtdir.com
> from the BlackBox utility disk will checl for bad sectors and write
> them to a special file "SECTORS.BAD" IIRC.
> hth
>
> Ken
>
> On Tue, 28 Jun 2005 06:29:42 UTC, "Docrotcod" <rahbart@cox.net> wrote:
>
>> I think what I need to know is if there is a low-level format program
>> that will map out bad sectors for SCSI hard disks? If not I may have to
>> connect it to a PC and low-level it there first.
>>
>> Thomas
>>
>>
>
>
> --
>

2697. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 02:08:27 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <5g04c1lu29ttrfeh7ofh6plhb05meekt6o@4ax.com>
Source record: 10704

On 28 Jun 2005 09:37:02 -0700, puritan_2076@yahoo.com wrote:

>I understand there is no multitasking enironment for the Atari, but
>what about task switching? I read somthing about a program called
>"Snapshot" that seems to task switch, or as they put it in the old
>days, "create seperate virtual computers" using the extra RAM.

Yes I used this program (snapshot) with my 130xe. There was a
terminal program (I believe it was called Bobterm, but 15 years ago
is pretty hazy for me) that allowed you to play "breakout" while you
were downloading, so there was that one program for the 8bits that
multitasked.

2698. I think I found the sound problem in Atari++ 1.41

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 02:12:38 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <P46dnVwUxu0Gnl_fRVn-uQ@comcast.com>
Source record: 10705

apparently when I boot my machine the default master volume is set half way. I usually have to turn it up using volume controls to about 90. If I don't turn up the volume after booting, the sound in Atari++ is working. If I turn up the volume using windows volume controls to about 90% from the previous 50%, and then run Atari++ it seems the volume is too loud and it cuts off the output altogether. Reducing to 70% produced very distored sound. So that's the problem I was having for whatever its worth.

2699. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 02:21:53 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <5Bnwe.9184$Xr6.1972@trnddc07>
Source record: 10706

All of the SCSI / SASI controllers that I used with my MIO (and there were a bunch of them - Adaptec 4000; DTC-510b, Xebec and others) supported two drives - In fact, I've never seen one of those controllers that didn't support 2.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Phantom" <phantomm@bellsouth.net> wrote in message
news:mX3we.10082$Zo.8381@bignews3.bellsouth.net...
>
> Got a question that you might can help me with...
>
> Years ago I bought a 8bit hard drive system with ICD MIO.
>
> The system had 2 hard drives. One is a Seagate ST225 and seems to have
> a Adaptec 4000 controller board installed on the bottom of the drive.
>
> The other drive does NOT have a controller board on the bottom of the
> drive.
>
> However, In the case was a Adaptec 4000a Controller card and both drives
> were connected to it with cables. It ran just fine. But the powersupply
> went
> bad and I've not replace it yet.
>
> Does each drive need its own controller card or can you run more than one
> MFM/RLL drive off of one Adaptec controller using the MIO?
>
> phantomm@bellsouth.net
>
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:0Y2we.22057$mC.4902@okepread07...
>> Yeah I use that to back up. However, When I copy between my D2 and D4
>> i'm getting an error 144. I think I need to scan for bad sectors. I'll
>> check it out.
>>
>> Thanks!
>>
>> Thomas
>>

>> "Phantom" <phantomm@bellsouth.net> wrote in message
>> news:uL2we.23984$qm.14930@bignews6.bellsouth.net...
>>>
>>> Not sure, but FLASH BACK by ICD might do this.
>>>
>>> I have the software and manual but I'm not near it to check.
>>>
>>> I did see Flashback on a Atari FTP site awhile back.
>>>
>>> If you don't have it, you might want to get it.
>>>
>>> "Docrotcod" <rahbart@cox.net> wrote in message
>>> news:541we.22049$mC.536@okepread07...
>>>> Is there a program that will do a surface scan and map out bad
>>>> sectors on hard disks? I run the hdphmt9 program and it formats the
>>>> hard drive, then you run the hdfmtdir or whatever it is and it makes it
>>>> usable. But I want something to scan for bad sectors.
>>>>
>>>> Thomas
>>>>
>>>
>>>
>>
>>
>
>

2700. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 04:17:16 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ghpwe.743$8f7.667@newsread1.news.pas.earthlink.net>
Source record: 10707

puritan_2076@yahoo.com wrote:
> Please excuse my inexcuseable ignorance (again) but what is Sparta DOS
> X? Yes, I know it's a third party DOS for Atari computers, but is it
> more or less advanced than Atari XE DOS? The "X" isn't a version
> number; does it mean "uniX" like features (pipes, filters,
> subdirectories, etc) ?

Work alike/MS type commands. It had a default batch type file in its ROM that would set up several options like reserving 64k of banked memory for OSI language like BasicXE. On a 256k machine it really came alive since you could add a batch file to your boot disk and set up your machine as you wished. For instance you could set up a 192k RAMDISK, copy all the frequently accessed BBS files to it, load the RS232 handler, then run your BBS program. You could access 8 drives of up to 16 megs and RAMDISK w/o having to change anything.

For programming, lets say you were writing ML routines to be accessed by BASIC. You would just have your ED/ASM plugged into the SDX and compile to page 6. You would then switch to built in BASIC just using commands and test your code. Doing compiles of large programs to and from RAMDISK made doing large programs almost tolerable.

There were a lot of other utilities in SDX IIRC. I think it had a ARC type utility, support for high speed disk drives, handlers for ATR8000, etcetera. I may be thinking about one of the other Sparta for the ATR handler but heck, something like a 256k or 512k ROM in that puppy meant a lot of goddies were included.

For the average person that just wanted to play PacMan it didn't have much value. A lot of the functions like directories and 16 meg disk access were handled by MyDOS. Even when SIO2PC came along I found bugs with my version of SDX<2.19?> made it unusable: That was pretty much the last nail in the coffin for me.

2701. Re: Update: MIO and hard disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 06:27:18 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ibrwe.22192$mC.13073@okepread07>
Source record: 10708

Looks like HDFMTPH does a physical format and then verifies the sectors.

The HDFMTPH6 doesn't include low level formatting for the seagate embedded drives.

The HDFMTPH9 seems to work for other seagate embedded drives other than the st225n.

shrug I don't know... Seems like the HDFMTPH is the only one that verifies and maps out sectors.

Thomas
"Docrotcod" <rahbart@cox.net> wrote in message news:w76we.22070$mC.16988@okepread07...
> I think what I need to know is if there is a low-level format program
> that will map out bad sectors for SCSI hard disks? If not I may have to
> connect it to a PC and low-level it there first.
>
> Thomas
>

2702. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 08:21:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <BRswe.7895$Xv.4965@bignews4.bellsouth.net>
Source record: 10709

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:ghpwe.743$8f7.667@newsread1.news.pas.earthlink.net...

>> There were a lot of other utilities in SDX IIRC. I think it had a ARC
> type utility, support for high speed disk drives, handlers for
> ATR8000, etcetera. I may be thinking about one of the other Sparta for
> the ATR handler but heck, something like a 256k or 512k ROM in that
> puppy meant a lot of goddies were included.

Yes it had a ARC utility built in. I used that feature alot when I had
mine.
It was fast to ARC or UNARC to the RamDisks in the MIO.

Yes there were alot of extras in the cart.
They were all protected IIRC, meaning you could use them from the
cart. But you couldn't copy a file such as a driver from the cart to
disk right?

>
> For the average person that just wanted to play PacMan it didn't have
> much value. A lot of the functions like directories and 16 meg disk
> access were handled by MyDOS. Even when SIO2PC came along I found bugs
> with my version of SDX<2.19?> made it unusable: That was pretty much
> the last nail in the coffin for me.

I had 2 at one time and sold them after I moved on to other Atari
Computers.
Didn't sell my MIO and hard drives or software and a few others good
bits.

But now, I really could use a SDX cart. I'd like to get a original one.

But with the ROMS available. One can make their own with a memory cart.
Or so I've been told.

Has anyone did this yet if so, Does everything work correctly?
I know there's no pass thru, but what about everything else?

phantomm@bellsouth.net

2703. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 08:44:19 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d9tn13rms1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10710

Hi,

followup to my own posting, sorry.

Just wanted to state that the broken link to os++ on my home page
has been fixed, see:

http://www.math.tu-berlin.de/~thor/atari++/

> > > On the page down, check for os++.tgz.

> > Yep, did that but the file is not there.

Now it should. Sorry for the inconvenience.

So long,
Thomas

2704. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 10:31:00 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <ELuwe.10745$11.4044@newsfe2-win.ntli.net>
Source record: 10711

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:d9r2d4$9at$1@mamenchi.zrz.TU-Berlin.DE...
>
>> > On the page down, check for os++.tgz.
>> Yep, did that but the file is not there.
> Oh, sorry me. I'll upload it again tomorrow. I must have erased earlier.

Okay, the link downloaded os++.tar but my windows machine does not recognize
tar format.

I'll have a look for a trustworthy tar extractor.

Just a suggestion, but is zip format the most common format (at least for
the general public running Windows)? I use zip format for stuff I put on the
web. I'm guessing Unix/Linux can cope with that.

2705. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 11:27:20 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <sAvwe.10751$11.5583@newsfe2-win.ntli.net>
Source record: 10712

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:d9r2d4$9at$1@mamenchi.zrz.TU-Berlin.DE...
>
>> > On the page down, check for os++.tgz.
>> Yep, did that but the file is not there.
> Oh, sorry me. I'll upload it again tomorrow. I must have erased earlier.

Okay, the link downloaded os++.tar but my windows machine does not recognize
tar format.

I'll have a look for a trustworthy tar extractor.

Just a suggestion, but is zip format the most common format
(at least for the general public running Windows)?
I use zip format for stuff I put on the web.
I'm guessing Unix/Linux can cope with that.

2706. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 13:46:46 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <d9u8o5$gu2$1@news.citykom.de>
Source record: 10713

Kryten wrote:
> "Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
> news:d9r2d4$9at$1@mamenchi.zrz.TU-Berlin.DE...
>
....
> I'll have a look for a trustworthy tar extractor.
>
> Just a suggestion, but is zip format the most common format (at least for
> the general public running Windows)? I use zip format for stuff I put on the
> web. I'm guessing Unix/Linux can cope with that.
And Winzip can copy with tgz (= tar.gz)ï¿œ

Bye Jochen

2707. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 13:53:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.06.29.13.53.00.889985@charter.net>
Source record: 10714

On Wed, 29 Jun 2005 11:27:20 +0000, Kryten wrote:

> Just a suggestion, but is zip format the most common format
> (at least for the general public running Windows)?
> I use zip format for stuff I put on the web.
> I'm guessing Unix/Linux can cope with that.

Using Mandriva Linux here, no problem with *.zip files at all.

You might have to install the zip utility (RPM for Mandriva) but other
than that, its dead easy to use. Command line or gui.

2708. interesting atari find on Google

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 14:34:40 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1120055680.726748.292510@o13g2000cwo.googlegroups.com>
Source record: 10715

http://print.google.com/print?q=atari

2709. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 15:40:39 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Xhzwe.10810$jX6.6731@newsread2.news.pas.earthlink.net>
Source record: 10716

Phantom wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:ghpwe.743$8f7.667@newsread1.news.pas.earthlink.net...
>
>
>>>There were a lot of other utilities in SDX IIRC. I think it had a ARC
>>
>>type utility, support for high speed disk drives, handlers for
>>ATR8000, etcetera. I may be thinking about one of the other Sparta for
>>the ATR handler but heck, something like a 256k or 512k ROM in that
>>puppy meant a lot of goddies were included.
>
>
> Yes it had a ARC utility built in. I used that feature alot when I had
> mine.
> It was fast to ARC or UNARC to the RamDisks in the MIO.
>
> Yes there were alot of extras in the cart.
> They were all protected IIRC, meaning you could use them from the
> cart. But you couldn't copy a file such as a driver from the cart to
> disk right?

I'm really foggy on that too. I think it probably had a kernal in the
ROM that was accessed by just about every utility so they wouldn't run
w/o SDX being plugged in. I think there was one odd ball way of looking
at or transferring programs, like using redirection to pipe a print to a
disk file or something, but I can't remember what it was.
>
>
>
>>For the average person that just wanted to play PacMan it didn't have
>>much value. A lot of the functions like directories and 16 meg disk
>>access were handled by MyDOS. Even when SIO2PC came along I found bugs
>>with my version of SDX<2.19?> made it unusable: That was pretty much
>>the last nail in the coffin for me.
>
>
> I had 2 at one time and sold them after I moved on to other Atari
> Computers.
> Didn't sell my MIO and hard drives or software and a few others good
> bits.
>
> But now, I really could use a SDX cart. I'd like to get a original one.
>

> But with the ROMS available. One can make their own with a memory cart.
> Or so I've been told.
>
> Has anyone did this yet if so, Does everything work correctly?
> I know there's no pass thru, but what about everything else?

I think you need a SDX PC board because of the decoding. I don't think they are available. Once again I can't remember exactly what the adresses were but IIRC they worked similar to the OSS supercarts, i.e. writes to $D5XX bank switch but were the OSS carts would respond to any write in that range, address $D501 functioned the same as $D5F1, the SDX was addressed at $D58X or $D5Fx and up and had enough latch to decode the entire ROM. All the code in the carts only used the lowest addresses available so you were safe with SDX. The information was somewhere on the web. It was someone in the group pointed me to it. Maybe goggle supercart and SDX.

I made a couple of pass through carts with built in RS232 and single D/A converters. I remember it being a hassle, particularily because of my limited number of brain cells, to get it to only respond to a limited address range to work with Supercarts and SDX. Made for an odd stack of my homebrew cart with SDX and Action! plugged on top of it. Leaning Tower of Carts.

2710. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 16:01:14 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <d9ugkaers1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10717

Hi,

> Just a suggestion, but is zip format the most common format (at least for
> the general public running Windows)?

Maybe, but the emulator and the Os is neither written on nor written
for - shudder - Windows. (-; It's a linux project with a win32
port.

BTW, winzip can handle .tgz just fine.

So long,
Thomas

2711. PING --> Larry White

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 17:55:14 UTC
From: stephensheppard@hotmail.com
Message-ID: <1120067714.858069.210510@z14g2000cwz.googlegroups.com>
Source record: 10726

Sorry to use newsgroup space for this but your AOL mailbox is rejecting
my messages without explanation.

Do you have an alternate email address?

Please PM me.

Thanks.

Regards,

Steve Sheppard

2712. Re: PING --> Larry White

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 18:17:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <VZqdneE8jeKmeF_fRVn-pg@comcast.com>
Source record: 10727

```
<stephensheppard@hotmail.com> wrote in message
news:1120067714.858069.210510@z14g2000cwz.googlegroups.com...
: Sorry to use newsgroup space for this but your AOL mailbox is rejecting
: my messages without explanation.
:
: Do you have an alternate email address?
:
: Please PM me.
:
: Thanks.
:
: Regards,
:
: Steve Sheppard

AOL sucks. Take the hyperlinks out of your sig files.
Just for AOL email recipients, that is. :o)

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
```

2713. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 19:31:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <KGCwe.2491$p%3.15777@typhoon.sonic.net>
Source record: 10718
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Michael Current <hunmanik@earthlink.net> wrote:
> 1985
> February 6: Namco, Ltd. (of Japan) purchased the Atari Coin-Operated Games
> division of Atari Games, Inc. from Warner Communications, Inc.

Namco!? WOAH! Why hadn't I heard _that_ before!?
(I guess cuz I stick around comp.sys.atari.8bit and not any arcade-related
groups ;^))

> 1986
> (after July 3): A group of Atari Games employees purchased Namco America's
> controlling interest in the company. Atari Games became independent of any
> corporate parent. (Both Namco America and Warner Communications remained
> major investors.) [NOTE- MC has not been able to document this transaction
> directly.] Hide Nakajima remained president of Atari Games.

Ah, if this is true, it was quite short-lived, which might help explain
why I hadn't heard about it. :)

<snip>
> 1999
> Atari Games released San Francisco Rush 2049. This turned out to be the last
> coin-operated arcade game sporting the Atari Games name and logo.

DAMN! That would've been the one I worked on! *sniffle*

It would've had much more natural looking dust and smoke, if I had gotten
my hands on it. :^)

<snip>
> TODAY: The Atari copyrights/trademarks/patents secured by Atari Games Corp.
> from Warner Communications in 1985, along with all Atari Games Corp. and
> Midway Games West properties created since 1985, are owned by the Midway Games
> West unit of Midway Games. Midway Games, Inc. is based in Chicago, Illinois,
> USA: http://www.midway.com/

So they're not dead, yet. :)

Still, though, what a ride. Thanks for contributing this, Michael!
(Hey, ever edit stuff over at Wikipedia? :))

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2714. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 19:39:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <%NCwe.2492$p%3.15668@typhoon.sonic.net>
Source record: 10719
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit dark_willow1981@lycos.com wrote:
> Atari now is just a brand logo used by a games comapny that is
> themselves very small.

See someone else's comment on the size of Infogrames. (I'll take their word for it :^))

> There is no way I can see that they are going to
> build a new hardware,

Except, they already _did_. I mean, it's not a PS2, but...

http://www.atari.com/us/games/atari_flashback/7800

and:

http://www.classicgaming.com/features/articles/flashback2/

The latter is _actually_ an Atari-compatible device (whereas the original Atari Flashback is based on a Nintendo-NES-on-a-chip).

> People won't Q up to play PacMan on the PSP or Xbox 360,

Define "people." There are a lot of us out here. The first disc I bought when I got my original PlayStation was the Williams arcade classics disc (the one with Joust and Sinistar).

Aside from Super Mario World, the only cartridges I have for my Gameboy Advance SP are classic arcade game compliations. (Pretty much every game I have _for_ my GBASP were made before the _original_ GB came out!)

> but they won't mind paying a few quid to download it to their phone.

And that's where people like me come in. >:^) I write cellphone games for a small company in the Bay Area.

--
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2715. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 19:44:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <SSCwe.2493$p%3.15673@typhoon.sonic.net>
Source record: 10720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit mail@freeman-studio.com wrote:
> There is no support for past Atari products at all. Just a means to use
> past Atari ideas and better name recognition to make PC games.

Except for all of the classic games they're re-releasing...

http://www.atari.com/us/genre/arcade

* "Retro Atari" for the Gameboy DS (which is apparently pretty awesome,
though I've never even tried a DS, let alone this game)

* Atari Anthology for PS2 & XBox

* Atari: 80 classic games in one (Windows)

* Atari Arcade (Windows)

* Atari Anniversary Edition (Windows)

* Atari Flashback (a stand-alone console with built-in games;
not so well-received)

* Atari Flashback 2.0 (coming this summer; highly anticipated)

--
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2716. Re: AtariSIO Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 19:46:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <EUCwe.2494$p%3.15718@typhoon.sonic.net>
Source record: 10721

Matthias Reichl <usenet-200506@hias.horus.com> wrote:
> BTW: If you are interested I can email you an 1.44MB floppy image
> with a selfmade mini Linux and the current AtariSIO version.

That is so cool. :)

--
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2717. Re: Minimum PC Requirements for APE

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 19:54:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <%%Cwe.2495$p%3.15785@typhoon.sonic.net>
Source record: 10722

Larry <LLppwhite@aol.com> wrote:
> I don't know much about the Zaurus -- does it run MS-Dos or is it a
> Linux device?
> (Although having read your posts before, I suspect I know... ;-)

Linux all the way, baby! ;^)

The lowest-end models are something like:

200MHz ARM CPU
32MB RAM
32MB Flash (file space)
320x240, 16bpp backlit LCD touchscreen
Built-in QWERTY keyboard
CF memory & device slot
SD/MMC memory card slot
USB slave connector
Linux 2.4 kernel
Qtopia desktop environment (tho some people replace their entire s/w stack)

There're something like 1200 (at least) pieces of software for the things,
and numerous models out, these days [1], including Atari emulators! :^)

Sadly, discontinued in the US, but the Japanese market are getting
some sweet devices. (Some with 128MB of Flash, 64MB of RAM and a 4GB
HDD built-in! [2]) You _can_ get them in the US, but it'll cost you [3].

[1] Embedded Linux Software Index:
http://www.elsix.org/

[2] Zaurus C3100 at Zaurus User Group:
http://www.zaurususergroup.org/Article130.phtml

[3] Slashdot artricle on getting the SL-6000L in the US:
http://hardware.slashdot.org/article.pl?sid=05/05/03/2240255

--
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2718. Re: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 19:55:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <P0Dwe.2496$p%3.15537@typhoon.sonic.net>
Source record: 10723

mr-atari <sijmen@mr-atari.com> wrote:
> Just a short note to remind everybody that pre-orders ends 31-may.

> !! =THAT IS TODAY= !!

> If you want a MyIDE + 1Mb flash cheap, buy one now.
> http://www.atarimax.com/myide/ï¿½documentation/

I just checked (it's now late June):

"SALE EXTENDED UNTIL 07/31/2005"

:)

--
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2719. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 21:09:16 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <06Ewe.10915$11.1205@newsfe2-win.ntli.net>
Source record: 10724

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:d9ugkaers1@mamenchi.zrz.TU-Berlin.DE...

> Maybe, but the emulator and the OS is neither written on nor written
> for - shudder - Windows. (-;
> It's a Linux project with a win32 port.
>
> BTW, WinZip can handle .tgz just fine.

That maybe so, but although your link text says os++.tgz, clicking on it
returns os++.tar

:-)

2720. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-29 22:21:38 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120083698.679485.92090@g43g2000cwa.googlegroups.com>
Source record: 10725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

All of those examples you mentioned fall under the category:

> .... Just a means to use
> past Atari ideas ...

Where is the innovation?

Coda

2721. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 01:37:19 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <r2j6c1pcik2usjoo0pfb6pvlsg2og5ltlm@4ax.com>
Source record: 10728

I zipped what I've got for source code for the Atari OS and put it here:
http://www.jeffersonsauctioneering.com/atari/atari-os.zip

Maybe that will help you?

Shawn Jefferson
(fix reply to for email)

2722. Compare?

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 04:11:35 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <4iKwe.22284$mC.12855@okepread07>
Source record: 10729

Is there a program out there that will compare the contents of two different drives? I think I have some discrepancy between my backup and source drives.

Thomas

2723. Re: MyIDE

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 05:58:59 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <MSLwe.22286$mC.14154@okepread07>
Source record: 10730

Thank you very much!

Thomas

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:P0Dwe.2496$p%3.15537@typhoon.sonic.net...
> mr-atari <sijmen@mr-atari.com> wrote:
>> Just a short note to remind everybody that pre-orders ends 31-may.
>
>> !! =THAT IS TODAY= !!
>
>> If you want a MyIDE + 1Mb flash cheap, buy one now.
>> http://www.atarimax.com/myide/�documentation/
>
> I just checked (it's now late June):
>
> "SALE EXTENDED UNTIL 07/31/2005"
>
> :)
>
> --
> -bill! Picn*x14 --- Linux Anniversary Picnic &
> BBQ!
> bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August
> 14th
> http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP &
> volunteer!

2724. Re: Visicalc for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 06:49:54 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <42c395d2$0$1128$9b4e6d93@newsread4.arcor-online.net>
Source record: 10731

Phantom wrote:
> Sorry to butt in...
>
> I have a XEP-80 as well and was wondering if there is a list of programs
> that will work with it?
>

yes. apparently the XEP wasn't very popular, so the public interest in
this topic seems to be low :(

\thomas

2725. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 08:00:10 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <da08qafgk2@mamenchi.zrz.TU-Berlin.DE>
Source record: 10732

Hi,

> > BTW, WinZip can handle .tgz just fine.

> That maybe so, but although your link text says os++.tgz, clicking on it
> returns os++.tar

> :-)

Seems to be a "feature" of the browser you're using. Try firefox/mozilla,
they'll pickup the right mime type for me.

So long,
Thomas

2726. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 08:51:23 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <foOwe.13740$Ar5.10981@newsfe5-win.ntli.net>
Source record: 10733

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:r2j6c1pcik2usjoo0pfb6pvlsg2og5ltlm@4ax.com...
>I zipped what I've got for source code for the Atari OS and put it here:
> http://www.jeffersonsauctioneering.com/atari/atari-os.zip
>
> Maybe that will help you?

Aha, source to re-create the XL/XE ROM contents. Nice.

Having read the README, I see it is from a guy called Sidney Cadot.
Do you think it's okay for me to put the sources on the web in html format,
so long as I assign appropriate credit?

I suppose the XL is the most advanced version, so recreating the 800 source
is only of historical interest to replace the 6 MByte pdf file.

Cheers, K.

2727. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 09:12:11 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <LHOwe.13825$Ar5.9210@newsfe5-win.ntli.net>
Source record: 10734

Ah, I see the author already has it on the net
http://ch.twi.tudelft.nl/~sidney/atari/
A more recent version, but in *.tar.gz form that I cannot open
Firefox downloads it correctly but my GnuWin32 utility doesn't open it.

I'll chat with Mr Cadot directly...

2728. Re: interesting atari find on Google

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 10:49:49 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050630114946.4060A@ilba14195.www.blueyonder.co.uk>
Source record: 10735

In article <1120055680.726748.292510@o13g2000cwo.googlegroups.com>,
rtdos@rtdos.com (*ProteanThread*) wrote:

> *From:* "*ProteanThread*" <rtdos@rtdos.com>
> *Date:* 29 Jun 2005 07:34:40 -0700
>
> http://print.google.com/print?q=atari
Nice one. Thanks for that.

Iain

2729. Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 12:49:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506300545320.1756-100000@onyx.spiritone.com>
Source record: 10736
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Overworked? Stressed Out? Do Video Games only complicate your Life? The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST and Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Goto http://BensCatalogs.Atari.org Games Starting at $5 & Up!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2730. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 12:52:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0506300549120.1756-100000@onyx.spiritone.com>
Source record: 10737
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2731. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 13:48:18 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120139298.923431.175630@g14g2000cwa.googlegroups.com>
Source record: 10738
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Theres no such thing as XMAS, spamboy.

2732. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 18:05:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns968584E84A84Demuslor@216.196.97.136>
Source record: 10739

Despite all prevention efforts, Thomas Richter
<thor@mersenne.math.tu-berlin.de> wrote in
news:da08qafgk2@mamenchi.zrz.TU-Berlin.DE:

>
> Hi,
>
>> > BTW, WinZip can handle .tgz just fine.
>
>> That maybe so, but although your link text says os++.tgz, clicking on
>> it returns os++.tar
>
>> :-)
>
> Seems to be a "feature" of the browser you're using. Try
> firefox/mozilla, they'll pickup the right mime type for me.
>
> So long,
> Thomas
>
>
>

Mine did the same thing - just rename it to .tgz when you download.

--
Slor

2733. MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 19:00:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <NtadnQfUvfRA3Vnf4p2dnA@telenor.com>
Source record: 10740

I just got it working now, but I have an old setup, which I like very much when programming. I use TopDos, Textpro and AMAC for coding. I made a small partition to fit this on and that seems fine enough. However, I used to have the MIO connected and there I swapped drives from 6 to 1 and that made TopDos work, but the MyIDE can't swap drives. Any suggestions on easy fixes?

Take Atarian care

2734. Re: Atari firmware source code in text form wanted

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 19:13:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns968590531A933emuslor@216.196.97.136>
Source record: 10741

Despite all prevention efforts, "Kryten"
<kryten_droid_obfusticator@ntlworld.com> wrote in news:LHOwe.13825$Ar5.9210
@newsfe5-win.ntli.net:

> Ah, I see the author already has it on the net
> http://ch.twi.tudelft.nl/~sidney/atari/
> A more recent version, but in *.tar.gz form that I cannot open
> Firefox downloads it correctly but my GnuWin32 utility doesn't open it.
>
> I'll chat with Mr Cadot directly...
>
>
>

Excellent effort by Mr. Cadot. I just got ahold of this and built all the
roms on my Linux box - binary equivalents as advertised. :)

--
Slor

2735. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-06-30 23:48:51 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <zx%we.3766$Qo.146@fed1read01>
Source record: 10742
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You're having such a hard time because your prices are too high. Lower
them until sales pick up. Match the economic times. Collectors don't
have the expendable income like they did a few years ago. Compare prices
on ebay now to what they were before the tech bust. They're like 1/3
what they used to be.

2736. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 02:07:29 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <wOCdnS-m0cfxOFnfRVn-oQ@comcast.com>
Source record: 10743
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"MrBiggles" <mrbiggles909@yahoo.com> wrote in message
news:zx%we.3766$Qo.146@fed1read01...
> You're having such a hard time because your prices are too high. Lower
> them until sales pick up. Match the economic times. Collectors don't have
> the expendable income like they did a few years ago. Compare prices on
> ebay now to what they were before the tech bust. They're like 1/3 what
> they used to be.

My other critical advice for him would be not to use Xmas in July as an
advertisement. It might offend some religous people (I'm a little
dissapointed but not offended) because the primary meaning of Xmas is a
religious celebration, not a means to market merchandise (remember, "Have
you made my Father's house a den of merchandise?")

I realize that many companies do market at Xmas time, however I think "Xmas
in July" sale is taking it too far.

Just some helpful criticism, not a flame.

2737. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 02:21:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jL1xe.7734$ho.451@bignews6.bellsouth.net>
Source record: 10744

"Vidar Olavesen" <olavese@online.no> wrote in message
news:-bqdnVbI5rSAj1zf4p2dnA@telenor.com...
>
> I think that you can have two MFM/RLL drives on each controller card.
> I used
> to have it and it worked fine, but after a move, nothing comes up on
> anything. Can't even reformat or start over. I tried two different
> 4000A
> controllers and several drives. I might have forgotten how to do it or
> need
> the same low level formatter as the original poster does. Anyplace to
> buy
> Flashback?
>
>

I have no idea where one could buy it, unless you find it on ebay.
IIRC, Flashback is mostly for backing up your hard drives.
It's been awhile since I've used it though.

Now recently, I did see the program on a Atari 8-bit FTP site.
But I can't remember which one. Have a look and you might find it.

Also, I have a MIO utilitie disk from ICD. I have forgotten whats on it.
And at the moment I can't tell as my 8-bit monitor went out on me.
So until I get another monitor, I can't check out my disks.

phantomm@bellsouth.net

2738. ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 02:36:26 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <HZ1xe.7741$ho.7659@bignews6.bellsouth.net>
Source record: 10745

I had forgotten that I had this disk until the other day.
It's an original ICD MIO utility disk.

I'm not sure if it came with the MIO or was sold seperate.

Anyway, my 8-bit monitor went out on me. And I can't
check my disks until I fix it or get another.

Anyone else have this disk, if so whats on it, I can't remember if it
has hard drive formatting sofware on it or what exactly.

I have another disk that has some of the HardDrive formatting
programs listed on the label.

BTW, if someone in the US has a MAGNAVOX PRO. RGB Monitor
for sell, do contact me.

There is a similar one called Phillips Magnavox 80 RGB or similar.
They are about 13 inch, and have a door that opens on the bottom
which hides the controls. There is a Green button and a CVBS button.

On the back there are a few ports. And they can also be used with
a Atari ST.

Contact me at phantomm@bellsouth.net
if you have one for sale.

2739. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 03:28:02 UTC
From: Al Whiteman <alsproshop@comcast.net>
Message-ID: <4vCdndb5XofYJVnfRVn-3w@comcast.com>
Source record: 10746
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"> My other critical advice for him would be not to use Xmas in July as an
> advertisement. It might offend some religous people (I'm a little
> dissapointed but not offended) because the primary meaning of Xmas is a
> religious celebration, not a means to market merchandise (remember, "Have
> you made my Father's house a den of merchandise?")
>
> I realize that many companies do market at Xmas time, however I think
> "Xmas in July" sale is taking it too far.
>
> Just some helpful criticism, not a flame.
>

No, Xmas is Gifts, Party's, Egg-nog, and decorations.

Christmas is the religious celebration.
```

2740. Atari Geeks UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 04:35:43 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1120192543.639159.320720@g14g2000cwa.googlegroups.com>
Source record: 10747

enjoy -
http://tinyurl.com/bflzj

(you may need to install the google video player)

2741. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 04:49:19 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <uX3xe.23418$mC.15207@okepread07>
Source record: 10748

I've got this disk, I can email the atr if anyone needs it.

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:HZ1xe.7741$ho.7659@bignews6.bellsouth.net...
>
> I had forgotten that I had this disk until the other day.
> It's an original ICD MIO utility disk.
>
> I'm not sure if it came with the MIO or was sold seperate.
>
> Anyway, my 8-bit monitor went out on me. And I can't
> check my disks until I fix it or get another.
>
> Anyone else have this disk, if so whats on it, I can't remember if it
> has hard drive formatting sofware on it or what exactly.
>
> I have another disk that has some of the HardDrive formatting
> programs listed on the label.
>
> BTW, if someone in the US has a MAGNAVOX PRO. RGB Monitor
> for sell, do contact me.
>
> There is a similar one called Phillips Magnavox 80 RGB or similar.
> They are about 13 inch, and have a door that opens on the bottom
> which hides the controls. There is a Green button and a CVBS button.
>
> On the back there are a few ports. And they can also be used with
> a Atari ST.
>
> Contact me at phantomm@bellsouth.net
> if you have one for sale.
>
>
>

2742. Re: Atari Geeks UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 05:30:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.01.05.30.31.650545@charter.net>
Source record: 10749

On Thu, 30 Jun 2005 21:35:43 -0700, *ProteanThread* wrote:

> http://tinyurl.com/bflzj

For those of us enlightened individuals who don't use Windoze, is there a
way to d/l this?

Thanks!

--
_/_/_/

2743. 65xx library for Eagle

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 07:28:55 UTC
From: Euphoric <nospam@microsoft.com>
Message-ID: <42c4f0b8$1$30042$636a15ce@news.free.fr>
Source record: 10750
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Hello all,

I am currently designing a 6502 board with Eagle CAD software, and since no 65xx library is in, I have begun developing one...
For now, I've put in a NMos version of 6502, plus a CMOS version (in DIP and PLCC packages), and also DIP and PLCC packages of 65816 and 6522.
I plan to add other peripheral chips like the 6551 ACIA, etc.
Anyway, I'm a relatively new user of Eagle, so this first library might not be perfect, but if this can be of use to someone, don't hesitate to ask...
Ah, I should have asked first: perhaps someone has already built such a library ?

Cheers,

Fabrice

2744. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 08:23:17 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050701092317.4060B@ilba14195.www.blueyonder.co.uk>
Source record: 10751

In article <4vCdndb5XofYJVnfRVn-3w@comcast.com>, alsproshop@comcast.net
(Al Whiteman) wrote:

> Christmas is the religious celebration.
Stolen from Pagans by early Christians (Christ was born around April) so
no-one really has the right to bitch too much on religious grounds.

Iain

2745. Re: Atari Geeks UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 13:31:11 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1120224671.104053.248580@g44g2000cwa.googlegroups.com>
Source record: 10753

the bad thing about google video is that it does NOT take you to the
home page where the video is found -
http://www.extremefunnyhumor.com/mov_atarigeeks.htm - is one location.

2746. Re: Atari Geeks UNITE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 13:40:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.01.13.40.15.838693@charter.net>
Source record: 10752

On Fri, 01 Jul 2005 06:31:11 -0700, *ProteanThread* wrote:

> http://www.extremefunnyhumor.com/mov_atarigeeks.htm

Got it, thanks! :-)

--
_/_/_/

2747. Re: 65xx library for Eagle

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 16:04:23 UTC
From: Euphoric <nospam@microsoft.com>
Message-ID: <42c56988$0$29963$626a14ce@news.free.fr>
Source record: 10754
Cross-posted to: comp.sys.oric,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Jim Brain" <brain@jbrain.com> a crit dans le message de news:
aZbxe.119123$xm3.72524@attbi_s21...
> http://www.cadsoft.de/cgi-bin/download.pl?page=/home/cadsoft/html_public/download.htm.en&dir=pub/userfiles/libraries
>
> has a 65xxx.lib for download, which contains DIP versions of the C02 and C816,
> among other things. However, your should merge your PLCC packages and
> re-upload. I'd also like a copy of the PLCC versions.

Ah, thanks for the URL, Jim...
Ok I'm going to download this lib, add what I have that is not already in, and upload it back to cadsoft site...
All the best to Belle, Jim (seems she has kept you busy :-)

Cheers,

Fabrice

2748. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 18:08:51 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <zqWdnRhEdugjG1jfRVn-gQ@comcast.com>
Source record: 10755

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20050701092317.4060B@ilba14195.www.blueyonder.co.uk...
> In article <4vCdndb5XofYJVnfRVn-3w@comcast.com>, alsproshop@comcast.net
> (Al Whiteman) wrote:
>
>> Christmas is the religious celebration.
> Stolen from Pagans by early Christians (Christ was born around April)

What's your source for the April birth date? I'm curious because then three
great enlightened beings were all bornb in April: Buddha, Christ and me.

> so
> no-one really has the right to bitch too much on religious grounds.
>
> Iain

2749. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 19:59:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.01.19.59.40.832569@charter.net>
Source record: 10756

On Fri, 01 Jul 2005 14:08:51 -0400, Son of man wrote:

> What's your source for the April birth date? I'm curious because then three
> great enlightened beings were all born in April: Buddha, Christ and me.

You know, I lurk 'n browse these news groups for info, comraderie, etc,
etc,...and get lots of humor as a free bonus. <grin>

--
_/_/_/

2750. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 22:25:46 UTC
From: S1500 <s1500@nospam.comcast.net>
Message-ID: <6e-dnSAPsJhrX1jfRVn-vg@comcast.com>
Source record: 10757
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I wonder if he does a Martin Luther King Jr. day sale.

"I have a dream....of 20% off all Atari 2600 titles!"

>
> My other critical advice for him would be not to use Xmas in July as an
> advertisement. It might offend some religous people (I'm a little
> dissapointed but not offended) because the primary meaning of Xmas is a
> religious celebration, not a means to market merchandise (remember, "Have
> you made my Father's house a den of merchandise?")

2751. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 22:41:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <saadnTEIMuNPWFjfRVn-jg@comcast.com>
Source record: 10758
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"S1500" <s1500@nospam.comcast.net> wrote in message
news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
: I wonder if he does a Martin Luther King Jr. day sale.
:
: "I have a dream....of 20% off all Atari 2600 titles!"

I have a dream as well, of a good working 2600 for
less than $500. Anyone?, Please??

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez

Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS

Email - willy46pa@comcast.net

2752. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 23:17:52 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.07.01.23.17.51.806558@nosspamatari-source.com>
Source record: 10759
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 01 Jul 2005 18:41:22 -0400, Bill Garber wrote:

>
> "S1500" <s1500@nospam.comcast.net> wrote in message
> news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
> : I wonder if he does a Martin Luther King Jr. day sale.
> :
> : "I have a dream....of 20% off all Atari 2600 titles!"
>
> I have a dream as well, of a good working 2600 for
> less than $500. Anyone?, Please??

This doesn't seem so implausible. I see these at garage sales and flea
markets all the time!

Mark
http://www.atari-source.org

2753. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 23:22:19 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c5d00f$0$6482$cc9e4d1f@news-text.dial.pipex.com>
Source record: 10760
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"S1500" <s1500@nospam.comcast.net> wrote in message
news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
>I wonder if he does a Martin Luther King Jr. day sale.
>
> "I have a dream....of 20% off all Atari 2600 titles!"

lol, I just hope it dont snow!

2754. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 23:27:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507011626020.14833-100000@onyx.spiritone.com>
Source record: 10762
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Just for you. ===Ben===

On Fri, 1 Jul 2005, S1500 wrote:

> I wonder if he does a Martin Luther King Jr. day sale.
>
> "I have a dream....of 20% off all Atari 2600 titles!"
>
> >
> > My other critical advice for him would be not to use Xmas in July as an
> > advertisement. It might offend some religous people (I'm a little
> > dissapointed but not offended) because the primary meaning of Xmas is a
> > religious celebration, not a means to market merchandise (remember, "Have
> > you made my Father's house a den of merchandise?")
>

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2755. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 23:30:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507011628300.14833-100000@onyx.spiritone.com>
Source record: 10763
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Bill, try Video 61. They have 2600. ===Ben===

On Fri, 1 Jul 2005, Bill Garber wrote:

>
> "S1500" <s1500@nospam.comcast.net> wrote in message
> news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
> : I wonder if he does a Martin Luther King Jr. day sale.
> :
> : "I have a dream....of 20% off all Atari 2600 titles!"
>
> I have a dream as well, of a good working 2600 for
> less than $500. Anyone?, Please??
>
> Apple II Forever, Apple II Together
> Bill @ GarberStreet Enterprizez
> --
> Web Site - http://garberstreet.netfirms.com
> HOME OF THE RAM-4-GS
> --
> Email - willy46pa@comcast.net
> --
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2756. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-01 23:35:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <qsqdnZDlTqjrT1jfRVn-jg@comcast.com>
Source record: 10761
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"Mark D" <mducksub@nosspamatari-source.com> wrote in message
news:pan.2005.07.01.23.17.51.806558@nosspamatari-source.com...
: On Fri, 01 Jul 2005 18:41:22 -0400, Bill Garber wrote:
:
: >
: > "S1500" <s1500@nospam.comcast.net> wrote in message
: > news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
: > : I wonder if he does a Martin Luther King Jr. day sale.
: > :
: > : "I have a dream....of 20% off all Atari 2600 titles!"
: >
: > I have a dream as well, of a good working 2600 for
: > less than $500. Anyone?, Please??
:
: This doesn't seem so implausible. I see these at garage sales and flea
: markets all the time!
:
: Mark
: http://www.atari-source.org

True, I can get a great system for around $80-$100
with quite a few carts, but around here, (SE,PA),
there aren't many old Atari systems to be found.

Apple II Forever, Apple II Together
Bill @ GarberStreet Enterprizez
-------------------------------------------
Web Site - http://garberstreet.netfirms.com
HOME OF THE RAM-4-GS
-------------------------------------------
Email - willy46pa@comcast.net
-------------------------------------------
```

2757. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 02:23:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <9fubc1tlldkqeuc65shdrtc38fbmiorov3@4ax.com>
Source record: 10764

On Tue, 28 Jun 2005 11:04:08 +0200, "Vidar Olavesen" <olavese@online.no>
wrote:

>the same low level formatter as the original poster does. Anyplace to buy
>Flashback?

B&C ComputerVisions lists:

ATD878 FLASH BACK (DISK ONLY) 9.95

http://www.myatari.com/bc800d.txt

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2758. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 02:28:39 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <fNmdncbQq555ZljfRVn-hg@comcast.com>
Source record: 10765

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.07.01.19.59.40.832569@charter.net...
> On Fri, 01 Jul 2005 14:08:51 -0400, Son of man wrote:
>
>> What's your source for the April birth date? I'm curious because then
>> three
>> great enlightened beings were all born in April: Buddha, Christ and me.
>
> You know, I lurk 'n browse these news groups for info, comraderie, etc,
> etc,...and get lots of humor as a free bonus. <grin>

>:->

> _/_/_/_
```

2759. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 02:32:15 UTC
From: justahack <justahack@comcast.net>
Message-ID: <9q6dna2k7-ZdYVjfRVn-tg@comcast.com>
Source record: 10766
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Might happen

"S1500" <s1500@nospam.comcast.net> wrote in message
news:6e-dnSAPsJhrX1jfRVn-vg@comcast.com...
>I wonder if he does a Martin Luther King Jr. day sale.
>
> "I have a dream....of 20% off all Atari 2600 titles!"
>
>>
>> My other critical advice for him would be not to use Xmas in July as an
>> advertisement. It might offend some religous people (I'm a little
>> dissapointed but not offended) because the primary meaning of Xmas is a
>> religious celebration, not a means to market merchandise (remember, "Have
>> you made my Father's house a den of merchandise?")

2760. Re: Hard Disks and MIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 02:37:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <FuydnaZUervBYFjf4p2dnA@telenor.com>
Source record: 10767

> >the same low level formatter as the original poster does. Anyplace to buy
> >Flashback?
>
> B&C ComputerVisions lists:
>
> ATD878 FLASH BACK (DISK ONLY) 9.95
>
> http://www.myatari.com/bc800d.txt

Thanks, Michael!

I'll check to see if they still have it!

Take Atarian care

2761. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 02:57:03 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <_nnxe.3874$Qo.1781@fed1read01>
Source record: 10768
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Son of man wrote:
> "MrBiggles" <mrbiggles909@yahoo.com> wrote in message
> news:zx%we.3766$Qo.146@fed1read01...
>
>>You're having such a hard time because your prices are too high. Lower
>>them until sales pick up. Match the economic times. Collectors don't have
>>the expendable income like they did a few years ago. Compare prices on
>>ebay now to what they were before the tech bust. They're like 1/3 what
>>they used to be.
>
>
> My other critical advice for him would be not to use Xmas in July as an
> advertisement. It might offend some religous people (I'm a little
> dissapointed but not offended) because the primary meaning of Xmas is a
> religious celebration, not a means to market merchandise (remember, "Have
> you made my Father's house a den of merchandise?")
>
> I realize that many companies do market at Xmas time, however I think "Xmas
> in July" sale is taking it too far.
>
> Just some helpful criticism, not a flame.

Actually, it's well known that Xmas was hijacked from the pagans to aid
in the transistion to christianity. For all we know, Jesus' real
birthday could be in July!

2762. Telnet BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 03:28:02 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <OPnxe.23816$mC.7598@okepread07>
Source record: 10769

Don't forget, I am running an 8bit Atari BBS

The Electric Cafe'

telnet to thecafe.dtdns.net
use port 8888

Thomas

2763. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 04:34:22 UTC
From: "Aaron J. Bossig" <linkvb06@SpammersWillBeExecuted.ptd.net>
Message-ID: <Xns96875D19C2E6linkvb06SpammersWill@204.186.200.105>
Source record: 10770
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

MrBiggles <mrbiggles909@yahoo.com> wrote in
news:_nnxe.3874$Qo.1781@fed1read01:

> Actually, it's well known that Xmas was hijacked from the pagans to
> aid in the transistion to christianity. For all we know, Jesus' real
> birthday could be in July!
>

Most historians place it in August, although some say it might have
been in March.

--

Aaron J. Bossig

http://www.GodsLabRat.com
http://www.dvdverdict.com

2764. Re: Visicalc for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 05:52:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <nXpxe.17677$du.7364@bignews1.bellsouth.net>
Source record: 10771

When they first came out, I believe they were limited in number made or
too expensive for the average 8-bitter.

For years I only knew one guy that had one and never saw one for sale
until
EBAY.

I have a version of the Richmonds Word Processor thats suppose to be
XEP-80 compatible. Haven't tried it out yet.

Other than that and Atari Writer, I don't know of any other as I have
only had
mine about a month.

"Thomas 'twh' Havemeister" <twh1@gmx.de> wrote in message
news:42c395d2$0$1128$9b4e6d93@newsread4.arcor-online.net...
> Phantom wrote:
>> Sorry to butt in...
>>
>> I have a XEP-80 as well and was wondering if there is a list of
>> programs
>> that will work with it?
>>
>
> yes. apparently the XEP wasn't very popular, so the public interest in
> this topic seems to be low :(
>
> \thomas

2765. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 07:27:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1120289273.118760.174910@z14g2000cwz.googlegroups.com>
Source record: 10772
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sure, but it doesnt really matter. Celebrating His birthday is all that
matters (for us) and shiny new toys to play with for the pagans.
Everyone wins.

Coda

2766. Re: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 07:56:22 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <42c64888$0$6474$cc9e4d1f@news-text.dial.pipex.com>
Source record: 10773
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Coda" <smeg_007@hotmail.com> wrote in message
news:1120289273.118760.174910@z14g2000cwz.googlegroups.com...
> Sure, but it doesnt really matter. Celebrating His birthday is all that
> matters (for us) and shiny new toys to play with for the pagans.
> Everyone wins.
>
> Coda
>

its just not the same as it used to be, I dont get those atari games in my
stocking anymore :(

Chris

2767. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 14:30:15 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <Xxxxe.1644$%H4.678@trnddc02>
Source record: 10774

My original MIO came with that disk but mine went bad years ago. Can you
ATR it and send it to me?

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Phantom" <phantomm@bellsouth.net> wrote in message
news:HZ1xe.7741$ho.7659@bignews6.bellsouth.net...
>
> I had forgotten that I had this disk until the other day.
> It's an original ICD MIO utility disk.
>
> I'm not sure if it came with the MIO or was sold seperate.
>
> Anyway, my 8-bit monitor went out on me. And I can't
> check my disks until I fix it or get another.
>
> Anyone else have this disk, if so whats on it, I can't remember if it
> has hard drive formatting sofware on it or what exactly.
>
> I have another disk that has some of the HardDrive formatting
> programs listed on the label.
>
> BTW, if someone in the US has a MAGNAVOX PRO. RGB Monitor
> for sell, do contact me.
>
> There is a similar one called Phillips Magnavox 80 RGB or similar.
> They are about 13 inch, and have a door that opens on the bottom
> which hides the controls. There is a Green button and a CVBS button.
>
> On the back there are a few ports. And they can also be used with
> a Atari ST.
>
> Contact me at phantomm@bellsouth.net
> if you have one for sale.
>
>
>

2768. Chat Server For Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 18:06:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0001ed06@fmlynet.org>
Source record: 10776

FamilyNet Newsgate

That is is great! Do you by chance know the IP address for this service and
is that a stable IP address? (For us Atari 8-bit lantronix users).

Doc Clu

> From: You <you@cogeco.ca>

> I am running a chat server for Atari computer users.

> This is real time chat for the Atari Community. You do not need an account
> or a password and there are absolutely no restrictions.

> To use the server just Telnet to: utoc.dyndns.org

> It's that simple. You can even use your Atari to connect to this server if
> you're able to telnet from your Atari.

> There are currently 2 channels available. Channel 1 is Atari 8-Bit and
> Channel 2 is Atari ST.

> This is a brand new service, so if there's nobody there when you first
> connect, just give it some time.

> Oh yeah, when you first connect to the server, you'll be asked to enter a
> name for yourself. This is the name that other users will identify you by.
> These names are not saved when you disconnect and may not be available for
> your use the next time you connect if somebody else is currently using the
> name.

> Check it out...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2769. Re: Compare?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-02 19:07:22 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <KBBxe.4495$li6.1742@newssvr31.news.prodigy.com>
Source record: 10775

"Docrotcod" <rahbart@MUNGEcox.net> wrote in message > Is there a program out there that will compare the contents of two
> different drives? I think I have some discrepancy between my backup and
> source drives.
>
> Thomas
Why do you think there's a descrepency? What method did you use
to backup your drive? I guess you're talking about 16 meg partitions
on IDE/MIO/BB drives. You could use a CRC program to check
that two copies of the same program are actually the same, this could
be done for all the files in a directory with a CRC16 checker I wrote.
I think you'll get a better response if you provide more info.
I think my CRC program pukes if it encounters a directory in the files it
is checking.

2770. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 06:48:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <gTLxe.2944$p%3.17385@typhoon.sonic.net>
Source record: 10777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Coda <smeg_007@hotmail.com> wrote:
> All of those examples you mentioned fall under the category:

>> .... Just a means to use
>> past Atari ideas ...

> Where is the innovation?

Ahh.. THAT'S what you meant by "to use past Atari ideas." You shoulda just
said "innovation" :^)

Yeah, no real argument here. :^(

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2771. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 15:41:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00020a58@fmlynet.org>
Source record: 10779

FamilyNet Newsgate

I dealt with Ben once too. Not a bad guy. :) .
Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2772. Chat Server For Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 15:45:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00020ad9@fmlynet.org>
Source record: 10780

FamilyNet Newsgate

Nice and simple. Still wondering if the IP is static or not.

2773. Wanted RGB Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 15:58:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00020b57@fmlynet.org>
Source record: 10781

FamilyNet Newsgate

Monitor like the Atari ST monitor? Are you looking for a SC1224 Atari monitor?

2774. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 16:24:32 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <da93g002gca@news2.newsguy.com>
Source record: 10778
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit William Kendrick <bill@newbreedsoftware.com> wrote:
> Define "people." There are a lot of us out here. The first disc I bought
> when I got my original PlayStation was the Williams arcade classics disc
> (the one with Joust and Sinistar).
>
> Aside from Super Mario World, the only cartridges I have for my Gameboy
> Advance SP are classic arcade game compliations. (Pretty much every game
> I have _for_ my GBASP were made before the _original_ GB came out!)

Check out the Warioware games for the gba. I got Warioware Twisted for
Father's day and its a very cool game. Nice simple games that a breeze
to pick up and play when you have 5-10 minutes to kill.

--
Ryan 'Gozar' Collins

2775. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 20:06:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00021295@fmlynet.org>
Source record: 10787

FamilyNet Newsgate

Shawn,

2776. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 20:09:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00021296@fmlynet.org>
Source record: 10788

FamilyNet Newsgate

Speaking fdisk and all with the MyIde, exactly what format is a MyIde drive in? I mean you have the pockets of space that hold the active drive images, and then you have this area of space that holds the images thereafter. But what format is all this held in? .
To answer anyone curious, early on when I got my current drive from Mr. A, I tried to back it up with Ghost and another program we used at work at the time, Altirus... nada! Even at a low level the PC tools were not happy copying this. It is wild. So would love to know. .
Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2777. XL Search

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 20:15:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002133e@fmlynet.org>
Source record: 10789

FamilyNet Newsgate

Alright, it is just me, and my Atari 800. I can receive files without problem from BBS's and through actual E-mail accounts through those BBS's. So I am fine.. for the most part. .
So you have a large number of files, but where can you go when you don't have a browser that will allow you receive files (At least I don't think the lynx browser in grex.org will allow for file transfers... not sure..) Anyway, I am open to ideas... I am new to the world of FTP, but would love to know at least how it was done during the day?

2778. Jumping into Atari chat....

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 23:20:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0002182a@fmlynet.org>
Source record: 10793

FamilyNet Newsgate

I tried the IP address and it works and I have that puppy set in my bobterm
macros. :) Well done. And what I like is that this chat
room is simple enough that it looks good on Bobterm. :) .
I will be in this chat room till 2 am CST... anyone read this.. come on over.

2779. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 23:24:39 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <7psgc159qcaaga09sb25a35obmcb7nri2t@4ax.com>
Source record: 10782

"Vidar Olavesen" <olavese@online.no>:
>I just got it working now, but I have an old setup, which I like very much
>when programming. I use TopDos, Textpro and AMAC for coding. I made a small
>partition to fit this on and that seems fine enough. However, I used to have
>the MIO connected and there I swapped drives from 6 to 1 and that made
>TopDos work, but the MyIDE can't swap drives. Any suggestions on easy fixes?

Yes, you can swap drives, with another program that you load. Two have
been created, one by me and another called myswap11 or something.

Here's mine:

http://www.jeffersonsauctioneering.com/atari/myide

These don't work with the new flashcart yet, well actually Sijmen's new OS
version on the flashcart. I'm working on it.

Shawn Jefferson
(fix reply to for email)

2780. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-03 23:40:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <goudnZCbUsLG6lXfRVnzvA@telenor.com>
Source record: 10783

> Yes, you can swap drives, with another program that you load. Two have
> been created, one by me and another called myswap11 or something.

Thanks! I do however think somethings wrong with my MyIDE. If I setup a disk (tried several) it still insist on being initialzed every time I use FDISK. And I have setup the FDISK.BAS to use Image loader, but when I try to use the Manager, it errors.

I got my MIO back up, so for now I am in no hurry, but hope to get the IDE interface working too. I also have problems with the one I bought from Jerzy Dudek. It partitions fine, but won't softformat and MYDOS either won't format the partitions. Seems like I am out of luck. Tried with brand new drives and old ones. Anybody have a program that would make the polish interface work?

2781. Re: Chat Server For Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 01:09:10 UTC
From: You <you@cogeco.ca>
Message-ID: <BEEE0476.2EDE%you@cogeco.ca>
Source record: 10784

It's pretty darned static. Actually, it's a sticky IP address and I'm registered with dyndns.org. So the URL (utoc.dyndns.org) will always get you connected to the chat server.

There generally isn't a whole lot of traffic on this chat server because people tend to connect while there are no other people connected. I was thinking that scheduled chat sessions would remedy that situation.

One other thing, this chat server is not running on an Atari computer. It's actually running on my Mac web server. I had a bunch of extra bandwidth and clock cycles so I tossed some chat software on there. I haven't told too many people about this server (just the people here at c.s.a.8) so it should be relatively free of trolls that don't use Atari's.

I expect that this server will eventually end up running on my SGI Indy.

I would prefer to keep it Atari specific because the Atari 8-bit computers were my first true love. (I progressed from Atari -> Macintosh -> SGI)

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 02 Jul 2005 18:06:38
> Subject: Chat Server For Atari Users
>
> FamilyNet Newsgate
>
> That is is great! Do you by chance know the IP address for this service and
> is that a stable IP address? (For us Atari 8-bit lantronix users).
>
> Doc Clu
>
>
>
>
>
>
>> From: You <you@cogeco.ca>
>
>> I am running a chat server for Atari computer users.
>
>> This is real time chat for the Atari Community. You do not need an account
>> or a password and there are absolutely no restrictions.
>
>> To use the server just Telnet to: utoc.dyndns.org
>
>> It's that simple. You can even use your Atari to connect to this server if

>> you're able to telnet from your Atari.
>
>> There are currently 2 channels available. Channel 1 is Atari 8-Bit and
>> Channel 2 is Atari ST.
>
>> This is a brand new service, so if there's nobody there when you first
>> connect, just give it some time.
>
>> Oh yeah, when you first connect to the server, you'll be asked to enter a
>> name for yourself. This is the name that other users will identify you by.
>> These names are not saved when you disconnect and may not be available for
>> your use the next time you connect if somebody else is currently using the
>> name.
>
>> Check it out...
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2782. Re: Chat Server For Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 01:12:31 UTC
From: You <you@cogeco.ca>
Message-ID: <BEEE053E.2EDF%you@cogeco.ca>
Source record: 10785

The IP address is: 24.57.169.235
URL is: utoc.dyndns.org

For anybody on my LAN, the URL is: 9500.local.net (oops, I guess I'm the
only one on my LAN. Doh!)

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 02 Jul 2005 18:06:38
> Subject: Chat Server For Atari Users
>
> FamilyNet Newsgate
>
> That is is great! Do you by chance know the IP address for this service and
> is that a stable IP address? (For us Atari 8-bit lantronix users).
>
> Doc Clu
>
>
>
>
>
>
>> From: You <you@cogeco.ca>
>
>> I am running a chat server for Atari computer users.
>
>> This is real time chat for the Atari Community. You do not need an account
>> or a password and there are absolutely no restrictions.
>
>> To use the server just Telnet to: utoc.dyndns.org
>
>> It's that simple. You can even use your Atari to connect to this server if
>> you're able to telnet from your Atari.
>
>> There are currently 2 channels available. Channel 1 is Atari 8-Bit and
>> Channel 2 is Atari ST.
>
>> This is a brand new service, so if there's nobody there when you first
>> connect, just give it some time.
>
>> Oh yeah, when you first connect to the server, you'll be asked to enter a
>> name for yourself. This is the name that other users will identify you by.
>> These names are not saved when you disconnect and may not be available for
>> your use the next time you connect if somebody else is currently using the

>> name.
>
>> Check it out...
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2783. Atari Chat Server

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 01:33:40 UTC
From: You <you@cogeco.ca>
Message-ID: <BEEE0A34.2EE3%you@cogeco.ca>
Source record: 10786

```
Atari Chat Server - 24.57.169.235 - utoc.dyndns.org

There are currently ten chat channels on this server. They are:

1) Atari 8-Bit
2) Hot Topics
3) Internet
4) Computers
5) Work
6) Music
7) Games
8) Talk
9) Help!
10) Sports

To get a list of all available commands, type: /HELP

To get a list of all available channels, type: /CHANNEL

To switch to another channel, type: /CHANNEL # (Where # is the
channel number)

To logout, type: /QUIT

Most of the commands are pretty straightforward. I am letting the users of
the server change the channel subjects to whatever they desire. If you
wanted to change channel 6 (Music) to a channel on the subject of Atari
Jaguar, for example, you would simply do the following:

Goto channel 6 (Music) by typing: /channel 6

Once you are in channel 6 (Music), you can change the subject by using the
/SET command as
follows: /SET SUBJECT Atari Jaguar

The next time anybody does a channel list by typing: /CHANNEL the
list will display channel six as being a discussion on the subject of the
Atari Jaguar.

There are a bunch of other commands available too. This is a really easy
chat system to use and is perfect for those people that use older machines
that cannot take advantage of other chat servers.

To connect to the server with your 8-bit, just telnet to the server with
something like BobTerm.
```

2784. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 04:16:58 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <WJ2ye.23887$Tt.19066@bignews3.bellsouth.net>
Source record: 10790

Great,

Can you list the contents of the disk until I get my monitor fixed or
replaced.

I don't want to have to hook it up to a small TV, unless I have to.

phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:uX3xe.23418$mC.15207@okepread07...
> I've got this disk, I can email the atr if anyone needs it.
>
> Thomas
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:HZ1xe.7741$ho.7659@bignews6.bellsouth.net...
>>
>> I had forgotten that I had this disk until the other day.
>> It's an original ICD MIO utility disk.
>>
>> I'm not sure if it came with the MIO or was sold seperate.
>>
>> Anyway, my 8-bit monitor went out on me. And I can't
>> check my disks until I fix it or get another.
>>
>> Anyone else have this disk, if so whats on it, I can't remember if it
>> has hard drive formatting sofware on it or what exactly.
>>
>> I have another disk that has some of the HardDrive formatting
>> programs listed on the label.
>>
>> BTW, if someone in the US has a MAGNAVOX PRO. RGB Monitor
>> for sell, do contact me.
>>
>> There is a similar one called Phillips Magnavox 80 RGB or similar.
>> They are about 13 inch, and have a door that opens on the bottom
>> which hides the controls. There is a Green button and a CVBS button.
>>
>> On the back there are a few ports. And they can also be used with
>> a Atari ST.
>>
>> Contact me at phantomm@bellsouth.net
>> if you have one for sale.
>>

>>
>>
>
>

2785. HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 04:25:54 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <gS2ye.23898$Tt.1550@bignews3.bellsouth.net>
Source record: 10791

How many versions of HDFMTPH are there?

It would be good for someone to list all versions they know of,
plus what each version did.

I have a disk with some of these, but it's been sometime since
I've setup a new hard drive on my ICD 1meg MIO.

It's on my list of things to do, as I get the items I need.

And would like to use the best version of HDFMTPH to get
started with.

I will be using at least SpartaDos 3.2D for system software.

phantomm@bellsouth.net

2786. SpartaDos Tool Kit

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 05:03:32 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yp3ye.23944$Tt.9725@bignews3.bellsouth.net>
Source record: 10792

Going thru my 8-bit hard drive box. I came up on another
treasure.

2 versions of the SpartaDos Tool Kit. Manuals and Disks.

Maybe some folks didn't know that there were 2 versions.

Does anyone know if there was an official 3rd version?

In the versions I have, most of the files are the same but
the file sizes are different. And there are at least 2 new
programs on the newer? version.

I remember the ToolKit being quite useful.

DISKRX is the spartados disk editor, it edits sectors and rebuilds
directories and etc.
CLEANUP detects file structure defects in spartados and rebuilds
Directory structure.

CleanUp is one of the programs thats in the Upgraded version and isn't
in the
older version.

PROKEY is another new one not in the old version. It adds up to 20
Programmable function
keys, path prompt, screen color change, IBM style recall console keys
and more to
SpartaDos.

I remember both DiskRX and CleanUp saving info on my hard drives on more
than
one occasion. Especially if the Directory structure got screwed up as
sometimes it
did and ya didn't know it until a major problem happened or you ran
CleanUP.

So I used CleanUP often just to check.

These two are very useful on hard drives running spartados.

I know Thomas had some problems with his hard drives, These tools maybe
what he and others need if they don't already have em.

There are other useful tools in the kit.
Like a DOSMENU and MIOCFG that lets MIO owners save and reload MIO
configurations.

Just thought some maybe interested in this info.

phantomm@bellsouth.net

2787. atari++ 1.42 stable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 11:03:17 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dab51lrpm1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10794

Hi folks,

a new release of the Atari++ emulator for Linux and Win32 is
available for download at its home page:

http://www.math.tu-berlin.de/~thor/atari++/

This makes again a new stable release (it's been time, the
old stable was rather outdated).

So what's new this time:

- Fixed race condition when switching the resolution, could
cause crashes.
- Fixed Antic CHARBASE switches, did not keep care of
horizontal scrolling correctly.
- Fixed leaking key presses from the GUI to the core.
- Fixed PIA Port A handling, Port A input is non-buffered.
- Fixed Monitor backspace key on some broken ncurses
implementations.
- Added "graphical" single-step trace command for the monitor.
- History of the monitor is now a tad smarter and buffers un-
finished lines.
- Fixed "dummy writes" for INC and DEC commands.
- Fixed player horizontal split, did erraneously remove the
old player.
- Fixed timing of the pokey timers, should be more precise
now.
- Fixed XIO for serial baud generator, argument zero leaves
baud rate alone.
- Fixed serial input counter for concurrent mode
- Fixed state parser, is now less sensitive to CF/LF vs. LF
confusion.

I especially want to thank Don Fanning and Sebastian Pachuta for
their time reporting a couple of bugs in the 1.41 release. I hope
they're more or less fixed in the 1.42 by now. Thanks, folks!

So long,
Thomas

2788. Chat time 4 pm CST July 4

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 11:57:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00022af9@fmlynet.org>
Source record: 10650

FamilyNet Newsgate

We will have another set Atari chat time (to encourage people to stop in) at 4 pm today.

2789. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 12:01:45 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <JoudnSQvdoUyuVTf4p2dnA@telenor.com>
Source record: 10795

"Phantom" <phantomm@bellsouth.net> skrev i melding
news:WJ2ye.23887$Tt.19066@bignews3.bellsouth.net...
>
> Great,
>
> Can you list the contents of the disk until I get my monitor fixed or
> replaced.
>
> I don't want to have to hook it up to a small TV, unless I have to.
>
> phantomm@bellsouth.net

What's on my disk is
HDFMTPH.COM
HDFMTPH6.COM
HDFMTPH9.COM
README.DOC
HDFMTDIR.COM
PARK_AD.COM

That's it. I also have another disk, which I think corrects the MIO's faulty
19200 BAUD problem. Hispeed MIO or something like that. It's on my DOWNLOAD
page at : http://games.nmi.no/atari/a8dl.htm

Take care

2790. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 13:25:48 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GLaye.24609$mC.23084@okepread07>
Source record: 10796

What I don't understand is this: I bought some hard drives off of Ebay
which appeared to work fine. Used the HDFMTPH program to set one up, used
the HDFMTDIR to setup for SpartaDOS, and still get bad sectors. Obviously
sectors aren't getting mapped out when bad. Do I need to hook this up to a
PC and use Seagates utilities? Argh...

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:gS2ye.23898$Tt.1550@bignews3.bellsouth.net...
>
> How many versions of HDFMTPH are there?
>
> It would be good for someone to list all versions they know of,
> plus what each version did.
>
> I have a disk with some of these, but it's been sometime since
> I've setup a new hard drive on my ICD 1meg MIO.
>
> It's on my list of things to do, as I get the items I need.
>
> And would like to use the best version of HDFMTPH to get
> started with.
>
> I will be using at least SpartaDos 3.2D for system software.
>
> phantomm@bellsouth.net
>
>
>

2791. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 14:14:10 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <Subye.75$kh3.66@trnddc03>
Source record: 10797

It's been a LONG time since I formatted one (probably 10 years - it still
works fine) but I think I did my Seagate ST 225 with HDFMTPH9. I also have
a bunch of different ones. There is a file on my 'website' that has a bunch
of MIO stuff in it - unfortunately I cannot remember what is there but you
can get to it via the link below.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Docrotcod" <rahbart@cox.net> wrote in message
news:GLaye.24609$mC.23084@okepread07...
> What I don't understand is this: I bought some hard drives off of Ebay
> which appeared to work fine. Used the HDFMTPH program to set one up, used
> the HDFMTDIR to setup for SpartaDOS, and still get bad sectors. Obviously
> sectors aren't getting mapped out when bad. Do I need to hook this up to
> a PC and use Seagates utilities? Argh...
>
> Thomas
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:gS2ye.23898$Tt.1550@bignews3.bellsouth.net...
>>
>> How many versions of HDFMTPH are there?
>>
>> It would be good for someone to list all versions they know of,
>> plus what each version did.
>>
>> I have a disk with some of these, but it's been sometime since
>> I've setup a new hard drive on my ICD 1meg MIO.
>>
>> It's on my list of things to do, as I get the items I need.
>>
>> And would like to use the best version of HDFMTPH to get
>> started with.
>>
>> I will be using at least SpartaDos 3.2D for system software.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>
>

2792. Re: atari++ 1.42 stable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 15:25:16 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <42C954F9.2E72004D@ix.netcom.com>
Source record: 10648

Thomas Richter wrote:

> Hi folks,
>
> a new release of the Atari++ emulator for Linux and Win32 is
> available for download at its home page:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> This makes again a new stable release (it's been time, the
> old stable was rather outdated).
>
> So what's new this time:
>
> - Fixed race condition when switching the resolution, could
> cause crashes.
> - Fixed Antic CHARBASE switches, did not keep care of
> horizontal scrolling correctly.
> - Fixed leaking key presses from the GUI to the core.
> - Fixed PIA Port A handling, Port A input is non-buffered.
> - Fixed Monitor backspace key on some broken ncurses
> implementations.
> - Added "graphical" single-step trace command for the monitor.
> - History of the monitor is now a tad smarter and buffers un-
> finished lines.
> - Fixed "dummy writes" for INC and DEC commands.
> - Fixed player horizontal split, did erraneously remove the
> old player.
> - Fixed timing of the pokey timers, should be more precise
> now.
> - Fixed XIO for serial baud generator, argument zero leaves
> baud rate alone.
> - Fixed serial input counter for concurrent mode
> - Fixed state parser, is now less sensitive to CF/LF vs. LF
> confusion.
>
> I especially want to thank Don Fanning and Sebastian Pachuta for
> their time reporting a couple of bugs in the 1.41 release. I hope
> they're more or less fixed in the 1.42 by now. Thanks, folks!
>
> So long,
> Thomas

Is there a document which describes the overall strategy and operation of
your emulator? The OS kernal for a complex emulator would be an

interesting learning tool.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

2793. Re: atari++ 1.42 stable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 15:48:13 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dablnt$8rv$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10649

Hi,

> Is there a document which describes the overall strategy and operation of
> your emulator? The OS kernal for a complex emulator would be an
> interesting learning tool.

Of the emulated Os or the emulator design? For the latter, there's
a file named ARCHITECTURE in the distribution; it's pretty old, but
it should give some basic ideas about its design.

So long,
Thomas

2794. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 18:28:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Mbfye.24616$mC.13806@okepread07>
Source record: 10651

HDFMTPH9 has an option for 'embedded scsi drives'. This one works. I used
the regular hdfmtph because after it was done it did a 'verifying sectors'.
That really didn't seem to do much good though. Maybe i'll try the HDFMTPH9
next and see if the drives work better.

Thomas

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:Subye.75$kh3.66@trnddc03...
> It's been a LONG time since I formatted one (probably 10 years - it still
> works fine) but I think I did my Seagate ST 225 with HDFMTPH9. I also
> have a bunch of different ones. There is a file on my 'website' that has
> a bunch of MIO stuff in it - unfortunately I cannot remember what is there
> but you can get to it via the link below.
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:GLaye.24609$mC.23084@okepread07...
>> What I don't understand is this: I bought some hard drives off of Ebay
>> which appeared to work fine. Used the HDFMTPH program to set one up,
>> used the HDFMTDIR to setup for SpartaDOS, and still get bad sectors.
>> Obviously sectors aren't getting mapped out when bad. Do I need to hook
>> this up to a PC and use Seagates utilities? Argh...
>>
>> Thomas
>>
>> "Phantom" <phantomm@bellsouth.net> wrote in message
>> news:gS2ye.23898$Tt.1550@bignews3.bellsouth.net...
>>>
>>> How many versions of HDFMTPH are there?
>>>
>>> It would be good for someone to list all versions they know of,
>>> plus what each version did.
>>>
>>> I have a disk with some of these, but it's been sometime since
>>> I've setup a new hard drive on my ICD 1meg MIO.
>>>
>>> It's on my list of things to do, as I get the items I need.
>>>
>>> And would like to use the best version of HDFMTPH to get

>>> started with.
>>>
>>> I will be using at least SpartaDos 3.2D for system software.
>>>
>>> phantomm@bellsouth.net
>>>
>>>
>>>
>>
>>
>
>

2795. Re: Jumping into Atari chat....

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 18:36:07 UTC
From: You <you@cogeco.ca>
Message-ID: <BEEEF9D7.2F14%you@cogeco.ca>
Source record: 10652

IP Address: 24.57.169.235
URL Address: utoc.dyndns.org

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 03 Jul 2005 23:20:44
> Subject: Jumping into Atari chat....
>
> FamilyNet Newsgate
>
> I tried the IP address and it works and I have that puppy set in my bobterm
> macros. :) Well done. And what I like is that this chat
> room is simple enough that it looks good on Bobterm. :) .
> I will be in this chat room till 2 am CST... anyone read this.. come on over.

2796. Atari Chat Server Getting Busy

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 22:01:19 UTC
From: You <you@cogeco.ca>
Message-ID: <BEEF29EF.2F23%you@cogeco.ca>
Source record: 10653

The Atari Chat Server Is Getting Busy...

You Can Connect And Participate Or Lurk By Telneting To: 24.57.169.235 or
by using the following URL: utoc.dyndns.org port 23.

No password necessary.

2797. Re: Jumping into Atari chat....

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-04 22:46:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507041525490.24858-100000@onyx.spiritone.com>
Source record: 10654

On Sat, 3 Jul 2005, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> I tried the IP address and it works and I have that puppy set in my bobterm
> macros. :) Well done. And what I like is that this chat
> room is simple enough that it looks good on Bobterm. :) .
> I will be in this chat room till 2 am CST... anyone read this.. come on over.

Are you using an XEP80 with Bobterm? Thanx. ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2798. Re: Jumping into Atari chat....

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-05 00:41:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00024049@fmlynet.org>
Source record: 10658

FamilyNet Newsgate

Hey Ben, XEP-80 is not needed, and most of the time I have been using a 48K
Atari 400, a 850 and my UDS-10. .
Works great.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2799. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-05 00:47:31 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <DMkye.447$0w2.112@newssvr19.news.prodigy.com>
Source record: 10655

"Docrotcod" <rahbart@MUNGEcox.net> wrote in message > HDFMTPH9 has an option
for 'embedded scsi drives'. This one works. I used
> the regular hdfmtph because after it was done it did a 'verifying
sectors'.
> That really didn't seem to do much good though. Maybe i'll try the
HDFMTPH9
> next and see if the drives work better.
>
> Thomas
>
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> news:Subye.75$kh3.66@trnddc03...
> > It's been a LONG time since I formatted one (probably 10 years - it
still
> > works fine) but I think I did my Seagate ST 225 with HDFMTPH9. I also
> > have a bunch of different ones. There is a file on my 'website' that
has
> > a bunch of MIO stuff in it - unfortunately I cannot remember what is
there
> > but you can get to it via the link below.
> >
> > --
> > Cabell
> > A8 Internet BBS: telnet://bfbbs.no-ip.com
> > A8 Website: www.amfband.com/bf/
> >
> >
> > "Docrotcod" ...
> >> What I don't understand is this: I bought some hard drives off of Ebay
> >> which appeared to work fine. Used the HDFMTPH program to set one up,
> >> used the HDFMTDIR to setup for SpartaDOS, and still get bad sectors.
> >> Obviously sectors aren't getting mapped out when bad. Do I need to
hook
> >> this up to a PC and use Seagates utilities? Argh...
> >>
> >> Thomas
> >>
> >> "Phantom" <phantomm@MUNGEbellsouth.net> wrote in message
> >>>
> >>> How many versions of HDFMTPH are there?

I have about 5 of them, hdfmtph, hdfmtph4,6,8 and 9. hdfmtph6.com
was the one that worked for me with a adaptec 4000a and ST 225 HD.
HDFMTPH6 and probably the others, isn't very user friendly, if it

is encountering errors, it will run forever, without any notice at all.
I learned that something was wrong if the lights were blinking for over
5 or 10 minutes. It could be that different hdfmtph's are for different
type drives, I found no docs on them.

> >>> It would be good for someone to list all versions they know of,
> >>> plus what each version did.
> >>>
> >>> I have a disk with some of these, but it's been sometime since
> >>> I've setup a new hard drive on my ICD 1meg MIO.
> >>>
> >>> It's on my list of things to do, as I get the items I need.
> >>>
> >>> And would like to use the best version of HDFMTPH to get
> >>> started with.
> >>>
> >>> I will be using at least SpartaDos 3.2D for system software.

2800. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-05 00:53:13 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ZRkye.450$0w2.54@newssvr19.news.prodigy.com>
Source record: 10656

Opps, I lied, I do have a hdfmtph doc.......:
"
HDFMTPH6 is the general purpose
physical formatter for most drives
and controllers. It provides a
fast format with verify passes and
remapping for bad sectors.

HDFMTPH6 does not support the
Seagate ST225N imbedded SCSI
drive. Try the older HDFMTPH for
those drives. After formatting,
you should set the correct start
and end+1 sectors for your
drive(s) and then run the HDFMTDIR
directory build program on each
drive partition. Remember to save
the configuration when all finished.

HDFMTPH9 is the main formatter modified
to work with NEWER Seagate embedded
SCSI drives. Only those drives with
the newer firmware will work properly
(this appears to be 1.2 or greater).
Earlier versions of Seagate embedded
drive will only format 512 byte
sectors. If your drive formats but
shows only half the sectors it should
have, and you get an error when trying
to write to it, then chances are it
has the older firmware. Be careful!

PARK_AD is the park command for
Adaptec controllers. Syntax is:

PARK_AD [Dn:]

This moves the head on the physical
drive to the innermost cylinders.
It is a good idea to park the head
before transporting the drive and
especially before shipping it.
There presently is no park command
for other controllers.

```
All new MIO files will be posted on
our BBS for downloading as they
are created or updated.

ICD BBS 815-968-2229
"
```

2801. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-05 00:57:01 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <xVkye.454$0w2.373@newssvr19.news.prodigy.com>
Source record: 10657

Oh well, here's something I wrote, because I can't remember stuff like this:

0,70
Some Notes on using Hard Drive(s) with MIO
Russ Gilbert

These notes cannot/do not replace the MIO owner's manual. It is
intended to give some helpful hints that the owner manual may leave a
bit unclear.

The MIO can only use hard drives with 256 byte sectors. These would be
only the older MFM, RLL and SCSI hard drives, probably less than 100
megs in size.

For MFM and RLL hard drives, a SCSI to MFM or SCSI to RLL
adapter/controller must be used. The most common is the Adaptec 4000A,
aka ACB-4000A controller, used with a Seagate ST225 20 meg hard drive.
Any 256 byte/sector mfm hard drive can be used with the MIO and 4000A,
however. The RLL Adaptec controller is the ACB-4070. I don't think
using RLL drives with the 4000A or a MFM with a 4070 is a good idea.
256 byte/sector SCSI hard drives exist, such as the Seagate ST225N.
SCSI hard drives have the controller built into them, so no 'in
between' controller is needed.

SCSI uses a convention of ID number and Logical Unit Number (LUN). It
seems the ID number is always 0 for a setup with a single controller.
ie. the ID number identifies the controller number. I suppose you can
somehow daisy chain controllers. You'd have to daisy chain controllers
if you used two SCSI drives, which would have two separate controllers
(remember the SCSI has built in controllers).

The LUN is the physical drive number. You must set a jumper on the
drive itself to indicate which drive it is. 0, 1, 2, 3 etc.

So, drive 1 on the controller is ID 0, LUN 0. Drive 2, attached to the
same controller would be ID 0, LUN 1.

The MIO also can use SASI drives. I have no idea what these are.

Ok, now to my notes on specifics of setting up.

I. THE CABLES. POWER SUPPLY AND JUMPER SETTINGS:

Keep your cables short. No more than about one foot in length is
probably best. Any pc power supply can be used that has the 'standard'
four hole 'D' shaped power plugs. Newer power supplies may not have
the correct plug, or an adapter may be needed. The power requirements
of the controller and HDs should be carefully determined, and matching

power given to them.

There must always be a drive 0. If more than one drive is to be used, the termination resistor, somewhere on the hard drive itself, must be removed. Only the last drive MUST have this termination resistor and no other drives can have it, as I understand. There are no termination resistors on the cables themselves (the MIO documentation seems to indicate there should be.) Sometimes the termination resistor isn't where you can get at it, it is inside the drive someplace. Possibly a drive like this would have to be the last drive.

Set the jumper which selects the drive number. The first one for drive one. These jumpers can often be identified by searching for drive information from the drive manufacturer on the www (eg. www.seagate.com).

A fifty pin ribbon cable connects to the MIO. The red 'line' on the cable is wire #1 and goes to pin 1. Pin one is at the top back of the MIO. It is possible to put this ribbon on backwards. With the pin type headers, great care and patience should be taken to line up the holes and pins and gently push the cable connector on the pins. Removing the connector should be done slowly, probably prying with a small screw driver, first one side then the other. It is VERY easy to bend and break the head pins, great care must be taken installing and removing the cables.

For MFM and RLL drives, there is a 34 pin and a 20 pin ribbon cable to the drives, coming from the adapter. The 34 pin can be daisy chained. Each drive gets a separate 20 pin ribbon. The J0 on the 4000A is for drive 1 and J1 is for drive 2. Be sure the 20 pin connections and the jumper settings on the HD match. And be certain of the pin 1s on your connections. More than one connection can be done backwards. The slot connectors with a notch are nice because you can't put them on backwards.

II. WITH CONNECTIONS MADE, YOU ARE READY TO POWER UP:

The sequence is first hds, then MIO and finally computer.
The hard drive lights should blink a few times and the controller light should blink a few times, then all hd and controller lights should go out (if they don't, something is wrong with your setup or hardware). With lights out on the hd and controller, turn on the MIO.

Finally turn on the computer. Hold SELECT and hit RESET to enter the MIO menu. Select 'T' for drive type, and hit 'N' to select the number of the drive you want the hd partition to be. The MIO menu determines a hd partition. A partition cannot be larger than 16 megs. You can partition a single hd to be more than one 'Drive #' in order to use more of the hard drive over 16 megs.

I'm only going to describe a single hard drive setup. If you understand this, you can add another one.

Say the hard drive is a 20 meg. You want a 16 meg partition and a 4 meg partition. You select, say, drive # 3 to be a Hard drive. I forget when you hit SPACE and when you hit ENTER, but you go thru the interface, ID, LUN, Cylinders (Drive size is automatically computed), Heads, Start Sector and End+1 sector. For a 16 meg partition, the start sector should be 1 and the End+1 sector 65536. The number of cylinders and heads you have to know from the hard drive manufacturer. Often, this is printed on the hd. For a second partition on the same physical hd, you would start with sector 65536 and end with the about 81180 (for 20 meg drive).

Ok, you can't save the configuration yet, the hd hasn't been low level formatted. For this use the hdfmtph6.com on the MIO disk you got. I had best, actually only, success with hdfmtph6. Other hds may do better with one of the other hdfmtphX, but hdfmtph6 worked best for me. You will be asked the ID, LUN you want to format. 0, 0 for the first partition. Then you'll be asked what type of controller you have. Finally you'll be asked 'buffered' or 'unbuffered'. You might get a hint from hard drive tech specs on this, but 'Buffered' worked best for me for a ST225 and Olivetti XM 5220/2.

The behavior of hdfmtph6 isn't very friendly, it doesn't let you know if it is hung or what is going on. Normally you begin the low level format and the hd light comes on for some time. Then the screen shows verifying blocks and the # of blocks to verify. If an error occurs, the whole process starts over. If lots and lots of errors occur, there is probably something wrong with your setup. Also, if the initial stage, before the verify, takes longer than, say, five minutes, something is wrong. I waited an hour once, I think. Everything could burn up, or something, the program just keeps going, saying nothing.

A successful completion of hdfmtph6 will tell you success and tell you also the number of sectors on the hd. Write this down, as it is the last sector you can use for partitioning in the MIO menu.

Finally, you go into the MIO menu, save the configuration and then run hdfmtdir.com to put the Atari Directory structure on the hd.
All above is with SpartaDOS. MyDOS may have some differences, and, actually I suggest using MyDOS with the Black Box and SpartaDOS with the MIO.

Copy DOS (say x32d.dos) to the hd, type 'boot x32d.dos' and now you can boot from the hd. The MIO configuration will load from the hd when you do a power up sequence. Other than the first time, you can leave the MIO on all the time. Just be sure the hd is up to speed and finished initializing before turning on the computer.

Russ Gilbert
April 19, 1998

2802. Chat party...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-05 21:23:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00026a10@fmlynet.org>
Source record: 10666

FamilyNet Newsgate

Got a pretty good chat party at atarinews.... .
216.240.173.22

2803. XEX files?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-05 22:46:57 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <PcednfDgZuP9kFbfRVnzvA@telenor.com>
Source record: 10659

Downloading some files from atari.online.pl and wondered what format XEX is?
Any converters that support it?

Thanks and take Atarian care

2804. Re: XEX files?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 00:12:39 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <7kFye.24743$mC.18959@okepread07>
Source record: 10660

I believe those are cartridge binaries converted to file.

Thomas

"Vidar Olavesen" <olavese@online.no> wrote in message
news:PcednfDgZuP9kFbfRVnzvA@telenor.com...
> Downloading some files from atari.online.pl and wondered what format XEX
> is?
> Any converters that support it?
>
> Thanks and take Atarian care
>
>

2805. Re: XEX files?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 00:41:44 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <cNFye.3008$x82.1678@fe03.lga>
Source record: 10661

"Docrotcod" <rahbart@cox.net> wrote in message
news:7kFye.24743$mC.18959@okepread07...
|I believe those are cartridge binaries converted to file.
|
| Thomas
|
| "Vidar Olavesen" <olavese@online.no> wrote in message
| news:PcednfDgZuP9kFbfRVnzvA@telenor.com...
| > Downloading some files from atari.online.pl and wondered what format XEX
| > is?
| > Any converters that support it?
| >
| > Thanks and take Atarian care
| >
| >
|
Hi,

XEX files are recognized by several emulators and associated thru the
Windows PC file system and will 'Load and Run'. Opening the XEX file will
start the emulator with the selected XEX file if associated to the
emulator.. XEX files can be any Binary file recognized by the Atari 8-bit,
utility,game,application. XEX files can be renamed to COM,OBJ, etc.. and
used by Atari 8bit equipment from disk, or other.

RoyE

2806. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 02:00:07 UTC
From: damage_x@hotmail.com
Message-ID: <1120615207.747426.190580@g44g2000cwa.googlegroups.com>
Source record: 10662

Greg Goodwin wrote:
> FamilyNet Newsgate
>
> Speaking fdisk and all with the MyIde, exactly what format is a MyIde drive in?
> I mean you have the pockets of space that hold the active drive images, and
> then you have this area of space that holds the images thereafter. But what
> format is all this held in? .
> To answer anyone curious, early on when I got my current drive from Mr. A, I
> tried to back it up with Ghost and another program we used at work at the time,
> Altirus... nada! Even at a low level the PC tools were not happy copying this.
> It is wild. So would love to know. .

They probably don't work because the MyIDE drive doesn't have any
standard partition table. The info on how the configuration data and
everything else is layed out on the drive should be at mr-atari.com

> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

2807. Re: XL Search

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 02:15:07 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <7MKdncPxi_8wo1bfRVn-tA@adelphia.com>
Source record: 10663

Since you are using lynx, I assume you are using a Unix shell account via dialup. If the operator of the Unix system has not removed or restricted access, you can download files using the following:

1) Use lynx or w3m to download the desired files to your Unix working folder. If you know the exact URL of the file you want to retrieve, you can use wget instead.

2) Once the file(s) are in your working folder on your Unix account, you can download them to your Atari by using "sx" to send the file to your Atari via XMODEM. (This is a variation of the "sz" send zmodem command).

Consult the man pages "man w3m", "man sz", etc for the exact syntax on these commands.

Good luck.

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0002133e@fmlynet.org...
> FamilyNet Newsgate
>
> Alright, it is just me, and my Atari 800. I can receive files without
> problem from BBS's and through actual E-mail accounts through those BBS's.
> So
> I am fine.. for the most part. .
> So you have a large number of files, but where can you go when you don't
> have a
> browser that will allow you receive files (At least I don't think the lynx
> browser in grex.org will allow for file transfers... not sure..) Anyway,
> I am
> open to ideas... I am new to the world of FTP, but would love to know at
> least
> how it was done during the day?

2808. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 02:23:25 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <hrfmc1p6uok9gq5qel78srvsuipcbg1fhu@4ax.com>
Source record: 10664

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:

>Speaking fdisk and all with the MyIde, exactly what format is a MyIde drive in?
> I mean you have the pockets of space that hold the active drive images, and
>then you have this area of space that holds the images thereafter. But what
>format is all this held in? .

It's not in any "format" in that sense of the word (like FAT32, NTFS,
etc....) Mr. Atari's OS is just writing "RAW" data to the drive, and only
256 bytes of the 512 bytes available per sector. I think that ghost should
be able to back it up using a raw sector image of the drive (but never
tried that, although I've used ghost for years.)

Hmmm... I should try it just for fun.

Shawn Jefferson
(fix reply to for email)

2809. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 02:24:47 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <m0gmc156lcc0dm47ngf46s7med02171bf6@4ax.com>
Source record: 10665

"Vidar Olavesen" <olavese@online.no>:
>> Yes, you can swap drives, with another program that you load. Two have
>> been created, one by me and another called myswap11 or something.
>
>Thanks! I do however think somethings wrong with my MyIDE. If I setup a disk
>(tried several) it still insist on being initialzed every time I use FDISK.
>And I have setup the FDISK.BAS to use Image loader, but when I try to use
>the Manager, it errors.

If FDISK.BAS won't work, then I'd say your drive is either incompatible
with the MyIDE hardware, or has some bad sectors in vital areas (vital to
MyIDE that is.)

Try another drive and see what happens.

Shawn Jefferson
(fix reply to for email)

2810. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 04:30:44 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1120624227@rtfm.mit.edu>
Source record: 10667
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2811. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 06:57:27 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <eoednYzIqa3IHVbfRVnzvA@telenor.com>
Source record: 10668

> If FDISK.BAS won't work, then I'd say your drive is either incompatible
> with the MyIDE hardware, or has some bad sectors in vital areas (vital to
> MyIDE that is.)
>
> Try another drive and see what happens.

Well, the FDISK.BAS does what it should, but it seems to loose the
information later. I have managed to set up partitions and boot MyDOS from
them, but I can't create the image space. Then it all turns bad.

2812. Re: XEX files?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 06:58:46 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <p4adndc57_U5HVbfRVnzvA@telenor.com>
Source record: 10669

> Hi,
>
> XEX files are recognized by several emulators and associated thru the
> Windows PC file system and will 'Load and Run'. Opening the XEX file will
> start the emulator with the selected XEX file if associated to the
> emulator.. XEX files can be any Binary file recognized by the Atari
8-bit,
> utility,game,application. XEX files can be renamed to COM,OBJ, etc.. and
> used by Atari 8bit equipment from disk, or other.
>
> RoyE

Thanks, so they're just standard binary files with run addresses and all.
That's good to know! Thanks again and take Atarian care

2813. 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 17:14:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.06.17.14.04.940545@charter.net>
Source record: 10670

I was just wanting to take an informal survey and find out if most 8bitters access the Internet at 80 or 40 columns. I just assumed that most of you who are expert enough to do so would have upgraded to an 80 column setup as well. But you know what they say about assuming... :-)

The reason I'm asking is, currently, I don't really have 40 column support on my BBS. Its available as an option where you edit your parameters, but most menus are at 80 columns.

I'm trying to determine whether or not there is a need for the 40 column support. I mean, if 8 out 10 8bit users on the 'Net are at 80 columns, I'm probably not going to fool with it. Of course, if 8 out of 10 are at 40 then its something I'll have to look at.

Thanks for the input gang! :-)

--
_/_/_/

2814. curses port for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 17:32:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns968B7F515D1E9emuslor@216.196.97.136>
Source record: 10671

I was looking at a potential project today, and it got me to wondering whether anyone had ever ported the curses (text mode screen handling) library to the Atari 8-bit platform. It would seem to be reasonably straightforward to at least implement a subset of the functionality, but then again I haven't tried it. :) At any rate, I don't want to reinvent the wheel if it has already been done and is available somewhere.

thanks

--
Slor

2815. Re: XEX files?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 21:03:17 UTC
From: Grzegorz Stanczyk <goo@WYTNIJ.TOmail.atr.bydgoszcz.pl>
Message-ID: <dahh09$9le$1@korweta.task.gda.pl>
Source record: 10672

Atari binary files are quite often stored on our hard disks among other binary files (MS Windows, UNIX, etc.). Atari binary files like .OBJ, .COM. .EXE should be renamed to .XEX in order to avoid confusion with common binary files used with MS Windows and others OSes.

--
Grzegorz Stanczyk aka gRzEnIu

2816. 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-06 21:30:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00029702@fmlynet.org>
Source record: 10674

FamilyNet Newsgate

I tend towards 40 columns... but used to living in a 80 column world. It is
nice not having to suppliment with the imagination. :) .
Doc Clu 400

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2817. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 02:21:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <474pc15ng4em7po9mjp7d8jn83oh045ipj@4ax.com>
Source record: 10673

On Mon, 4 Jul 2005 14:01:45 +0200, "Vidar Olavesen" <olavese@online.no> wrote:

> I also have another disk, which I think corrects the MIO's faulty
>19200 BAUD problem. Hispeed MIO or something like that. It's on my DOWNLOAD
>page at : http://games.nmi.no/atari/a8dl.htm

Looks like Len Spencer's HyperSpeed R: handler, also available at:
http://members.aol.com/lenspencer/hyperspd.htm

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2818. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 04:54:17 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <u6dpc1hhkb5hnet8g0hnhole6du3mu4pl8@4ax.com>
Source record: 10675

"Vidar Olavesen" <olavese@online.no>:
>> If FDISK.BAS won't work, then I'd say your drive is either incompatible
>> with the MyIDE hardware, or has some bad sectors in vital areas (vital to
>> MyIDE that is.)
>>
>> Try another drive and see what happens.
>
>Well, the FDISK.BAS does what it should, but it seems to loose the
>information later. I have managed to set up partitions and boot MyDOS from
>them, but I can't create the image space. Then it all turns bad.

That's weird. Setting up image space doesn't really do much, besides
setting one byte in sector 1, head 0, cylinder 0.

Shawn Jefferson
(fix reply to for email)

2819. Atari Newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 08:29:38 UTC
From: You <you@cogeco.ca>
Message-ID: <BEF26031.322E%you@cogeco.ca>
Source record: 10676

Would anybody here be interested in an NNTP server that just had the Atari newsgroups on it?

I was thinking about setting up my own NNTP server to host the newsgroups that I read most frequently. The reson for this is two fold. Firstly, posts on my ISP's NNTP server don't have a very long lifespan. They seem to get deleted quite regularly. Secondly, I'm wanting to create an archive of newsgroup discussions but still preserve the newsgroup structure.

Good idea or bad idea? Would I just be wasting valuable drive space? Would anybody here be interested in such a server?

2820. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 12:21:30 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <KfednSKFAK5egFDfRVnzvA@telenor.com>
Source record: 10677

> That's weird. Setting up image space doesn't really do much, besides
> setting one byte in sector 1, head 0, cylinder 0.

Think I found the problem. Both my stock 130XE PAL machines act up, while my 800XL does it fine. Now my only problem is remembering what images are on which slot. Sigh, getting old ;-)

2821. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 12:22:16 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <e_ednSg5gYNsgFDfRVnzvA@telenor.com>
Source record: 10678

> Looks like Len Spencer's HyperSpeed R: handler, also available at:
> http://members.aol.com/lenspencer/hyperspd.htm

That's probably right. Don't remember where I got it, but it works like a
charm!

2822. Re: Atari Newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 14:57:29 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <XIWdnawT_IZ_31DfRVn-jA@comcast.com>
Source record: 10679

"You" <you@cogeco.ca> wrote in message news:BEF26031.322E%you@cogeco.ca...
> Would anybody here be interested in an NNTP server that just had the Atari
> newsgroups on it?
>
> I was thinking about setting up my own NNTP server to host the newsgroups
> that I read most frequently. The reson for this is two fold. Firstly,
> posts on my ISP's NNTP server don't have a very long lifespan. They seem
> to get deleted quite regularly. Secondly, I'm wanting to create an
> archive
> of newsgroup discussions but still preserve the newsgroup structure.
>
> Good idea or bad idea? Would I just be wasting valuable drive space?
> Would anybody here be interested in such a server?

I don't know...mine seems to work out fine for me. And there's google for
archiving messeges.

2823. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 15:59:00 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-kl5OHNWcgJ3q@draco.w2kserv.local>
Source record: 10680

I actuall use both but tend to like my Atari when connecting to atari
boards. So 40 columns would get my vote.

Ken

On Wed, 6 Jul 2005 17:14:05 UTC, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>
> I was just wanting to take an informal survey and find out if most
> 8bitters access the Internet at 80 or 40 columns. I just assumed that most
> of you who are expert enough to do so would have upgraded to an 80 column
> setup as well. But you know what they say about assuming... :-)
>
> The reason I'm asking is, currently, I don't really have 40 column support
> on my BBS. Its available as an option where you edit your parameters, but
> most menus are at 80 columns.
>
> I'm trying to determine whether or not there is a need for the 40 column
> support. I mean, if 8 out 10 8bit users on the 'Net are at 80 columns, I'm
> probably not going to fool with it. Of course, if 8 out of 10 are at 40
> then its something I'll have to look at.
>
> Thanks for the input gang! :-)
>

--

2824. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 16:12:10 UTC
From: puritan_2076@yahoo.com
Message-ID: <1120752729.862816.165660@g47g2000cwa.googlegroups.com>
Source record: 10681

WOW, Real Multitasking!!! I thought the CoCo and one rarely heard of alternative OS for the Apple //gs were the only ones with that!

Will snapshot work with an Atari DOS menu, G.O.E. or something similar, or does it have it's own menu?

How much RAM and how many tasks will it work with?

How do you upgrade the RAM on a 130XE anyway?

2825. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 16:34:03 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <%Pcze.1301$ER6.240@newssvr17.news.prodigy.com>
Source record: 10682

Ronald J. Hall wrote:
> I was just wanting to take an informal survey and find out if most
> 8bitters access the Internet at 80 or 40 columns. I just assumed that most
> of you who are expert enough to do so would have upgraded to an 80 column
> setup as well. But you know what they say about assuming... :-)
>
> The reason I'm asking is, currently, I don't really have 40 column support
> on my BBS. Its available as an option where you edit your parameters, but
> most menus are at 80 columns.

Only a few Atari programs really support 80 columns. If you want
people to actually call with thier 8-bit Atari, 40 columns is a must. :)
ATASCII support, even better. :)

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

2826. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 18:10:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.07.18.10.29.607788@charter.net>
Source record: 10683

Well, DarkForce is down right now anyways, but it looks like the trend is going to be for supporting 40 columns.

Guess I've got some redesigning work to do once we get back online. :-)

PS BTW, whats ATASCI? I mean, I know what basic ASCII is, is that just the Atari 8bit version of it? Thanks.

--
_/_/_/

2827. The DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 18:11:27 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.07.18.11.27.557205@charter.net>
Source record: 10684

```
will be down until further notice, for repairs/upgrades.

I'll post a message just as soon as we are back online.

Thanks and sorry for any inconvenience...

--
_/_/_/
```

2828. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 19:17:46 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <udfze.1358$ER6.304@newssvr17.news.prodigy.com>
Source record: 10685

"Ronald J. Hall" <dark_lord@MUNGEcharter.net> wrote in message >
snip

PS BTW, whats ATASCI? I mean, I know what basic ASCII is, is that just the
> Atari 8bit version of it? Thanks.
>
Dark Force? 'May the force be with you.' There's dark energy and dark
matter,
now dark force, instead of E=MC^2, or F=MA, we have DF=DM*DA.

ATASCII is the Atari 8-bit char set, same as ASCII for alphabet and numbers
and the usual characters 32 to 126, but also has useful graphics characters
for
ATASCII graphics, rather than the ASCII 128 to 255 and 0 to 31.
>
_/_/_/

2829. Full Text of Compute II magazine at atarimagzaines.com

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 20:05:23 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-5E7AED.13052307072005@news.west.cox.net>
Source record: 10686

The full text of Compute II magazine is now available at The Classic Computer Magazine Archive. (http://www.atarimagzaines.com)

Compute II, subtitled "The Single-Board Compute", was a sort-lived spin-off from Compute! magazine that only published two issues in 1980. It focused on KIM, AIM, SYM, and OSI single-board computers. Articles in the archive include "Designing an IEEE-488 Receiver with the SYM" and reviews of expansion kits for early single-board computers, including a Speak & Spell interface for the SYM. A complete list of the Compute II articles is available at http://www.atarimagazines.com/computeii/index/ .

Launched in 1996, the Classic Computer Magazine Archive serves up 6,000 articles from early personal computer magazines including Compute, Creative Computing, Antic, STart, Hi-Res, and Tandy Whiz Kids comic books.

-Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2830. Full Text of Compute II magazine at atarimagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 20:14:53 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-5AC7EE.13145307072005@news.west.cox.net>
Source record: 10687

The full text of Compute II magazine is now available at The Classic Computer Magazine Archive. (www.atarimagazines.com)

Compute II, subtitled "The Single-Board Compute", was a sort-lived spin-off from Compute! magazine that only published two issues in 1980. It focused on KIM, AIM, SYM, and OSI single-board computers. Articles in the archive include "Designing an IEEE-488 Receiver with the SYM" and reviews of expansion kits for early single-board computers, including a Speak & Spell interface for the SYM. A complete list of the Compute II articles is available at http://www.atarimagazines.com/computeii/index/ .

Launched in 1996, the Classic Computer Magazine Archive serves up 6,000 articles from early personal computer magazines including Compute, Creative Computing, Antic, STart, Hi-Res, and Tandy Whiz Kids comic books.

-Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2831. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-07 20:42:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.07.20.42.51.181003@charter.net>
Source record: 10688

On Thu, 07 Jul 2005 19:17:46 +0000, russg wrote:

> Dark Force? 'May the force be with you.' There's dark energy and dark
> matter,
> now dark force, instead of E=MC^2, or F=MA, we have DF=DM*DA.

:-)

> ATASCII is the Atari 8-bit char set, same as ASCII for alphabet and numbers
> and the usual characters 32 to 126, but also has useful graphics characters
> for
> ATASCII graphics, rather than the ASCII 128 to 255 and 0 to 31.

Okay, thanks for the explanation. Now...how is it used? With ANSI or VT52
you use codes to display what you want. If someone can point me to a list
or send it to me, I can start working on stuff.

Also, any 8bit telnet BBSs using it right now so I can see examples?

Thanks again.

--
_/_/_/

2832. Re: Full Text of Compute II magazine at atarimagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 01:33:29 UTC
From: oes <oes@deja.com>
Message-ID: <JJkze.187624$IO.60799@tornado.tampabay.rr.com>
Source record: 10690

Never heard of this one, talk about a niche market ;-)

Thanks as always for putting them up though.

"Kevin Savetz" <savetz-remove@gmail.com> wrote in message
news:savetz-remove-5AC7EE.13145307072005@news.west.cox.net...
> The full text of Compute II magazine is now available at The Classic
> Computer Magazine Archive. (www.atarimagazines.com)
>
> Compute II, subtitled "The Single-Board Compute", was a sort-lived
> spin-off from Compute! magazine that only published two issues in 1980.
> It focused on KIM, AIM, SYM, and OSI single-board computers. Articles in
> the archive include Designing an IEEE-488 Receiver with the SYM and
> reviews of expansion kits for early single-board computers, including a
> Speak & Spell interface for the SYM. A complete list of the Compute II
> articles is available at http://www.atarimagazines.com/computeii/index/ .
>
> Launched in 1996, the Classic Computer Magazine Archive serves up 6,000
> articles from early personal computer magazines including Compute,
> Creative Computing, Antic, STart, Hi-Res, and Tandy Whiz Kids comic
> books.
>
> -Kevin
> --
> Kevin Savetz - comp.sys.atari.announce moderator
> Curator of Classic Computer Magazine Archive -
http://www.atarimagazines.com
> & AtariArchives.org -
http://www.atariarchives.org
> & Retro Roundup - http://www.retroroundup.com

2833. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 01:49:40 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <LXkze.49154$Tt.13140@bignews3.bellsouth.net>
Source record: 10689

Yep, I remember now, that's what should be on mine as well.

Will check to make sure ASAP.

Hmmm...Don't think I have that MIO modem fix. Will have to get that.

I know that that the MIO doesn't support FlowControl. I always turned
this
off of any modem I used with it. Is this a Fix for the Flow Contol?

I never had a problem a 19200 Baud as long as I turned off the
FlowControl
I use to use a ZOOM 14.4 Fax modem on mine. Worked very well.

Will check out this program.

Thanks for info.
phantomm@bellsouth.net

"Vidar Olavesen" <olavese@online.no> wrote in message
news:JoudnSQvdoUyuVTf4p2dnA@telenor.com...
>>
> What's on my disk is
> HDFMTPH.COM
> HDFMTPH6.COM
> HDFMTPH9.COM
> README.DOC
> HDFMTDIR.COM
> PARK_AD.COM
>
> That's it. I also have another disk, which I think corrects the MIO's
> faulty
> 19200 BAUD problem. Hispeed MIO or something like that. It's on my
> DOWNLOAD
> page at : http://games.nmi.no/atari/a8dl.htm
>
> Take care
>
>

2834. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 02:14:12 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Kilze.49876$Tt.31865@bignews3.bellsouth.net>
Source record: 10691

Hey,

Not sure if this will help ya.

But do you have the SpartaDOS ToolKit?

If so, there are two programs that might help with the bad sectors.
CLEANUP and DISKRX. I know that one of these if not both will go thru
your hard drive and allow you to mark Bad Sectors so that they don't get
used.

It does seem that alot of older harddrives will have some BadSectors.
Modern Software markes them as bad automatically IIRC. so that you don;t
run into trouble with them after you start filling the drive with
software.

Now CLEANUP and DISKRX does this. Even if you have software already on
the drive. I have used these in the past on my hard drives to mark bad
sectors.

One problem is that if you already have alot of software on the drive
and mark
the bad sectors. They can screwup a few programs or directories so you
might
want to back up your software before you do this on a fairly full hard
drive.

On a new hard drive, Marking the bad sectors to not use is what ya need
to do
to prevent problems. Unless you have tons of them. If thats the case
then something
isn't right. The drive is very bad or not formatted correctly.

This is correct to the best of my knowledge.
Please correct me if I am wrong.

phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:GLaye.24609$mC.23084@okepread07...
> What I don't understand is this: I bought some hard drives off of
> Ebay which appeared to work fine. Used the HDFMTPH program to set one
> up, used the HDFMTDIR to setup for SpartaDOS, and still get bad
> sectors. Obviously sectors aren't getting mapped out when bad. Do I
> need to hook this up to a PC and use Seagates utilities? Argh...
>
> Thomas

>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:gS2ye.23898$Tt.1550@bignews3.bellsouth.net...
>>
>> How many versions of HDFMTPH are there?
>>
>> It would be good for someone to list all versions they know of,
>> plus what each version did.
>>
>> I have a disk with some of these, but it's been sometime since
>> I've setup a new hard drive on my ICD 1meg MIO.
>>
>> It's on my list of things to do, as I get the items I need.
>>
>> And would like to use the best version of HDFMTPH to get
>> started with.
>>
>> I will be using at least SpartaDos 3.2D for system software.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>
>

2835. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 05:05:46 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <_Onze.24853$mC.4614@okepread07>
Source record: 10692

Thanks for the tip that is exactly what i'm looking for!

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:Kilze.49876$Tt.31865@bignews3.bellsouth.net...
> Hey,
>
> Not sure if this will help ya.
>
> But do you have the SpartaDOS ToolKit?
>
> If so, there are two programs that might help with the bad sectors.
> CLEANUP and DISKRX. I know that one of these if not both will go thru
> your hard drive and allow you to mark Bad Sectors so that they don't get
> used.
>
> It does seem that alot of older harddrives will have some BadSectors.
> Modern Software markes them as bad automatically IIRC. so that you don;t
> run into trouble with them after you start filling the drive with
> software.
>
> Now CLEANUP and DISKRX does this. Even if you have software already on
> the drive. I have used these in the past on my hard drives to mark bad
> sectors.
>
> One problem is that if you already have alot of software on the drive and
> mark
> the bad sectors. They can screwup a few programs or directories so you
> might
> want to back up your software before you do this on a fairly full hard
> drive.
>
> On a new hard drive, Marking the bad sectors to not use is what ya need to
> do
> to prevent problems. Unless you have tons of them. If thats the case then
> something
> isn't right. The drive is very bad or not formatted correctly.
>
> This is correct to the best of my knowledge.
> Please correct me if I am wrong.
>
> phantomm@bellsouth.net
>
>

>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:GLaye.24609$mC.23084@okepread07...
>> What I don't understand is this: I bought some hard drives off of Ebay
>> which appeared to work fine. Used the HDFMTPH program to set one up,
>> used the HDFMTDIR to setup for SpartaDOS, and still get bad sectors.
>> Obviously sectors aren't getting mapped out when bad. Do I need to hook
>> this up to a PC and use Seagates utilities? Argh...
>>
>> Thomas
>>
>> "Phantom" <phantomm@bellsouth.net> wrote in message
>> news:gS2ye.23898$Tt.1550@bignews3.bellsouth.net...
>>>
>>> How many versions of HDFMTPH are there?
>>>
>>> It would be good for someone to list all versions they know of,
>>> plus what each version did.
>>>
>>> I have a disk with some of these, but it's been sometime since
>>> I've setup a new hard drive on my ICD 1meg MIO.
>>>
>>> It's on my list of things to do, as I get the items I need.
>>>
>>> And would like to use the best version of HDFMTPH to get
>>> started with.
>>>
>>> I will be using at least SpartaDos 3.2D for system software.
>>>
>>> phantomm@bellsouth.net
>>>
>>>
>>>
>>
>>
>
>

2836. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 12:11:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42ce99dc698ce1@comcast.net>
Source record: 10695

>FamilyNet Newsgate
>
>I tend towards 40 columns... but used to living in a 80 column world. It is
>nice not having to suppliment with the imagination. :) .
>Doc Clu 400
>
>FamilyNet <> Internet Gated Mail
>http://www.fmlynet.org

I aggree with you here. 40 columns looks best on the 8-bit. I have seen 80 columns and it looks ok, but the test look somewhat fuzzy. Now if we can clear up the fuzziness, then by all means 80 columns would be the thing to have.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2837. Re: Atari Newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 12:12:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42ce99dc698ce2@comcast.net>
Source record: 10696

>Would anybody here be interested in an NNTP server that just had the Atari
>newsgroups on it?
>
>I was thinking about setting up my own NNTP server to host the newsgroups
>that I read most frequently. The reson for this is two fold. Firstly,
>posts on my ISP's NNTP server don't have a very long lifespan. They seem
>to get deleted quite regularly. Secondly, I'm wanting to create an archive
>of newsgroup discussions but still preserve the newsgroup structure.
>
>Good idea or bad idea? Would I just be wasting valuable drive space?
>Would anybody here be interested in such a server?

I would give it a try, but what kinds of Atari newsgroups would there be?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2838. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 15:49:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507080845240.32626-100000@onyx.spiritone.com>
Source record: 10693
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

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http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2839. CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 19:34:51 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1120851291.719573.102300@o13g2000cwo.googlegroups.com>
Source record: 10694

was there ever a CPM or a CPM like / CPM clone for the atari other than
the ATR8000?

2840. First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-08 22:43:54 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-61E707.15435408072005@news.west.cox.net>
Source record: 10697

We're trying something new that will hopefully mean we can make more
great material available much more quickly: user contributions with a
specific goal in mind.

Here's how it works: You can make a contribution with PayPal for a
specific project at AtariArchives. If the target amount is reached,
we'll be able to outsource the OCR/HTML work to get material online
quickly. If not, you get your contribution back in full.

Our first user-supported project: Of the 30+ books available at
AtariArchives.org, one of the most popular is Computer Animation Primer
by David Fox and Mitchell Waite. However, that book is currently
available only with full-page images. If successful, this fundraiser
will allow us to make the full text available. This would be much more
useful, searchable, and easier to read. Users will be able to copy and
paste excerpts for reports, etc.

Want to make it happen? Contribute $8 or more at
https://www.fundable.org/groupactions/computeranimationprimer

Thanks
Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2841. Re: ICD MIO Utilitie Disk

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 04:25:35 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <WjIze.61017$du.18459@bignews1.bellsouth.net>
Source record: 10598

I would not mind doing so,

but have a problem. my 8-bit monitor went down on me.

I have ordered another and when it arrives I will be back in business
and
will make ya a ATR or something asap.
phantomm@bellsouth.net

I also have a collection of MIO utilities and a collection of
SpartaDos Utilities, Disks full of them, that I may put into some type
of
package for a small copying fee if anyone is interested.

phantomm@bellsouth.net

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:Xxxxe.1644$%H4.678@trnddc02...
> My original MIO came with that disk but mine went bad years ago. Can
> you ATR it and send it to me?
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:HZ1xe.7741$ho.7659@bignews6.bellsouth.net...
>>
>> I had forgotten that I had this disk until the other day.
>> It's an original ICD MIO utility disk.
>>
>> I'm not sure if it came with the MIO or was sold seperate.
>>
>> Anyway, my 8-bit monitor went out on me. And I can't
>> check my disks until I fix it or get another.
>>
>> Anyone else have this disk, if so whats on it, I can't remember if it
>> has hard drive formatting sofware on it or what exactly.
>>
>> I have another disk that has some of the HardDrive formatting
>> programs listed on the label.
>>
>> BTW, if someone in the US has a MAGNAVOX PRO. RGB Monitor
>> for sell, do contact me.

>>
>> There is a similar one called Phillips Magnavox 80 RGB or similar.
>> They are about 13 inch, and have a door that opens on the bottom
>> which hides the controls. There is a Green button and a CVBS button.
>>
>> On the back there are a few ports. And they can also be used with
>> a Atari ST.
>>
>> Contact me at phantomm@bellsouth.net
>> if you have one for sale.
>>
>>
>>
>
>

2842. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 04:52:28 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <cp14q2-m3a.ln1@don.localnet>
Source record: 10599

On 8 Jul 2005 12:34:51 -0700, *ProteanThread*
<rtdos@rtdos.com> wrote:
> was there ever a CPM or a CPM like / CPM clone for the atari other than
> the ATR8000?
>
The Indus disk drives used a Z80 processor; supposedly they could be
upgraded to 64K RAM and could run CP/M.

--
Tonight you will pay the wages of sin; Don't forget to leave a tip.

2843. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 05:52:14 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <iCJze.2664$BK1.1343@newsread3.news.pas.earthlink.net>
Source record: 10600

ProteanThread wrote:
> was there ever a CPM or a CPM like / CPM clone for the atari other than
> the ATR8000?
>

If you aren't too particular OSS came out with something like OS/A. It's
been a long time since I used it. I remember it as similar to Apple and
CP/M with a command line interface. Not too unlike what Sparta DOS was
years later.

2844. BBK

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 05:58:13 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <VHJze.917$dU3.909@newsread2.news.pas.earthlink.net>
Source record: 10601

http://www.rts-software.com/

Maybe I missed the announcement or maybe it hasn't been announced.
Bryan Schappel opened a web site with some of his ANALOG stuff.

2845. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 10:03:28 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <QhNze.1672$WW5.514@newsfe6-win.ntli.net>
Source record: 10602

"Kevin Savetz" <savetz-remove@gmail.com> wrote in message
news:savetz-remove-61E707.15435408072005@news.west.cox.net...

> Here's how it works: You can make a contribution with PayPal for a
> specific project at AtariArchives. If the target amount is reached,
> we'll be able to outsource the OCR/HTML work to get material online
> quickly. If not, you get your contribution back in full.

To donate money, people first have to earn it by selling their labour and paying tax (about 20% in my case). The outsourced people may also have to pay tax.

Why not ask people to contribute their labour directly, by doing some OCR themselves?

They do not have to do the whole book or even a chapter, just a few pages each when they have the odd moment free.

Even rough OCR would do, since the proof reading can be done by netizens reporting errors.

HTML is best done by a single person, to ensure consistent style over pages.

Many hands make light work.

I empathise with people who convert whole documents - I did the Atari chipset data sheets and hardware guide! I'd like to see "Programming the 6502" by Zaks, but I've already done bits of "Programming the Z80" by Leventhal and I think I bit off more than I can chew!
http://homepage.ntlworld.com/kryten_droid/z80_assembly/z80_assembly.htm
However, even partial conversions are useful, as HTML frames around images - e.g.
http://homepage.ntlworld.com/kryten_droid/Atari/ST/spg/st_prog_guide.htm
Anybody want to help with these, they would be very welcome!

2846. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 10:59:03 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <X5Oze.1681$WW5.882@newsfe6-win.ntli.net>
Source record: 10603

BTW, $240 for 500 pages is a lot less than I thought.

Who is doing the work for that kind of money?

Will you outsource it to India/China/etc?

2847. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 11:33:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42cfe19a4541e1@comcast.net>
Source record: 10606

>We're trying something new that will hopefully mean we can make more
>great material available much more quickly: user contributions with a
>specific goal in mind.
>
>Here's how it works: You can make a contribution with PayPal for a
>specific project at AtariArchives. If the target amount is reached,
>we'll be able to outsource the OCR/HTML work to get material online
>quickly. If not, you get your contribution back in full.
>
>Our first user-supported project: Of the 30+ books available at
>AtariArchives.org, one of the most popular is Computer Animation Primer
>by David Fox and Mitchell Waite. However, that book is currently
>available only with full-page images. If successful, this fundraiser
>will allow us to make the full text available. This would be much more
>useful, searchable, and easier to read. Users will be able to copy and
>paste excerpts for reports, etc.
>
>Want to make it happen? Contribute $8 or more at
>https://www.fundable.org/groupactions/computeranimationprimer
>
>Thanks
>Kevin

Sounds like a good idea. How long is this fund raiser going for?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2848. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 15:46:50 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-D38308.08465009072005@news.west.cox.net>
Source record: 10604

> > Here's how it works: You can make a contribution with PayPal for a
> > specific project at AtariArchives. If the target amount is reached,
> > we'll be able to outsource the OCR/HTML work to get material online
> > quickly. If not, you get your contribution back in full.
>
> To donate money, people first have to earn it by selling their labour and
> paying tax (about 20% in my case). The outsourced people may also have to
> pay tax.
>
> Why not ask people to contribute their labour directly, by doing some OCR
> themselves?

I have, and they do. For nine years, a small core of volunteers have made AtariMagazines.com and AtariArchives.org the resources they are today. They've scanned, OCRed, and HTMLized thousands of articles and dozens of books. They've been amazing. Many other people want to help but don't have the time. This is another way they can do so.

> They do not have to do the whole book or even a chapter, just a few pages
> each when they have the odd moment free.

Possibly. But doing projects in that way often takes months or years to get them online. Outsoursing gets them up in weeks.

> Even rough OCR would do, since the proof reading can be done by netizens
> reporting errors.

That's not good enough. I don't like to put material online until it's right, for a number of reasons.

> Many hands make light work.

It can, but in my experience many hands can lead to the work not getting done at all. I can't count the number of times someone has volunteered to work on a book or magazine, then after a year or two admits that they just don't have the time to finish it. This project -- Computer Animation Primer -- is a 500-page book, quite an undertaking. I'm afraid it wouldn't get done without paying for the work.

One other thing: AtariArchives and AtariMagazines has permission for a whole lot of material that we just haven't had the manpower to get online. We don't have enough vonunteers to catch up and get all this great material online in a timely fashion.

> BTW, $240 for 500 pages is a lot less than I thought.

> Will you outsource it to India/China/etc?

I use a firm in India.

-Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2849. Re: HDFMTPH versions for Atari 8-bit hard drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 18:12:51 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <trUze.35923$ho.22526@bignews6.bellsouth.net>
Source record: 10605

Good, I hope it helps with the problems with Bad Sectors you have been
having.
Phantomm

"Docrotcod" <rahbart@cox.net> wrote in message
news:_Onze.24853$mC.4614@okepread07...
> Thanks for the tip that is exactly what i'm looking for!
>
> Thomas
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:Kilze.49876$Tt.31865@bignews3.bellsouth.net...
>> Hey,
>>
>> Not sure if this will help ya.
>>
>> But do you have the SpartaDOS ToolKit?
>>
>> If so, there are two programs that might help with the bad sectors.
>> CLEANUP and DISKRX. I know that one of these if not both will go
>> thru
>> your hard drive and allow you to mark Bad Sectors so that they don't
>> get used.
>>
>> It does seem that alot of older harddrives will have some BadSectors.
>> Modern Software markes them as bad automatically IIRC. so that you
>> don;t
>> run into trouble with them after you start filling the drive with
>> software.
>>
>> Now CLEANUP and DISKRX does this. Even if you have software already
>> on
>> the drive. I have used these in the past on my hard drives to mark
>> bad sectors.
>>
>> One problem is that if you already have alot of software on the drive
>> and mark
>> the bad sectors. They can screwup a few programs or directories so
>> you might
>> want to back up your software before you do this on a fairly full
>> hard drive.
>>
>> On a new hard drive, Marking the bad sectors to not use is what ya
>> need to do

>> to prevent problems. Unless you have tons of them. If thats the case
>> then something
>> isn't right. The drive is very bad or not formatted correctly.
>>
>> This is correct to the best of my knowledge.
>> Please correct me if I am wrong.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:GLaye.24609$mC.23084@okepread07...
>>> What I don't understand is this: I bought some hard drives off of
>>> Ebay which appeared to work fine. Used the HDFMTPH program to set
>>> one up, used the HDFMTDIR to setup for SpartaDOS, and still get bad
>>> sectors. Obviously sectors aren't getting mapped out when bad. Do I
>>> need to hook this up to a PC and use Seagates utilities? Argh...
>>>
>>> Thomas
>>>
>>> "Phantom" <phantomm@bellsouth.net> wrote in message
>>> news:gS2ye.23898$Tt.1550@bignews3.bellsouth.net...
>>>>
>>>> How many versions of HDFMTPH are there?
>>>>
>>>> It would be good for someone to list all versions they know of,
>>>> plus what each version did.
>>>>
>>>> I have a disk with some of these, but it's been sometime since
>>>> I've setup a new hard drive on my ICD 1meg MIO.
>>>>
>>>> It's on my list of things to do, as I get the items I need.
>>>>
>>>> And would like to use the best version of HDFMTPH to get
>>>> started with.
>>>>
>>>> I will be using at least SpartaDos 3.2D for system software.
>>>>
>>>> phantomm@bellsouth.net
>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
>

2850. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-09 23:35:22 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-79DFD4.16352209072005@news.west.cox.net>
Source record: 10607

In article <42cfe19a4541e1@comcast.net>,
"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> Sounds like a good idea. How long is this fund raiser going for?

Through Aug. 22. If we get 30 contributors at $8 each by then, we'll get
the book online and do another fundraiser. If we don't, contributors get
their money back.

https://www.fundable.org/groupactions/computeranimationprimer

-Kevin
--
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2851. Re: Wanted RGB Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 03:23:44 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Vv0Ae.45805$qm.1210@bignews5.bellsouth.net>
Source record: 10608

No really what I need is a Magnavox Professional RGB Monitor, Phillips made a similar one.

These are RGB monitors about 13 to 14 inches. They have a long door on the bottom of the
monitor. Inside the door is a Green Button, A CVBS/RGB button, Color, Sharpness, Contrast
and etc.

On the back of the monitor are some ports, usually a TTL RGB, a Lin RGB, a Audio RCA input, a
Video Input and a square VCR Button.

These can be used with an Atari ST-Falcon and also a Atari 8-bit. ALso a Commodore 64.

The power button is on the bottom front and is usually square with a green Led. Sometimes it
will have 80 on it or something similar.
phantomm@bellsouth.net

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:00020b57@fmlynet.org...
> FamilyNet Newsgate
>
> Monitor like the Atari ST monitor? Are you looking for a SC1224 Atari
> monitor?

2852. The DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 10:33:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00032b0f@fmlynet.org>
Source record: 10610

FamilyNet Newsgate

Well, hope to hear from you agan very soon. It was really good to see it again and it will be nice to frequent again. (For all here... I used to call that BBS when it was dialup and set money aside in the bugdet for the long distance bills.) (It was worth it.) .
Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2853. Chat server down but...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 11:05:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00032bd5@fmlynet.org>
Source record: 10611

FamilyNet Newsgate

Ok, the chat server at 24.57.169.235 ot utoc.dyndns.org is currently down at the moment, which I believe would be temporary. But if you would like to get some chatting in the meantime, come on over to... .
216.240.173.22

2854. Chat server down but...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 11:15:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00032c3a@fmlynet.org>
Source record: 10612

FamilyNet Newsgate

Btw... to get on that chat server... :) At the prompt type "bbs" (lower case)
and then "bbs" again. .
when you reach the next prompt, enter your login name and password. .
After you get past that (you will need to briefly register if you do not have a
password), enter ...
T = talk
C = Chat

2855. Re: What's Sparta DOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 15:11:54 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <_UaAe.6643$xB6.2872@trnddc03>
Source record: 10609

There should be txt files floating around the internet which describe several 130XE ram upgrades. I did one years ago that took my xe to 320k. I believe there was also a 576k and maybe a 1 meg mod for XE's.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

<puritan_2076@yahoo.com> wrote in message
news:1120752729.862816.165660@g47g2000cwa.googlegroups.com...
> *WOW*, Real Multitasking!!! I thought the CoCo and one rarely heard of
> alternative OS for the Apple //gs were the only ones with that!
>
> Will snapshot work with an Atari DOS menu, G.O.E. or something similar,
> or does it have it's own menu?
>
> How much RAM and how many tasks will it work with?
>
> How do you upgrade the RAM on a 130XE anyway?
>

2856. 8-Bit FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 17:53:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ufdAe.46146$qm.44683@bignews5.bellsouth.net>
Source record: 10613

I have seem to mis-placed my list of the better Atari 8bit FTP sites.

Can someone, E-mail me a list of the best ones that remain?

I'd like to upload a few programs to some of them.

Thanks in advance,
Phantomm

phantomm@bellsouth.net

2857. Re: 8-Bit FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 18:22:19 UTC
From: stephensheppard@hotmail.com
Message-ID: <1121019739.669930.225650@g43g2000cwa.googlegroups.com>
Source record: 10614

I have seem to mis-placed my list of the better Atari 8bit FTP sites.

Can someone, E-mail me a list of the best ones that remain?

I'd like to upload a few programs to some of them.

Thanks in advance,
Phantomm

phant...@bellsouth.net

This is the only one I have.

ftp.atari.art.pl

The "atari_forever" collection is my fav archive.

ftp.atari.art.pl/stuff/collections/atari_forever/

2858. Re: The DarkForce! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 20:51:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.10.20.51.51.161060@charter.net>
Source record: 10615

On Sun, 10 Jul 2005 10:33:42 +0000, Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Well, hope to hear from you agan very soon. It was really good to see
>it again and it will be nice to frequent again. (For all here... I used
> to call that BBS when it was dialup and set money aside in the bugdet
> for the long distance bills.) (It was worth it.) .
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

Thanks for the kind words, Greg!

DarkForce will be back, either when I repair what I bungled or if not
that, as soon as I can afford a replacement.

See ya! :-)

--
_/_/_/

2859. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-10 23:20:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1121037601.501540.116490@g43g2000cwa.googlegroups.com>
Source record: 10616

I remembered that one of the Micro Mainframe drives could run CP/M.
Whether that required an optional upgrade I don't know.

According to the 8-bit FAQ (http://www.faqs.org/faqs/atari-8-bit/faq/)
there was also L.E. Systems LEDS5-01 which with the called the "RAM
Charger" upgrade could run CP/M.

I was surprised to hear that the Indus GT could also be upgraded to run
CP/M. Always liked that drive.

2860. Re: Chat server down but...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 00:48:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BEF73A03.32F2%you@cogeco.ca>
Source record: 10617

The chat server at utoc.dyndns.org is temporarily down for network
reorganization. It should be back up Monday and will probably be at a new
IP address.

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 10 Jul 2005 11:15:58
> Subject: Chat server down but...
>
> FamilyNet Newsgate
>
> Btw... to get on that chat server... :) At the prompt type "bbs" (lower case)
> and then "bbs" again. .
> when you reach the next prompt, enter your login name and password. .
> After you get past that (you will need to briefly register if you do not have
> a
> password), enter ...
> T = talk
> C = Chat

2861. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 04:06:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d21c061195510@comcast.net>
Source record: 10620

>In article <42cfe19a4541e1@comcast.net>,
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:
>
>> Sounds like a good idea. How long is this fund raiser going for?
>
>Through Aug. 22. If we get 30 contributors at $8 each by then, we'll get
>the book online and do another fundraiser. If we don't, contributors get
>their money back.
>
>https://www.fundable.org/groupactions/computeranimationprimer
>
>-Kevin

Sounds good, but can I just send a check?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2862. Re: 8-Bit FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 04:11:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d21c061195511@comcast.net>
Source record: 10619

>I have seem to mis-placed my list of the better Atari 8bit FTP sites.
>
>Can someone, E-mail me a list of the best ones that remain?
>
>I'd like to upload a few programs to some of them.
>
>Thanks in advance,
>Phantomm

Try atari.xs4all.nl
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2863. Re: Chat server down but...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 05:12:55 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <qfnAe.25790$mC.10045@okepread07>
Source record: 10618

Well not to take anything away from the chat server, it's great!

However, I have a 16line telnet BBS you can all check out at:

hodgepodge.dtdns.net

It features multi-user chat, and a ton of online games including rpg,
trivia, and whatnot.

Call with ansi if you can.

Thomas

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00032bd5@fmlynet.org...
> FamilyNet Newsgate
>
> Ok, the chat server at 24.57.169.235 ot utoc.dyndns.org is currently down
> at
> the moment, which I believe would be temporary. But if you would like to
> get
> some chatting in the meantime, come on over to... .
> 216.240.173.22

2864. Re: First AtariArchives user-supported project

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 16:49:18 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-538680.09491811072005@news.west.cox.net>
Source record: 10621

In article <42d21c061195510@comcast.net>,
"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote:

> Sounds good, but can I just send a check?

Sure. Anyone may contact me for the address. (I'll send you a private
e-mail, Edward.)

Thanks,
-Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2865. Re: Chat server down but...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 19:49:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BEF8456F.339F%you@cogeco.ca>
Source record: 10622

The Atari Chat Server will be back up at 7:00pm Eastern time (6:00pm Central time). The new IP address is: 24.57.165.180

The URL remains the same: utoc.dyndns.org

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 10 Jul 2005 11:15:58
> Subject: Chat server down but...
>
> FamilyNet Newsgate
>
> Btw... to get on that chat server... :) At the prompt type "bbs" (lower case)
> and then "bbs" again. .
> when you reach the next prompt, enter your login name and password. .
> After you get past that (you will need to briefly register if you do not have
> a
> password), enter ...
> T = talk
> C = Chat

2866. Atari Chat Server

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 21:55:41 UTC
From: You <you@cogeco.ca>
Message-ID: <BEF8631C.33A1%you@cogeco.ca>
Source record: 10623

The Atari Chat Server will be back online at 7:00pm Eastern time (6:00 central time).

The new IP address is: 24.57.165.180 port 23

The URL remains the same: utoc.dyndns.org

The Chat Server software will be updated this weekend to include color and ANSI support. In addition, the new server will allow users to create private chat areas that are accessable by invitation only. Many new features coming soon.

--
Demand that justice be served. Hold Blackburn Group accountable for their crimes. Let Jim Knowles know that he's *not* vice-president of immunity!

2867. Re: Atari Chat Server

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-11 22:28:17 UTC
From: You <you@cogeco.ca>
Message-ID: <BEF86AC0.33A4%you@cogeco.ca>
Source record: 10624

The Atari Chat Server now has a support website available at:
http://utoc.dyndns.org

You will find news about the Atari Chat Server at this site. You will be
able to use this website to learn about when the Atari Chat Server will be
down and what changes are in the pipeline.

--
Demand that justice be served. Hold Blackburn Group accountable for their
crimes. Let Jim Knowles know that he's *not* vice-president of immunity!
> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 11 Jul 2005 17:55:41 -0400
> Subject: Atari Chat Server
>
> The Atari Chat Server will be back online at 7:00pm Eastern time (6:00
> central time).
>
> The new IP address is: 24.57.165.180 port 23
>
> The URL remains the same: utoc.dyndns.org
>
> The Chat Server software will be updated this weekend to include color and
> ANSI support. In addition, the new server will allow users to create
> private chat areas that are accessable by invitation only. Many new
> features coming soon.
>
>
> --
> Demand that justice be served. Hold Blackburn Group accountable for their
> crimes. Let Jim Knowles know that he's *not* vice-president of immunity!
>

2868. Re: 8-Bit FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-12 06:26:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <1nJAe.60411$Tt.47359@bignews3.bellsouth.net>
Source record: 10625

I tried it, but get an error in Windoze, does one need to use a
special password to get in.

BTW, Any 8-bit sites that uses passwords would be helpful.

E-mail them to me and I won;t pass em along.

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42d21c061195511@comcast.net...
>
> Try atari.xs4all.nl
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2869. Re: 8-Bit FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-12 13:31:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42d3f2bac9f230@comcast.net>
Source record: 10626

>
>
>I tried it, but get an error in Windoze, does one need to use a
>special password to get in.
>
>BTW, Any 8-bit sites that uses passwords would be helpful.
>
>E-mail them to me and I won;t pass em along.

Hmmm...? I just tried it and nothing. I guess it is either gone or the site is undergoing some changes. It did work before. I will see if I have some other sites....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2870. Re: 8-Bit FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-14 17:47:17 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <FyxBe.2898$Ih7.611@newssvr33.news.prodigy.com>
Source record: 10627

"Edward S. Baiz Jr." <edbaizjr@MUNGEcomcast.net> wrote in message > >
> >I tried it, but get an error in Windoze, does one need to use a
> >special password to get in.
> >
> > and I won;t pass em along.
snip.....
> Hmmm...? I just tried it and nothing. I guess it is either gone or the
site is
> undergoing some changes. It did work before. I will see if I have some
other
> sites....
> --
> Edward S. Baiz Jr.
> (Gamer)
snip
I believe you need to go to port 80, not port 21.
eg.
http://ftp.atari.art.pl

2871. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-15 10:16:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507150308470.4509-100000@onyx.spiritone.com>
Source record: 10628
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2872. atari announces flashback 2

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-15 15:44:22 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1121442262.416609.62250@g44g2000cwa.googlegroups.com>
Source record: 10629

Atari (NASDAQ:ATAR) announced yesterday that it has signed a licensing agreement with Activision (NASDAQ:ATVI) to include two of their classic video game hits, Pitfall!(R) and River Raid(R) in Atari's forthcoming Atari(R) Flashback 2. The Atari Flashback 2 game line-up includes more than 40 games spanning a variety of 8-bit genres. Developed by Atari, the Atari Flashback 2 is scheduled to ship in August for under $30 at retailers nationwide. ATVI also recently released a video game based on Marvel Enterprises comic book characters the Fantastic Four.

2873. Re: atari announces flashback 2

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-15 18:09:33 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <4uufd1la0hjg3rk49ku247fq7a7iv1j2g5@4ax.com>
Source record: 10630

http://www.8bitclassics.com/information.php?info_id=4

Review with pics

http://www.8bitclassics.com/forum/viewtopic.php?t=16

More Pics

On 15 Jul 2005 08:44:22 -0700, "*ProteanThread*" <rtdos@rtdos.com>
wrote:

>Atari (NASDAQ:ATAR) announced yesterday that it has signed a licensing
>agreement with Activision (NASDAQ:ATVI) to include two of their classic
>video game hits, Pitfall!(R) and River Raid(R) in Atari's forthcoming
>Atari(R) Flashback 2. The Atari Flashback 2 game line-up includes more
>than 40 games spanning a variety of 8-bit genres. Developed by Atari,
>the Atari Flashback 2 is scheduled to ship in August for under $30 at
>retailers nationwide. ATVI also recently released a video game based on
>Marvel Enterprises comic book characters the Fantastic Four.

2874. Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-15 18:13:26 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <a3vfd193pdp0aj3o5tbn19lvc2dk6sc6hk@4ax.com>
Source record: 10631
Cross-posted to: rec.games.video.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

Come Play the Atari Flashback 2.0 at our Booth at VGS- Sunday 26 June, 2005 Viewed:61

Atari Video Club/Jaguar Community United is proud to announce that with help from Corey Koltz of 8-bit Classics (http://www.8bitclassics.com) and Curt Vendel of the Atari Museum http://www.atarimuseum.com/) that The Atari Flashback 2.0 game console will take it's first midwestern appearance at The 2005 Video Game Summit in July before it's inital release in August. This will be it's first public showing in full retail form. The Atari Flashback 2.0 made it's first southwestern appearence at the Okalohma Video Game Expo on June 18t(before that it was shown at the Electrontic Entertainment Expo back in May). The Atari Flashback 2.0 features 40 built in 2600 games all using actual 2600 technology (some games are classics but there are a few new homebrew games included). Plus the controllers are interchangable with classic Atari controllers. Stop by the 8-bit classics table at VGS'05 to check out The Atari Flashback 2.0 and flashback to the 70's when you got your first 2600.

The 2005 Video Game Summit will be on July 16th,2005 from 9am to 6pm Fairfield inn and Suites (Heron point building), 645 West North Ave, Lombard, IL 60148.

Join the Video Game Summit mailing list for updates on the event (VideoGameSummit-Subscribe@yahoogroups.com) Visit the VGS website: http://avc.atari-users.net/Events/FestVGS.html

For more information about Video Game Summit contact Daniel Iacovelli at AtariVideoClub@yahoo.com.

2875. Atari Chat Server has been updated!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-15 22:15:33 UTC
From: You <you@cogeco.ca>
Message-ID: <BEFDADC5.3494%you@cogeco.ca>
Source record: 10632

The Atari Chat Server has been updated.

We're running new software and the power and flexibility now available are phenomenal. The new Atari Chat Server allows private inter-node chat among users, group chat between groups of users, private chatrooms, the ability to send simple private messages between users, and many more features soon to be implemented.

In the very near future, the Atari newsgroups will be available on the Atari Chat Server as well. I am currently looking into the possibility of providing email accounts to users as well.

Come check out the new system!

The Atari Chat Server Support Site Is Available Here:
http://utoc.dyndns.org

The Atari Chat Server is available via Telnet at: 24.57.165.180 port 23

URL: utoc.dyndns.org

2876. Re: Visicalc for XEP80

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-16 00:57:18 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <OXYBe.585$k_.530@trnddc07>
Source record: 10633

There's a sad story about the XEP-80 and the way Atari treated the engineers who designed it and their backlash on the company - I think it's the reason why only the joystick version was released. From what I vaguely recall, there was a parallel port version designed also.

For most programs to make use of the XEP-80, it requires the replacement of the E: driver routine. Since most programs like Visicalc and SynCalc are self-booting software I think they need to be rewritten to get them to use a replacment driver and make use of a larger screen.

I don't know if the Austin-80 for the 800 was able to make Visicalc and other programs work for it.

Someone please correct me if I got something incorrect or can add further details.

Glenn

"Phantom" <phantomm@bellsouth.net> wrote in message
news:nXpxe.17677$du.7364@bignews1.bellsouth.net...
>
> When they first came out, I believe they were limited in number made or
> too expensive for the average 8-bitter.
>
> For years I only knew one guy that had one and never saw one for sale
> until
> EBAY.
>
> I have a version of the Richmonds Word Processor thats suppose to be
> XEP-80 compatible. Haven't tried it out yet.
>
> Other than that and Atari Writer, I don't know of any other as I have only
> had
> mine about a month.
>
> "Thomas 'twh' Havemeister" <twh1@gmx.de> wrote in message
> news:42c395d2$0$1128$9b4e6d93@newsread4.arcor-online.net...
>> Phantom wrote:
>>> Sorry to butt in...
>>>
>>> I have a XEP-80 as well and was wondering if there is a list of programs
>>> that will work with it?
>>>
>>
>> yes. apparently the XEP wasn't very popular, so the public interest in
>> this topic seems to be low :(

```
>>
>> \thomas
>
>
```

2877. looking for Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-16 04:31:44 UTC
From: snafu1@yahoo.com
Message-ID: <1121488304.948531.51240@g49g2000cwa.googlegroups.com>
Source record: 10634

Does anyone out there have an Atari 8-bit computer to PC compatible cable called the Xformer that they wanna sell? OR does anyone have a schematic diagram on how to make one?

Either will do, but i would rather have one that's already built.

please let me know!

Thanx!

Rick
snafu1@yahoo.com

2878. Re: looking for Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-16 05:28:56 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <pW0Ce.437$JO3.73@fe04.lga>
Source record: 10635

<snafu1@yahoo.com> wrote in message
news:1121488304.948531.51240@g49g2000cwa.googlegroups.com...
| Does anyone out there have an Atari 8-bit computer to PC compatible
| cable called the Xformer that they wanna sell? OR does anyone have a
| schematic diagram on how to make one?
|
| Either will do, but i would rather have one that's already built.

http://www.emulators.com/xformer.htm#CABLE should have enough information
for building it.. Shipping mine might take several weeks to depending on
how fast I could find it.., and get a mailer, and have time to drop it off
at post office..

|
| please let me know!
|
| Thanx!
|
| Rick
| snafu1@yahoo.com
|

2879. Re: looking for Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-16 07:45:05 UTC
From: snafu1@yahoo.com
Message-ID: <1121499905.206186.176810@g44g2000cwa.googlegroups.com>
Source record: 10636

Thanks for the info. how much are you asking for it?

2880. Re: Atari Chat Server has been updated!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-16 22:56:14 UTC
From: You <you@cogeco.ca>
Message-ID: <BEFF08CE.34BF%you@cogeco.ca>
Source record: 10637

The support website for the Atari Chat Server has undergone a major facelift. The Atari logo is now featured prominently at the top of the page. The style and layout has pretty much been finalized and content is being added as I type this.

Another great Atari resource has taken its place on the World Wide Web.

Check it out today. http://utoc.dyndns.org

> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 15 Jul 2005 18:15:33 -0400
> Subject: Atari Chat Server has been updated!
>
> The Atari Chat Server has been updated.
>
> We're running new software and the power and flexibility now available are
> phenomenal. The new Atari Chat Server allows private inter-node chat among
> users, group chat between groups of users, private chatrooms, the ability to
> send simple private messages between users, and many more features soon to
> be implemented.
>
> In the very near future, the Atari newsgroups will be available on the Atari
> Chat Server as well. I am currently looking into the possibility of
> providing email accounts to users as well.
>
> Come check out the new system!
>
> The Atari Chat Server Support Site Is Available Here:
> http://utoc.dyndns.org
>
> The Atari Chat Server is available via Telnet at: 24.57.165.180 port 23
>
> URL: utoc.dyndns.org
>

2881. Re: looking for Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-17 01:39:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507161836210.13393-100000@onyx.spiritone.com>
Source record: 10638

I have them, $30.00 U.S.D. Shipped. Please Reply. Thanx! ===Ben===

On 15 Jul 2005 snafu1@yahoo.com wrote:

> Does anyone out there have an Atari 8-bit computer to PC compatible
> cable called the Xformer that they wanna sell? OR does anyone have a
> schematic diagram on how to make one?
>
> Either will do, but i would rather have one that's already built.
>
> please let me know!
>
> Thanx!
>
> Rick
> snafu1@yahoo.com
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2882. Re: BBK

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 04:49:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <8xGCe.4559$p%3.27813@typhoon.sonic.net>
Source record: 10639

Rick Cortese <ricortes@earthlink.net> wrote:
> http://www.rts-software.com/

> Maybe I missed the announcement or maybe it hasn't been announced.
> Bryan Schappel opened a web site with some of his ANALOG stuff.

Bah :^(

http://www.rts-software.com/download/TEDIT.COM
The page cannot be found

http://www.rts-software.com/download/
Directory Listing Denied

I'll have to ping them ;^)

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2883. Re: BBK

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 04:50:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <LyGCe.4561$p%3.27463@typhoon.sonic.net>
Source record: 10640

William Kendrick <bill@newbreedsoftware.com> wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
> > http://www.rts-software.com/
> >
> > Maybe I missed the announcement or maybe it hasn't been announced.
> > Bryan Schappel opened a web site with some of his ANALOG stuff.
>
> Bah :^(
>
> http://www.rts-software.com/download/TEDIT.COM
> The page cannot be found
>
> http://www.rts-software.com/download/
> Directory Listing Denied
>
> I'll have to ping them ;^)

Oh no!!! I tried to contact them via the form on their website, and got:

Microsoft VBScript runtime error '800a01ad'
ActiveX component can't create object: 'CDONTS.NewMail'
/info/contacting_us.asp, line 45

Lame! :^(This is why I don't use Microsoft. :^)

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2884. Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 13:17:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42dbd7b01489a12@comcast.net>
Source record: 10646

I was at the VGS this past weekend and saw a neat Atari 8-bit setup at the show. It was a 130XE with one of those mini screens and speakers attached. It was done by a member of SCAT (Atari club in Chicago). Great piece of hardware.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2885. Re: BBK

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 14:29:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <f1PCe.4919$dU3.1760@newsread2.news.pas.earthlink.net>
Source record: 10641

William Kendrick wrote:
> William Kendrick <bill@newbreedsoftware.com> wrote:
>
>>Rick Cortese <ricortes@earthlink.net> wrote:
>>
>>>http://www.rts-software.com/
>>>
>>>Maybe I missed the announcement or maybe it hasn't been announced.
>>>Bryan Schappel opened a web site with some of his ANALOG stuff.
>>
>>Bah :^(
>>
>> http://www.rts-software.com/download/TEDIT.COM
>> The page cannot be found
>>
>> http://www.rts-software.com/download/
>> Directory Listing Denied
>>
>>I'll have to ping them ;^)
>
>
> Oh no!!! I tried to contact them via the form on their website, and got:
>
> Microsoft VBScript runtime error '800a01ad'
> ActiveX component can't create object: 'CDONTS.NewMail'
> /info/contacting_us.asp, line 45
>
>
> Lame! :^(This is why I don't use Microsoft. :^)
>

I get the same errors. I guess he's still new to building web pages.

His code while rock solid was a little hard for me to decifer back in
his ANALOG days. I remember thinking I would burn TEDIT into a cart but
wanted to eliminate the 2 space left margin. I looked at that source
code for a week w/o being able to figure it out.

2886. Re: Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 16:21:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <1121703711.33fec3945423b217942f7874dae4bd80@teranews>
Source record: 10642
Cross-posted to: rec.games.video.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

Despite all prevention efforts, 8-Bit Classics <nospam@8bitclassics.com>
wrote in news:a3vfd193pdp0aj3o5tbn19lvc2dk6sc6hk@4ax.com:

> The 2005 Video Game Summit will be on July 16th,2005 from 9am to 6pm
> Fairfield inn and Suites (Heron point building), 645 West North Ave,
> Lombard, IL 60148.
>

Anyone have a report on the show?

--
Slor

2887. Antic Forth multitasking (8bits)

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 19:52:29 UTC
From: JeanM <noadd@wanadoo.fr>
Message-ID: <42dc0837$0$3127$8fcfb975@news.wanadoo.fr>
Source record: 10643

HI,

I'm looking for the antic forth "tiny multitasking", written for the 8
bits ATARI.
thanks

Dan

2888. Looking for two 1050 drive shells

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 20:29:11 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1121718551.495321.16750@g43g2000cwa.googlegroups.com>
Source record: 10644

Hi everyone!

I'm looking for two broken Atari 1050s. I just want the enclosure
shells not the mechanisms, and the shells should be in decent shape.

I do not need power supplies or anything, they are for a project of
mine.

2889. Re: Looking for two 1050 drive shells

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 21:26:04 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <M7VCe.7353$vv6.459@newsfe6-gui.ntli.net>
Source record: 10645

"FireflyST" <fireflyst@earthlink.net> wrote

> I'm looking for two broken Atari 1050s. I just want the enclosure
> shells not the mechanisms, and the shells should be in decent shape.

Intriguing.

I have toyed with the idea of using a 1050 shell to mount a removable hard disk drive bay and caddy for my 160MB HDD. It originally came with an extruded aluminium case that looked nice but had no fan, thus it overheated unless just used for occasional backups.

A 1050 case has got room for a full 5.25" drive-bay and cooling fans!

2890. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 22:40:12 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <gtbod1ptp2hvvsrmpttap6rs5jbh2ubhtd@4ax.com>
Source record: 10647

http://www.8bitclassics.com/forum/viewtopic.php?t=9

Picture DSC_0071.JPG

Was pretty cool with the Playstation Screen attached.

Corey
8-Bit Classics

On Mon, 18 Jul 2005 17:17:08 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>I was at the VGS this past weekend and saw a neat Atari 8-bit setup at the
>show. It was a 130XE with one of those mini screens and speakers attached. It
>was done by a member of SCAT (Atari club in Chicago). Great piece of hardware.

2891. Re: Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 22:45:24 UTC
From: 8-Bit Classics <nospam@8bitclassics.com>
Message-ID: <p4cod15a4c57um15ilvu1d0qu06qvk1h57@4ax.com>
Source record: 10548
Cross-posted to: rec.games.video.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

http://www.8bitclassics.com/forum/viewtopic.php?t=9

Pictures of the show I took. It was a small show, but I thought it
was pretty good. It was nice in that I could actually walk around and
talk/look. Met some people/made some sales. Ate some food. Gave
away a refurbed NES, gift certificate for my site ($10), and AtariMax
donated a 1MB MaxFlash cart.

Corey
8-Bit Classics

On Mon, 18 Jul 2005 16:21:51 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, 8-Bit Classics <nospam@8bitclassics.com>
>wrote in news:a3vfd193pdp0aj3o5tbn19lvc2dk6sc6hk@4ax.com:
>
>> The 2005 Video Game Summit will be on July 16th,2005 from 9am to 6pm
>> Fairfield inn and Suites (Heron point building), 645 West North Ave,
>> Lombard, IL 60148.
>>
>
>Anyone have a report on the show?

2892. Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-18 23:01:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000498aa@fmlynet.org>
Source record: 10554

FamilyNet Newsgate

Ah yes, I've seen pictures of that. That is a grat setup, and a bit closer to
getting us a 8-bit laptop. :D .
DocClu800

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2893. Re: atari developing a new console ? is atari really back ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 00:21:08 UTC
From: DarthChaosofRSPW@gmail.com
Message-ID: <1121732468.802696.217730@g44g2000cwa.googlegroups.com>
Source record: 10549
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

And now you easily play emulators on the PSP with the KXploit tool. I have a NES emulator (NesterJ) on my PSP (has the 1.50 BIOS) with a sh**load of games, including some Famicom Disk System games (you need to have the Famicom Disk System BIOS, and it has to be named disksys.rom).

Now if someone would just develop an Atari 2600 emulator for the PSP (or a combo 2600/7800 emulator for the PSP).

2894. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 00:47:51 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1121734071.099549.184720@z14g2000cwz.googlegroups.com>
Source record: 10550

You can contact Rory "FujiMan" McMahon on how he done it...

Address is at http://www.scatarians.org (shameless plug :)

2895. Re: Antic Forth multitasking (8bits)

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 01:02:42 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <SiYCe.1178$fx4.466@newssvr17.news.prodigy.com>
Source record: 10551

"JeanM" <noadd@MUNGEwanadoo.fr> wrote in message
news:42dc0837$0$3127$8fcfb975@news.wanadoo.fr...
> HI,
>
> I'm looking for the antic forth "tiny multitasking", written for the 8
> bits ATARI.
> thanks
>
> Dan
I tried to learn some about this. There is an
article in the first issue of Antic about what
I think you're talking about called 'Multi-tasking
in Forth" by Bob Gonsalves. The article describes a version of Forth that
allows making
VBI routines that can be used with other languages. As far as I can
determine, it envolves a disk of fig Forth that contains the
routines, a disk from Pink Noise Studios (pns).
I haven't been able to find this Forth boot disk.
I found 5 fig Forth disks, but none of them contain the VBI creating
routine.

2896. Re: Looking for two 1050 drive shells

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 03:29:21 UTC
From: micrologix1500@yahoo.com
Message-ID: <1121743761.175906.76070@o13g2000cwo.googlegroups.com>
Source record: 10552

I'll take the guts if somebody sells him the shells :)

2897. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 04:31:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1121747432@rtfm.mit.edu>
Source record: 10553
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2898. Re: Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 13:24:41 UTC
From: Leif Bloomquist <spam@127.0.0.1301>
Message-ID: <11dpvoqh62epc59@news.supernews.com>
Source record: 10555
Cross-posted to: rec.games.video.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

"8-Bit Classics" <nospam@8bitclassics.com> wrote in message
news:p4cod15a4c57um15ilvu1d0qu06qvk1h57@4ax.com...

> http://www.8bitclassics.com/forum/viewtopic.php?t=9
>
> Pictures of the show I took. It was a small show, but I thought it
> was pretty good. It was nice in that I could actually walk around and

Interesting, that's the exact same location as SWRAP2003!
(www.swrapexpo.org) Just coincidence, or are there some common organizers?

I heard that SWRAP2005 might be moved back there, have they decided?

-Leif

--
Leif Bloomquist
leif (at) schema factor (dot) com
http://home.ica.net/~leifb/

2899. Re: Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 15:07:14 UTC
From: krieg@shell.core.com
Message-ID: <11dq5p248hmvv23@corp.supernews.com>
Source record: 10556
Cross-posted to: rec.games.video.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

So how did the Atari Flashback 2.0 look?

--
=__ __ __ _ __ _= Andrew Krieg - Professional Newsgroup Junkie =
=_ __ _ __ _ _ __= =
=_ _ _ ___= E-mail: krieg@execpc.SPAM.BLOCK.com.ME.TO =
=_ __ _ __ _ __ _= WWW: http://my.execpc.com/~krieg =

2900. Re: Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 15:45:06 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1121787894.27034669eb155d8a26b9e6f1b3f02bff@teranews>
Source record: 10557
Cross-posted to: rec.games.video.misc,rec.games.video.classic,rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

Hi all,

Looked like a miniature 2600 with 2600 joysticks. Played very well. It looks like a hot seller for retro-folk for $30...

Rory

On Tue, 19 Jul 2005 15:07:14 -0000, krieg@shell.core.com (Andrew Krieg) wrote:

>So how did the Atari Flashback 2.0 look?

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2901. HLA Adventure on the Atari and Apple 2...just converted to the C64!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 15:56:35 UTC
From: dunric@yahoo.com
Message-ID: <1121788595.003213.293900@g14g2000cwa.googlegroups.com>
Source record: 10558
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2

Not sure if this opens the door to an 8-bit Apple II and Atari 800
version of HLA Adventure, but...

HLA ADVENTURE for the Commodore 64
Ported from the .Z5 version by Paul Panks and Roger Pepitone

It took me awhile to figure out how to do this, but I think the game
now works on the Commodore 64/128!

Run the first disk side FIRST, then it will prompt the user to insert
the second disk. Do so and follow the game prompt. Type 'help' at the
command prompt for a list of game commands.

This was ported directly from the .Z5 version of the Windows and Linux
versions of HLA Adventure. It doesn't quite display elegantly in
40-column mode, but it doesn't look bad, either.

The game data file is very large -- in fact, if you're running this in
VICE, be sure that TRUE DRIVE EMULATION is turned OFF after you load
the game (make sure it is turned ON while the game loads the first two
disk sides, then turn it OFF when game play begins...otherwise gameplay
is unbearably slow).

As for how to optimize this game so it plays faster...well...I'm not
entirely sure yet. You might try compiling it somehow and making it run
faster that way, because it is intepreted from the game data file on
both sides of HLAADV.D64 and HLAADV2.D64.

If playing on a REAL Commodore 64 computer, have lots of patience while
the game determines what command you entered and then wait as it
displays the current room. Sometimes it took up to 45 seconds for this
to happen for command (an almost unbearable wait). But hey...a game
that shouldn't fit into a Commodore 64 now does, so I guess there's
some sacrifices to be made. :) Speed being one of them.

If you have any suggestions on improving this game, please write to me
at:

dunric@yahoo.com

The website for the original HLA Adventure game is located at:

http://members.tripod.com/~panks/hlaadv.html

Alternatively, you can grab a copy of HLA Adventure for the Commodore
64 at my main adventure games page:

http://www.geocities.com/dunric/pauladv.html

Signed,

Paul Panks [a/k/a "Dunric"]
dunric@yahoo.com
July 19, 2005

2902. Re: Video Game Summit '05 - July 16th in Chicago IL

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-19 17:07:42 UTC
From: Dan Iacovelli <atarivideoclub@yahoo.com>
Message-ID: <1121792862.730515.302640@g44g2000cwa.googlegroups.com>
Source record: 10559
Cross-posted to: rec.games.video.atari,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti

it coincidence, both VGS'03 and SWRAP EXPO'03 was at the same location.
VGS was announced before SWRAP this year.
and yes they are headed back to fairfield inn.

2903. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-20 13:56:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42de8370f18255@comcast.net>
Source record: 10563

>You can contact Rory "FujiMan" McMahon on how he done it...
>
>Address is at http://www.scatarians.org (shameless plug :)

Yeah, he opened up the XE and showed me. He also had 128MEG of ram in it and a port to use APE on a PC, but the screen floored me. I would have bought if it was for sale.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2904. Re: resolve tool

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-20 16:30:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.04.17.12.27.03.531971@charter.net>
Source record: 10560

On Sun, 17 Apr 2005 02:38:55 -0400, Bill Garber wrote:

> None that I know of, Joseph. And, I don't see anyone else
> chiming in so far. Let's see what happens between now and
> Monday afternoon. Weekends are not for computing, weekends
> are made for Michelob, don't ya know. :o)

A man after my own heart... :-)

2905. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-20 17:20:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <MJvDe.4931$p%3.28667@typhoon.sonic.net>
Source record: 10561

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> I aggree with you here. 40 columns looks best on the 8-bit. I have seen 80
> columns and it looks ok, but the test look somewhat fuzzy. Now if we can clear
> up the fuzziness, then by all means 80 columns would be the thing to have.

IceT or FlickerTerm80 with a nice C=64 monitor switched into 'split' mode
looks mighty nice :)

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

2906. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-20 17:51:17 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0507201349280.28070@shell1>
Source record: 10562

On Wed, 20 Jul 2005, William Kendrick wrote:

> IceT or FlickerTerm80 with a nice C=64 monitor switched into 'split' mode
> looks mighty nice :)

Bill, are you talking about the 1701/1702 monitor switched into
separated chroma/luma mode?

See you at the Classic Gaming Expo,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

2907. Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-20 23:11:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9699B906C9278emuslor@216.196.97.136>
Source record: 10564

I may have asked this before, so feel free to chastise me if I have, but...

In my "on again, off again" quest to get back more into the 8-bit scene, I'm working to learn 6502 assembly a bit better, and my end goal is to put together a game that can run on stock 130XE hardware and perhaps go as far as putting out some homebrew carts (thanks for the burning pointers a while back). I haven't decided yet whether I want to do a port from another platform or work on an original idea.

What I'd like to know is if there is a good source for assembly (can be geared for Assembler Editor or MAC/65 - either way) source code for a reasonably basic game or outline of a game. I feel like I'm getting a good grasp of the initial concepts, but I know there are a lot of tricks and recommended practices that I am less than in tune with, so it would be great to have at least one nice sample to work with that does a good job with screen handling, speed, memory usage, etc.

Could be I already have something among all the 8-bit archives I've grabbed and don't even know it, so if I might find something in the Pooldisk or any other generally accessible collections, just assume that I could tripped over it and not noticed. :)

Any pointers will be greatly appreciated!

thanks

--
Slor

2908. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 02:34:10 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <CQDDe.4582$IG2.1320@newssvr33.news.prodigy.com>
Source record: 10565

"Slor" <slor@MUNGEcomcast.net> wrote in message news:> I may have asked this
before, so feel free to chastise me if I have, but...

> In my "on again, off again" quest to get back more into the 8-bit scene,
> I'm working to learn 6502 assembly a bit better, and my end goal is to put
> together a game that can run on stock 130XE hardware and perhaps go as far
> as putting out some homebrew carts (thanks for the burning pointers a
while
> back). I haven't decided yet whether I want to do a port from another
> platform or work on an original idea.
>
> What I'd like to know is if there is a good source for assembly (can be
> geared for Assembler Editor or MAC/65 - either way) source code for a
> reasonably basic game or outline of a game. I feel like I'm getting a
good
> grasp of the initial concepts, but I know there are a lot of tricks and
> recommended practices that I am less than in tune with, so it would be
> great to have at least one nice sample to work with that does a good job
> with screen handling, speed, memory usage, etc.
>
> Could be I already have something among all the 8-bit archives I've
grabbed
> and don't even know it, so if I might find something in the Pooldisk or
any
> other generally accessible collections, just assume that I could tripped
> over it and not noticed. :)
>
> Any pointers will be greatly appreciated!
>
> thanks
>
> --
> Slor
ANALOG published source code for all their
ML games, so the magazine would be good.
If you don't have the magazines, then you could
go to the cyberroach site and maybe download
some articles and code.
There may be some good books for Assembler
at the Kevin Savitz archive site. (there are
a number of them, http://www.atariarchives.org

The 'Mapping the Atari' is essential. I find the
table of all documented operators (LDA, STA, TXA, RTI, about 50 of them,
found in Inman's

'The Atari Assembler' a very useful item.
I have some text files that can be good intros.
De Re Atari has a lot of useful info, like especially
the IOCBs, how to set them up and use them.
Someone was asking about VBIs, I found some
info at the URL I mentioned.
I started with Poole and McNiff's 'Your Atari
Computer' and really never graduated from
BASIC, but can use USR calls from BASIC.
For a beginner, BASIC, or maybe ACTION!
can enable to accomplish something easily
that would be difficult in assembler. I never
graduated to MAC 65, or today the cross
assembler for PCs that let you develop on
a PC (I forget the name). I would guess most
Mac65 programmers have a fairly large bunch
of macros to use, just set up the parameters
and call the macro, return after accomplishing
what you wanted.
Russg

2909. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 03:11:14 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9699E1B622CACemuslor@216.196.97.136>
Source record: 10566

Despite all prevention efforts, "russg" <russgilb@MUNGEsbcglobal.net>
wrote in news:CQDDe.4582$IG2.1320@newssvr33.news.prodigy.com:

> ANALOG published source code for all their
> ML games, so the magazine would be good.
> If you don't have the magazines, then you could
> go to the cyberroach site and maybe download
> some articles and code.

Thanks Russ. I have ATR images for '85 to '88 ANALOG disks in the Pooldisk
collection, so I will start looking there. I'm not surprised there is
likely some good source hiding in all the stuff on my computer.

> There may be some good books for Assembler
> at the Kevin Savitz archive site. (there are
> a number of them, http://www.atariarchives.org
>

I'm pretty good bookwise - I grabbed a lot the recommended reading
(including the ones you referenced) a while back and have worked my way
through some of it. My biggest issue is having the time to code enough to
not forget everything I learn. :)

--
Slor

2910. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 03:39:40 UTC
From: gary@tsnc.net
Message-ID: <1121917180.748668.200110@f14g2000cwb.googlegroups.com>
Source record: 10567

One of the most impressive (at least to me) books explaining game design and programming on the Atari is "Atari Graphics And Arcade Game Design" . Starts off with Basic USR calls and moves thru all aspects of the Atari feature set as it moves more and more toward straight Assembly code for gaming.

The Assembly code is for the F-S Macro Assembler (compatible w/ SynAssembler). But, if you are up on the basics for either Editor Assembler or MAC/65, you can easily make the minor code/syntax changes.

The book is available (as RussG mentions) on Kevin's site:

http://www.atariarchives.org/agagd/

--

2911. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 05:17:07 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1121923028.1f26ffbc1501116e86a1755abf8658ec@teranews>
Source record: 10568

Hi all,

The 130xe had the following mods built in:

PS/1 4" LCD screen with built in speakers
Internal MyIDE by Mr Atari
Compact Flash Adapter and 128mb CF card
32 in 1 OS by AtariMax

The LCD folds forward for storage and transport. The machine can boot
from the CF with the 32n1. Its pretty cool to see the machine boot
without a disk drive :)

I'm thinking of making a battery pack, but I'm thinking that the
battery life will pretty short. But it would be worth to see it work
with a battery pack.

I would like to make more of these, but LCD PS/1 screens a little
pricey to make a lot of them... Cost about $200 for the parts alone
not including the battery pack or the 130xe. I really just want to see
if it could be done.

Rory

On Mon, 18 Jul 2005 17:17:08 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>I was at the VGS this past weekend and saw a neat Atari 8-bit setup at the
>show. It was a 130XE with one of those mini screens and speakers attached. It
>was done by a member of SCAT (Atari club in Chicago). Great piece of hardware.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

2912. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 05:49:45 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <kL-dnXtS2tptq0Lf4p2dnA@telenor.com>
Source record: 10569

I have the source code for my demos on : http://games.nmi.no/atari/a8dl.htm
if that helps! They only run on PAL Ataris and neither emulator or NTSC will
do. But the source is there anyways. And I also wrote a very simple
introduction on Megamagazine (don't remember the number they were on),
called Making of a demo or something.

Good luck and please feel free to ask, I will do my best to help!

Take Atarian care

2913. ABBUC contests 2005...

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 11:51:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <42DF8C57.A3818382@students.uni-mainz.de>
Source record: 10570

Hello folks,
this is just a small reminder that the ABBUC software and hardware
contests will end by the 31 August 2005. If you still have any
contributions, get in contact with the software-ressort of abbuc
(softwareatabbuc.de) or the hardware-ressort of abbuc
(hardwareatabbuc.de) respectively...

For those, who have never heard of these contests, the rules and the
available prizes can be found with this link:

http://www.atari-portal.net/modules.php?name=DocTree&dtIsBlk=y&dtId=184

just click on the interested subject and then choose your language
(english, german, polish, czech and spanish are available). Well, hope
to hear from you soon... greetings from ABBUC, Andreas Magenheimer.

2914. CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 16:26:31 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0507211211410.29693@furyy1>
Source record: 10571

On Sat, 9 Jul 2005 at 00:52 -0400, Bill Marcum scribbled:
->The Indus disk drives used a Z80 processor; supposedly they could
->be upgraded to 64K RAM and could run CP/M.

Not "supposedly." They actually did. The Indus ran the CP/M
programs and the Atari served as the keyboard. I have two of those
CP/M boards, one of them installed. Actually used it in CP/M mode
once.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

2915. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 16:36:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969A7628337B4emuslor@216.196.97.136>
Source record: 10572

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no>
wrote in news:kL-dnXtS2tptq0Lf4p2dnA@telenor.com:

> I have the source code for my demos on :
> http://games.nmi.no/atari/a8dl.htm if that helps! They only run on PAL
> Ataris and neither emulator or NTSC will do.

D'oh! Unfortunately, my resources are NTSC machines and emulators. :)

> And I also wrote a very simple introduction on Megamagazine
> (don't remember the number they were on), called Making of a demo or
> something.
>

This would be interesting. If anyone knows where I can get the article,
please let me know.

thanks

--
Slor

2916. CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 16:44:52 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0507211226380.29693@furyy1>
Source record: 10573

On Sun, 10 Jul 2005 at 16:20 -0700, stephen sheppard scribbled:
->According to the 8-bit FAQ ... there was also L.E. Systems LEDS5-
->01 which with ... the "RAM Charger" upgrade could run CP/M.
->I was surprised to hear that the Indus GT could also be upgraded
->to run CP/M.

On February 10, 1987, Future Systems Inc. sent a letter to 40,000 people who had bought Indus disk drives for Atari or Commodore computers, announcing that they had acquired manufacturing and marketing rights for the Indus. Ram Charger was the name for their 64K CP/M module for the Indus drive, also announced in that letter.

Apparently the L.E. drive also used the Future Systems CP/M board. As I mentioned in another posting, I have an Indus drive with the CP/M board installed so I can attest that it works.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

2917. Midwest Computer Festival to be July 30

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 17:05:38 UTC
From: Sid Pacman <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.61.0507211254420.974@furyy1>
Source record: 10574

The following announcement is excerpted from the Vintage Computer Festival (VCF) Gazette, Volume 3 Issue 1, published May 12, 2005:

VCF Midwest "Lite"

The VCF is introducing the new concept of the VCF "Lite" event. VCF Lite events feature all of the elements of a traditional VCF event (including speakers, exhibitors and vendors) but the event is held on a single day instead of across two days.

VCF Midwest 1.0 will be held on Saturday, July 30th at Purdue University in West Lafayette, Indiana. Doors will open at 9:30am, with speakers beginning at 10:00am and exhibits starting at 12:00pm. The event ends at 5:00pm. Admission is $5 per person.

Exhibitors and vendors are wanted, so if you want to show off part of your collection or want to sell some of it, register now at the VCF Midwest website at:

http://www.vintage.org/2005/midwest/

Additional VCF Midwest 1.0 information will be posted to the VCF Midwest website in the coming weeks, so get yourself onto the VCF mailing list to be informed of updates as they are announced. You can add yourself to the VCF mailing list here:

http://www.vintage.org/maillist.php

A separate announcement for VCF Midwest 1.0 with more information about the event will be distributed in the coming days so be on the look-out for that.

If you'd like to organize a VCF Lite in your area, please contact Sellam Ismail at <sellam@vintage.org>.

Best regards,

Sellam Ismail
Producer
Vintage Computer Festival
http://www.vintage.org/

This issue of the VCF Gazette can be found online at:

http://www.vintage.org/content.php?id=g31

2918. 2005 swap meet announced: September 10

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 18:19:09 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0507211417010.974@furyy1>
Source record: 10575

Date: Sun, 5 Jun 2005 14:05:54 -0400
From: R. Wayne Arenz
Subject: It's close to that time again; ACEC Swap Meet

Here's the easy way to get the information folks:

http://www.angelfire.com/oh4/acec/acec.html

In short, the Swap is Sept. 10 this year. See you there!

R. Wayne Arenz

2919. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 19:04:10 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969A8F223D5B2emuslor@216.196.97.136>
Source record: 10576

Despite all prevention efforts, Sid Pacman <8-bitter@atari.old.folks.home>
wrote in news:Pine.GSO.4.61.0507211211410.29693@furyy1:

> On Sat, 9 Jul 2005 at 00:52 -0400, Bill Marcum scribbled:
> ->The Indus disk drives used a Z80 processor; supposedly they could
> ->be upgraded to 64K RAM and could run CP/M.
>
> Not "supposedly." They actually did. The Indus ran the CP/M
> programs and the Atari served as the keyboard. I have two of those
> CP/M boards, one of them installed. Actually used it in CP/M mode
> once.

Neat. I have an Indus drive - any plans on getting rid of the second
board?

--
Slor

2920. Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 22:27:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507211521230.27810-100000@onyx.spiritone.com>
Source record: 10579
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2921. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 22:28:40 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <dLednRZmGbKRvH3fRVnzvA@telenor.com>
Source record: 10577

> > I have the source code for my demos on :
> > http://games.nmi.no/atari/a8dl.htm if that helps! They only run on PAL
> > Ataris and neither emulator or NTSC will do.
>
> D'oh! Unfortunately, my resources are NTSC machines and emulators. :)

You can still view the code and try to use some if it!

> > And I also wrote a very simple introduction on Megamagazine
> > (don't remember the number they were on), called Making of a demo or
> > something.
> >
>
> This would be interesting. If anyone knows where I can get the article,
> please let me know.
You should be able to get them here I think :
http://www.pokey.nl/xoops/modules/megazine/

Good luck!

2922. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-21 22:35:19 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <ObGdnd7g3oEGv33fRVnzvA@telenor.com>
Source record: 10578

```
And it's on #5 and #7
```

2923. Full text of 11 classic flight simulation books on the web

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 05:11:45 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-89E26F.22114521072005@news.west.cox.net>
Source record: 10580
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.flight-sim,comp.sys.mac.games.flight-sim,comp.sys.amiga,comp.sys.apple2,comp.sys.ibm.pc.classic,comp.sys.atari.st

FlightSimBooks.com is a new site that features the full text of eleven classic flight simulation books.

http://www.FlightSimBooks.com

More than 2,200 printed pages have been digitized into 800+ web pages. The titles available are:

- Jet Fighter School and Jet Fighter School II by Richard G. Sheffield

- Flying on Instruments with Flight Simulator by Jonathan M. Stern

- Learning to Fly with Flight Simulator and Realistic Commercial Flying with Flight Simulator by John Rafferty

- 40 Great Flight Simulator Adventures, 40 More Great Flight Simulator Adventures, Flight Simulator Co-Pilot, Flying Flight Simulator, Runway USA, and A Flight Simulator Odyssey by Charles Gulick

These books, published from 1985-1989, cover Microsoft Flight Simulator and Sublogic Flight Simulator software, plus other flight sim programs including F-15 Strike Eagle and Sublogic's Jet. Users who prefer more modern flight simulators will find that many of the techniques and situations described in these books, such as aerobatic maneuvers and instrument flying techniques, remain relevant to newer flight simulators.

All of the books are available with the gracious permission of their authors.

FlightSimBooks.com was created by Kevin Savetz with help from volunteers. His other classic computing sites include AtariArchives.org, which offers the full text of 30 classic computing books; and Classic Computer Magazine Archive (www.atarimagazines.com), which offers full text of Compute!, Creative Computing, Antic, and other early computer magazines.

Enjoy!
Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2924. Re: Full text of 11 classic flight simulation books on the web

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 05:52:23 UTC
From: bioderm <shavolsky@ladavisky.com>
Message-ID: <11e11pfol93r0a2@corp.supernews.com>
Source record: 10581

"Kevin Savetz" <savetz-remove@gmail.com> wrote in message
news:savetz-remove-89E26F.22114521072005@news.west.cox.net...
> FlightSimBooks.com is a new site that features the full text of eleven
> classic flight simulation books.
>
> http://www.FlightSimBooks.com
>
<snip>

Way cool!

2925. *VOTE* Alternate Reality: The City Cartridge Label

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 06:03:50 UTC
From: Johnny Alpha <atari.8.msn@xoxy.net>
Message-ID: <1122012230.647703.44420@g43g2000cwa.googlegroups.com>
Source record: 10582

http://www.atariage.com/forums/index.php?showtopic=72937

2926. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 11:20:58 UTC
From: Sid Pacman <8-bitter@6502.dustbin>
Message-ID: <Pine.GSO.4.61.0507220707170.25865@furyy1>
Source record: 10583

On Thu, 21 Jul 2005 at 14:04 -0500, Slor scribbled:
->Neat. I have an Indus drive - any plans on getting rid of the
->second board?

Please contact me in e-mail (see below). Incidentally, I didn't mention that the extra board made the Indus run hot. In order to use the drive with the CP/M board installed for any length of time it required extra efforts to cool it down. For that reason I'd recommend to anybody thinking about installing that board that they do it in a drive that's extra, not in their main drive if they have only one.

Then there's the question of how many people are running actual Atari 8-bit floppy disk drives nowadays? I am, but I'll have to admit I haven't turned my Atari system on for several months.
<oops!>
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

2927. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 13:24:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42e11e18655772@comcast.net>
Source record: 10586

>Hi all,

>I would like to make more of these, but LCD PS/1 screens a little
>pricey to make a lot of them... Cost about $200 for the parts alone
>not including the battery pack or the 130xe. I really just want to see
>if it could be done.
>
>Rory

Well if you decide too, let me know. Good job there...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2928. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 14:30:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969B60AF55108emuslor@216.196.97.136>
Source record: 10584

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no> wrote
in news:dLednRZmGbKRvH3fRVnzvA@telenor.com:

> You should be able to get them here I think :
> http://www.pokey.nl/xoops/modules/megazine/
>

Thanks Vidar. Now I have something to do this weekend. :)

--
Slor

2929. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-22 14:57:33 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <_f6dnYwhssdSlXzf4p2dnA@telenor.com>
Source record: 10585

> Thanks Vidar. Now I have something to do this weekend. :)

Don't hesitate to ask. I am looking for graphics artists myself, but seem unable to find any. I am about to complete my Atari Box World game and start to code Atari Mummy Maze. Need someone to draw me some cool graphics.

What's your plan? Demo? Game? Utils?

Have a nice Atarian weekend!

2930. New book about the Battle between Commodore and Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-23 01:57:32 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <ouhEe.8632$mN.100341@news1.mts.net>
Source record: 10587

Find out more about the battle between Atari and Commodore in a new book, "The Spectacular Rise and Fall of Commodore". Learn how former Atari 2600/Atari 800 engineer Jay Miner developed the Amiga computer, and how Atari almost purchased Amiga. Find out how the Atari ST was partially designed by Commodore engineers while they were still at Commodore. Atari founder Nolan Bushnell even joined with Commodore to launch the Commodore CDTV, a precursor to the modern DVD player.

The Spectacular Rise and Fall of Commodore is a detailed history of the company behind the best selling computer system of all time, the Commodore 64. This book was almost two years in the making, using over 44 hours of interviews with Commodore engineers and managers.

Title: The Spectacular Rise and Fall of Commodore: The Inside Story
Pages: 624
Size: 6 x 9 inches
ISBN 0-9738649-0-7
August 2005

To read more about The Spectacular Rise and Fall of Commodore, please visit:

www.commodorebook.com

2931. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-24 22:29:40 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969DB1F6AB1F2emuslor@216.196.97.136>
Source record: 10588

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no>
wrote in news:_f6dnYwhssdSlXzf4p2dnA@telenor.com:

>> Thanks Vidar. Now I have something to do this weekend. :)
>
> Don't hesitate to ask. I am looking for graphics artists myself, but
> seem unable to find any. I am about to complete my Atari Box World
> game and start to code Atari Mummy Maze. Need someone to draw me some
> cool graphics.

I took a look at your demo articles - good intro to some basics. I'll
check out what's on your site next. Thanks for the pointers.

>
> What's your plan? Demo? Game? Utils?

Most likely a game. Something simple to begin, then perhaps a port from
another platform.

--
Slor

2932. looking for Spartaread

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 01:46:49 UTC
From: snafu1@yahoo.com
Message-ID: <1122256009.129975.103100@f14g2000cwb.googlegroups.com>
Source record: 10589

Hello. I'm looking for a working copy of Spartaread, so you can read spartados disks on an ibm drive. I found a couple copies but cannot unarc them. If anyone can just send an attachment with the files unarc'd, i'd appreciate it!

Thanx!

Rick
snafu1@yahoo.com

2933. Re: looking for Spartaread

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 02:15:47 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969DD84D22C7Bemuslor@216.196.97.136>
Source record: 10590

Despite all prevention efforts, snafu1@yahoo.com wrote in
news:1122256009.129975.103100@f14g2000cwb.googlegroups.com:

> Hello. I'm looking for a working copy of Spartaread, so you can read
> spartados disks on an ibm drive. I found a couple copies but cannot
> unarc them. If anyone can just send an attachment with the files
> unarc'd, i'd appreciate it!
>

Try here:

http://tinyurl.com/aq969

--
Slor

2934. Re: looking for Spartaread

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 04:54:03 UTC
From: snafu1@yahoo.com
Message-ID: <1122267243.142492.239450@g44g2000cwa.googlegroups.com>
Source record: 10591

thanks! I appreciate it! Unfortunately, i found out that i need a
360k floppy to read the spartados disks, and i have 1.2mb drives. I'm
now just going to find an xformer 2000 cable, or sio2pc cable. It
would be better to get an xformer 2000, as i could play atari games on
the pc.

2935. Pac-Man patterns in 8-bit version?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 05:59:32 UTC
From: snafu1@yahoo.com
Message-ID: <1122271172.116137.286380@g44g2000cwa.googlegroups.com>
Source record: 10592

Hello out there. I used to play Pac-Man in the arcade, like just about everyone this side of the planet Jupiter. I remember some of the patterns, and was wondering if there are any patterns anyone in this NG has developed for the 8-bit Pac-Man cartridge?

Please lemme know.

thanx!

Rick
snafu1@yahoo.com

2936. Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 06:27:03 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969EEC2DD6BBemuslor@216.196.97.136>
Source record: 10593

Anyone have the actual book and looking to get rid of it?

thanks

--
Slor

2937. Re: Pac-Man patterns in 8-bit version?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 11:54:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42e50270734821@comcast.net>
Source record: 10597

>Hello out there. I used to play Pac-Man in the arcade, like just about
>everyone this side of the planet Jupiter. I remember some of the
>patterns, and was wondering if there are any patterns anyone in this NG
>has developed for the 8-bit Pac-Man cartridge?
>
>Please lemme know.
>
>thanx!
>
>Rick
>snafu1@yahoo.com

I know there was some patterns not too long after it came out. They were in
some magazines along with the arcade patterns.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2938. Re: Pac-Man patterns in 8-bit version?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 17:32:56 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <cn9Fe.5403$vY2.2362@trnddc09>
Source record: 10594

Rick,

Outside of the arcade games, patterns just don't work. The arcade games had used an algorithm that controlled the ghosts behavior based on the position of Pacman in the maze. This obviously lead people to develop patterns of play that when used again and again enabled people to suceed in the game.

As the game was ported to other video game systems and computers, the programmers who wrote these translations developed their versions based on observations of the game and not actual game code. So you will find that even though the may look like Pacman, their underlying game code isn't Pacman but someone else's interpretation of Pacman. And because of this they don't play the same way.

Namco later on put randomness into Ms. Pacman to prevent the ability to develop patterns. Patterns encroached onto the ability of arcades from making more money on the games because people who were able to play longer tied up a machine from collecting more quarters.

Glenn

<snafu1@yahoo.com> wrote in message
news:1122271172.116137.286380@g44g2000cwa.googlegroups.com...
> Hello out there. I used to play Pac-Man in the arcade, like just about
> everyone this side of the planet Jupiter. I remember some of the
> patterns, and was wondering if there are any patterns anyone in this NG
> has developed for the 8-bit Pac-Man cartridge?
>
> Please lemme know.
>
> thanx!
>
> Rick
> snafu1@yahoo.com
>

2939. Re: Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 19:16:28 UTC
From: Jared <jcjhnsn@msn.com>
Message-ID: <dc3dni026d0@news4.newsguy.com>
Source record: 10595

I currently have the book Atari Graphics and Arcade Game Design up for auction on Ebay.

Bidding started at $5.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=6970167341

There are a couple days left in the bidding.

Jared

2940. Re: Pac-Man patterns in 8-bit version?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-25 20:30:47 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <VZWdnSlEL6_w1njfRVnzvA@telenor.com>
Source record: 10596

> Glenn
The 5200 man?

2941. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-26 04:33:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1122352384@rtfm.mit.edu>
Source record: 10498
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2942. Primary factors preventing emulation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-26 18:56:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns969F8DC15FDF8emuslor@216.196.97.136>
Source record: 10500

As I've been reading more and reviewing notes from previously asked questions, I'm trying to get a good feel any major issues that prevent some software from working properly with the current 8-bit emulators. For instance, I attempted to run a program from the Atari Graphics and Arcade Design book in an emu, and it crashed. I haven't tried it yet, but I'm sure it will run on the real machine. I have seen mention of other demos and games that spell out "this will not work in an emulator". So, does anyone happen to have a short list of the most common reasons? Are they related to incomplete emulation, failure to properly emulate cycle timings, etc.?

In my development, I intend to support the lowest common denominator as much as possible (likely dependent mostly on memory requirements), and I want to make sure I don't cross any boundaries of emulation unfriendliness as well.

thanks

--
Slor

2943. Re: Primary factors preventing emulation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-26 19:36:58 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <CZOdnZZnXPvODXvf4p2dnA@telenor.com>
Source record: 10501

My demos use too much of the VBI and DLI, so I guess it's timing problems mainly on demos. I still hope for an emulator that can run my demos, which seems like they're done by a drunk man on an emulator.

How is the coding going? Hope all is well on it's way!

Take Atarian care

"Slor" <slor@comcast.net> skrev i melding news:Xns969F8DC15FDF8emuslor@216.196.97.136...
> As I've been reading more and reviewing notes from previously asked
> questions, I'm trying to get a good feel any major issues that prevent some
> software from working properly with the current 8-bit emulators. For
> instance, I attempted to run a program from the Atari Graphics and Arcade
> Design book in an emu, and it crashed. I haven't tried it yet, but I'm
> sure it will run on the real machine. I have seen mention of other demos
> and games that spell out "this will not work in an emulator". So, does
> anyone happen to have a short list of the most common reasons? Are they
> related to incomplete emulation, failure to properly emulate cycle timings,
> etc.?
>
> In my development, I intend to support the lowest common denominator as
> much as possible (likely dependent mostly on memory requirements), and I
> want to make sure I don't cross any boundaries of emulation unfriendliness
> as well.
>
> thanks
>
> --
> Slor

2944. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-26 21:05:37 UTC
From: Paul Watson <goodglitch@yahoo.com>
Message-ID: <42E6A69B.30509@yahoo.com>
Source record: 10499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

William Kendrick wrote:
> In comp.sys.atari.8bit mail@freeman-studio.com wrote:
>
>>There is no support for past Atari products at all. Just a means to use
>>past Atari ideas and better name recognition to make PC games.
>
>
> Except for all of the classic games they're re-releasing...
>
> http://www.atari.com/us/genre/arcade
>
>
> * "Retro Atari" for the Gameboy DS (which is apparently pretty awesome,
> though I've never even tried a DS, let alone this game)
>
> * Atari Anthology for PS2 & XBox
>
> * Atari: 80 classic games in one (Windows)
>
> * Atari Arcade (Windows)
>
> * Atari Anniversary Edition (Windows)
>
> * Atari Flashback (a stand-alone console with built-in games;
> not so well-received)
>
> * Atari Flashback 2.0 (coming this summer; highly anticipated)
>
>

The charm of atari is that all the support comes from users and not the
corporation. That is what makes the atari community so special.

IMHO--
Paul Watson
goodlglitch@yahoo.com

2945. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 00:23:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.27.00.23.51.963671@charter.net>
Source record: 10502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
On Tue, 26 Jul 2005 21:05:37 +0000, Paul Watson wrote:

>
>
> William Kendrick wrote:
>> In comp.sys.atari.8bit mail@freeman-studio.com wrote:
>>
>>>There is no support for past Atari products at all. Just a means to use
>>>past Atari ideas and better name recognition to make PC games.
>>
>>
>> Except for all of the classic games they're re-releasing...
>>
>> http://www.atari.com/us/genre/arcade
>>
>>
>> * "Retro Atari" for the Gameboy DS (which is apparently pretty awesome,
>> though I've never even tried a DS, let alone this game)
>>
>> * Atari Anthology for PS2 & XBox
>>
>> * Atari: 80 classic games in one (Windows)
>>
>> * Atari Arcade (Windows)
>>
>> * Atari Anniversary Edition (Windows)
>>
>> * Atari Flashback (a stand-alone console with built-in games;
>> not so well-received)
>>
>> * Atari Flashback 2.0 (coming this summer; highly anticipated)
>>
>>
>
> The charm of atari is that all the support comes from users and not the
> corporation. That is what makes the atari community so special.
>
>
> IMHO--
> Paul Watson
> goodlglitch@yahoo.com

Amen! :-)
```

--
_/_/_/

2946. Re: Primary factors preventing emulation?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 08:12:58 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dc7fma$fc4$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10503

Hi,

> My demos use too much of the VBI and DLI, so I guess it's timing problems
> mainly on demos. I still hope for an emulator that can run my demos, which
> seems like they're done by a drunk man on an emulator.

> How is the coding going? Hope all is well on it's way!

If you find something that doesn't run on Atari++, I would be curious
to hear since that's something that requires fixing (of the emulator,
that is).

So long,
Thomas

2947. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 09:24:42 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0507270515290.29749@furyy1>
Source record: 10504

On Tue, 26 Jul 2005 at 21:05 -0000, Paul Watson scribbled:
->The charm of atari is that all the support comes from users and not
->the corporation. That is what makes the atari community so special.

That's like saying "The charm of Studebaker (or Hudson or MGB or DeSoto or whatever) is that all the support comes from users and not the corporation." Would Apple users be better off if the Apple company folded? Of course not. "Charm" is one thing, but it doesn't hold a candle to having the real company in business supporting the products.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

2948. Re: Pac-Man patterns in 8-bit version?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 09:50:25 UTC
From: Sid Pacman <8-bitter@arcade.terminal>
Message-ID: <Pine.GSO.4.61.0507270527240.72@furyy1>
Source record: 10505

On Mon, 24 Jul 2005 at 22:59 -0700, Rick scribbled:
->[I] was wondering if there are any patterns anyone in this NG
->has developed for the 8-bit Pac-Man cartridge?

Dunno about the 5200 version, but I can comment on the 8-bit com-
puter version. I never discovered any sure-fire patterns in the
same sense as the arcade game. The only thing you can do is apply
similar concepts, methods, and tricks based on general Pacman exper-
ience and knowledge.

The biggest difference is that the maze is longer horizontally in
the home computer version, whereas the arcade screen is (or was)
oriented vertically. On the home version you have to be more careful
in clearing the "danger zones" at the bottom of the maze because it
takes longer to reach a point to safely exit at. That gives the
ghosts a better chance of trapping you.

Also, in the arcade game it's easy to hover at one end of the
tunnel and lure all four ghosts in behind you; while they're slowed
down you zip out the other side. I found that this can't be done
anywhere as easily on the 8-bit computer version.

The 8-bit computer version of Ms. Pacman is much more true to
the dynamics of the arcade version.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

2949. Re: atari inc press release

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 10:59:01 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <e4ydnSEVzL9k9XrfRVn-tg@comcast.com>
Source record: 10506

"Sid Pacman" <8-bitter@atari.old.folks.home> wrote in message
news:Pine.GSO.4.61.0507270515290.29749@furyy1...
> On Tue, 26 Jul 2005 at 21:05 -0000, Paul Watson scribbled:
> ->The charm of atari is that all the support comes from users and not
> ->the corporation. That is what makes the atari community so special.
>
> That's like saying "The charm of Studebaker (or Hudson or MGB or
> DeSoto or whatever) is that all the support comes from users and not
> the corporation." Would Apple users be better off if the Apple com-
> pany folded? Of course not. "Charm" is one thing, but it doesn't
> hold a candle to having the real company in business supporting the
> products.

Apple users wouldn't be better or worse off either way if Apple Corp folded,
however, Macintosh users might have a bad time of it if they did. The Apple
II
line was abandoned by Apple Corp in the mid 90's, and haven't been in any
way
supported except for a few pieces of crucial system software still on their
site
under the obsolete list. :o)

Bill Garber

2950. AtariMagazines.com is 9 today

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 15:51:23 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-56DDE1.08512327072005@news.west.cox.net>
Source record: 10507

Today is the Classic Computer Magazine Archive's ninth birthday.
It launched July 27, 1996 (it was called Digital Antic Project back
then) with two issues of Antic magazine.

Today it has more than 6,000 articles from Antic, STart, Creative
Computing, Compute!, Compute II, Hi-Res, Creative Computing Video &
Arcade Games Magazine, and Tandy Whiz Kids comic books.

Thanks to the volunteers and contributors who have done so much work to
make the site one of the best electronic archives of classic computing
material.

-Kevin
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

2951. Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 23:44:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00061931@fmlynet.org>
Source record: 10511

FamilyNet Newsgate

Nice thing is about IBM palm tops is that there are a lot of them.

The one I found myself using was a Digital HiNote. Now that is not as
small, but small non-the-less. ;) And this one was dos based.

Doc Clu

> From: "Larry" <LLppwhite@aol.com>

> There have been several threads in csa8 about using a single board
> computer as a dedicated APE/SIO2PC "server." Although there are lots
> of possible hardware systems for doing that, I've found a very useful
> and economical machine -- namely the Toshiba Libretto. There is a lot
> of information on the web about the U.S. Libretto 50/70/100/110 series.

> The Libretto is a "palm top" computer that is about the size of a VCR
> tape. (Talk about compact!) A "stock" model 50CT uses an original
> Pentium processor running at 75 MHz. Since the 50CT is the oldest
> US-released Libretto, it is also the least expensive, but it runs APE
> for Windows 95/98 flawlessly under W95 SR2 in 16 MB. I am using a very
> early (registered) version of Win-APE, V1.1.0 with a 1-chip Max232-type
> interface. 3X transfers are no problem, and printing also works great.
> A "true" 14C89 interface also works well. Some of the APE "Options"
> boxes are slightly wider than the nominal 640 X 480 display, but the
> L50 has larger virtual displays, and nothing "crashes" when the box
> overhangs the display -- just "grab" and "slide" it. The main APE
> display fits nicely. Newer versions of the Libretto (100CT and 110CT)
> have a wider 800 X 480 display.

> There have been a couple of mentions in csa8 about trying to use the
> Atari Portfolio with APE/SIO2PC for Dos. I started looking at this
> APE-server project when I ran across a Poqet computer on eBay; then
> found another MS-DOS candidate in the HP LX "palm-top" series. But the
> Libretto is a true Win Machine (also prized by Linux users), with a TFT
> color VGA display, and Pentium power. Easily runs W95 and also W98 SE
> (in 32 MB).

> Since I got mine, I've moved many ATR's to it and used it quite a bit.
> And If anyone is interested in the L., I'll be happy to share what I've
> learned.
> -Larry

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2952. 2600 in Willy Wonka

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-27 23:45:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00061932@fmlynet.org>
Source record: 10512

FamilyNet Newsgate

Interesting mention that in the new Charlie & The Chocolate Factory movie, the "Television Boy" who is into television and violent video gaming is shown to be playing on an Atari 2600 with a game that has PS3 graphics or something. :) But non-the-less it is a 2600 that they have there as his game system.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2953. FS/FT : ATARI 2600, 800 XL/XE carts, CX-50 Keyboard Controllers, Paddles

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-28 00:31:57 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0507271631.626760f3@posting.google.com>
Source record: 10508

Hello,

I have many boxed ATARI 2600/7800 games, most of the new :

PAL Games : 1.50 Euros each

Astroblast (Telegames, PAL) www.vectrex.de/c/astroblast.jpg
Big Bird's Egg Catch (CCW, PAL) www.vectrex.de/c/bigbird.jpg
Cookie Monster Munch (CCW, PAL) www.vectrex.de/c/cookie.jpg
International Soccer (Telegames, PAL) www.vectrex.de/c/intsocc.jpg
Kung Fu Superkicks (Telegames,PAL) www.vectrex.de/c/superkic.jpg
Pick 'n' Pile (SALU, PAL) www.vectrex.de/c/pickpile.jpg
RealSports Tennis (ATARI,PAL) www.vectrex.de/c/rstennisp.jpg
Super Breakout (ATARI, PAL) www.vectrex.de/c/superb.jpg
Super Challenge Football (Telegames, PAL)
www.vectrex.de/c/football.jpg
World Championship Baseball (Telegames, PAL)
www.vectrex.de/c/wsbase.jpg

PAL Games : 2.50 Euros each

Bogey Blaster (Telegames, PAL) www.vectrex.de/c/bogey.jpg
Chess (PAL) www.vectrex.de/c/chess.jpg
Mission 3000 (BitCorp, PAL) www.vectrex.de/c/mission3000.jpg
My Golf (HES, PAL) www.vectrex.de/c/mygolf.jpg
Title Match Pro Wrestling(Absolute,PAL) www.vectrex.de/c/title.jpg
Tomcat (Absolute, PAL) www.vectrex.de/c/tomcat.jpg
Weltraum Tunnel (BitCorp, PAL) www.vectrex.de/c/wtunnel.jpg

NTSC Games : 1.50 Euros each :

RealSports Football (ATARI,NTSC) : www.vectrex.de/c/rsfootvc.jpg
RealSports Tennis (ATARI,NTSC) : www.vectrex.de/c/rstennis.jpg
RealSports Volleyball(ATARI,NTSC) : www.vectrex.de/c/rsvolley.jpg

NTSC Games : 2.50 Euros each :

Galaxian (ATARI, NTSC) : www.vectrex.de/c/galaxian.jpg
Pole Position (ATARI,NTSC) : www.vectrex.de/c/polepos.jpg
Jungle Hunt (ATARI,NTSC) : www.vectrex.de/c/jungle.jpg

ATARI 7800 PAL : 1.50 Euros each

Mat Mania Challenge (ATARI,PAL) : www.vectrex.de/c/mat.jpg
Sentinel (ATARI,PAL,Lightgun only) : www.vectrex.de/c/sentinel.jpg

ATARI 800 XL/XE NTSC (PAL compatible) cartridges 2,50 Euros each :

Ballblazer (ATARI) : www.vectrex.de/c/ballblaz.jpg
Crossbow (ATARI) : www.vectrex.de/c/crossbow.jpg
Hardball (ATARI) : www.vectrex.de/c/hardball.jpg
One on One (ATARI) : www.vectrex.de/c/oneonone.jpg
Pole Position (ATARI) : www.vectrex.de/c/polexl.jpg
Star Raiders 2 (ATARI) : www.vectrex.de/c/starrai2.jpg
Tennis (ATARI) : www.vectrex.de/c/tennisxl.jpg
Thunderfox (ATARI) : www.vectrex.de/c/tfox.jpg

Hardware :

4 Euros each (2 units in 1 box) :

CX-50 Keyboard Controllers (ATARI) : www.vectrex.de/a/keyctrl.jpg

2 Euros :

Sears Paddle/Joystick Combo : www.vectrex.de/a/paddle.jpg

Most of the games are boxed and new, sealed.There are huge qts. of these games available, usually 50 or more copies.

These games are great for resale or for homebrewers who need empty cartridge shells.

Telegames cartridges contain 4K or 8K EPROMs, this may be interesting for homebrewers.BitCorp games contain 4K EPROMs.

I can sell the games OR trade for ATARI 2600/7800, ATARI ST, ATARI 800 XL/XE, Commodore 64, AMIGA, NES, Gameboy, ATARI Lynx, Colecovision, SNES, Intellivision, MS DOS or other games.

I can ship worldwide and I accept paypal.

Shipping depends on the final weight, it's 12,90 Euros for up to 15 games, 32 Euros for up to 40 games and 62 Euros for up to 150 games. In Europe, shipping is 8,60 Euros for up to 16 games, 17 Euros for up to 40 games and 32 Euros for up to 150 games.

If you're interested, please write to my email-Address.

MG

2954. Re: AtariMagazines.com is 9 today

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-28 01:44:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5qdge1lelv15brq2s9qq66sjam5pj2uqm2@4ax.com>
Source record: 10509

On Wed, 27 Jul 2005 08:51:23 -0700, Kevin Savetz <savetz-remove@gmail.com>
wrote:

>Today is the Classic Computer Magazine Archive's ninth birthday.
>It launched July 27, 1996 (it was called Digital Antic Project back
>then) with two issues of Antic magazine.
>
>Today it has more than 6,000 articles from Antic, STart, Creative
>Computing, Compute!, Compute II, Hi-Res, Creative Computing Video &
>Arcade Games Magazine, and Tandy Whiz Kids comic books.
>
>Thanks to the volunteers and contributors who have done so much work to
>make the site one of the best electronic archives of classic computing
>material.
>
>-Kevin

Congratulations, and thank you, Kevin, for spearheading the creation and
development of this tremendous resource!!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2955. Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-28 03:43:09 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1122522189.395407.89240@g47g2000cwa.googlegroups.com>
Source record: 10510

There have been several threads in csa8 about using a single board computer as a dedicated APE/SIO2PC "server." Although there are lots of possible hardware systems for doing that, I've found a very useful and economical machine -- namely the Toshiba Libretto. There is a lot of information on the web about the U.S. Libretto 50/70/100/110 series.

The Libretto is a "palm top" computer that is about the size of a VCR tape. (Talk about compact!) A "stock" model 50CT uses an original Pentium processor running at 75 MHz. Since the 50CT is the oldest US-released Libretto, it is also the least expensive, but it runs APE for Windows 95/98 flawlessly under W95 SR2 in 16 MB. I am using a very early (registered) version of Win-APE, V1.1.0 with a 1-chip Max232-type interface. 3X transfers are no problem, and printing also works great. A "true" 14C89 interface also works well. Some of the APE "Options" boxes are slightly wider than the nominal 640 X 480 display, but the L50 has larger virtual displays, and nothing "crashes" when the box overhangs the display -- just "grab" and "slide" it. The main APE display fits nicely. Newer versions of the Libretto (100CT and 110CT) have a wider 800 X 480 display.

There have been a couple of mentions in csa8 about trying to use the Atari Portfolio with APE/SIO2PC for Dos. I started looking at this APE-server project when I ran across a Poqet computer on eBay; then found another MS-DOS candidate in the HP LX "palm-top" series. But the Libretto is a true Win Machine (also prized by Linux users), with a TFT color VGA display, and Pentium power. Easily runs W95 and also W98 SE (in 32 MB).

Since I got mine, I've moved many ATR's to it and used it quite a bit. And If anyone is interested in the L., I'll be happy to share what I've learned.
-Larry

2956. FA: Atari Mags including RARE Hi-Res magazines!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-28 21:58:06 UTC
From: PJR <pjr1969@nospam-hotmail.com>
Message-ID: <42e954ec$0$28615$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 10513

Hi, I am selling a few Atari mags on ebay including issues 1-4 of Hi-Res magazine:

UK Atari Computer Owners Club/Monitor
Atari Input/Output
Analog
Page 6
Hi-Res
Compute

http://search.ebay.co.uk/_W0QQsassZpjr1969

Thanks for looking,
P

2957. Re: AtariMagazines.com is 9 today

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-28 23:32:05 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <t5vhe1p658s6jp3e4j7fjeqhi0r4ikgdd5@4ax.com>
Source record: 10514

On Wed, 27 Jul 2005 20:44:06 -0500, Michael Current
<hunmanik@earthlink.net> wrote:

>On Wed, 27 Jul 2005 08:51:23 -0700, Kevin Savetz <savetz-remove@gmail.com>
>wrote:
>
>>Today is the Classic Computer Magazine Archive's ninth birthday.
>>It launched July 27, 1996 (it was called Digital Antic Project back
>>then) with two issues of Antic magazine.
>>
>>Today it has more than 6,000 articles from Antic, STart, Creative
>>Computing, Compute!, Compute II, Hi-Res, Creative Computing Video &
>>Arcade Games Magazine, and Tandy Whiz Kids comic books.
>>
>>Thanks to the volunteers and contributors who have done so much work to
>>make the site one of the best electronic archives of classic computing
>>material.
>>
>>-Kevin
>
>Congratulations, and thank you, Kevin, for spearheading the creation and
>development of this tremendous resource!!
>
>-Michael
>
>
>Michael Current, mailto:hunmanik@earthlink.net
>8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
>St. Paul Atari Computer Enthusiasts, http://space.atari.org/

Holey Mackeral...I can't believe it's been nine years since I first
looked at those two issues of Antic. 8-O

Congratulations on the longevity and fantastic content!

Rob

2958. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-29 03:38:27 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <42E9A4B3.B047DE79@a8maestro.com>
Source record: 10515

"Ronald J. Hall" wrote:

> On Thu, 07 Jul 2005 19:17:46 +0000, russg wrote:
>
> > Dark Force? 'May the force be with you.' There's dark energy and dark
> > matter,
> > now dark force, instead of E=MC^2, or F=MA, we have DF=DM*DA.
>
> :-)
>
> > ATASCII is the Atari 8-bit char set, same as ASCII for alphabet and numbers
> > and the usual characters 32 to 126, but also has useful graphics characters
> > for
> > ATASCII graphics, rather than the ASCII 128 to 255 and 0 to 31.
>
> Okay, thanks for the explanation. Now...how is it used? With ANSI or VT52
> you use codes to display what you want. If someone can point me to a list
> or send it to me, I can start working on stuff.

There are other differences in the character codes. Backspace, bell, cr+lf are one code, 155. Codes above 127 are mostly inverse video.
The Atari 8 version of Ansi is "Atascii". Using the cursor codes in the 0 to 31 range lets you put text where you want, almost. The only special text thing is inverse. The Welcome FAQ here may list the codes. Computes Mapping the Atari has them. I have a pretty 2 sided card I make that I can post if desired.

40 columns is usually best. Most people and term progs will use it. And keeping it 40X25 keeps the screen from scrolling or messing up.

Rick D.

2959. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-29 04:34:50 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1122611690.920971.16870@g14g2000cwa.googlegroups.com>
Source record: 10516

Hi All,

Ok, I did it. I went and got batteries for the 130xe portable. I hooked up 3 batteries for RC cars and tested to see how long the batteries last... 2+ hours!!!. The batteries had not run out! I had to stop the machine to pack it for Saturday. I would not be suprised if it ran for 3-4 hours on a charge... WOW. I was expecting 45min-1hr MAX...

Julian & I will be at the VCF in West Layfayette, Indiana this Saturday and we'll be exhibiting a PDP/11, IBM RS, the Atari 130xe portable running on batteries, and my Rack mounted Falcon030 w/CT63. We will be in the exhibit booths. I can take orders for ethernecs and eiffel board there if needed. We will be taking pictures and posting them at a later date for those interested.

Rory

2960. AD: Atari XMAS in July Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-29 05:23:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0507282218440.20285-100000@onyx.spiritone.com>
Source record: 10517
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off Games / Software, Hardware & Books for Classic Atari 8 Bit and
Atari ST Computer lines plus Jaguar Consoles and Games! And if your a
Regular Customer, Reward yourself with another 10% off.A Whopping 30% off!
Some items I have only One, Two or Too Few of! Some I have Lots of! Got
Questions? E-Mail Atari@aracnet.com or (503)256-9974! 1st Come, 1st Serve!

http://BensCatalogs.Atari.org Bens Atari Catalogs!
http://www.aracnet.com/~atari/newstuff.htm My New Atari's for Sale!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Atari Sale News!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2961. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-29 11:54:29 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1122638068.866935.35280@g47g2000cwa.googlegroups.com>
Source record: 10518

Greg Goodwin wrote:
> FamilyNet Newsgate
>
> Nice thing is about IBM palm tops is that there are a lot of them.
>
> The one I found myself using was a Digital HiNote. Now that is not as
> small, but small non-the-less. ;) And this one was dos based.
>
> Doc Clu
>

Hi Greg-
Which model HiNote? Presume this is the Compaq HiNote series?
Incidently, another petite sub-notebook that I considered was the
Compaq Aero, but evidently Compaq quit that series after releasing the
486-33 model.
-Larry

2962. Re: AtariMagazines.com is 9 today

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-29 23:39:04 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <s6zGe.41273$0f.5213@tornado.texas.rr.com>
Source record: 10519

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:5qdge1lelv15brq2s9qq66sjam5pj2uqm2@4ax.com...
> On Wed, 27 Jul 2005 08:51:23 -0700, Kevin Savetz <savetz-remove@gmail.com>
> wrote:
>
> >Today is the Classic Computer Magazine Archive's ninth birthday.
> >It launched July 27, 1996 (it was called Digital Antic Project back
> >then) with two issues of Antic magazine.
> >
> >Today it has more than 6,000 articles from Antic, STart, Creative
> >Computing, Compute!, Compute II, Hi-Res, Creative Computing Video &
> >Arcade Games Magazine, and Tandy Whiz Kids comic books.
> >
> >Thanks to the volunteers and contributors who have done so much work to
> >make the site one of the best electronic archives of classic computing
> >material.
> >
> >-Kevin
>
> Congratulations, and thank you, Kevin, for spearheading the creation and
> development of this tremendous resource!!
>
> -Michael
>

Hear! Hear! Brilliant my dear friend just brilliant! Happy Birthday!
'For he's a jolly good fellow, for he's a jolly good fellow, for he's a
jolly good fellow! That nobody can deny!'
;-)
Mo

2963. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 00:08:30 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A2C2B9CC752emuslor@216.196.97.136>
Source record: 10520

Despite all prevention efforts, Rory.A.McMahon@gmail.com wrote in
news:1122611690.920971.16870@g14g2000cwa.googlegroups.com:

>
> Julian & I will be at the VCF in West Layfayette, Indiana this Saturday
> and we'll be exhibiting a PDP/11, IBM RS, the Atari 130xe portable
> running on batteries, and my Rack mounted Falcon030 w/CT63. We will be
> in the exhibit booths. I can take orders for ethernecs and eiffel board
> there if needed. We will be taking pictures and posting them at a later
> date for those interested.
>

I'll be at the VCF tomorrow as well. Anyone else? If you see a guy with a
blond goatee and tan Mardis Gras hat, feel free to say hello. I don't have
much cash right now, but I'm looking forward to the show nonetheless!

--
Slor

2964. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 00:59:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.00.58.58.445918@charter.net>
Source record: 10521

On Thu, 28 Jul 2005 22:38:27 -0500, Rick D. wrote:

> There are other differences in the character codes. Backspace, bell, cr+lf are
> one code, 155. Codes above 127 are mostly inverse video.
> The Atari 8 version of Ansi is "Atascii". Using the cursor codes in the 0 to 31
> range lets you put text where you want, almost. The only special text thing is
> inverse. The Welcome FAQ here may list the codes. Computes Mapping the Atari
> has them. I have a pretty 2 sided card I make that I can post if desired.
>
> 40 columns is usually best. Most people and term progs will use it. And keeping
> it 40X25 keeps the screen from scrolling or messing up.
>
> Rick D.

Thanks Rick. I'd appreciate it if you could post or e-mail me the codes on
your card. :-)

--
_/_/_/

2965. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 01:28:58 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <lolle1t9oa3fj6tt5kp3d77dcugdfi33tt@4ax.com>
Source record: 10522

On Thu, 28 Jul 2005 22:38:27 -0500, "Rick D." <rld@a8maestro.com> wrote:

>inverse. The Welcome FAQ here may list the codes. Computes Mapping the Atari

Here's what's in the FAQ:

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
example, the ASCII code for uppercase M is 77. Most computers use ASCII codes
to represent text, which makes it possible to transfer data from one computer
to another.

The 8-bit Atari computers use a modified version of the ASCII character set
called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)

```
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
=================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
```

```
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

2966. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 02:11:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.07.30.02.11.20.558092@charter.net>
Source record: 10523

On Fri, 29 Jul 2005 20:28:58 -0500, Michael Current wrote:

> On Thu, 28 Jul 2005 22:38:27 -0500, "Rick D." <rld@a8maestro.com> wrote:
>
>>inverse. The Welcome FAQ here may list the codes. Computes Mapping the Atari
>
> Here's what's in the FAQ:
>
> Subject: 7.2) What is the ATASCII character set?

Wow. Thanks Michael. Looks like I've got some experiementing to do, as
soon as I get some free time. :-)

--
_/_/_/

2967. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 02:29:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00067bc0@fmlynet.org>
Source record: 10525

FamilyNet Newsgate

> From: "Larry" <LLppwhite@aol.com>

> Greg Goodwin wrote:
>> FamilyNet Newsgate
>>
>> Nice thing is about IBM palm tops is that there are a lot of them.
>>
>> The one I found myself using was a Digital HiNote. Now that is not as
>> small, but small non-the-less. ;) And this one was dos based.
>>
>> Doc Clu
>>

> Hi Greg-
> Which model HiNote? Presume this is the Compaq HiNote series?
> Incidently, another petite sub-notebook that I considered was the
> Compaq Aero, but evidently Compaq quit that series after releasing the
> 486-33 model.
> -Larry

Mine is a Digital HiNote Ultra CT450. Runs at 75 mhz. The batteries are expensive as hell to get, but I just leave the laptop plugged up, and simply put it to sleep by closing the screen when not using it.

As for the Aero... played with those. They have to be the most confused computers... too big to be a palm top, too small to be a laptop. :D

They are quite small in other words. Never could get it work right, but then the poor Aero I had was through a lot previuosly. They have the coolest floppy drives that plug into their PCMCIA port... loved the design, never could get that to work either. But the drive is somewhere around here still just because of how cool it was. :)

Doc Clu 800

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2968. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 03:56:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42eb28d2fcc850@comcast.net>
Source record: 10526

>Hi All,
>
>Ok, I did it. I went and got batteries for the 130xe portable. I hooked
>up 3 batteries for RC cars and tested to see how long the batteries
>last... 2+ hours!!!. The batteries had not run out! I had to stop the
>machine to pack it for Saturday. I would not be suprised if it ran for
>3-4 hours on a charge... WOW. I was expecting 45min-1hr MAX...
>
>Julian & I will be at the VCF in West Layfayette, Indiana this Saturday
>and we'll be exhibiting a PDP/11, IBM RS, the Atari 130xe portable
>running on batteries, and my Rack mounted Falcon030 w/CT63. We will be
>in the exhibit booths. I can take orders for ethernecs and eiffel board
>there if needed. We will be taking pictures and posting them at a later
>date for those interested.
>
>Rory

Hey Rory,

Gee, I did not know the portable 130XE was running on batteries. Cool.. Can you also use regular current for it? I will not be at the VCF. I am off, but I forgot that I had laready promised my wife I would go with her to a party that night. I inivitation came in early June. There will be others I hope. You guys, SCAT, had a great setup and you should all be proud of it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2969. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 04:26:12 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1122697571@rtfm.mit.edu>
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Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
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Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2005.07.03 Shawn Jefferson, MyIDE Image Manager v2.1, MyIDE Config v1.1
2005.06.17 TAQUART updated
2005.06.17 added Marcin Lewandowski (Jaskier/Taquart) - TMC 2.0
2005.06.16 Raphael Espino, CpegView 0.1 (30May05) - color JPEG viewer
2005.06.16 added: AtariArchives.org (Kevin Savetz)
2005.06.01 removed Rich "Twist" Lawrence (former developer of Atari800Win)

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.
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"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the

information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:

Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

AtariAge (Albert Yarusso, Alex Bilstein) 4/05
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware, commercial software. Exclusive distributor of
Pixels Past products.
Developer: cartridges: Beef Drop (by Ken Siders),
Castle Crisis (by Bryan Edewaard)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,

Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 6/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

ATARIX (paper magazine) 8/02
See: Satantronic

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices, including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
France
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

BAKTRA (Michael Kalous) 5/05
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN (for DOS PC--Program input: ATARI file located on PC; Program output: WAVE FILE which contains Turbo 2000 record of input file. WAVE file could then be recorded to cassette (or CD), readable by Atari hardware.)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator

for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,

Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/05
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642

USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Preston Crow 1/05
USA
http://www.crowcastle.net/preston/atari/
Developer: binload (with Chad Wagner - Atari binary load format file
analyzer v2.5, atr2unix (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file) v1.2, unix2atr (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file) v0.9, dcmtoatr
(written by Chad Wagner) v1.4, MyDos Binary Menu, Atari Floppy Emulator /
SIO2Linux (with Pavel Machek - a rewrite of SIO2PC software for Linux)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365

Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenik Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 1/04
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
Developer: X-Assembler (xasm) 2.5.2 (two-pass 6502 cross assembler for PC;
the source format is backward compatible with Quick Assembler), X-BOOT 5.0
(converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints
headers of an Atari executable file), X-LOAD 1.1 (loads an executable file
to an Atari computer via the SIO2PC interface)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia

http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 6/04
http://members.cox.net/atarimac/
Developer: Atari800MacX 2.0.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro, Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.03 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term

(ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a
programming language)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 7/05
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/myide/
Developer: MyIDE Image Manager v2.1, MyIDE Config v1.1

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari

Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK / Draco) 4/05
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard 8-bit Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for SpartaDOS X: mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.8, HDSC, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT, NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.), D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990

Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Olivier Le Bihan 6/02
France
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

Marcin Lewandowski (Jaskier/Taquart) 6/05
See also: TAQUART
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 3.1 (for Windows, based on
Atari800), Atari800Win PLus 4.0 FIFTH BETA version

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/05
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany

http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Logitech Formula GP 1.0, Thrustmaster Nascar Pro Digital 2), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.4, USB HID Base Driver Version 2.0

Mirage Interactive 6/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 10/02
Germany

http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 4/05
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.38, CVS Snapshot 1.41, atari++ 1.41 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
Italy
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Petr Stehlik (maintainer), Piotr 'Fox' Fusik, Jacek Poplawski (SDL), 12/04
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.4 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 5/05
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.20 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

TAQUART 6/05
Angus (1995-1997), Bac, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak, Electron, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Karolj 'HeAvEn' Nadj, Marcin 'Jaskier' Lewandowski, Meg, Samurai, Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, Zenial (1994-1996)
See also: Piotr Fusik, Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: 1st TaquarT Intro (1995?), Back2Life (Orneta-Party 1995), Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1-disk mag (1996), Recycle-intro (Orneta-Party 1996), R34lly Unr34l-intro (Rush-Hours-Party 1997), Voice of Silents 1 (1996), Invitation-intro for Intel Outside 4-Party (1997), Voice of Silents 2 (1997), Ultra-Demo (Intel Outside #4-Party, 1997), NUMEN (Lato Ludzikow 2002, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7, S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M. Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk (manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),

SH3/4 (Jornada, etc.)

Steven J. Tucker 5/05
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, AtariMax/ABBUC USB Cartridge, "MyIDE+Flash" Cartridge (1Mbit Flash Cartridge with IDE Interface)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA

tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
http://www.videogametrader.com/
Vendor: new and used commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239

USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

2970. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 19:38:48 UTC
From: You <you@cogeco.ca>
Message-ID: <BF114F87.3A94%you@cogeco.ca>
Source record: 10527

I haven't turned my Atari system on for more than a year. Well, actually,
I did turn one briefly, a few months ago to test some ROM chips that I
shipped out.

>
> Then there's the question of how many people are running actual
> Atari 8-bit floppy disk drives nowadays? I am, but I'll have to
> admit I haven't turned my Atari system on for several months.
> <oops!>
> --
>>>> --<<<
>>>> david moeser -- erasmus39 at yahoo dot com <<<
>>>> Censornati, Ohio - USA <<<
>>>> --<<<
> * 8 Bits Forever! ... OR BUST! *
>
> (Headers munged to foil spammers; real info in taglines)
>
>

2971. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 19:43:19 UTC
From: You <you@cogeco.ca>
Message-ID: <BF115097.3A96%you@cogeco.ca>
Source record: 10528

Doc:

non-the-less? This is the second post you've made where you've said,
"non-the less". I don't mean to knock consistency, but are we establishing
a trend?

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 27 Jul 2005 23:44:06
> Subject: Atari + APE + Libretto = "Beautiful Music"
>
> FamilyNet Newsgate
>
> Nice thing is about IBM palm tops is that there are a lot of them.
>
> The one I found myself using was a Digital HiNote. Now that is not as
> small, but small non-the-less. ;) And this one was dos based.
>
> Doc Clu
>
>
>
>
>> From: "Larry" <LLppwhite@aol.com>
>
>> There have been several threads in csa8 about using a single board
>> computer as a dedicated APE/SIO2PC "server." Although there are lots
>> of possible hardware systems for doing that, I've found a very useful
>> and economical machine -- namely the Toshiba Libretto. There is a lot
>> of information on the web about the U.S. Libretto 50/70/100/110 series.
>
>> The Libretto is a "palm top" computer that is about the size of a VCR
>> tape. (Talk about compact!) A "stock" model 50CT uses an original
>> Pentium processor running at 75 MHz. Since the 50CT is the oldest
>> US-released Libretto, it is also the least expensive, but it runs APE
>> for Windows 95/98 flawlessly under W95 SR2 in 16 MB. I am using a very
>> early (registered) version of Win-APE, V1.1.0 with a 1-chip Max232-type
>> interface. 3X transfers are no problem, and printing also works great.
>> A "true" 14C89 interface also works well. Some of the APE "Options"
>> boxes are slightly wider than the nominal 640 X 480 display, but the
>> L50 has larger virtual displays, and nothing "crashes" when the box
>> overhangs the display -- just "grab" and "slide" it. The main APE
>> display fits nicely. Newer versions of the Libretto (100CT and 110CT)
>> have a wider 800 X 480 display.

>
>> There have been a couple of mentions in csa8 about trying to use the
>> Atari Portfolio with APE/SIO2PC for Dos. I started looking at this
>> APE-server project when I ran across a Poqet computer on eBay; then
>> found another MS-DOS candidate in the HP LX "palm-top" series. But the
>> Libretto is a true Win Machine (also prized by Linux users), with a TFT
>> color VGA display, and Pentium power. Easily runs W95 and also W98 SE
>> (in 32 MB).
>
>> Since I got mine, I've moved many ATR's to it and used it quite a bit.
>> And If anyone is interested in the L., I'll be happy to share what I've
>> learned.
>> -Larry
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2972. Setting Up Atari Again

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 20:04:33 UTC
From: You <you@cogeco.ca>
Message-ID: <BF115591.3A9A%you@cogeco.ca>
Source record: 10529

Well, it looks as though I will be setting up my 8-bit Atari again this weekend. I miss playing with the little critters.

Atari Basic was my first true love. The things we used to do together sometimes brings a tear to my eye as I recall the days when computers were fun. Not so anymore; computers don't have that same aura of intrigue that they once had. At least not for me.

Who sits down in front of their Mac, PC, or Linux box, boots up the OS and tinkers with computer languages just to have software to run on their computers today? Not many.

Could you imagine what modern computer magazines would be like if they came with type-in program listings? They'd be books!

When I had my ST, there was a paint program for it that I really liked called "Neochrome". I've never seen anything like that program on the Mac or the PC. I'm not at all grapically inclined, but I would spend hours playing with Neochrome.

In high school a friend and I set out to develop a game for the ST called, Elevator Music. Most of the graphics were created with NeoChrome and we were using the STOS programming environment for the code. I really wish that we had been able to finish that, but sh*t happens, right?

Anyway, ciao...

2973. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 20:23:26 UTC
From: You <you@cogeco.ca>
Message-ID: <BF1159FD.3A9C%you@cogeco.ca>
Source record: 10530

I had always wanted an Indus drive for my 8-bit. The sleek black case, the seven-segment LED displays that showed information like track count, the little flip lid over the drive slot, all were things of beauty to the truly inspired computer geek.

I never did manage to scrounge up the coveted Indus drive for my Atari 800XLs. In many respects, the Indus drives were much like sasquatch or any other creature of lore; a few people had claimed to have seen them in these parts, some even had pictures to prove it, but no one had ever managed to bag the beast.

I did manage to procure an old Rana 1000 drive for my 800XL many years back. This drive had many of the same features as the Indus drive albeit without the slick black case, flip cover, and stealthy design. Regardless, the Rana drive was a truly inspired piece of technology at the time. It offered true double-density, something that every Atari branded disk drive lacked, and the front panel displays were a computer geeks dream come true.

The USDoubler upgrade for the Atari 1050 disk drive was the first and only upgrade to have ever graced the innards of my Atari drive. Finally, true double density on my 1050 had become a reality and the UlraSpeed sector skew, made possible with SpartaDos, made the 1050 really fly.

Ah, those were the days...

> From: Sid Pacman <8-bitter@atari.old.folks.home>
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 21 Jul 2005 12:44:52 -0400
> Subject: CPM for the atari ?
>
> On Sun, 10 Jul 2005 at 16:20 -0700, stephen sheppard scribbled:
> ->According to the 8-bit FAQ ... there was also L.E. Systems LEDS5-
> ->01 which with ... the "RAM Charger" upgrade could run CP/M.
> ->I was surprised to hear that the Indus GT could also be upgraded
> ->to run CP/M.
>
> On February 10, 1987, Future Systems Inc. sent a letter to 40,000
> people who had bought Indus disk drives for Atari or Commodore com-
> puters, announcing that they had acquired manufacturing and market-
> ing rights for the Indus. Ram Charger was the name for their 64K
> CP/M module for the Indus drive, also announced in that letter.
>
> Apparently the L.E. drive also used the Future Systems CP/M
> board. As I mentioned in another posting, I have an Indus drive
> with the CP/M board installed so I can attest that it works.
> --

>>>> --<<<
>>>> david moeser -- erasmus39 on yahoo <<<
>>>> Censornati, Ohio - USA <<<
>>>> --<<<
> * "All Indus -- All The Time!" *
>
> (Headers munged to foil spammers; real info in taglines)
>
>

2974. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-30 22:04:36 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <1P2dnVrQ15PuZHbfRVn-pA@comcast.com>
Source record: 10531

"You" <you@cogeco.ca> wrote in message news:BF115097.3A96%you@cogeco.ca...
> Doc:
>
> non-the-less? This is the second post you've made where you've said,
> "non-the less". I don't mean to knock consistency, but are we
> establishing
> a trend?

At least offer a correction with your criticism. It isn't a phrase, but a
single word.
"Nonetheless" is a word meaning, "nothing taken away". I have noticed some
small
errors in term usage in your posts as well, not to mention your
"top-posting". :o)

Bill Garber

2975. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-31 02:05:46 UTC
From: You <you@cogeco.ca>
Message-ID: <BF11AA3A.3AA7%you@cogeco.ca>
Source record: 10532

Sorry, Bill and Greg, I guess I should have used a smiley in that message. It wasn't my intent to point out the error in spelling, just the redundant usage. It was meant to be a joke, something along the lines of: Today's messages brought to you by the word 'non-the-less'.

Although, in my defense, you will probably note from my various posts that I'm not yet up to speed on ascii smiley usage. I'm getting there though. :-)

> From: "Bill Garber" <willy46pa@comcast.net>
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 30 Jul 2005 18:04:36 -0400
> Subject: Re: Atari + APE + Libretto = "Beautiful Music"
>
>
> "You" <you@cogeco.ca> wrote in message news:BF115097.3A96%you@cogeco.ca...
>> Doc:
>>
>> non-the-less? This is the second post you've made where you've said,
>> "non-the less". I don't mean to knock consistency, but are we
>> establishing
>> a trend?
>
> At least offer a correction with your criticism. It isn't a phrase, but a
> single word.
> "Nonetheless" is a word meaning, "nothing taken away". I have noticed some
> small
> errors in term usage in your posts as well, not to mention your
> "top-posting". :o)
>
> Bill Garber
>
>

2976. Re: Setting Up Atari Again

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-31 07:27:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42ecae78dd2d80@comcast.net>
Source record: 10533

>Well, it looks as though I will be setting up my 8-bit Atari again this
>weekend. I miss playing with the little critters.

I did also which is why I started up again.

>Atari Basic was my first true love. The things we used to do together
>sometimes brings a tear to my eye as I recall the days when computers were
>fun. Not so anymore; computers don't have that same aura of intrigue that
>they once had. At least not for me.

I have always said that my Atari 8-bit days were the best in computer experience I have ever had. I actually wish we could all go back and do it again.

>Who sits down in front of their Mac, PC, or Linux box, boots up the OS and
>tinkers with computer languages just to have software to run on their
>computers today? Not many.

I started to tinker in Atari Basic and only wrote one program. It was small, but I was a little pround of myself. It was a menu program that I used to load in programs that were on a disk. I hated to have to type in the program name all the time. It was great to experiment just to see what happens. You are correct, no too much of this happens these days.

>Could you imagine what modern computer magazines would be like if they came
>with type-in program listings? They'd be books!

Yeah, even some of the best programs listed in the old Antic magazine seemed like books, but they were worth it when it was all typed in. Of course I found the more I typed in the programs, the more I learned about the language.

>When I had my ST, there was a paint program for it that I really liked
>called "Neochrome". I've never seen anything like that program on the Mac
>or the PC. I'm not at all grapically inclined, but I would spend hours
>playing with Neochrome.

Yes, I still have that program. Great piece of work. I used it along with Degas Elite, also which I still have.

>In high school a friend and I set out to develop a game for the ST called,
>Elevator Music. Most of the graphics were created with NeoChrome and we
>were using the STOS programming environment for the code. I really wish
>that we had been able to finish that, but sh*t happens, right?

Yeah I bought STOS and a lot of other programs to help program, but I never got into it like I thought I would Too bad, but maybe someday I will start it up again.
--

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

2977. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-31 18:12:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <du2dnW55_f83iXDfRVn-3w@comcast.com>
Source record: 10534

"You" <you@cogeco.ca> wrote in message news:BF11AA3A.3AA7%you@cogeco.ca...
> Sorry, Bill and Greg, I guess I should have used a smiley in that message.
> It wasn't my intent to point out the error in spelling, just the redundant
> usage. It was meant to be a joke, something along the lines of: Today's
> messages brought to you by the word 'non-the-less'.
>
> Although, in my defense, you will probably note from my various posts that
> I'm not yet up to speed on ascii smiley usage. I'm getting there though.
> :-)

Not a problem. At least you're big enough to apologize and explain yourself.

:o) This is the smiley I use, the cute bear face smiley.

Bill Garber

2978. Setting Up Atari Again

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-31 22:37:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006c036@fmlynet.org>
Source record: 10537

FamilyNet Newsgate

I laughed on the mention of the current magazines being books if they had
programs in them. That is too true. Most cases they only list sample code
or partial code if they ever do. Most codes you get are cheat codes.

So what kind of setup did you setup? :)

I think I remember Neochrome for the ST. It is amazing what I remember from
the year or so I collected and worked with ST's. :) As it is of course O
don't remember much. Had to much fun getting my Atari ST on the internet.

Doc Clu

> From: You <you@cogeco.ca>

> Well, it looks as though I will be setting up my 8-bit Atari again this
> weekend. I miss playing with the little critters.

> Atari Basic was my first true love. The things we used to do together
> sometimes brings a tear to my eye as I recall the days when computers were
> fun. Not so anymore; computers don't have that same aura of intrigue that
> they once had. At least not for me.

> Who sits down in front of their Mac, PC, or Linux box, boots up the OS and
> tinkers with computer languages just to have software to run on their
> computers today? Not many.

> Could you imagine what modern computer magazines would be like if they came
> with type-in program listings? They'd be books!

> When I had my ST, there was a paint program for it that I really liked
> called "Neochrome". I've never seen anything like that program on the Mac
> or the PC. I'm not at all grapically inclined, but I would spend hours
> playing with Neochrome.

> In high school a friend and I set out to develop a game for the ST called,
> Elevator Music. Most of the graphics were created with NeoChrome and we
> were using the STOS programming environment for the code. I really wish
> that we had been able to finish that, but sh*t happens, right?

> Anyway, ciao...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2979. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-07-31 22:40:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006c037@fmlynet.org>
Source record: 10538

```
FamilyNet Newsgate

Huh? :)

> From: You <you@cogeco.ca>

> Sorry, Bill and Greg, I guess I should have used a smiley in that message.
> It wasn't my intent to point out the error in spelling, just the redundant
> usage. It was meant to be a joke, something along the lines of: Today's
> messages brought to you by the word 'non-the-less'.

> Although, in my defense, you will probably note from my various posts that
> I'm not yet up to speed on ascii smiley usage. I'm getting there though.
> :-)

>> From: "Bill Garber" <willy46pa@comcast.net>
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 30 Jul 2005 18:04:36 -0400
>> Subject: Re: Atari + APE + Libretto = "Beautiful Music"
>>
>>
>> "You" <you@cogeco.ca> wrote in message news:BF115097.3A96%you@cogeco.ca...
>>> Doc:
>>>
>>> non-the-less? This is the second post you've made where you've said,
>>> "non-the less". I don't mean to knock consistency, but are we
>>> establishing
>>> a trend?
>>
>> At least offer a correction with your criticism. It isn't a phrase, but a
>> single word.
>> "Nonetheless" is a word meaning, "nothing taken away". I have noticed some
>> small
>> errors in term usage in your posts as well, not to mention your
>> "top-posting". :o)
>>
>> Bill Garber
>>
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org
```

2980. Re: CPM for the atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 01:21:43 UTC
From: You <you@cogeco.ca>
Message-ID: <BF12F167.3AF2%you@cogeco.ca>
Source record: 10535

David:

I'm curious as to the story behind your signature tag. Did you find
yourself being muzzled for having exercised your right to freedom of speech?

That's what happened to me! Although, I live north of the Canada/USA
border and we actually have laws that restrict what a person can say. We
call them hate laws and they carry precedence over our Charter of Rights.

Now, please don't misunderstand, I was *not* spewing hate propaganda, unless
being critical of a corporation could be construed as hatred? Anyway, I'm
curious about your signature tag...

> From: Sid Pacman <8-bitter@atari.old.folks.home>
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 21 Jul 2005 12:26:31 -0400
> Subject: CPM for the atari ?
>
>>>> --<<<
>>>> david moeser -- erasmus39 on yahoo <<<
>>>> Censornati, Ohio - USA <<<
>>>> --<<<
> * "All Indus -- All The Time!" *

2981. Re: Setting Up Atari Again

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 01:32:08 UTC
From: You <you@cogeco.ca>
Message-ID: <BF12F3D8.3B25%you@cogeco.ca>
Source record: 10536

I wrote many programs for my Atari 800XL. I don't know how many 5.25"
floppy disks I have laying around, but I'd hazard to guess that I have at
least 25 to thirty disks filled with nothing but Atari Basic code that I
conjured from the depths on those warm and hazy summer nights.

I'm not saying that any of my code was particularly good, I'm just saying
that there was an abundance of it.

A friend of mine once made an attempt at starting a small business selling
Atari 8-bit public domain software and I wrote the code for his disk-based
catalog. If you have ever been involved with a user group that received a
copy of the SnoSoft Public Domain catalog, you will have had experience with
one of my early Atari programming projects.

Cheers,
William

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
> Organization: I.M.A.G.E./SCAT
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 31 Jul 2005 11:27:40 +0400 (MET DST)
> Subject: Re: Setting Up Atari Again
>
> I started to tinker in Atari Basic and only wrote one program. It was small,
> but I was a little pround of myself. It was a menu program that I used to load
> in programs that were on a disk. I hated to have to type in the program name
> all the time. It was great to experiment just to see what happens. You are
> correct, no too much of this happens these days.

2982. Re: 80 or 40 columns most popular?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 08:06:32 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dckl68$ed7$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10539

Hi Mike,

> SECTION TWO: SPECIAL CHARACTERS
> ==============================
> 127 7F DEL ETB home plate R pennant Deleted
> 155 9B EOL RETURN box, etc. Atascii end of line
> (only at end of paragraphs or last column for data)
> 13,10 EOL ENTER ^M^J IBM end of line
> (at end of every 80-column screen line)
> 13 EOL ENTER ^M (or ^M and null) Unix end of line

Correction here: The *ix code used for "end of line" is LF, hex 0x0A,
decimal 10. 13 aka CR is (or has been) used by the old MacOs versions.
Given that MacOs X and above are built on top of a *ix style operating system,
I would believe that they also use LF now.

Greetings,
Thomas

2983. atari++ 1.43 available

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 15:49:27 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dclga7$274$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10540

Hi folks,

please find a new release of the Atari 8-bit emulator for Linux
and win32 on my web page on its usual location:

http://www.math.tu-berlin.de/~thor/atari++/

What's new in this release?

- Too many people complained about sound problems; the main
problem was a DC offset in the pokey output that too easily
causes trouble with some sound cards and amplifies. This
release fixes this issue by an (optional) high-pass filter.
- The 1.43 release integrates a new optional host-system
based RS-232 (R:) handler that does not require the usual
HANDLERS.SYS bootstrap code, but can be patched into the Os
to begin with. Note that you still need to enable the 850
interface box to use it. The old bootstrapping code remains
available for backwards compatibility.
- Keyboard emulation did not check for the pokey keyboard
disable bit.
- The emulation of the Atari/InverseVideo key was broken.
1.43 fixes this.

So long,
Thomas

2984. ATR \==\ ASCII table (was: 80 or 40 ...)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 15:54:22 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0508011115150.16679@furyy1>
Source record: 10541

On Fri, 29 Jul 2005 at 20:28 -0500, Michael Current scribbled:
->David Moeser produced this nice translation table.
->Piotr Fusik corrected the description of Atari character 5.

Thanks for the mention. I wish I had time to do stuff like that
nowadays! <grin> As for ATR char 5....

-> DECIMAL ATARI IBM <----> ATARI ASCII
-> -HEX NAME KEY GRAPHICS CHARACTER FUNCTION
-> ======= ==== === ====================== ========
-> 5 05 ENQ ^E club (9:30) Enquiry

....I looked up my original text and yes, it said 8:30, not 9:30.
While I'll admit that "9:30" as a description may meet with more
popular favor, I would quibble with both. On an old-fashioned,
"analog" clock (round-faced, with hands pointing to numbers), both
8:30 and 9:30 are "wrong" since the hour hand points to the area
in between the two numbers when the minute hand reaches the half-
hour mark. Neither one is precisely accurate. Both are compromises
in one direction or the other.

Perhaps the reason I used 8:30 was to more clearly differentiate
it from Atari character 125, which might be called "10:30." When I
used that character back in the days of Atari Basic programming, I
had always whimsically referred to it as the "left-turn arrow."
The position of clock hands at 9:30 could also be used to describe
a left-turn traffic sign.

In any case, any corrections are welcome.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

2985. Indus drives (was: CPM for the atari)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 16:18:10 UTC
From: Sid Pacman <8-bitter@indus.world>
Message-ID: <Pine.GSO.4.61.0508011155100.16679@furyy1>
Source record: 10542

On Sat, 30 Jul 2005 at 16:23 -0400, "You" scribbled:
->... all were things of beauty to the truly inspired computer geek.

You deserve a nomination for poet laureate of the Atari world!
<grin> Actually, the things you mentioned, the built-in true double density, and above all a reputation for quality, caused my computer mentor and me to go with the Indus as our first floppy drives in early 1984. That was in spite of the high price: US$350 at that time, which would be equivalent to almost US$700 in today's money if adjusted for inflation.

->I never did manage to scrounge up the coveted Indus drive for my
->Atari 800XLs.

I don't know where you're at but I would say that back in the glory days of the '80s Induses were fairly easily found at computer shows, Atari computer club auctions or sales, and of course at all the computer stores that sold Atari hardware. In the '90s used Induses could still be found at hamfests and computer shows and at those events that still existed within the Atari community.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

2986. tagline (was: CPM for the atari)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 16:47:49 UTC
From: Sid Pacman <8-bitter@censornati.aka.the.queen.city>
Message-ID: <Pine.GSO.4.61.0508011218400.16679@furyy1>
Source record: 10543

On Sun, 31 Jul 2005 at 21:21 -0400, "You" scribbled
->I'm curious as to the story behind your signature tag.

Oh, you mean "Censornati"? <ha-ha> Back in '95 some wag plant-
ed a sign saying that alongside the interstate highway near down-
town. That was back in the days when our longtime resident crusading
sheriff-and-prosecutor-and-sometime-judge raided and closed down the
biggest local computer bulletin board sysop, who was accused of hav-
ing nine "adult" computer files available for downloading out of some
70,000 files stored on his BBS. Driving that BBS out of business was
the last great victory for our caped crusader, after an illustrious
career of decades of keeping Censornati "squeaky-clean" of any adult
bookstores, video stores, movies, or even stage shows. There was just
one slight problem for the caped crusader: the internet took off like
a rocket at the same time he crushed that BBS, and so with the wide-
spread availability and pervasiveness of smut now having become ubi-
quitous, the whole issue became moot. But I try to do my best to
see that the Censornati name lives on. <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "If it isn't illegal now -- just wait a minute!" *
* (Censornati's motto) *

(Headers munged to foil spammers; real info in taglines)

2987. 8-bit programs (was: Setting Up Atari Again)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 16:59:35 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0508011248250.16679@furyy1>
Source record: 10544

On Sun, 31 Jul 2005 at 21:32 -0400, William a.k.a. "You" scrib-
bled:
->I'd hazard to guess that I have at least 25 to thirty disks filled
->with nothing but Atari Basic code ...

When I got my 8-bit I spent the first year and a half working on
a huge Atari program that never got finished, much less published or
distributed. There were other programs as well that never saw the
light of day, as far as any public distribution was concerned. Pro-
gramming was one of the highlights of "home" computer usage in those
days of 40 columns and cassette recorders, not to mention 110 baud.
It filled the time that didn't go into playing video games! <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

2988. ATR to ASCII table (was: 80 or 40...)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 17:15:53 UTC
From: Sid Pacman <atarian@6502.chip.street>
Message-ID: <Pine.GSO.4.61.0508011300010.16679@furyy1>
Source record: 10545

On Mon, 1 Aug 2005 at 08:06 -0000, Thomas Richter scribbled:
->Correction here: The *ix code used for "end of line" is LF, hex
->0x0A, decimal 10. 13 aka CR is (or has been) used by the old MacOs
->versions. Given that MacOs X and above are built on top of a *ix
->style operating system, I would believe that they also use LF now.

I think the reason I put that description into the table was be-
cause of user experience in the Unix environment, where I probably
found that ^M (ASCII 13) by itself worked best to produce the re-
sult that on the Atari 8-bit was produced by ATASCII 155. But I'll
take your word for it.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

2989. Re: 8-bit programs (was: Setting Up Atari Again)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 21:42:43 UTC
From: You <you@cogeco.ca>
Message-ID: <BF140F93.3B51%you@cogeco.ca>
Source record: 10546

110 baud? I didn't start using a modem until 1200baud became fashionable. Not that I know anything about fashion, but damn, that Atari SX212 was a mighty fine looking piece of equipment. It seemed out of place with my 800XL, 1010, and 1050 disk drive though. When I got the XMM801 printer for my birthday, the SX212 modem seemed to fit right in.

Not long after I was granted printing abilities by virtue of the Atari XMM801 dot matrix printer, it became evident to my parents that the SX212 modem would have to go. The SX212 modem was just too slow and phonecalls to Detroit were just too expensive; there was no long distance carrier competition in Canada at the time and no boards that supported Atari 8-bits locally.

Always one to recognize a blessing in disguise, I soon realized that I could print up the documentation for the heaps of files I had downloaded from various Michigan based Atari bulletin boards and begin really using that software. I fiddled with the idea of setting up my own BBS but I would have no luck in getting my parents to sponsor a second phoneline installation at the homestead. In an ironic twist, I managed to sell my modem to a local person that I met on a local BBS and we remain friends to this very day.

I've seen many friends come and go over the years, but of those for which I still count upon as friends, they were all met in the days of Atari 8-bit computing.

> From: Sid Pacman <8-bitter@atari.old.folks.home>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 1 Aug 2005 12:59:35 -0400
> Subject: 8-bit programs (was: Setting Up Atari Again)
>
> When I got my 8-bit I spent the first year and a half working on
> a huge Atari program that never got finished, much less published or
> distributed. There were other programs as well that never saw the
> light of day, as far as any public distribution was concerned. Pro-
> gramming was one of the highlights of "home" computer usage in those
> days of 40 columns and cassette recorders, not to mention 110 baud.
> It filled the time that didn't go into playing video games! <grin>

2990. Re: Atari + APE + Libretto = "Beautiful Music"

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 21:45:10 UTC
From: You <you@cogeco.ca>
Message-ID: <BF141026.3B52%you@cogeco.ca>
Source record: 10547

Greg:

I know exactly how you feel. I sometimes go days with just that one word
at the forefront of my mind: Huh?

And just like you, I smile when I realize the absolute absurdity of the
whole thing. :)

Cheers,

William

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 31 Jul 2005 22:40:34
> Subject: Re: Atari + APE + Libretto = "Beautiful Music"
>
> FamilyNet Newsgate
>
> Huh? :)
>
>
>
>> From: You <you@cogeco.ca>
>
>> Sorry, Bill and Greg, I guess I should have used a smiley in that message.
>> It wasn't my intent to point out the error in spelling, just the redundant
>> usage. It was meant to be a joke, something along the lines of: Today's
>> messages brought to you by the word 'non-the-less'.
>
>> Although, in my defense, you will probably note from my various posts that
>> I'm not yet up to speed on ascii smiley usage. I'm getting there though.
>> :-)
>
>
>>> From: "Bill Garber" <willy46pa@comcast.net>
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 30 Jul 2005 18:04:36 -0400
>>> Subject: Re: Atari + APE + Libretto = "Beautiful Music"
>>>
>>>
>>> "You" <you@cogeco.ca> wrote in message news:BF115097.3A96%you@cogeco.ca...
>>>> Doc:
>>>>
>>>> non-the-less? This is the second post you've made where you've said,

>>>> "non-the less". I don't mean to knock consistency, but are we
>>>> establishing
>>>> a trend?
>>>
>>> At least offer a correction with your criticism. It isn't a phrase, but a
>>> single word.
>>> "Nonetheless" is a word meaning, "nothing taken away". I have noticed some
>>> small
>>> errors in term usage in your posts as well, not to mention your
>>> "top-posting". :o)
>>>
>>> Bill Garber
>>>
>>>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

2991. Re: Indus drives (was: CPM for the atari)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 22:04:59 UTC
From: You <you@cogeco.ca>
Message-ID: <BF1414CB.3B88%you@cogeco.ca>
Source record: 10448

> From: Sid Pacman <8-bitter@indus.world>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 1 Aug 2005 12:18:10 -0400
> Subject: Indus drives (was: CPM for the atari)
>
> On Sat, 30 Jul 2005 at 16:23 -0400, "You" scribbled:
> ->... all were things of beauty to the truly inspired computer geek.
>
> You deserve a nomination for poet laureate of the Atari world!
> <grin> Actually, the things you mentioned, the built-in true double
> density, and above all a reputation for quality, caused my computer
> mentor and me to go with the Indus as our first floppy drives in
> early 1984. That was in spite of the high price: US$350 at that
> time, which would be equivalent to almost US$700 in today's money if
> adjusted for inflation.
>
> ->I never did manage to scrounge up the coveted Indus drive for my
> ->Atari 800XLs.
>
> I don't know where you're at but I would say that back in the
> glory days of the '80s Induses were fairly easily found at computer
> shows, Atari computer club auctions or sales, and of course at all
> the computer stores that sold Atari hardware. In the '90s used
> Induses could still be found at hamfests and computer shows and at
> those events that still existed within the Atari community.

I live in the armpit of Ontario. It's a small city in the southwestern tip on the Canada/USA border called Sarnia. It's largely an industrial town and is fairly well known for its petrochemical industry. Many major oil companies have refineries in or around Sarnia including: Exxon/Mobil (Imperial Oil), Shell, Suncor, etc.

In the eighties, Sarnia was Commie central. Anybody that used 8-bit computers in these parts, used either the Commodore 64 or Commodore 128. The Apple II was not as prevalent and the Atari was even less so. Since I was a teenager too young to drive and too poor pay for transportation, the Indus drive was very much out of reach.

The drives to be had in this town were the Atari 1050's because a rather large Canadian department store (Woolco) carried them. My original 800XL and 1010 Data Recorder were purchased from another retailer that has long since moved on, Consumers Distributing. My Atarii XMM801 Printer was purchased from a small local shop that goes by the name of The Computer Terminal. The Computer Terminal was the only local retailer that carried Atari software and magazines such as Antic, Analog, and Atari Explorer. The

Computer Terminal, I believe, is still in business, but they do not carry
Atari merchandise any longer, as you might imagine.

> --
>>>> --<<<
>>>> david moeser -- erasmus39 on yahoo <<<
>>>> Censornati, Ohio - USA <<<
>>>> --<<<
> * "All Indus -- All The Time!" *
>
> (Headers munged to foil spammers; real info in taglines)
>
>

2992. Re: tagline (was: CPM for the atari)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-01 23:13:40 UTC
From: You <you@cogeco.ca>
Message-ID: <BF1424E4.3B8A%you@cogeco.ca>
Source record: 10449

I sometimes get accused of "trying to clean up the town" for having spoken against a local radio station.

Anyway, this local radio station somehow became synonymous with rock and roll and everything affiliated with, associated with, condoned by, or resented by rock music. How this came to be the case, I'll never know. After all, it's a small radio station in a hick town that probably wouldn't know what rock and roll was if it bit them on the nose.

I guess this idea that I was trying to clean up the town comes from the fact that I used CAB codes in my efforts against this radio station. CAB, for those who don't know, is the Canadian Association of Broadcasters and all three of the local radio stations are members.

To make a long story short, since I made the absurd suggestion that a CAB member station should adhere to the codes established by CAB, and by extension of their membership, this local radio station, I was imposing my will on this station. Unfortunately, to say that I was imposing my will on this station is tantamount to suggesting that I impose my will on a government by expecting them to abide by laws that they themselves established. The argument of this radio station is really quite absurd.

Interesting point to note: My big driving force was to secure choice and possibly even gain some competition in this market. Was this a rational pursuit in a market where all three local radio stations are owned and operated by the same company? Blackburn Radio Inc. says, "No!" Blackburn Radio Inc., the owners of Sarnia's three radio stations, maintain that there is competition and choice in the Sarnia market despite the fact that there are absolutely no local radio stations that aren't owned by Blackburn Radio Inc.

Fast forward a couple of years and consider the Windsor market. There are four radio stations in Windsor, Ontario and all four are owned and operated by one company. This time, the owner of the radio stations is CHUM group.

Bea-Ver Communications, now wholly owned by Blackburn Radio Inc., sets up shop in Windsor, Ontario. What is their rationale for wanting to setup shop in Windsor? They claim that because the four radio stations in Windsor are owned by the same company, the residents of Windsor have no choice in the stations that they listen to. Essentially, they argued that there was no competition in the Windsor market and that Blackburn's entry there would provide much needed competition and choice for Windsor residents.

Sound screwed up? It is! They essentially validated the same argument that I had made a couple of years prior! Man, radio station operators are stupid!!!

I sit here and wonder when Blackburn Radio Inc., is going to allow
competition in the Sarnia market, the Chatham market, and the Wingham
market? All three of those markets have three radio stations each, and in
all three markets, the radio stations are owned and operated by the same
company: Blackburn Radio Inc.

Don't even get me started on their "Repatriation" mission! I apologize for
the rant, but I needed to get that off my chest!

Cheers,
William

> From: Sid Pacman <8-bitter@censornati.aka.the.queen.city>
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 1 Aug 2005 12:47:49 -0400
> Subject: tagline (was: CPM for the atari)
>
> On Sun, 31 Jul 2005 at 21:21 -0400, "You" scribbled
> ->I'm curious as to the story behind your signature tag.
>
> Oh, you mean "Censornati"? <ha-ha> Back in '95 some wag plant-
> ed a sign saying that alongside the interstate highway near down-
> town. That was back in the days when our longtime resident crusading
> sheriff-and-prosecutor-and-sometime-judge raided and closed down the
> biggest local computer bulletin board sysop, who was accused of hav-
> ing nine "adult" computer files available for downloading out of some
> 70,000 files stored on his BBS. Driving that BBS out of business was
> the last great victory for our caped crusader, after an illustrious
> career of decades of keeping Censornati "squeaky-clean" of any adult
> bookstores, video stores, movies, or even stage shows. There was just
> one slight problem for the caped crusader: the internet took off like
> a rocket at the same time he crushed that BBS, and so with the wide-
> spread availability and pervasiveness of smut now having become ubi-
> quitous, the whole issue became moot. But I try to do my best to
> see that the Censornati name lives on. <grin>
> --
>>>> --<<<
>>>> david moeser -- erasmus39 on yahoo <<<
>>>> Censornati, Ohio - USA <<<
>>>> --<<<
> * "If it isn't illegal now -- just wait a minute!" *
> * (Censornati's motto) *
>
> (Headers munged to foil spammers; real info in taglines)
>
>

2993. Re: Atari Graphics and Arcade Game Design

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-02 04:56:38 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A5F392F439Femuslor@216.196.97.136>
Source record: 10450

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns969EEC2DD6BBemuslor@216.196.97.136:

> Anyone have the actual book and looking to get rid of it?
>
> thanks
>

Well, darn. I thought I had a deal worked out for a copy of this, but it
fell through at least for the time being. If anyone else has this book
available, please give me a yell.

thanks!

--
Slor

2994. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-02 05:16:10 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A62BE9F803emuslor@216.196.97.136>
Source record: 10451

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns96A2C2B9CC752emuslor@216.196.97.136:

>> Julian & I will be at the VCF in West Layfayette, Indiana this
>> Saturday and we'll be exhibiting a PDP/11, IBM RS, the Atari 130xe
>> portable running on batteries, and my Rack mounted Falcon030 w/CT63.
>> We will be in the exhibit booths. I can take orders for ethernecs and
>> eiffel board there if needed. We will be taking pictures and posting
>> them at a later date for those interested.
>>
>
> I'll be at the VCF tomorrow as well. Anyone else? If you see a guy
> with a blond goatee and tan Mardis Gras hat, feel free to say hello.
> I don't have much cash right now, but I'm looking forward to the show
> nonetheless!
>

The 130XE portable was very cool, and my money says you could fit two of
the three R/C cells unde the hood of the machine. The show was pretty
interesting. I didn't get there in time for the speakers, but I did
enjoy the exhibits. Lots of cool stuff on display - I think I was
mostly interested in the Sinclairs, since those are machines I have zero
knowledge of and since one was extremely rare while one was extremely
modded. There was plenty of stuff I have never seen before, including a
good number of kits, at least 3 exhibits featuring ST machines, and the
"table o' clones" made for some nice conversation.

As for stuff up for sale, there was a huge pile of Sun and DEC
workstations along with some RS/6000 and 370 machines, most things going
for $5 or $10. Some people got some great deals on the mostly free
hardware tables nearby. Of course, there were a couple more tables of
random stuff, one of which supplied my only buy of the day: a $5 Kaypro
16. The hard drive isn't exactly cooperating, but it's otherwise in
great condition, plus it's a cool piece of history in my book. Only
problem was lugging that "portable" back to my car in the parking
garage. Anyone know where I can get a replacement 10 MB Winchester? :)

Anyway, thought I'd put my 2 cents in about the show. Hope to see more
stuff coming to the Indianapolis area in the future. Hint, hint to you
organizers out there...

--
Slor

2995. Re: atari++ 1.43 available

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-02 16:33:16 UTC
From: Son of man <sonofman1@comcast.net>
Message-ID: <ldWdnXvnTaPOPXLfRVn-jQ@comcast.com>
Source record: 10452

I no longer have the audio problem when I increase my master volume after booting...sounds good too.

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message news:dclga7$274$1@mamenchi.zrz.TU-Berlin.DE...
> Hi folks,
>
> please find a new release of the Atari 8-bit emulator for Linux
> and win32 on my web page on its usual location:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> What's new in this release?
>
> - Too many people complained about sound problems; the main
> problem was a DC offset in the pokey output that too easily
> causes trouble with some sound cards and amplifies. This
> release fixes this issue by an (optional) high-pass filter.
> - The 1.43 release integrates a new optional host-system
> based RS-232 (R:) handler that does not require the usual
> HANDLERS.SYS bootstrap code, but can be patched into the Os
> to begin with. Note that you still need to enable the 850
> interface box to use it. The old bootstrapping code remains
> available for backwards compatibility.
> - Keyboard emulation did not check for the pokey keyboard
> disable bit.
> - The emulation of the Atari/InverseVideo key was broken.
> 1.43 fixes this.
>
> So long,
> Thomas
>

2996. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 04:27:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1123043247@rtfm.mit.edu>
Source record: 10453
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

2997. THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 06:14:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A7CB54AFAEemuslor@216.196.97.136>
Source record: 10454

I'm trying to find a good disassembler to use in looking at a couple 8-bit binaries. I have tried a couple based on other posts I saw, but neither seems to give me what I'm looking for. DIS6502 seems to spit out invalid opcodes and undefined memory addresses (then again, perhaps I'm using it incorrectly), and Rom File Designer looks to be more oriented to binary editing. Anyone have a favorite disassembly tool to point me towards?

thanks

--
Slor

2998. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 17:30:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Da7Ie.142$Wi6.122@newsread2.news.pas.earthlink.net>
Source record: 10455

Slor wrote:
> I'm trying to find a good disassembler to use in looking at a couple 8-bit
> binaries. I have tried a couple based on other posts I saw, but neither
> seems to give me what I'm looking for. DIS6502 seems to spit out invalid
> opcodes and undefined memory addresses (then again, perhaps I'm using it
> incorrectly), and Rom File Designer looks to be more oriented to binary
> editing. Anyone have a favorite disassembly tool to point me towards?

IMO for most programs you will need some kind of tracer instead of a disassembly dump. I mostly used Omnimon but DDT would be good too if you have the time to learn how to use it.

The problem you run into most often with a disassembler is it will try to do things like convert a modified character set into code. For me the first step in any disassembly is to find out where there is data vs. code and where the tables/data starts and ends. It is sometimes helpful to look at a straight dump of the binary to find the embedded text for instance. There are several ways it could be in there, ASCII that goes through CIO, NULL terminated strings from C compilers, 128 added to the first character to flag end of text, leading number i.e. '5thing'.

Some of the stuff like data tables will be a little tougher. Usually they start with some initialization, indirect index, decrement, and a loop. i.e.

```
LDX #9
loop
LDA $4000,X
STA $600,X
DEX
BNE loop
```

In something like this you can see either code or data that starts at $4009 down is being relocated to page 6.

Once you get all the data start and finish locations you can have the disassembler work around them.

2999. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 18:16:54 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A7871CC8B25emuslor@216.196.97.136>
Source record: 10456

Despite all prevention efforts, Rick Cortese <ricortes@earthlink.net>
wrote in news:Da7Ie.142$Wi6.122@newsread2.news.pas.earthlink.net:

>
> The problem you run into most often with a disassembler is it will try
> to do things like convert a modified character set into code. For me
> the first step in any disassembly is to find out where there is data
> vs. code and where the tables/data starts and ends. It is sometimes
> helpful to look at a straight dump of the binary to find the embedded
> text for instance. There are several ways it could be in there, ASCII
> that goes through CIO, NULL terminated strings from C compilers, 128
> added to the first character to flag end of text, leading number i.e.
> '5thing'.
>

Indeed. I used to use an x86 disassembler called Bubble back in the day.
it would give you an initial disassembly of your exe making best guesses
what was code and what was data, then you could interactively point it to
which areas should be which. That made it really nice to use. If there
was something like that for the 6502 (preferably something I could actually
run on my DOS/Win box to do the disassembly), it would be perfectly suited
to my needs.

--
Slor

3000. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 18:45:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A78BEC3ECF0emuslor@216.196.97.136>
Source record: 10457

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns96A7871CC8B25emuslor@216.196.97.136:

>
> Indeed. I used to use an x86 disassembler called Bubble back in the
> day. it would give you an initial disassembly of your exe making best
> guesses what was code and what was data, then you could interactively
> point it to which areas should be which. That made it really nice to
> use. If there was something like that for the 6502 (preferably
> something I could actually run on my DOS/Win box to do the
> disassembly), it would be perfectly suited to my needs.
>

Ooh - I just looked back at Bubble Chamber to remind myself how cool it
was, and I found that the x86 opcode mappings and such are all in an
external text-based data file. That means, if I was so inclined, I should
be able to generate such a file for the 6502 mnemonics and go from there.
Not only will that help me with disassembly, but I'll probably learn the
language better as I'm folling with trying to get the disassembly correct.
I may even be able to do something with the standard equates.

Now, a second question that would help me with this: what is the most
complete/accurate reference for the 6502 instruction set? I have,or at
least have access to, a wide variety of references for this, but I know
sometimes they're not entirely accurate. What's our favorite? :)

--
Slor

3001. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 19:03:43 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.08.03.07.09.56.179941@pianosa.freeserve.co.uk>
Source record: 10458

```
On Wed, 03 Aug 2005 01:14:56 -0500, Slor wrote:

> incorrectly), and Rom File Designer looks to be more oriented to binary
> editing. Anyone have a favorite disassembly tool to point me towards?

I recall a program from ANALOG called BBKMON. Seemed pretty good to me.

--
Regards _
/ ) "The blindingly obvious is
/ _)rad never immediately apparent"
```

3002. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 19:44:13 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <h89Ie.160$WD.106@newsread1.news.pas.earthlink.net>
Source record: 10459

Slor wrote:
> Despite all prevention efforts, Slor <slor@comcast.net> wrote in
> news:Xns96A7871CC8B25emuslor@216.196.97.136:
>
>
>>
>>Indeed. I used to use an x86 disassembler called Bubble back in the
>>day. it would give you an initial disassembly of your exe making best
>>guesses what was code and what was data, then you could interactively
>>point it to which areas should be which. That made it really nice to
>>use. If there was something like that for the 6502 (preferably
>>something I could actually run on my DOS/Win box to do the
>>disassembly), it would be perfectly suited to my needs.
>>
>
>
> Ooh - I just looked back at Bubble Chamber to remind myself how cool it
> was, and I found that the x86 opcode mappings and such are all in an
> external text-based data file. That means, if I was so inclined, I should
> be able to generate such a file for the 6502 mnemonics and go from there.
> Not only will that help me with disassembly, but I'll probably learn the
> language better as I'm folling with trying to get the disassembly correct.
> I may even be able to do something with the standard equates.

I seem to recall near the end of its life Antic Magazine had a cover
disk bonus disassembler that was good. I can't remember all the reasons
I didn't use it at the time, maybe it was disk based or something. You
may want to take a quick look and see if you can find it.
>
> Now, a second question that would help me with this: what is the most
> complete/accurate reference for the 6502 instruction set? I have,or at
> least have access to, a wide variety of references for this, but I know
> sometimes they're not entirely accurate. What's our favorite? :)
>

I am probably alone in the world on this but my favorite book was "6502
Assembly Language Subroutines" by Lance A. Leventhal and Winthrop
Saville. The other books were good but went into processor internals. I
just wanted something that had a lot of practical examples of how to use
the instructions to do something useful.

3003. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 20:50:27 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1123102227.728141.306200@o13g2000cwo.googlegroups.com>
Source record: 10460

My favorite Atari-based disassembler was/is the "Ultra Disassembler" by
Ralph Jones (Adventure International). Two strong points: it would
re-create pseudo-source code that could be re-assembled, and it came
with a very good manual that pointed out many of the tricks/pitfalls of
disassembly. For Q&D disassembly (and hacking), you can't beat
Omnimon. In fact, Omnimon is just plain superb! (ok, IMO anyway.)
-Larry

3004. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 21:11:56 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <wqale.958$SE3.92@newssvr30.news.prodigy.com>
Source record: 10461

DIS6502 is nice but you have to use the ATASCII display and seperate
the data/code/graphics sections yourself. After you mark each section
as data/code/etc it will re-disassemble the file.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3005. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 23:18:33 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A7BA4154A47emuslor@216.196.97.136>
Source record: 10462

Despite all prevention efforts, Steven Tucker <classics@atarimax.com> wrote in news:wqaIe.958$SE3.92@newssvr30.news.prodigy.com:

>
> DIS6502 is nice but you have to use the ATASCII display and seperate
> the data/code/graphics sections yourself. After you mark each section
> as data/code/etc it will re-disassemble the file.
>

Cool - I just started working with it and actually did not realize you could do that. Unlike what I've seen with 8086 disassemblers, would it be expected to spit out uncompilable code if those sections have not been identified?

--
Slor

3006. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 23:31:53 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Jtcle.1394$9U3.535@newssvr24.news.prodigy.net>
Source record: 10463

Slor wrote:
> Despite all prevention efforts, Steven Tucker <classics@atarimax.com> wrote
> in news:wqaIe.958$SE3.92@newssvr30.news.prodigy.com:
>
>
>> DIS6502 is nice but you have to use the ATASCII display and seperate
>> the data/code/graphics sections yourself. After you mark each section
>> as data/code/etc it will re-disassemble the file.
>
> Cool - I just started working with it and actually did not realize you
> could do that. Unlike what I've seen with 8086 disassemblers, would it be
> expected to spit out uncompilable code if those sections have not been
> identified?

For the most part you should be able to re-assemble the output, even
if its full of odd 'code'. Unknown opcodes will just end up as .data bytes.

Just make sure the output format is set for your assembler. I have
no problem getting it to spit out TASM compatible files.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3007. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-03 23:38:17 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <MrednZ8tqrbjyGzfRVn-tg@comcast.com>
Source record: 10464

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:h89Ie.160$WD.106@newsread1.news.pas.earthlink.net...

> I am probably alone in the world on this but my favorite book was "6502
> Assembly Language Subroutines" by Lance A. Leventhal and Winthrop Saville.
> The other books were good but went into processor internals. I just wanted
> something that had a lot of practical examples of how to use the
> instructions to do something useful.

I believe I have this, if anyone wants it, I'm through with it. Make me a
decent
offer for it. I'm not here to get rich, I acquired it in a lot so offer
accordingly.

Bill Garber

3008. Re: 8-bit programs (was: Setting Up Atari Again)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 00:28:40 UTC
From: micrologix1500@yahoo.com
Message-ID: <1123115320.623711.188950@g47g2000cwa.googlegroups.com>
Source record: 10465

I lived on the Detroit-area Atari BBS's in the mid-80s. Then I learned how to use the U of M dialups and got hooked on the multi-user Unix BBS's in Ann Arbor. Do you still remember the names of the boards you used to call? What was your "handle"?

3009. Atari national variants

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 01:24:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <j7ele.7855$9K3.1630@newsfe7-win.ntli.net>
Source record: 10466

Hi all.

AFAIK, the Atari used the same keyboard legending for the US and the UK market.

Were there any other variants?

I know there was a French SECAM model, and I presume they had an AZERTY keyboard and a modified look-up table in ROM.

Any others? German and Spanish for example?

3010. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 01:30:26 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Scele.9159$n97.6686@newsfe1-win.ntli.net>
Source record: 10467

I use the da65 tool from the cc65 c compiler toolset.

It is pretty sophisticated.

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:MrednZ8tqrbjyGzfRVn-tg@comcast.com...
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:h89Ie.160$WD.106@newsread1.news.pas.earthlink.net...
>
>> "6502 Assembly Language Subroutines"

> I believe I have this, if anyone wants it, I'm through with it.

I'm fighting the urge to buy and scan it for posterity! :-)

The sensible part of me points out that I have already got 90% of the Z80
Assembly Language Programming book by Zaks to do...

3011. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 01:35:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <1rqdna1svoJ-7WzfRVn-vw@comcast.com>
Source record: 10468

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:SceIe.9159$n97.6686@newsfe1-win.ntli.net...
>I use the da65 tool from the cc65 c compiler toolset.
>
> It is pretty sophisticated.

For Apple II I just kludge out routines with Merlin Pro, but I really do
need to get familiar with cc65 and ca65 if I want to get serious. :o)

> I'm fighting the urge to buy and scan it for posterity! :-)

I'll probably still have it if you want it to scan :o)
Unless I get the eBay everything urge again.

> The sensible part of me points out that I have already got 90% of the Z80
> Assembly Language Programming book by Zaks to do...

Wow, you have got a job ahead of you already.

Bill Garber

3012. 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 01:42:08 UTC
From: lbaeza@usa.net
Message-ID: <1123119728.684464.324500@z14g2000cwz.googlegroups.com>
Source record: 10469

Hi

I've investigated on the c.s.a8 archives and found out I can replace my XL OS with the 400/800 OS. I have a 800XL and have both PAL and NTSC binary file versions of the 400/800 OS. I have burnt an EPROM with the NTSC version of the 400/800 OS, and another one with the PAL version of the 400/800 OS. On both cases, I used a 27128 EPROM.

Next I opened my 800XL, took off the original XL OS and replaced it with the NTSC 400/800 OS. Turned on my XL, but nothing happens, all I got is a black screen. Tried the PAL version, but I got the same result. Put on back the XL OS, and I get READY on the screen.

Am I doing something wrong here?

Regards

3013. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 01:46:23 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <PreIe.71242$oJ.25415@news-server.bigpond.net.au>
Source record: 10470

lbaeza@usa.net wrote:
> Hi
>
> I've investigated on the c.s.a8 archives and found out I can replace my
> XL OS with the 400/800 OS. I have a 800XL and have both PAL and NTSC
> binary file versions of the 400/800 OS. I have burnt an EPROM with the
> NTSC version of the 400/800 OS, and another one with the PAL version of
> the 400/800 OS. On both cases, I used a 27128 EPROM.
>
> Next I opened my 800XL, took off the original XL OS and replaced it
> with the NTSC 400/800 OS. Turned on my XL, but nothing happens, all I
> got is a black screen. Tried the PAL version, but I got the same
> result. Put on back the XL OS, and I get READY on the screen.
>
> Am I doing something wrong here?

Try using an original Atari Basic cartridge.

Mark

3014. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 02:14:21 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <1Sele.844$jq6.838@newsfe2-win.ntli.net>
Source record: 10471

<lbaeza@usa.net> wrote in message
news:1123119728.684464.324500@z14g2000cwz.googlegroups.com...
> Am I doing something wrong here?

Apart from the firmware, you need the right PAL/NTSC ANTIC or GTIA.

If neither version works, I suspect the firmware is not right.

Perhaps you have an XL BASIC trying to talk to an 800XL OS that is not the
same as an 800 OS ROM.

3015. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 03:25:33 UTC
From: lbaeza@usa.net
Message-ID: <1123125933.591989.214780@z14g2000cwz.googlegroups.com>
Source record: 10472

Hi

I just took off the BASIC chip and launched my XL with it's original XL OS. It booted and launched the SELF-TEST right away. Then I replaced the XL OS with the EPROM containing the 400/800 OS and got the same blank screen. Nothing happens.

One thing I noticed is that the blank screen is exactly the same one when I boot the XL without any OS...

Regards

3016. AD: Atari Games of Summer! $5 & Up!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 06:21:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0508032318200.31962-100000@onyx.spiritone.com>
Source record: 10473
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Take a mini-vacation on your Atari. Why not, it's paid for! Relax this summer. Play games on your Atari! Or look for Atari games at http://BenSells.Atari.org Games Starting at $5 & Up! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of the Ataris! Call (503)256-9974 or goto:

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3017. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 08:11:32 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <42f1cdb4$0$14650$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 10474

The Interactive Disassembler Pro (IDAPro) by DataRescue:
http://www.datarescue.com/idabase/ida.htm
As that's quite expensive you can you the old (DOS) freeware
version which is available here:
http://www.mkeates.f9.co.uk/
I may have a simple tutorial I wrote up for it somwhere too.
If I find it I'll post it up - but DEFINITELY worth a look.

Regards,
Mark

3018. Re: Atari national variants

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 08:25:50 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dcsjeechd1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10475

Hi,

> Were there any other variants?

> I know there was a French SECAM model, and I presume they had an AZERTY
> keyboard and a modified look-up table in ROM.

> Any others? German and Spanish for example?

Well, the german version also used the US keyboard layout (i.e. QWERTY
and not QWERTZ), the Os is identical. To get the timing straight, it
checked for the model and initialized the timing tables accordingly,
thus only one Os.

It differed in so far as the video chips were modified to generate a
PAL signal and not an NTSC signal. Since the video frequency is
different, the base frequency of the system is a tiny little bit
different, and there's a PAL version of ANTIC and GTIA in the system.
The most notable difference, as far as the internals are concerned, is
that there is a second oscillator that runs at 5/4th the main clock
speed that drives the color generation for GTIA. This has to be done
since the PAL color encoding differs from the NTSC color encoding;
specifically, the color carrier is not a sub-harmonic of the
pixel-frequency. (Which is one of the reasons why PAL colors are more
immune against distortion than the NTSC TV system). The TV modulator
is, due to that, of course also different. Anyhow, I don't think you
would be able to tell from the outside.

So long,
Thomas

3019. Re: Atari national variants

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 08:34:56 UTC
From: krap@zwieracz.krap.pl
Message-ID: <dcsjvggpe1@zwieracz.krap.pl>
Source record: 10476

Kryten <kryten_droid_obfusticator@ntlworld.com> wrote:
> I know there was a French SECAM model, and I presume they had an AZERTY
> keyboard and a modified look-up table in ROM.

i think that the french secam models has QWERTY keyboards just like
all the others - i have one XEGS system coming from france and it's
keyboard is regular.

the only different XE system i heard about is the arabic version of
65XE. the changes was in the keyboard (arabic letters) as well as in
the ROM of the machine (editor was right-to-left, the charset had been
changed).

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

3020. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 08:38:46 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <dcsk6mchd2@mamenchi.zrz.TU-Berlin.DE>
Source record: 10477

Hi,

> I just took off the BASIC chip and launched my XL with it's original XL
> OS. It booted and launched the SELF-TEST right away. Then I replaced
> the XL OS with the EPROM containing the 400/800 OS and got the same
> blank screen. Nothing happens.

Despite any hardware problems, i.e. you should check whether the Os
arrived in the ROM correctly and the chip layout fits, there are a couple
of weak points in what you're doing:

a) The PIA is routed differently in the XL systems. Specifically, its
port B is connected to the memory management unit instead to the third and
forth joystick. Which means that the PIA is initialized improperly for the XL
hardware by the Os/A ROM. Port B is an input on Os/A, but has to be an
output port for the XL hardware. This *might* be no problem because open
TTL inputs - and the controller pins of the MMU are then open because they
are connected to another input - typically read a one and not a zero, and
this corresponds to the memory mapping of "Os enabled, basic disabled", so
it works well in the initial reset phase. However, during coldstart, the
Os/A initializes PIA (and all other chips) by writing zeros in all registers.
To keep it short: During a short while the PIA pins become outputs, output
zeros and pull the Os disable pin of the MMU low. Which means that the Os
will go away in the middle of the coldstart routine of the Os. Well, "this
ain't work", clearly.

b) The timing between the US (NTSC) and PAL versions are different. The XL
Os checks for the chips, and initializes the timings accordingly. This might
not be a major problem and shouldn't prevent booting.

c) RESET is routed differently. For the XL, the reset button goes really to
the reset pin of the CPU, for the first series, it goes to the NMI input
pin of Antic. The Os/A then detects this interrupt and jumps into the
warmstart vector of the Os. Thus, pressing reset on an XL system with an Os/A
rom installed will run a coldstart of the system, not a warmstart.

If I may make a suggestion: "Don't do that". There are good software versions
available that load a (mildy patched) verison of the Os/A into the RAM under
the Os ROM. 'mildy patched' in so far that the PIA initialization that
mangles the Port-B setup is stripped off and replaced by a couple of NOPs.
If you really want to do that, you need to patch the Os accordingly to
make it working on the XL system. It won't work unpatched.

> One thing I noticed is that the blank screen is exactly the same one
> when I boot the XL without any OS...

Yes, and for the same reason: The Os goes away. Or rather, it pulls the rug under its own feet in the middle of the bootstrap code. (-;

So long,
Thomas

3021. Re: Atari national variants

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 11:00:53 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <FzmIe.3947$0g7.2020@newsfe6-gui.ntli.net>
Source record: 10478

"Thomas Richter" <thor@mersenne.math.tu-berlin.de> wrote in message
news:dcsjeechd1@mamenchi.zrz.TU-Berlin.DE...

> Well, the German version also used the US keyboard layout (i.e. QWERTY
> and not QWERTZ), the OS is identical. To get the timing straight, it
> checked for the model and initialized the timing tables accordingly,
> thus only one OS.

Sounds like they used the one layout for all except the Arabic version.

UK/German ones used PAL, French used SECAM.

However, it would not be to hard to implement a different keyboard layout,
only the look-up tables would need changing I guess.

> PAL..
> there is a second oscillator that runs at 5/4th the main clock
> speed that drives the colour generation for GTIA. This has to be done
> since the PAL colour encoding differs from the NTSC colour encoding;
> specifically, the colour carrier is not a sub-harmonic of the
> pixel-frequency. (Which is one of the reasons why PAL colours are more
> immune against distortion than the NTSC TV system).

IIRC the NTSC used a single 4xNTSC colour carrier crystal (14.318... MHz).
This was 8 x the CPU cycle rate of 1.789,772,72 MHz.
Usually quoted as 1.79 MHz.

The CPU rate on the PAL systems was usually quoted as 1.77 MHz.
I'd always assumed this to be 1.773,447,5 MHz, which is one tenth of a 4xPAL
colour carrier crystal (17,734,475 MHz).

However my late-model 800XL has two crystals as you said:
Y1 = 14.875576 MHz Video timing crystal
Y2 = 14.18758 MHz (3.2*PAL colour)

I'm guessing Y2 went to a PLL to be multiplied by 5 and divided by 4 to get
the 4xPAL colour carrier.

The reasons for the frequency of Y1 are a mystery:
it has no obvious ratio with the PAL carrier or NTSC.
Multiplied by 5 and divided by 42 would get 1.7709019... MHz.

Perhaps they should have just stuck with the 4xNTSC crystal for the CPU
timing.

What is the real PAL Atari CPU cycle rate?

3022. Re: Atari national variants

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 12:35:54 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <KYnIe.23217$bT4.546@newsfe1-gui.ntli.net>
Source record: 10479

"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:FzmIe.3947$0g7.2020@newsfe6-gui.ntli.net...

> However my late-model 800XL has two crystals as you said:
> Y1 = 14.875576 MHz Video timing crystal
> Y2 = 14.18758 MHz (3.2*PAL colour)

D'oh! My mistake.

I think I misread the crystal legends.

I think the exactly correct values should be:
Y1 = 14.18758 MHz (3.2*PAL colour)
Y2 = 4.43361875 MHz (1 *PAL colour)

The two values above based on
4 * PAL colour carrier being 17.734475 MHz

3023. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 14:36:38 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A861C50851Bemuslor@216.196.97.136>
Source record: 10480

Despite all prevention efforts, atari@mkeates.force9.co.uk(Mark Keates)
wrote in news:42f1cdb4$0$14650$ed2619ec@ptn-nntp-reader02.plus.net:

> The Interactive Disassembler Pro (IDAPro) by DataRescue:
> http://www.datarescue.com/idabase/ida.htm
> As that's quite expensive you can you the old (DOS) freeware
> version which is available here:
> http://www.mkeates.f9.co.uk/
> I may have a simple tutorial I wrote up for it somwhere too.
> If I find it I'll post it up - but DEFINITELY worth a look.
>

I may actually have an old version of that somewhere - didn't know if
handled 6502.

--
Slor

3024. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 14:39:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A8624649F92emuslor@216.196.97.136>
Source record: 10481

Despite all prevention efforts, "Kryten"
<kryten_droid_obfusticator@ntlworld.com> wrote in
news:SceIe.9159$n97.6686@newsfe1-win.ntli.net:

> I use the da65 tool from the cc65 c compiler toolset.
>

You'd think I would have noticed that one sitting here on my hard drive!
:)

--
Slor

3025. Re: THE disassembler to use?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 16:19:50 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Gerle.956$646.33@newssvr22.news.prodigy.net>
Source record: 10482

"Slor" <slor@MUNGEmcast.net> wrote in message > Despite all prevention
efforts, Steven Tucker <classics@MUNGEatarimax.com> wrote
> in>
> >
> > DIS6502 is nice but you have to use the ATASCII display and
seperate
> > the data/code/graphics sections yourself. After you mark each section
> > as data/code/etc it will re-disassemble the file.
> >
>
> Cool - I just started working with it and actually did not realize you
> could do that. Unlike what I've seen with 8086 disassemblers, would it be
> expected to spit out uncompilable code if those sections have not been
> identified?
> Slor
Before the PC disassemblers, I used Disk Wizard II. It worked.

3026. Re: Atari national variants

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 16:38:44 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-316B4A.09384404082005@news.west.cox.net>
Source record: 10483

> the only different XE system i heard about is the arabic version of
> 65XE

http://www.savetz.com/vintagecomputers/arabic65xe/
--
Kevin Savetz - comp.sys.atari.announce moderator
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& Retro Roundup - http://www.retroroundup.com

3027. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 16:59:16 UTC
From: Jorge <user@nospam.com>
Message-ID: <dcthh4$p4b$1@blue.rahul.net>
Source record: 10484

Thomas Richter <thor@mersenne.math.tu-berlin.de> writes:

>*If* you really want to do that, you need to patch the Os accordingly to
>make it working on the XL system. It won't work unpatched.

I also thought this was the case until somebody posted he did that
successfully. Then I gave it another thought and I now don't see why it
won't work ...

>a) The PIA is routed differently in the XL systems. Specifically, its
>port B is connected to the memory management unit instead to the third and
>forth joystick.
...
>it works well in the initial reset phase. However, during coldstart, the
>Os/A initializes PIA (and all other chips) by writing zeros in all registers.
>To keep it short: During a short while the PIA pins become outputs, output
>zeros and pull the Os disable pin of the MMU low.

No. By writing all zeros, they remain as input.

You are right about the coldstart issue, you can't get a warmstart by
pressing the reset button. And you obviously, cannot enable/disable basic
with the Option key. But they are minor problems. The OS unpatched should
work.

His problem, I believe, is he is putting the old 10k OS at the start of
the 16K eprom, and he should put it at the end.

3028. Re: 2600 in Willy Wonka

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 18:23:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <t2tle.7451$p%3.34600@typhoon.sonic.net>
Source record: 10485

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> Interesting mention that in the new Charlie & The Chocolate Factory movie,
> the "Television Boy" who is into television and violent video gaming is
> shown to be playing on an Atari 2600 with a game that has PS3 graphics
<snip>

Yeah, I noticed that. Looked like a large PC style joystick. Pretty wacky.

--
-bill! Picn*x14 --- Linux Anniversary Picnic & BBQ!
bill@newbreedsoftware.com Sunnyvale Baylands Park, Sunday, August 14th
http://newbreedsoftware.com/ http://linuxpicnic.org/ to RSVP & volunteer!

3029. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 18:58:35 UTC
From: lbaeza@usa.net
Message-ID: <1123181915.587334.80360@g44g2000cwa.googlegroups.com>
Source record: 10486

(Reposted just in case)

Hi

I think Jorge has got a point here.
I use a software called the EPROM3 for burning the EPROM. Take a look:

http://img.photobucket.com/albums/v660/lbaeza/Other/eprom3.jpg

As you can see, this software puts the contents of the 400/800 OS
binary file at the beginning of the buffer. I'm pretty sure there must
be an option within the software that could let me put the contents of
the binary file wherever I want within the buffer...

Any ideas what's this option?

Regards

PS: By the other hand, does it work if I fill with zeroes the beginning
of the binary file, so that the content of the 400/800 OS stays at the
end of the 16KB file?

3030. Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 20:34:22 UTC
From: You <you@cogeco.ca>
Message-ID: <BF17F40E.3C07%you@cogeco.ca>
Source record: 10487

I've been looking for some online archives of old Atari Magazines that are no longer in print or available by any other means. Specifically, I'm looking for an article by Dave Small that was published in the December93/January 94 issue of "Current Notes".

The article was titled, Small's Second Law, and it is about the chaotic nature of data storage and the universe we live in. If anybody knows where I might be able to find an online copy of this article, I'd be most grateful.

Thanks,
William

3031. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-04 23:45:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.04.23.45.15.783308@charter.net>
Source record: 10488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 04 Aug 2005 16:34:22 -0400, You wrote:

> I've been looking for some online archives of old Atari Magazines that are
> no longer in print or available by any other means. Specifically, I'm
> looking for an article by Dave Small that was published in the
> December93/January 94 issue of "Current Notes".
>
> The article was titled, Small's Second Law, and it is about the chaotic
> nature of data storage and the universe we live in. If anybody knows where
> I might be able to find an online copy of this article, I'd be most
> grateful.
>
> Thanks,
> William

I love reading what that man wrote. He also wrote a short story that was
published in Current Notes, I thought it was awesome.

Wish I had all of the Current Notes mags I used to have. They got
lost/destroyed over time, and man....I miss them them, all of them, now.

:-(

PS Heck, you know, I even wrote 2 articles for Current Notes. :-)

--
_/_/_/

3032. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 03:27:48 UTC
From: lbaeza@usa.net
Message-ID: <1123212468.698075.212200@g14g2000cwa.googlegroups.com>
Source record: 10489

Update

I have burnt an EPROM with a 16K binary file. This binary file has the
first 6K filled with FF, and the remaining 10K is the 400/800 OS. I
placed this EPROM into the XL and voila! ATARI MEMO PAD on my XL!
The problem is, after 5 seconds, I start to get garbage on the screen.
Worse, I put back the original XL OS and the computer refuses to
launch. It seems it's dead :-(
Anyway, looks like Jorge was right, the 400/800 OS must be at the end
of the EPROM...

Thanks everybody for helping me out with this issue.

Regards

3033. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 03:35:01 UTC
From: Sid Pacman <8-bitter@atari.land>
Message-ID: <Pine.GSO.4.61.0508042308590.18571@furyy1>
Source record: 10490

On Tue, 2 Aug 2005 at 00:16 -0500, Slor scribbled:
->Anyway, thought I'd put my 2 cents in about the show. Hope to see
->more stuff coming to the Indianapolis area in the future. Hint,
->hint to you organizers out there...

Uh, where were you from the late '80s to the mid-'90s? There WAS
an annual Atari computer show in Indianapolis for almost a decade.
I was at several of them, including the final show in 1997. About
100 people attended that year, which I thought was fairly good tho
not spectacular. It also didn't have the same flavor as in previous
years when there were abundant displays by vendors selling various
kinds of new stuff. The organizers labeled attendance as adequate
but they refused to organize the show again. They publicized that
show as the final one in the series, saying they wanted to end the
series while it was still successful rather than have it trail off
in a downward spiral.

Since then the Columbus, Ohio, swapmeet has been the only mainly-
Atari, annual event I've seen announced here on this 8-bit newsgroup,
and which has continued to be held every year. This year's holding
is coming up next month, on September 10.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

3034. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 04:03:34 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0508042350001.19272@furyy1>
Source record: 10491

On Thu, 4 Aug 2005 at 20:27 -0700, lbaeza at usa dot net scrib-
bled:
->I placed this EPROM into the XL and voila! ATARI MEMO PAD on my
->XL! ... Worse, I put back the original XL OS and the computer re-
->fuses to launch. It seems it's dead :-(

You posted this update before I got a chance to submit my two
cents' worth, so here it is: Next time, wouldn't it be simpler to
just run the translator disk!? It would make your XL run like an
800 without having to kill it! BTW, there are easier ways to turn
8-bits into doorstops without having to devote all the time and
effort you did. <grin!> For example, on a 130XE just jiggle the
plug end of the daisy chain cable. That kills the computer real
fast! <groan!>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

3035. Re: tagline (was: CPM for the atari)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 04:16:33 UTC
From: Sid Pacman <8-bitter@atari.land>
Message-ID: <Pine.GSO.4.61.0508050006470.19696@furyy1>
Source record: 10492

On Mon, 1 Aug 2005 at 19:13 -0400, "You" scribbled:
->Anyway, this local radio station somehow ...
[remainder snipped]

Your 'magnum opus' would be better posted on alt radio broad-
casting or rec radio broadcasting. It's 'OT' here. <friendly re-
minder>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "What's the frequency, Kenneth?" *

(Headers munged to foil spammers; real info in taglines)

3036. Atari show to be on September 10

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 04:20:18 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0508050017020.19696@furyy1>
Source record: 10493

Here's another reminder for the upcoming swapmeet in Columbus,
Ohio, on September 10:

Date: Sun, 5 Jun 2005 14:05:54 -0400
From: R. Wayne Arenz
Subject: It's close to that time again; ACEC Swap Meet

Here's the easy way to get the information folks:

http://www.angelfire.com/oh4/acec/acec.html

In short, the Swap is Sept. 10 this year. See you there!

R. Wayne Arenz

3037. FA: VINTAGE ATARI C-240 Video/Music Player

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 04:26:05 UTC
From: ebaycabeau@pacbell.net
Message-ID: <1123215965.883942.19780@o13g2000cwo.googlegroups.com>
Source record: 10494

Up for auction is my original ATARI VIDEO MUSIC that I purchased in the late 1970s. I bought this from a stereo shop in Denver for parties. The undulating patterns passified most the stoners who didn't want to get up off the sofa and mingle or dance. It can be truly mezmerizing. You hook up your music to the TV and patterns formed to the beat and volume of the music! This has been sitting in my closet since the early 80's and is in nice overall shape. This item is has been tested and works perfectly. I do not have the RF adapter (Cord out of unit is an RCA jack which puts out an RF signal, not video. Needs to do RCA- RF screw-in connection into cable or TV input) which you can buy on eBay or at your local RadioShack!

I'm including the original glossy manual which is stapled together at the upper corner.

http://cgi.ebay.com/ws/eBayISA PI.dll?ViewItem&item=579597538
4&rd=1&ss...

3038. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 06:39:06 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A910CF1C343emuslor@216.196.97.136>
Source record: 10495

Despite all prevention efforts, Sid Pacman <8-bitter@atari.land> wrote in
news:Pine.GSO.4.61.0508042308590.18571@furyy1:

> Uh, where were you from the late '80s to the mid-'90s?

Fair question. :) That period was prior to my interest in classic systems.
Matter of fact, that would cover the time I sold most of my original Atari
stuff for a song... Wasn't until 3 or 4 years ago that I really caught the
fever and started working on re-acquisition.

>
> Since then the Columbus, Ohio, swapmeet has been the only mainly-
> Atari, annual event I've seen announced here on this 8-bit newsgroup,
> and which has continued to be held every year. This year's holding
> is coming up next month, on September 10.

Sounds like one I should hit. Any further specifics?

--
Slor

3039. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 06:39:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96A910EE413AAemuslor@216.196.97.136>
Source record: 10496

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns96A910CF1C343emuslor@216.196.97.136:

>>
>> Since then the Columbus, Ohio, swapmeet has been the only mainly-
>> Atari, annual event I've seen announced here on this 8-bit newsgroup,
>> and which has continued to be held every year. This year's holding
>> is coming up next month, on September 10.
>
> Sounds like one I should hit. Any further specifics?
>

Nevermind - I just saw the post farther down my list. :)

--
Slor

3040. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 14:21:21 UTC
From: lbaeza@usa.net
Message-ID: <1123251681.589658.158700@z14g2000cwz.googlegroups.com>
Source record: 10497

Hi

I'm impressed on how long did the XL last. You see, this was the machine where I made a lot of experiments. First tried a MYIDE internal setup: to accomplish this, I had to desolder the XL OS, install a socket, and place the MYIDE OS internal version. After all this desoldering I thought the machine didn't survive. But it did! Next I soldered my MYIDE setup inside the XL, but with no success. Later I discovered I didn't solder the cables to the CPU, but to a chip next to the CPU. After all this mess, the machine *still* survived!. Finally I went on all this OS exchange issue: desoldered the BASIC chip, switched OS's, and when finally it looked like it worked, the machine died.

I'm really impressed on how robust old hardware is. They don't do machines like that anymore...

Regards

PS: I think I learned a lot with this machine. It was worth it.

3041. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 15:23:46 UTC
From: Jorge <user@nospam.com>
Message-ID: <dd00a2$et2$1@blue.rahul.net>
Source record: 10348

Sid Pacman <8-bitter@atari.old.folks.home> writes:

> On Thu, 4 Aug 2005 at 20:27 -0700, lbaeza at usa dot net scrib-
>bled:
>->I placed this EPROM into the XL and voila! ATARI MEMO PAD on my
>->XL! ... Worse, I put back the original XL OS and the computer re-
>->fuses to launch. It seems it's dead :-(
>
> You posted this update before I got a chance to submit my two
>cents' worth, so here it is: Next time, wouldn't it be simpler to
>just run the translator disk!?

Of course its easier, but its not the same.

Some programs dont run with the Atari Translator, or any other software based translator. You can't use the translator with most cartridges, which is what he wanted to do. And besides, it is much better to have a translator in Rom than booting one from disk.

3042. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 19:33:52 UTC
From: Sid Pacman <8-bitter@atari.in.modemland>
Message-ID: <Pine.GSO.4.61.0508051512340.10121@furyy1>
Source record: 10349

On Fri, 5 Aug 2005 at 07:21 -0700, lbaeza scribbled:
->I'm really impressed on how robust old hardware is.

When I got my first Atari 400 my computer mentor said, "There's nothing you can do to mess it up." No matter how much you might "mess it up" via keyboard inputs, all you had to do was turn it off and on again and it would be as good as new.

Compare that with how far we've progressed with computers in the last 25 years: with Windoze the OS is struggling from the first moment to get out from under its own intrinsic mess; if you're lucky, it may run in spite of everything Microsoft has spent years and years messing up; but if you mess it up or some hacker halfway around the globe writes a good worm or virus, you start feeling you'd have been better off staying with the good ol' Atari 8-bit.

->They don't do machines like that anymore...

You can say that again.

->PS: I think I learned a lot with this machine. It was worth it.

Think of all the spare parts you've gained. <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

(Headers munged to foil spammers; real info in taglines)

3043. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 19:51:36 UTC
From: Sid Pacman <8-bitter@atari.in.modemland>
Message-ID: <Pine.GSO.4.61.0508051533580.10121@furyy1>
Source record: 10350

```
On Fri, 5 Aug 2005 at 15:23 -0000, Jorge scribbled:
->>Next time, wouldn't it be simpler to just run the translator
->>disk!?
->
->Of course its easier, but its not the same.

Sure. But some people don't know about the translator disk, so
it's worth mentioning from time to time.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)
```

3044. details of September 10 show

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 19:59:17 UTC
From: Sid Pacman <8-bitter@atari.in.modemland>
Message-ID: <Pine.GSO.4.61.0508051551410.10121@furyy1>
Source record: 10351

Here are the details for the swapmeet being held next month by
the Columbus Atari club:

DATE: Saturday, September 10.
TIMES: 9 am to 3 pm.
ADMISSION: $4. (For vendors, including table: $6.)
PLACE: Oakland Park Community Building, 980 Lenore Avenue,
Columbus, Ohio.
MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

3045. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 20:30:27 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dd0i9301o8t@news2.newsguy.com>
Source record: 10352

Sid Pacman <8-bitter@atari.land> wrote:
> Since then the Columbus, Ohio, swapmeet has been the only mainly-
> Atari, annual event I've seen announced here on this 8-bit newsgroup,
> and which has continued to be held every year. This year's holding
> is coming up next month, on September 10.

How many people will be attending this year? I haven't gone for a couple
of years just because the $4 to get in seems a little steep for how
small the show is.

Anyone here going? Bringing anything cool?

BTW, here's the website:
http://www.angelfire.com/oh4/acec/acecswapmeet.html

--
Ryan 'Gozar' Collins

3046. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 20:54:03 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <LIQIe.90$546.20@newssvr23.news.prodigy.net>
Source record: 10353

gozarcollins@SPAMTRAPhotmail.com wrote:
> Sid Pacman <8-bitter@atari.land> wrote:
>
>> Since then the Columbus, Ohio, swapmeet has been the only mainly-
>>Atari, annual event I've seen announced here on this 8-bit newsgroup,
>>and which has continued to be held every year. This year's holding
>>is coming up next month, on September 10.
>
>
> How many people will be attending this year? I haven't gone for a couple
> of years just because the $4 to get in seems a little steep for how
> small the show is.

But it goes to a good cause. :) I doubt ACEC has many other
forms of income to keep the club going.

> Anyone here going? Bringing anything cool?

I'm going to head down for sure, hopefully to buy plenty of
cool stuff myself. :) The last time I was there a woman had two
nice condition ST notebooks and I'm still kicking myself for not
picking one up.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3047. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-05 22:12:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.05.22.12.42.60199@charter.net>
Source record: 10354

On Fri, 05 Aug 2005 20:54:03 +0000, Steven Tucker wrote:

> I'm going to head down for sure, hopefully to buy plenty of
> cool stuff myself. :) The last time I was there a woman had two
> nice condition ST notebooks and I'm still kicking myself for not
> picking one up.

You mean she had -2- of the ST Book? Wow, thats impressive, considering
how hard it is just to find one...

--
_/_/_/

3048. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-06 02:04:39 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dd15rn017ep@news4.newsguy.com>
Source record: 10355

Steven Tucker <classics@atarimax.com> wrote:
> gozarcollins@SPAMTRAPhotmail.com wrote:
> > How many people will be attending this year? I haven't gone for a couple
> > of years just because the $4 to get in seems a little steep for how
> > small the show is.
>
> But it goes to a good cause. :) I doubt ACEC has many other
> forms of income to keep the club going.

True!

> > Anyone here going? Bringing anything cool?
>
> I'm going to head down for sure, hopefully to buy plenty of
> cool stuff myself. :) The last time I was there a woman had two
> nice condition ST notebooks and I'm still kicking myself for not
> picking one up.

Are you going to show anything (MyIDE+Flash or USB Cart)? If I had
more time I'd love to show off some of my stuff (including my ST
Book) but it's at a bad time for me in September. Maybe I'll have
to re-think it this year...

--
Ryan 'Gozar' Collins

3049. Re: Nice 8-bit setup at the VGS

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-06 07:03:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd262@comcast.net>
Source record: 10356

>Sid Pacman <8-bitter@atari.land> wrote:
>> Since then the Columbus, Ohio, swapmeet has been the only mainly-
>> Atari, annual event I've seen announced here on this 8-bit newsgroup,
>> and which has continued to be held every year. This year's holding
>> is coming up next month, on September 10.
>
>How many people will be attending this year? I haven't gone for a couple
>of years just because the $4 to get in seems a little steep for how
>small the show is.
>
>Anyone here going? Bringing anything cool?
>
>BTW, here's the website:
>http://www.angelfire.com/oh4/acec/acecswapmeet.html

I was going to try to make it if I am off.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3050. Re: Setting Up Atari Again

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-06 07:05:32 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd263@comcast.net>
Source record: 10357

>FamilyNet Newsgate
>
> I laughed on the mention of the current magazines being books if they had
> programs in them. That is too true. Most cases they only list sample code
> or partial code if they ever do. Most codes you get are cheat codes.
>
> So what kind of setup did you setup? :)
>
> I think I remember Neochrome for the ST. It is amazing what I remember from
> the year or so I collected and worked with ST's. :) As it is of course O
> don't remember much. Had to much fun getting my Atari ST on the internet.
>
> Doc Clu

Doc, Neochrome came packaged with my ST and had some very nice sample pictures
included. Still runs great on my STe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3051. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-06 07:09:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f48f7011bd264@comcast.net>
Source record: 10358
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>I love reading what that man wrote. He also wrote a short story that was
>published in Current Notes, I thought it was awesome.

David Small is agreat guy and speaker. I saw him once give a talk at an Atari
show in the Detroit area some years back. Even my wife enjoyed his talk and
she basically is not an Atari fan.

>Wish I had all of the Current Notes mags I used to have. They got
>lost/destroyed over time, and man....I miss them them, all of them, now.
>
> :-(

Yeah I only have two copies.

>PS Heck, you know, I even wrote 2 articles for Current Notes. :-)

Good going. I was only mentioned in one issue.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3052. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-07 05:04:14 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <TBgJe.8799$%X1.5196@bignews1.bellsouth.net>
Source record: 10359
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a few issues of Current Notes, but not the ones you need.

I remember Dave sending them to me free along with some 8-bit software
that was fairly new at the time. I exchanged a few letters with him and
he has a great knowledge of Atari.

It would be nice to see Current Notes up on the Web or at least
Daves' stuff.

Also, gotta mention Ben Poehland The 8-bit Alchemist!

phantomm@bellsouth.net

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:42f48f7011bd264@comcast.net...
>
>>I love reading what that man wrote. He also wrote a short story that
>>was
>>published in Current Notes, I thought it was awesome.
>
> David Small is agreat guy and speaker. I saw him once give a talk at
> an Atari
> show in the Detroit area some years back. Even my wife enjoyed his
> talk and
> she basically is not an Atari fan.
>
>
>>Wish I had all of the Current Notes mags I used to have. They got
>>lost/destroyed over time, and man....I miss them them, all of them,
>>now.
>>
>> :-(
>
> Yeah I only have two copies.
>
>>PS Heck, you know, I even wrote 2 articles for Current Notes. :-)
>
> Good going. I was only mentioned in one issue.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3053. FA : Boxed+new ATARI 800 XL/XE cartridges :

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-07 05:46:04 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1123393563.965202.155540@g47g2000cwa.googlegroups.com>
Source record: 10360

Ending soon :

http://search.ebay.de/_W0QQsassZrescueonfractalus

MG

3054. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-07 08:53:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <42f5f9469b44a0@comcast.net>
Source record: 10363
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>
>> David Small is agreat guy and speaker. I saw him once give a talk at an Atari
>> show in the Detroit area some years back. Even my wife enjoyed his talk and
>> she basically is not an Atari fan.
>
>I also remember a story about him at one (admittedly at a late date in the
>Atari glory days, but still!) show going down the aisle giving away the
>spectre stuff for free to the audience.

Gee, I wish I had been there...

>> Good going. I was only mentioned in one issue.
>
>Hey, got a copy of that? I'd certainly be interested in reading it! :-)

It was just a one-liner stating that I was into MIDI. Not too interesting, but
I was happy just to have something in the issue.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3055. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-07 12:17:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.07.12.17.41.511050@charter.net>
Source record: 10361
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:

> David Small is agreat guy and speaker. I saw him once give a talk at an Atari
> show in the Detroit area some years back. Even my wife enjoyed his talk and
> she basically is not an Atari fan.

I also remember a story about him at one (admittedly at a late date in the
Atari glory days, but still!) show going down the aisle giving away the
spectre stuff for free to the audience.

> Good going. I was only mentioned in one issue.

Hey, got a copy of that? I'd certainly be interested in reading it! :-)

--
_/_/_/

3056. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-07 12:18:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.07.12.18.21.631554@charter.net>
Source record: 10362
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 07 Aug 2005 01:04:14 -0400, Phantom wrote:

> Also, gotta mention Ben Poehland The 8-bit Alchemist!
>
>
> phantomm@bellsouth.net

I remember him! :-)

--
_/_/_/

3057. How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-07 23:02:51 UTC
From: matthew.pike@gmail.com
Message-ID: <1123455771.736836.252530@g49g2000cwa.googlegroups.com>
Source record: 10364

I just picked up a used atari 800 and I'm wondering how much memory it has? Is there a way to run a basic command to tell? I opened it up and examined the slots, all are in use with unmarked boards full of chips. Any help is appreciated.

Thanks,
Skrim

3058. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 00:09:50 UTC
From: stephensheppard@hotmail.com
Message-ID: <1123459790.849039.145870@g14g2000cwa.googlegroups.com>
Source record: 10365

matthew.pike@gmail.com wrote:
> I just picked up a used atari 800 and I'm wondering how much memory it
> has? Is there a way to run a basic command to tell? I opened it up
> and examined the slots, all are in use with unmarked boards full of
> chips. Any help is appreciated.
>
> Thanks,
> Skrim

? peek(88)+peek(89)*256 will tell you how much memory is available for
user programs.

8KB (8192 bytes) are used by the BASIC cartridge. 960 bytes are used
for screen memory.

The maximum normal memory for an 800 is 48 KB, 49,152 bytes.

The BASIC instruction above should yield 40,000 for available memory
for a 48K machine. That's 49,152 minus 8192 minus 960 equals 40,000.

Genuine Atari 400/800 memory boards were originally wrapped in shell
which had makings as to their size. Even bare Atari boards had
markings on one edge, either "8K" or "16K". You'd have to take these
out to see the markings.

If you have third party memory boards you could possibly have a
RAMDISK. The above test would not tell you whether you have one or
not. Not sure how you could tell that short of taking the boards out
of the system and examining them.

3059. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 00:17:23 UTC
From: Skrimfid <matthew.pike@gmail.com>
Message-ID: <1123460243.092682.39680@g49g2000cwa.googlegroups.com>
Source record: 10366

40,000 it is! Thanks for the info.

3060. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 00:34:31 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <k9OdneTuWJUKNWvfRVn-hQ@comcast.com>
Source record: 10367

<stephensheppard@hotmail.com> wrote in message
news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
>
> matthew.pike@gmail.com wrote:
>> I just picked up a used atari 800 and I'm wondering how much memory it
>> has? Is there a way to run a basic command to tell? I opened it up
>> and examined the slots, all are in use with unmarked boards full of
>> chips. Any help is appreciated.
>>
>> Thanks,
>> Skrim
>
> ? peek(88)+peek(89)*256 will tell you how much memory is available for
> user programs.
>
> 8KB (8192 bytes) are used by the BASIC cartridge. 960 bytes are used
> for screen memory.
>
> The maximum normal memory for an 800 is 48 KB, 49,152 bytes.
>
> The BASIC instruction above should yield 40,000 for available memory
> for a 48K machine. That's 49,152 minus 8192 minus 960 equals 40,000.
>
> Genuine Atari 400/800 memory boards were originally wrapped in shell
> which had makings as to their size. Even bare Atari boards had
> markings on one edge, either "8K" or "16K". You'd have to take these
> out to see the markings.
>
> If you have third party memory boards you could possibly have a
> RAMDISK. The above test would not tell you whether you have one or
> not. Not sure how you could tell that short of taking the boards out
> of the system and examining them.

I have a dozen or so bare 32K Atari ram boards if anyone needs one.
Guess I could build a few if you want one and can't solder. I am told
though that they may need some modification to work, as they are 3rd
party boards.

Bill Garber

3061. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 03:38:09 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <BsAJe.188$G%5.36@newssvr31.news.prodigy.com>
Source record: 10368

<stephensheppard@MUNGEhotmail.com> wrote in message >
> matthew.pike@MUNGEgmail.com wrote:
> > I just picked up a used atari 800 and I'm wondering how much memory it
> > has? Is there a way to run a basic command to tell? I opened it up
> > and examined the slots, all are in use with unmarked boards full of
> > chips. Any help is appreciated.
> >
> > Thanks,
> > Skrim
>
> ? peek(88)+peek(89)*256 will tell you how much memory is available for
> user programs.
>
> 8KB (8192 bytes) are used by the BASIC cartridge. 960 bytes are used
> for screen memory.
>
> The maximum normal memory for an 800 is 48 KB, 49,152 bytes.
>
> The BASIC instruction above should yield 40,000 for available memory
> for a 48K machine. That's 49,152 minus 8192 minus 960 equals 40,000.
>
> Genuine Atari 400/800 memory boards were originally wrapped in shell
> which had makings as to their size. Even bare Atari boards had
> markings on one edge, either "8K" or "16K". You'd have to take these
> out to see the markings.
>
> If you have third party memory boards you could possibly have a
> RAMDISK. The above test would not tell you whether you have one or
> not. Not sure how you could tell that short of taking the boards out
> of the system and examining them.
PEEK(89)+(256*PEEK(89)) is $9C40 or 40,000, the bottom of
screen memory or $A000 - $3C0 (960 bytes of GRAPHICS 0, under
the BASIC cart, the display list is maybe 30 bytes under screen memory.
Since you're doing PEEKs, you would be better to use FRE(0).
? FRE(0).
This will give you about 33294 if you have 48K, and I guess 8192
less for each 8K less you have. I would guess, since all your slots
are full, that you have the front 10K ROM, then 3*16K cards, for 48K.
Russg

3062. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 03:47:01 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <VAAJe.190$G46.78@newssvr31.news.prodigy.com>
Source record: 10369

No, I Stephen is right. If you have less than 48K memory,
you will have a lower bottom of screen memory. Sorry.
"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:BsAJe.188$G%5.36@newssvr31.news.prodigy.com...
>
> <stephensheppard@MUNGEhotmail.com> wrote in message >
> > matthew.pike@MUNGEgmail.com wrote:
> > > I just picked up a used atari 800 and I'm wondering how much memory it
> > > has? Is there a way to run a basic command to tell? I opened it up
> > > and examined the slots, all are in use with unmarked boards full of
> > > chips. Any help is appreciated.
> > >
> > > Thanks,
> > > Skrim
> >
> > ? peek(88)+peek(89)*256 will tell you how much memory is available for
> > user programs.
> >
> > 8KB (8192 bytes) are used by the BASIC cartridge. 960 bytes are used
> > for screen memory.
> >
> > The maximum normal memory for an 800 is 48 KB, 49,152 bytes.
> >
> > The BASIC instruction above should yield 40,000 for available memory
> > for a 48K machine. That's 49,152 minus 8192 minus 960 equals 40,000.
> >
> > Genuine Atari 400/800 memory boards were originally wrapped in shell
> > which had makings as to their size. Even bare Atari boards had
> > markings on one edge, either "8K" or "16K". You'd have to take these
> > out to see the markings.
> >
> > If you have third party memory boards you could possibly have a
> > RAMDISK. The above test would not tell you whether you have one or
> > not. Not sure how you could tell that short of taking the boards out
> > of the system and examining them.
> PEEK(89)+(256*PEEK(89)) is $9C40 or 40,000, the bottom of
> screen memory or $A000 - $3C0 (960 bytes of GRAPHICS 0, under
> the BASIC cart, the display list is maybe 30 bytes under screen memory.
> Since you're doing PEEKs, you would be better to use FRE(0).
> ? FRE(0).
> This will give you about 33294 if you have 48K, and I guess 8192
> less for each 8K less you have. I would guess, since all your slots
> are full, that you have the front 10K ROM, then 3*16K cards, for 48K.
> Russg

>
>

3063. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 04:00:59 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <42F6D8FB.47222871@comcast.net>
Source record: 10370
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Ronald J. Hall" wrote:
>
> On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>
> > David Small is agreat guy and speaker. I saw him once give a talk at an Atari
> > show in the Detroit area some years back. Even my wife enjoyed his talk and
> > she basically is not an Atari fan.
>
> I also remember a story about him at one (admittedly at a late date in the
> Atari glory days, but still!) show going down the aisle giving away the
> spectre stuff for free to the audience.
>
Please excuse my ignorance, but is David Small deceased???

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond It is moral cowardice to
leave |
| undone what one perceives
right |
| richmond at plano dot net to do. -- Confucius
|
+-----------------------------------------------------------------+
```

3064. Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 09:26:06 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <lxFJe.10012$%X1.2063@bignews1.bellsouth.net>
Source record: 10371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Still looking for a Magnavox Professional RGB Monitor that has
the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
RCA jacks for connecting an Atari 8-bit.

These were also made in another name or two such as Philips RGB.

I will consider a broken one with a bad tube as my tube is fine.

Contact me if ya have something that may work.

And no I'm not spending $150.00 plus at BRAVO Computers.

Thanks,
phantomm@bellsouth.net

3065. Rare Mags

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 09:29:31 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <xAFJe.10032$%X1.5544@bignews1.bellsouth.net>
Source record: 10372

Was wondering if there are any Atari 8-bit Mags that would be
considered very rare.

3066. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 09:55:17 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <dd7a65$c7r$1@news.citykom.de>
Source record: 10373

Bill Garber schrieb:
> <stephensheppard@hotmail.com> wrote in message
> news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
>
>>matthew.pike@gmail.com wrote:
>>
....
> I have a dozen or so bare 32K Atari ram boards if anyone needs one.
> Guess I could build a few if you want one and can't solder. I am told
> though that they may need some modification to work, as they are 3rd
> party boards.
Are these 800 only boards? Would they work with a 400?

Bye Jochen

3067. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 10:09:39 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <LLqdndyludH5smrfRVn-vQ@comcast.com>
Source record: 10374

"Jochen Sch&#65533;fer" <spam@joschs-robotics.de> wrote in message
news:dd7a65$c7r$1@news.citykom.de...
> Bill Garber schrieb:
>> <stephensheppard@hotmail.com> wrote in message
>> news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
>>
>>>>matthew.pike@gmail.com wrote:
>>>>
> ....
>> I have a dozen or so bare 32K Atari ram boards if anyone needs one.
>> Guess I could build a few if you want one and can't solder. I am told
>> though that they may need some modification to work, as they are 3rd
>> party boards.

> Are these 800 only boards? Would they work with a 400?

I'm not 100% sure, but I believe them to work in the 800 only.

Bill Garber

3068. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 18:02:22 UTC
From: Skrimfid <matthew.pike@gmail.com>
Message-ID: <1123524142.457894.44300@g14g2000cwa.googlegroups.com>
Source record: 10375

Would this allow me to bump the ram higher than 48K? If so, I'm
interested.

3069. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 18:31:58 UTC
From: stephensheppard@hotmail.com
Message-ID: <1123525918.848413.192630@z14g2000cwz.googlegroups.com>
Source record: 10376

```
Bill Garber wrote:
> "Jochen Schäfer" <spam@joschs-robotics.de> wrote in message
> news:dd7a65$c7r$1@news.citykom.de...
> > Bill Garber schrieb:
> >> <stephensheppard@hotmail.com> wrote in message
> >> news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
> >>
> >>>matthew.pike@gmail.com wrote:
> >>>
> > ....
> >> I have a dozen or so bare 32K Atari ram boards if anyone needs one.
> >> Guess I could build a few if you want one and can't solder. I am told
> >> though that they may need some modification to work, as they are 3rd
> >> party boards.
>
> > Are these 800 only boards? Would they work with a 400?
>
> I'm not 100% sure, but I believe them to work in the 800 only.
>
> Bill Garber

If it runs as a standalone memory board in an 800 then it should run in
a 400.

If it needs the support of a genuine Atari memory board then it won't
work as the 400 has only one memory slot.

Wasn't there a Mosaic 32K board for the 400? Are your boards based on
this design?
```

3070. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 19:51:36 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <cJOJe.5251$ns.2013@newsread1.news.atl.earthlink.net>
Source record: 10377
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Phantom" <phantomm@bellsouth.net> wrote in message
news:TBgJe.8799$%X1.5196@bignews1.bellsouth.net...
>
> Also, gotta mention Ben Poehland The 8-bit Alchemist!
>
> phantomm@bellsouth.net

Where is Ben these days, and what is he up to?

RetroJess

3071. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:12:50 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ylOdnYkkp_9JV2rfRVn-hw@comcast.com>
Source record: 10378

<stephensheppard@hotmail.com> wrote in message
news:1123525918.848413.192630@z14g2000cwz.googlegroups.com...

Bill Garber wrote:
> "Jochen Sch&#65533;fer" <spam@joschs-robotics.de> wrote in message
> news:dd7a65$c7r$1@news.citykom.de...
> > Bill Garber schrieb:
> >> <stephensheppard@hotmail.com> wrote in message
> >> news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
> >>
> >>>matthew.pike@gmail.com wrote:
> >>>
> > ....
> >> I have a dozen or so bare 32K Atari ram boards if anyone needs one.
> >> Guess I could build a few if you want one and can't solder. I am told
> >> though that they may need some modification to work, as they are 3rd
> >> party boards.
> >
> > Are these 800 only boards? Would they work with a 400?
> >
> I'm not 100% sure, but I believe them to work in the 800 only.
>
> Bill Garber

If it runs as a standalone memory board in an 800 then it should run in
a 400.

If it needs the support of a genuine Atari memory board then it won't
work as the 400 has only one memory slot.

Wasn't there a Mosaic 32K board for the 400? Are your boards based on
this design?

These are Microtek AMB-32 boards. I was informed by Best Electronics that
they are 32K boards. They have 16 memory chips, I assume 4116, which I can
still get and have quite a few used ones. Bradley also tells me that they
may need
some type of modification for them to work at all. I will build one and
throw it in
our 400 and see.

Bill Garber

3072. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:12:53 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-BGdbVjdRVNdB@draco.w2kserv.local>
Source record: 10379
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

what went wrong with the old one? I do these repairs for a living,
maybe I can help.

Ken

On Mon, 8 Aug 2005 09:26:06 UTC, "Phantom" <phantomm@bellsouth.net>
wrote:

>
> Still looking for a Magnavox Professional RGB Monitor that has
> the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
> RCA jacks for connecting an Atari 8-bit.
>
> These were also made in another name or two such as Philips RGB.
>
> I will consider a broken one with a bad tube as my tube is fine.
>
> Contact me if ya have something that may work.
>
> And no I'm not spending $150.00 plus at BRAVO Computers.
>
>
> Thanks,
> phantomm@bellsouth.net
>
>
>

--

3073. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:18:44 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <C6KdnVgSzqWoUWrfRVn-hA@comcast.com>
Source record: 10380

"Skrimfid" <matthew.pike@gmail.com> wrote in message
news:1123524142.457894.44300@g14g2000cwa.googlegroups.com...
> Would this allow me to bump the ram higher than 48K?
> If so, I'm interested.

Unknown, and I plan to build one just to be sure they will work.
I assume with 16 ram spots that they use 4116's, which would
yield 16 x 2K or 32K. I will let you know. Would anyone like
to test the theory of more than 48K, I will send you a bare board,
you can build, test and let us know. Not worried about cost, just
pay me $2 postage. I had to eat these anyway, and I have about
a dozen of them here. I'm keeping a couple for me. Thanks.

Bill Garber

3074. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:21:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d6cb9@fmlynet.org>
Source record: 10387

FamilyNet Newsgate

>>
>> David Small is agreat guy and speaker. I saw him once give a talk at
>> an Atari
>> show in the Detroit area some years back. Even my wife enjoyed his
>> talk and
>> she basically is not an Atari fan.

Perhaps THE reason I still have a ST of any type, and why I did not buy a falcon 040 when given the chance was based on the Spectre GCR, Dave Small's invention, which I have a website up on.

I think he was the icon of the fun programer on the ST, and his books were a blast to read. I sometimes read the Spectre manual, not even having a ST going with the GCR, but just to read the books.

I got rid of many of my copies of Current Notes, but kept the ones that had Dave Small in them. :) Would like to copy those articles and get them posted.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3075. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:24:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d6cba@fmlynet.org>
Source record: 10388

FamilyNet Newsgate

Well, as I learned recently, you could open MyDos, create a ramdisk, format it, and then try writing things to it. If they stay, you at least have that much memory.

Doc Clu

(who is typing this on a 800xl that he grew to like after using it in the retrochallenge last month)

> From: stephensheppard@hotmail.com

> matthew.pike@gmail.com wrote:
>> I just picked up a used atari 800 and I'm wondering how much memory it
>> has? Is there a way to run a basic command to tell? I opened it up
>> and examined the slots, all are in use with unmarked boards full of
>> chips. Any help is appreciated.
>>
>> Thanks,
>> Skrim

> ? peek(88)+peek(89)*256 will tell you how much memory is available for
> user programs.

> 8KB (8192 bytes) are used by the BASIC cartridge. 960 bytes are used
> for screen memory.

> The maximum normal memory for an 800 is 48 KB, 49,152 bytes.

> The BASIC instruction above should yield 40,000 for available memory
> for a 48K machine. That's 49,152 minus 8192 minus 960 equals 40,000.

> Genuine Atari 400/800 memory boards were originally wrapped in shell
> which had makings as to their size. Even bare Atari boards had
> markings on one edge, either "8K" or "16K". You'd have to take these
> out to see the markings.

> If you have third party memory boards you could possibly have a
> RAMDISK. The above test would not tell you whether you have one or
> not. Not sure how you could tell that short of taking the boards out
> of the system and examining them.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3076. Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:27:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d6d33@fmlynet.org>
Source record: 10390

FamilyNet Newsgate

Is that actually a ST connector on them?

> From: "Phantom" <phantomm@bellsouth.net>

> Still looking for a Magnavox Professional RGB Monitor that has
> the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
> RCA jacks for connecting an Atari 8-bit.

> These were also made in another name or two such as Philips RGB.

> I will consider a broken one with a bad tube as my tube is fine.

> Contact me if ya have something that may work.

> And no I'm not spending $150.00 plus at BRAVO Computers.

> Thanks,
> phantomm@bellsouth.net

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3077. SAP files

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 21:30:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d6d34@fmlynet.org>
Source record: 10391

FamilyNet Newsgate

> From: "Vidar Olavesen" <olavese@online.no>

> Are there any SAP player for the Atari 8-bit? I have the SAP player for my
> Dreamcast with lots of nice tunes and would like to have them on Atari also.
> If not, are there any converters to make them CMC compatible?

> Thanks and take Atarian care

You know, I would like to know as well. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3078. SAP files

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 23:33:23 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <V6idneQ6zo6tdmrfRVnzvA@telenor.com>
Source record: 10381

Are there any SAP player for the Atari 8-bit? I have the SAP player for my Dreamcast with lots of nice tunes and would like to have them on Atari also. If not, are there any converters to make them CMC compatible?

Thanks and take Atarian care

3079. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 23:42:09 UTC
From: Skrimfid <matthew.pike@gmail.com>
Message-ID: <1123544529.689751.22870@g14g2000cwa.googlegroups.com>
Source record: 10382

Hey Bill,
What's your address and I'll send you the shipping.

Thanks.

3080. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-08 23:56:55 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-7mdnViGN9DabGrfRVn-ig@comcast.com>
Source record: 10383

"Skrimfid" <matthew.pike@gmail.com> wrote in message
news:1123544529.689751.22870@g14g2000cwa.googlegroups.com...
> Hey Bill,
> What's your address and I'll send you the shipping.

I assume you mean my Paypal address.

willy46pa@comcast.net

I also assume USA, if not I will need to check on that.

Bill Garber

3081. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 00:18:21 UTC
From: stephensheppard@hotmail.com
Message-ID: <1123546701.608043.256370@o13g2000cwo.googlegroups.com>
Source record: 10384

I'm no expert but wasn't 52K the max for Atari 800 for normal memory.
Needed a RAMROD board for this I think and at fair expense just to get
that last 4K above 48K.

There were Axlon type RAMDISKs which could add bank selectable memory
but those would have been bigger than 32K I should think.

I suppose at it's worth a try.

Off topic:

Has anyone in this group ever built the 800 Plus 256K mod (see below)?
If so what software can use it?

http://atrey.karlin.mff.cuni.cz/~pavel/atari/800_256K.html

3082. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 00:39:01 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <FWSJe.3221$WD.1587@newsread1.news.pas.earthlink.net>
Source record: 10385

Skrimfid wrote:

> Would this allow me to bump the ram higher than 48K? If so, I'm
> interested.
>

Not as linear addressed RAM. The scoop for your 800 goes something like this. It has been a long time so I may have some details off.

The 800 has 4 slots. One of the slots must have the OS board in it and at least one of the other 3 slots has to be memory.

The standard memory boards from Atari were 8k or 16k. I don't think there were a lot of 8k boards around as they were obsolete the day they were introduced. There was a Mosaic board with 32k and Axlon came out with 128k and I think 256k. The advantage of the Mosaic board was you were able to expand your memory to the full 48k and have a free slot. Several outfits like Bit-3 made things like 80 column displays that would work in the free slot. The Axlon boards allowed you to run software that used the extra RAM as a RAM disk as well as freeing up a slot.

3083. Columbus swapmeet (was: Nice 8-bit...)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 02:56:27 UTC
From: Sid Pacman <8-bitter@atari.land>
Message-ID: <Pine.GSO.4.61.0508082246180.22624@furyy1>
Source record: 10386

On Fri, 5 Aug 2005 at 20:30 -0000, 'Gozar' Collins scribbled:
->How many people will be attending this year? I haven't gone for a
->couple of years just because the $4 to get in seems a little steep
->for how small the show is.

Yeah, well, whaddaya expect considering that the heyday of the
Atari "home" computers was 20 to 25 years ago!?

->Anyone here going? Bringing anything cool?

I'm hoping to show up (for a change). I could bring some 'cool'
stuff but doubt that I'll get organized in time. Maybe next year.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

(Headers munged to foil spammers; real info in taglines)

3084. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 03:19:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <xfVJe.952$Kp.481@bignews6.bellsouth.net>
Source record: 10389
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, it was probably my fault. I tried to run a program on a 1040STE
that was for
High Res only. After booting I lost all power to the monitor.
The Fuse did not blow. And when connected to the power, I get a humming
and
sometimes a faint whistle. near the transformer. To me, that means some
Caps are
blown. Or another componet. But on that side, there are mostly Caps and
diodes.

If I had one with a bad tube, the power supply part along with the front
power switch
will slide out of the monitor. A Cable has to be un plugged and a ground
wire cut.
But thats about it. I plan on replacing the Caps and see if that helps,
but my time
is limited until school starts.

I also bought a like new Mag 80 RGB exactly like the PRO model but
doesn't
have the LIN RGB ST-Falcon port on the back. It has the place for it.
But no
circuitry for it. Everything else is exactly the same except for the Lin
RGB Port.

I Have wondered if the TTL RGB port would work on a ST-Falcon if a cable
could be
made. Does anyone know?

The ports are very similar, both round, but number of Pins are
different. AFAIK the TTL RGB is
for a PC RGB connection. Or maybe an Amiga connection.

I have 2 TTL RGB cables, but no ends for the ST Computer Monitor Port.
One end of the cable looks similar to a 9pin Serial port connector. The
other is round and
connects to the TTL RGB Monitor Port.

The Mag Pro is a excellent monitor. Would buy a working one if price is
right, or bad one
if I can make use of it. Also may trade, Have lots of Atari Stuff.

If someone knows of a similar ST-Falcon RGB monitor that will also allow
an 8-bit Atari to be
connected at the same time. Let me know the make and model.

phantomm@bellsouth.net

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-BGdbVjdRVNdB@draco.w2kserv.local...
> what went wrong with the old one? I do these repairs for a living,
> maybe I can help.
>
> Ken
>
> On Mon, 8 Aug 2005 09:26:06 UTC, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
>>
>> Still looking for a Magnavox Professional RGB Monitor that has
>> the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
>> RCA jacks for connecting an Atari 8-bit.
>>
>> These were also made in another name or two such as Philips RGB.
>>
>> I will consider a broken one with a bad tube as my tube is fine.
>>
>> Contact me if ya have something that may work.
>>
>> And no I'm not spending $150.00 plus at BRAVO Computers.
>>
>>
>> Thanks,
>> phantomm@bellsouth.net
>>
>>
>>
>
>
> --
>

3085. TWAUG Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 03:48:47 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <5HVJe.1020$Kp.307@bignews6.bellsouth.net>
Source record: 10392

Anyone fimilar with the Twaug Newsletters for the Atari 8-bit?

There were at least 18 issues with Disks. I was wondering if they
went beyond issue 18.

The Years were from 1993 to 1995.

Issue 18 was the last issue I got and it was dedicated to David Ewens,
who was a founding member and passed away.

He was a great guy and sent me the mags for Free.
I remember exchanging letters with him before, I got on the Net.

These are some of the best Atari 8-bit newsletters I have ever seen.

Full of tips, hints, projects and etc.

I think I have all the disks, but am missing the paper issues #1 and #2
and would
like to have for my collection.

The newsletters are like fold over books.

Anyone want to trade/sell ?

phantomm@bellsouth.net

3086. Re: TWAUG Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 04:37:14 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96ACEFEED3A73emuslor@216.196.97.136>
Source record: 10393

Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net> wrote in
news:5HVJe.1020$Kp.307@bignews6.bellsouth.net:

>
> Anyone fimilar with the Twaug Newsletters for the Atari 8-bit?
>
> There were at least 18 issues with Disks. I was wondering if they
> went beyond issue 18.
>

I have disk images for up to issue #28.

--
Slor

3087. Re: TWAUG Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 05:57:02 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <qzXJe.1378$Kp.1057@bignews6.bellsouth.net>
Source record: 10394

Hi,

Was 28 there last issue if ya know?

And do your images include the full Newsletters?

I enjoyed the disks, but for me the info in the Newsletters was great!

Anyway to download them?

E-mail me if ya want to talk in private

phantomm@bellsouth.net

"Slor" <slor@comcast.net> wrote in message
news:Xns96ACEFEED3A73emuslor@216.196.97.136...
> Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net>
> wrote in
> news:5HVJe.1020$Kp.307@bignews6.bellsouth.net:
>
>>
>> Anyone fimilar with the Twaug Newsletters for the Atari 8-bit?
>>
>> There were at least 18 issues with Disks. I was wondering if they
>> went beyond issue 18.
>>
>
> I have disk images for up to issue #28.
>
> --
> Slor

3088. Re: TWAUG Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 16:34:36 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96AD756BAC466emuslor@216.196.97.136>
Source record: 10395

Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net> wrote in news:qzXJe.1378$Kp.1057@bignews6.bellsouth.net:

>
> Hi,
>
> Was 28 there last issue if ya know?
>
> And do your images include the full Newsletters?
>
> I enjoyed the disks, but for me the info in the Newsletters was great!
>

Dunno and dunno. You have been emailed disk image info.

--
Slor

3089. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 16:51:00 UTC
From: rs.death_of_spam.mac@t-online.de
Message-ID: <1h11du6.1vck23s1a71vqsN%rs.death_of_spam.mac@t-online.de>
Source record: 10396
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Phantom <phantomm@bellsouth.net> wrote:

> Well, it was probably my fault. I tried to run a program on a 1040STE
> that was for
> High Res only. After booting I lost all power to the monitor.

You blast v/h sync. input on your monitor.
(And maybee flyback transformer and some other parts)

Regards, Robert
--
-= DOIT-Hardware FAQs =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

3090. icd / fte products *LEGAL ANNOUNCEMENT*

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-09 17:00:04 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1123606804.720492.237620@o13g2000cwo.googlegroups.com>
Source record: 10397

ya know, i just realized that you both (Lance and Steve) are right, sorta: lance may have and own fte products but so far he's not mentioned that this included icd products. am i correct? my gosh, i can't get over the the similarities between this and sco / linux. going back through the history, sco (like lance / bob) bought the source code from novell (like mike hohman) but nothing, nothing between them states that this included the copyrights. lance seems to think that because he got the source code he got the rights because mike never paid bob and blah blah blah. he may have gotten the source code for fte stuff, but this did not include copyrights or any sort of agreement which included the copyrights (you simply can't take them from mike because mike didn't pay bob) nor did it include any icd stuff.

I AM ANNOUNCING TO THE GROUP / LIST: I will take apart, reverse engineer, and use any and all icd products (excludiing FTe products) I can in and within my rtdos alt os project (if and whenever it gets off the ground). If Lance wants to stop me then he will need to provide clear proof that he owns the copyrights and not just the source code. He has 30 days to reply and respond (publicly) in a manner that is suitable, legal, and acceptable for this group / list. He has 30 days to provide me as well as all of us that he clearly owns the copyrights and not just the source code. If he or Bob do NOT respond within the next 30 days with clear legal proof that Lance owns the copyrights to all of icd and or fte proucts and these rights WERE signed over to Bob Klaas and or Lance Rhenquist by Mike Hohman then I will take that as an understanding that no such legal agreement and or documentation exists and will continue forth with my rtdos alt os project. Any such action (legal or otherwise) either Bob Klaas or Lance Rhenquist take after the 30 days has passed will be null and void as per this public announcement.

My mailing address for any legal action is:
Jeff Wood
1013 West 28 Street
Cheyenne, Wyoming 82001

And, yes, this also applies to Steve Carden and Mr. Ames (tho I have no use for REAL.DOS at this time, any agreement we may do or may not do regarding REAL.DOS and rtdos will be made public; Just covering my rear here, Steve)

Woodzy
http://www.rtdos.com

3091. Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 03:16:59 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <FkeKe.14623$Tt6.9110@fe04.lga>
Source record: 10398

I was wondering if anyone has been tempted to program a SuDoku puzzle 9x9 for the Atari 8bits, with solver solution. This would be a great, fun and utility program I would like to get.. I have a Microsoft Excel Macro program that will do it, JavaScript and other modern solvers, but none in Atari Basic, Action
or other language, but prefer Basic..

RoyE

www.sudoku.com

3092. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 06:06:35 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <lOgKe.8376$op.810@bignews4.bellsouth.net>
Source record: 10399
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'll take a look at the verticle and horizontial stuff as well and see
if I can fix it or
send it to someone who can. I really need it fixed or replaced.
Heck, I'd love to have 2 or 3 or em.

phantomm@bellsouth.net

"Robert Schaffner" <rs.death_of_spam.mac@t-online.de> wrote in message
news:1h11du6.1vck23s1a71vqsN%rs.death_of_spam.mac@t-online.de...
> Phantom <phantomm@bellsouth.net> wrote:
>
>> Well, it was probably my fault. I tried to run a program on a 1040STE
>> that was for
>> High Res only. After booting I lost all power to the monitor.
>
> You blast v/h sync. input on your monitor.
> (And maybee flyback transformer and some other parts)
>
> Regards, Robert
> --
> -= DOIT-Hardware FAQs =-
> _____________________________________
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

3093. Re: icd / fte products *LEGAL ANNOUNCEMENT*

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 06:21:20 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <a0hKe.8426$op.3742@bignews4.bellsouth.net>
Source record: 10400

Hey Dude, Go For It.

Make us some cool 8-bit stuff.

BTW, do you have any info on the 80column adapter for the
1meg MIO? I have a 1 meg MIO with the Video port.

I heard rumors in the past that a few were made. Or at least
some type of proto type exists. Anyone have a pic or doc about it?

Also, does anyone know if the Video port can be used for anything
as is?
If not, what about a second modem port or something?
phantomm@bellsouth.net

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1123606804.720492.237620@o13g2000cwo.googlegroups.com...
> ya know, i just realized that you both (Lance and Steve) are right,
> sorta: lance may have and own fte products but so far he's not
> mentioned that this included icd products. am i correct? my gosh, i
> can't get over the the similarities between this and sco / linux.
> going back through the history, sco (like lance / bob) bought the
> source code from novell (like mike hohman) but nothing, nothing
> between
> them states that this included the copyrights. lance seems to think
> that because he got the source code he got the rights because mike
> never paid bob and blah blah blah. he may have gotten the source code
> for fte stuff, but this did not include copyrights or any sort of
> agreement which included the copyrights (you simply can't take them
> from mike because mike didn't pay bob) nor did it include any icd
> stuff.
>
> I AM ANNOUNCING TO THE GROUP / LIST: I will take apart, reverse
> engineer, and use any and all icd products (excludiing FTe products) I
> can in and within my rtdos alt os project (if and whenever it gets off
> the ground). If Lance wants to stop me then he will need to provide
> clear proof that he owns the copyrights and not just the source code.
> He has 30 days to reply and respond (publicly) in a manner that is
> suitable, legal, and acceptable for this group / list. He has 30 days
> to provide me as well as all of us that he clearly owns the copyrights
> and not just the source code. If he or Bob do NOT respond within the
> next 30 days with clear legal proof that Lance owns the copyrights to
> all of icd and or fte proucts and these rights WERE signed over to Bob
> Klaas and or Lance Rhenquist by Mike Hohman then I will take that as
> an
> understanding that no such legal agreement and or documentation exists

> and will continue forth with my rtdos alt os project. Any such action
> (legal or otherwise) either Bob Klaas or Lance Rhenquist take after
> the
> 30 days has passed will be null and void as per this public
> announcement.
>
> My mailing address for any legal action is:
> Jeff Wood
> 1013 West 28 Street
> Cheyenne, Wyoming 82001
>
> And, yes, this also applies to Steve Carden and Mr. Ames (tho I have
> no
> use for REAL.DOS at this time, any agreement we may do or may not do
> regarding REAL.DOS and rtdos will be made public; Just covering my
> rear
> here, Steve)
>
> Woodzy
> http://www.rtdos.com
>

3094. Re: TWAUG Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 06:22:16 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <31hKe.8431$op.7825@bignews4.bellsouth.net>
Source record: 10401

Thanks for the info. :)

"Slor" <slor@comcast.net> wrote in message
news:Xns96AD756BAC466emuslor@216.196.97.136...
> Despite all prevention efforts, "Phantom" <phantomm@bellsouth.net>
> wrote in
> news:qzXJe.1378$Kp.1057@bignews6.bellsouth.net:
>
>
> Dunno and dunno. You have been emailed disk image info.
>
> --
> Slor

3095. Re: Still in need of a good Mag PRO RGB monitor

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 06:23:55 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <B2hKe.8437$op.846@bignews4.bellsouth.net>
Source record: 10402

Yes I think so, it is the same port that is on my 1040STE.

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:000d6d33@fmlynet.org...
> FamilyNet Newsgate
>
> Is that actually a ST connector on them?
>
>
>
>
>> From: "Phantom" <phantomm@bellsouth.net>
>
>
>> Still looking for a Magnavox Professional RGB Monitor that has
>> the LIN RGB (ST-Falcon connection), TTL RGB, VCR Button, and
>> RCA jacks for connecting an Atari 8-bit.
>
>> These were also made in another name or two such as Philips RGB.
>
>> I will consider a broken one with a bad tube as my tube is fine.
>
>> Contact me if ya have something that may work.
>
>> And no I'm not spending $150.00 plus at BRAVO Computers.
>
>
>> Thanks,
>> phantomm@bellsouth.net
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3096. Re: TWAUG Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 18:51:22 UTC
From: PJR <pjr1969@nospam-hotmail.com>
Message-ID: <42fa4ca9$0$97100$ed2619ec@ptn-nntp-reader03.plus.net>
Source record: 10403

"Phantom" <phantomm@bellsouth.net> wrote in message
news:5HVJe.1020$Kp.307@bignews6.bellsouth.net...
>
> Anyone fimilar with the Twaug Newsletters for the Atari 8-bit?
>
> There were at least 18 issues with Disks. I was wondering if they
> went beyond issue 18.
>

You can download some of them as PDFs from here:

http://www.strotmann.de/twiki/bin/view/Infothek/InfoMagsEng#TWAUG_Newsletter

3097. Ultima games cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 21:16:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.10.21.16.41.22273@charter.net>
Source record: 10404

Guys, I thought I had this URL somewhere but I can' find it now, and
google is sending me all over cyberspace, so...

Can some kind soul give me the URL where I can buy the Ultima game carts?

BTW, which ones were released, 1-2-3-4?

Thanks everyone.

--
_/_/_/

3098. Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 21:18:29 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <42fa6f18$1_1@news.isis.de>
Source record: 10405

Hi,

I bought an Atari 600XL some weeks ago on a fleamarket and it seems like
the computer's out of order... can someone help me finding the defect part?

The symptoms are that when I power it up, the red LED on the keyboard
turns on and for about a second the screen has a brown-like color - then
it's black again.
It doesn't matter if I use the HF- oder monitor-output, it's always the
same... the red LED turns on, stays on, short brown screen and then black.

I already pulled out all ICs and put them back in their sockets.

Bye,
Christian

3099. Re: Ultima games cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 21:57:12 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <YKuKe.47$UA1.45@newssvr30.news.prodigy.com>
Source record: 10406

Ronald J. Hall wrote:
> Guys, I thought I had this URL somewhere but I can' find it now, and
> google is sending me all over cyberspace, so...
>
> Can some kind soul give me the URL where I can buy the Ultima game carts?
>
> BTW, which ones were released, 1-2-3-4?
>
> Thanks everyone.

Ronald,

Here ya go:

http://www.atarimax.com/freeshippingsale/

Thanks

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3100. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-10 23:39:11 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ycwKe.19$P34.8@okepread07>
Source record: 10407

Sounds like maybe the CPU to me.

Thomas

"Christian Hedemann" <hedini@gmx.de> wrote in message
news:42fa6f18$1_1@news.isis.de...
> Hi,
>
> I bought an Atari 600XL some weeks ago on a fleamarket and it seems like
> the computer's out of order... can someone help me finding the defect
> part?
>
> The symptoms are that when I power it up, the red LED on the keyboard
> turns on and for about a second the screen has a brown-like color - then
> it's black again.
> It doesn't matter if I use the HF- oder monitor-output, it's always the
> same... the red LED turns on, stays on, short brown screen and then black.
>
> I already pulled out all ICs and put them back in their sockets.
>
> Bye,
> Christian

3101. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 00:00:38 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <GywKe.4575$1F5.591@newsfe4-win.ntli.net>
Source record: 10408

"Christian Hedemann" <hedini@gmx.de> wrote in message
news:42fa6f18$1_1@news.isis.de...

> The symptoms are that when I power it up, the red LED on the keyboard
> turns on and for about a second the screen has a brown-like colour - then
> it's black again.

Could be any number of things.

Electrolytic caps dry out over time, and EPROMs fade (though Atari used
masked ROMs which do not fade).

You'll have to do some probing, see what signals seem active and which do
not.

3102. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 00:13:32 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <MIwKe.23$P34.2@okepread07>
Source record: 10409

But based on the screen he is getting it seems to be the processor.
"Kryten" <kryten_droid_obfusticator@ntlworld.com> wrote in message
news:GywKe.4575$1F5.591@newsfe4-win.ntli.net...
>
> "Christian Hedemann" <hedini@gmx.de> wrote in message
> news:42fa6f18$1_1@news.isis.de...
>
>
>> The symptoms are that when I power it up, the red LED on the keyboard
>> turns on and for about a second the screen has a brown-like colour - then
>> it's black again.
>
> Could be any number of things.
>
> Electrolytic caps dry out over time, and EPROMs fade (though Atari used
> masked ROMs which do not fade).
>
> You'll have to do some probing, see what signals seem active and which do
> not.
>
>
>

3103. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 02:38:28 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ESyKe.733$fk6.673@newssvr19.news.prodigy.com>
Source record: 10410

"Christian Hedemann" <hedini@MUNGEgmx.de> wrote in message > Hi,
>
> I bought an Atari 600XL some weeks ago on a fleamarket and it seems like
> the computer's out of order... can someone help me finding the defect
part?
>
> The symptoms are that when I power it up, the red LED on the keyboard
> turns on and for about a second the screen has a brown-like color - then
> it's black again.
> It doesn't matter if I use the HF- oder monitor-output, it's always the
> same... the red LED turns on, stays on, short brown screen and then black.
>
> I already pulled out all ICs and put them back in their sockets.
>
> Bye,
> Christian
Probably not too helpful, but if you could get some A8 ICs, pull the
big ones and put in a known good one. Figure out which are the
RAM chips, a bad one might be hotter than the others. Try holding
down the OPTION silver key at power on, this will disable BASIC
and maybe you'll see a blue screen. Then there's purchasing a
logic probe, which won't do you much good unless you have a working
600XL to compare with. I think your power is OK, as the red LED
comes on, should be 5 volts at the power adapter. I guess this is
a PAL 600XL, so things may be a little different from a NTSC one.
Finally, maybe get a 800XL, it is a more useful computer, the 16K
600XL can just about only run cartridges. Good luck.
Russg
get a correct BLUE screen

3104. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 03:42:50 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <_OzKe.3813$RZ2.1960@newsread3.news.atl.earthlink.net>
Source record: 10411

How does the Axlon free up a slot?

My Axlon 128 sits in the 2nd RAM slot and needs some combination
of 32K
in the other slots for a complete 48K plus the ramdisk

-RetroJess

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:FWSJe.3221$WD.1587@newsread1.news.pas.earthlink.net...
>
> Not as linear addressed RAM. The scoop for your 800 goes
something like
> this. It has been a long time so I may have some details off.
>
> The 800 has 4 slots. One of the slots must have the OS board in
it and
> at least one of the other 3 slots has to be memory.
>
> The standard memory boards from Atari were 8k or 16k. I don't
think
> there were a lot of 8k boards around as they were obsolete the
day they
> were introduced. There was a Mosaic board with 32k and Axlon
came out
> with 128k and I think 256k. The advantage of the Mosaic board
was you
> were able to expand your memory to the full 48k and have a free
slot.
> Several outfits like Bit-3 made things like 80 column displays
that
> would work in the free slot. The Axlon boards allowed you to
run
> software that used the extra RAM as a RAM disk as well as
freeing up a slot.

3105. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 03:48:41 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <ddehqp07vu@news3.newsguy.com>
Source record: 10412

RoyE <r-dean @ charter.net> wrote:
> I was wondering if anyone has been tempted to program a SuDoku puzzle 9x9
> for the Atari 8bits, with solver solution. This would be a great, fun and
> utility program I would like to get.. I have a Microsoft Excel Macro
> program that will do it, JavaScript and other modern solvers, but none in
> Atari Basic, Action
> or other language, but prefer Basic..

I was just thinking about it for the past couple of weeks. I haven't looked at the algorithms for creating the puzzles, but I don't think it would be hard.

Maybe I'll get bored and see what I can do...

--
Ryan 'Gozar' Collins

3106. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 04:25:00 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1123734263@rtfm.mit.edu>
Source record: 10413
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3107. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 05:38:42 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <CvBKe.3925$Wi6.3862@newsread2.news.pas.earthlink.net>
Source record: 10414

RetroJess wrote:
> How does the Axlon free up a slot?
>
> My Axlon 128 sits in the 2nd RAM slot and needs some combination
> of 32K
> in the other slots for a complete 48K plus the ramdisk

I was pretty sure the Axlon appeared as 32k just like the Mosaic +
whatever else was in there banked.

I remember having problems with both a Mosaic and Axlon board plugged in
anyway: I think I fried at least one of the boards when I tried this.
That is an Axlon with a 16k board gives 48k, frees a slot and gives a
ramdisk, a Mosaic with a 16k ram board gives 48k and frees a slot, and
an Axlon with a Mosaic invites disaster.

3108. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 08:09:53 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <ddf14g$v07$1@news.citykom.de>
Source record: 10415

```
stephensheppard@hotmail.com schrieb:
> Bill Garber wrote:
>
>>"Jochen Schï¿œfer" <spam@joschs-robotics.de> wrote in message
>>news:dd7a65$c7r$1@news.citykom.de...
>>
>>>Bill Garber schrieb:
>>>
>>>><stephensheppard@hotmail.com> wrote in message
>>>>news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
>>>>
>>>>
>>>>>matthew.pike@gmail.com wrote:
>>>>>
>>>
>>>....
>>>
>>>>I have a dozen or so bare 32K Atari ram boards if anyone needs one.
>>>>Guess I could build a few if you want one and can't solder. I am told
>>>>though that they may need some modification to work, as they are 3rd
>>>>party boards.
>>
>>>Are these 800 only boards? Would they work with a 400?
>>
>>I'm not 100% sure, but I believe them to work in the 800 only.
>>
>>Bill Garber
>
>
> If it runs as a standalone memory board in an 800 then it should run in
> a 400.
Does anyone has schematics of 400 compatible memory or can point to them?

Jochen
```

3109. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 14:14:35 UTC
From: lbaeza@usa.net
Message-ID: <1123769675.800530.176890@g44g2000cwa.googlegroups.com>
Source record: 10416

Hi

Can anybody tell me why do I have to burn the 10K 800 OS at the end of
the 16K 27C128 EPROM? What's the reason for this?

Regards

> His problem, I believe, is he is putting the old 10k OS at the start of
> the 16K eprom, and he should put it at the end.

3110. Re: SAP files

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 16:13:22 UTC
From: Grzegorz Stanczyk <goo@WYTNIJ.TOmail.atr.bydgoszcz.pl>
Message-ID: <ddftf8mse1@achot.icm.edu.pl>
Source record: 10417

User "Vidar Olavesen" <olavese@online.no> has written in a message
news:V6idneQ6zo6tdmrfRVnzvA@telenor.com...

> Are there any SAP player for the Atari 8-bit? I have the SAP player for my
> Dreamcast with lots of nice tunes and would like to have them on Atari also.
> If not, are there any converters to make them CMC compatible?

Sure ! Such a program exist and its name is Unsap :) Unsap has been written by
Fox, author of Numen - the best ever Atari 8bit demo.
Unsap is a Perl Script. If you are using M$ Windows u need to install Active
Perl before use.
Important note: SAPMAKER (http://asma.atari.org/) made sap files can only be
converted by Unsap to their original format (cmc, mpt, etc.).

Here is an URL to Unsap: http://atariarea.histeria.pl/pliki.php?sec=show&id=413
U have to be registered to download the file ! ->
http://atariarea.histeria.pl/forum/register.php

Best regards,

--
Grzegorz Stanczyk aka gRzEnIu

3111. Re: SAP files

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 16:20:59 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <25OdnX_-n8rJ52bfRVnzvA@telenor.com>
Source record: 10418

Superb, thanks a lot! Take Atarian care

"Grzegorz Stanczyk" <goo@WYTNIJ.TOmail.atr.bydgoszcz.pl> skrev i melding
news:ddftf8mse1@achot.icm.edu.pl...
> User "Vidar Olavesen" <olavese@online.no> has written in a message
> news:V6idneQ6zo6tdmrfRVnzvA@telenor.com...
>
> > Are there any SAP player for the Atari 8-bit? I have the SAP player for
my
> > Dreamcast with lots of nice tunes and would like to have them on Atari
also.
> > If not, are there any converters to make them CMC compatible?
>
> Sure ! Such a program exist and its name is Unsap :) Unsap has been
written by
> Fox, author of Numen - the best ever Atari 8bit demo.
> Unsap is a Perl Script. If you are using M$ Windows u need to install
Active
> Perl before use.
> Important note: SAPMAKER (http://asma.atari.org/) made sap files can only
be
> converted by Unsap to their original format (cmc, mpt, etc.).
>
> Here is an URL to Unsap:
http://atariarea.histeria.pl/pliki.php?sec=show&id=413
> U have to be registered to download the file ! ->
> http://atariarea.histeria.pl/forum/register.php
>
> Best regards,
>
> --
> Grzegorz Stanczyk aka gRzEnIu
>
>
>

3112. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 16:56:33 UTC
From: Matthias Reichl <usenet-200508@hias.horus.com>
Message-ID: <slrndfn0q1.49j.usenet-200508@camel.hias.horus.com>
Source record: 10419

On 11 Aug 2005 07:14:35 -0700, lbaeza@usa.net wrote:
> Can anybody tell me why do I have to burn the 10K 800 OS at the end of
> the 16K 27C128 EPROM? What's the reason for this?

Simply because the 800 OS uses the memory area $D800-$FFFF. OTOH
the XL OS is 16k and uses memory $C000-$FFFF (the part from $D000-$D7FF
contains the selftest and is mapped to $5000-$57FF if the selftest
is enabled).

so long,

Hias

3113. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 17:44:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <18MKe.4009$Wi6.1289@newsread2.news.pas.earthlink.net>
Source record: 10420

lbaeza@usa.net wrote:

> Hi
>
> Can anybody tell me why do I have to burn the 10K 800 OS at the end of
> the 16K 27C128 EPROM? What's the reason for this?

Sure, it is because of the basic design of the microprocessor. When it is first powered up or reset it starts execution in the $FFxx memory area. It was just a design decision, other processors may start execution from $0000 for example.

Since you have to use a ROM in the high memory area it is easiest to just use a commonly available ROM. That is, you wouldn't want to put in a 256 byte ROM at $FF00-$FFFF and add a 8k<or 16k> ROMs somewhere else. Keeps your part count down and simplifies decoding.

Likewise the 6502 always puts its stack on page one and page zero is a special place for fast executing code. This dictates you have RAM starting at $0000.

3114. Re: Ultima games cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 20:46:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.11.12.20.11.837387@charter.net>
Source record: 10421

On Wed, 10 Aug 2005 21:57:12 +0000, Steven Tucker wrote:

> http://www.atarimax.com/freeshippingsale/

Thank you!

--
_/_/_/

3115. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 21:04:15 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <j3PKe.4150$RZ2.443@newsread3.news.atl.earthlink.net>
Source record: 10422

I will have to try that; got my Axlon used with no manual. Are
there
any instructions out online somewhere?

-RetroJess

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:CvBKe.3925$Wi6.3862@newsread2.news.pas.earthlink.net...
> RetroJess wrote:
> > How does the Axlon free up a slot?
> >
> > My Axlon 128 sits in the 2nd RAM slot and needs some
combination
> > of 32K
> > in the other slots for a complete 48K plus the ramdisk
>
> I was pretty sure the Axlon appeared as 32k just like the
Mosaic +
> whatever else was in there banked.
>
> I remember having problems with both a Mosaic and Axlon board
plugged in
> anyway: I think I fried at least one of the boards when I tried
this.
> That is an Axlon with a 16k board gives 48k, frees a slot and
gives a
> ramdisk, a Mosaic with a 16k ram board gives 48k and frees a
slot, and
> an Axlon with a Mosaic invites disaster.

3116. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-11 21:37:31 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <vyPKe.2491$2C5.589@newsfe1-win.ntli.net>
Source record: 10423

"Docrotcod" <rahbart@cox.net> wrote in message
news:MIwKe.23$P34.2@okepread07...
> But based on the screen he is getting it seems to be the processor.

It could be anything. Dead ANTIC, dead GTIA, dead modulator, dead caps in the video signal path, dead ROM, dead support logic, broken PCB tracks, etc...

Saying there is nothing on screen is as vague as saying there's a guy lying down not conscious. Could be a heart attack, epilepsy, drink, sleep, sunstroke, etc.

Really need a bit more info to go on.

Otherwise we're just working in the dark.

3117. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 00:14:16 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <ddgpknpeo1@online.de>
Source record: 10424

> Saying there is nothing on screen is as vague as saying there's a guy lying
> down not conscious. Could be a heart attack, epilepsy, drink, sleep,
> sunstroke, etc.
>
> Really need a bit more info to go on.
>
> Otherwise we're just working in the dark.
Okay, what can I do for further analysis?

...I am no electrican, but a trained system-electrician (=if it doesn't
work, change the board. If that won't work, change the whole system).
^_^; So the most useful tool in this case I possess and learned to use
would be a multimeter...

My hope was that:
- it would be a well-known problem (since the screen shows a brown-like
color for a second and the power-LED is on - at least it's not
completely dead)
- or that someone could tell me what to check and which values are
expected there
- or that someone could tell me "Hey, buy an Atari 'dunnowhat' since
most of the chips are compatible", because then I wouldn't have to wait
for decades until a cheap Atari 600XL would turn up on eBay.de.

Maybe someone even knows a good source for replacement parts besides
buying a whole system at eBay?

Bye,
Christian

3118. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 00:28:44 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <ddgqfr$q31$1@online.de>
Source record: 10425

> Probably not too helpful, but if you could get some A8 ICs, pull the
> big ones and put in a known good one. Figure out which are the RAM
> chips, a bad one might be hotter than the others.
A8 = Atari 800XL?

> Try holding down the OPTION silver key at power on, this will disable
> BASIC and maybe you'll see a blue screen.
Blue screen doesn't turn up: brown color and then black.

> Then there's purchasing a logic probe, which won't do you much good
> unless you have a working 600XL to compare with.
Hm, I never used a logic probe or an oszilloscope and I haven't got a
working 600XL to compare with, too. ^_^;
Next week I've got the chance to get an 800XL, but I guess that one
wouldn't help me, right?

> I guess this is a PAL 600XL, so things may be a little different from
> a NTSC one.
Yup, a PAL one.

> Finally, maybe get a 800XL, it is a more useful computer, the 16K
> 600XL can just about only run cartridges.
:-)
I wanted to get a 130XE first, but when I saw this "bargain"(?) for 12
Euro including an Atari 1010, four original games and six books about
programming at the fleamarket, I couldn't resist.
And I've got enough time to spend some hours trying to revive an old
computer from the dead...

Bye,
Christian

3119. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 01:41:06 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <A6ednY1Ilu6sY2bfRVn-qg@comcast.com>
Source record: 10426

"Christian Hedemann" <hedini@gmx.de> wrote in message
news:ddgpknpeo1@online.de...
>> Saying there is nothing on screen is as vague as saying there's a guy
>> lying down not conscious. Could be a heart attack, epilepsy, drink,
>> sleep, sunstroke, etc.
>>
>> Really need a bit more info to go on.
>>
>> Otherwise we're just working in the dark.
> Okay, what can I do for further analysis?
>
> ...I am no electrican, but a trained system-electrician (=if it doesn't
> work, change the board. If that won't work, change the whole system). ^_^;
> So the most useful tool in this case I possess and learned to use would be
> a multimeter...
>
> My hope was that:
> - it would be a well-known problem (since the screen shows a brown-like
> color for a second and the power-LED is on - at least it's not completely
> dead)
> - or that someone could tell me what to check and which values are
> expected there
> - or that someone could tell me "Hey, buy an Atari 'dunnowhat' since most
> of the chips are compatible", because then I wouldn't have to wait for
> decades until a cheap Atari 600XL would turn up on eBay.de.
>
> Maybe someone even knows a good source for replacement parts besides
> buying a whole system at eBay?

A good source for parts for all Atari systems is Best Electronics.

http://www.best-electronics-ca.com/Default.htm

Bill Garber

3120. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 02:23:53 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ZKTKe.117$A%3.54@newssvr33.news.prodigy.com>
Source record: 10427

"Christian Hedemann" <hedini@MUNGEgmx.de> wrote in message > > Probably not too helpful, but if you could get some A8 ICs, pull the
> > big ones and put in a known good one. Figure out which are the RAM
> > chips, a bad one might be hotter than the others.
> A8 = Atari 800XL?

Sorry, A8= 8-bit Atari, XLs, XEs, 400, 800, XEGS, all are 8-bits because they use 8-bit code, 16-bit address.

> > Try holding down the OPTION silver key at power on, this will disable
> > BASIC and maybe you'll see a blue screen.
> Blue screen doesn't turn up: brown color and then black.
OK, probably not valid anyway (the BASIC chip may still be bad.)

> > Then there's purchasing a logic probe, which won't do you much good
> > unless you have a working 600XL to compare with.
> Hm, I never used a logic probe or an oszilloscope and I haven't got a
> working 600XL to compare with, too. ^_^;
> Next week I've got the chance to get an 800XL, but I guess that one
> wouldn't help me, right?
NO!, a working 800XL would be very helpful. It is unlikely tho that the chips would be socketed, which apparently your 600XL is.
You really don't want to be desoldering un-socketed chips, but socketed ones, if carefully done, preferably with a IC puller, but could use a screwdriver.
Even if the chips aren't socketed, you might get an idea using a logic probe,
probably about 10 or 15 Euros. There are schematics that have the High, Low, Pulse for all the pins of the Large ICs (40 pins, and maybe the small ones too). The chips in the 800XL are the same for both, just in different places, you can tell what is what by the numbers on the chips.
eg. CO14806 for the CPU, probably CO12296 or CO21697 for Antic, CO14805 for GTIA, CO12294 for Pokey, maybe CO60302 for BASIC, CO61598 for OS, etc. I think I'm right here. Your PAL Antic and GTIA are definitely going to be different, PAL Antic=CO21698 PAL GTIA=CO14889. (Looking up a bunch of IC codes....)
Of course, make sure the 800XL works. Sorry, I got lost.

> > I guess this is a PAL 600XL, so things may be a little different from
> > a NTSC one.
> Yup, a PAL one.
>
> > Finally, maybe get a 800XL, it is a more useful computer, the 16K
> > 600XL can just about only run cartridges.
> :-)

> I wanted to get a 130XE first, but when I saw this "bargain"(?) for 12
> Euro including an Atari 1010, four original games and six books about
> programming at the fleamarket, I couldn't resist.
> And I've got enough time to spend some hours trying to revive an old
> computer from the dead...
>
> Bye,
> Christian

Right, I hate to lose an Atari also, it is worth it to try to salvage one.
You could use your multimeter to check the main power lines (Vcc).
Probably just one of those large chips is bad, and I agree with
Kryten, the CPU would probably be the first to try to swap in.
Good Luck.
Russg

3121. FA: Duplicating Technologies 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 02:57:38 UTC
From: Nick <nick@computer-history.org>
Message-ID: <CeUKe.26356$Tt6.2632@fe04.lga>
Source record: 10428

I usually do not post my eBay auctions but I though this one might be interesting for some folks on the newsgroup. It is the 1050 Duplicator by Duplicating Technologies. It was designed to be a hardware disk copying solution but it sounds like it was more successful as a disk accelerator due to its larger sector buffer. I have the original box, the add in board, two revisions of the manual and two versions of the software. It does not appear to have been used. I planned on using it to back up my 8-bit software collection but now realize I will probably never get around to it.

Nick

3122. Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 09:13:25 UTC
From: Gerry Lintonice <miami_cure@yahoo.com.au>
Message-ID: <1123838005.269124.151850@o13g2000cwo.googlegroups.com>
Source record: 10429
Cross-posted to: comp.sys.atari.8bit,cz.zamestnani.hledam

I'm a gay gamer and I need gay ATARI games for a gay ATARI users
meeting next week.

Which ATARI games are the gayest and most homoerotic ones?

3123. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 11:41:46 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1123846906.778509.41280@g44g2000cwa.googlegroups.com>
Source record: 10430

First thing to do in non-blue XL/XE screen situation is to use that multi-meter to verify that you have exactly 5 volts coming from the power supply. Then check the voltage with the computer turned on, it should still be exactly 5 volts. Best way to do that is with the cover and RF shield off. Power supplies going bad are the most common thing wrong.

Because of the above you then need to check for over-voltaged ram chip damage by testing which one(s) are uncomfortably too hot to touch with the computer turned on. 4416 is the base number for the 600XL ram chips and you only have two (16K machine after all), mine say TMS4416-15NL for example. You might try the same test on all the chips if no ram chips are found to be very hot and your voltage is perfect. B&C may have a 'pack' of 40 pin chips to use for substitution testing or am I thinking of the long defunct Techno-vision? At any rate, subbing out the big chips is your only real hope short of an EE degree AND a scope if you get this far and haven't found a problem.

The good news is that the 600XL makes a good source of 40 pin parts for the 64K 800XL and 130K 130XE? Look for B&C in the Vendors list in the message titled 'Welcome to comp.sys.8bit' - That message is the group's FAQ and will have current contact information for Atari vendors.

3124. Fixing 1050 drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 15:23:07 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <zIqdnargzd1PI2HfRVn-1Q@comcast.com>
Source record: 10431

Anyone know who fixes 1050's. I have a bunch of broken ones sitting around.

--
mqduffy@comcast.net

3125. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 18:05:11 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <rx5Le.334$k92.260@newssvr19.news.prodigy.com>
Source record: 10432

One other thing. I said check the main power places, I think called
the Vcc. One of these places would be where you would attach the
clip on a logic probe.
I think you could see the power sources in the schematics for the 600XL
(PAL, I'm pretty sure) at:
http://www.dereatari.republika.pl/schematy.htm

3126. Re: FA: Duplicating Technologies 1050 Duplicator

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 18:13:24 UTC
From: Nick <nick@computer-history.org>
Message-ID: <6F5Le.5941$0E5.5221@fe05.lga>
Source record: 10433

It's item # 5228283387 if you wanted to take a look.

3127. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-12 21:17:35 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <PI8Le.4724$wh6.2085@newsfe2-win.ntli.net>
Source record: 10434

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:rx5Le.334$k92.260@newssvr19.news.prodigy.com...
> I think you could see the power sources in the schematics for the 600XL
> (PAL, I'm pretty sure) at:
> http://www.dereatari.republika.pl/schematy.htm

Note that all the diagrams are zipped PCX, and my PC doesn't handle that
image format. I can convert them into PNG (which uses less space than the
zipped PCX!) for anyone else who cannot read PCX.

I converted a few circuits for the kit I have:
http://homepage.ntlworld.com/kryten_droid/Atari/800XL/Atari_circuits.htm

3128. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 01:20:24 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <ddjhsl$9c1$1@online.de>
Source record: 10435

> First thing to do in non-blue XL/XE screen situation is to use that
> multi-meter to verify that you have exactly 5 volts coming from the
> power supply. Then check the voltage with the computer turned on, it
> should still be exactly 5 volts.
Without an Atari connected the power supply has an output of 5.95V.
With an Atari connected to it, it goes down to 5.65V.

When checking the power supply, I saw that pin 6 had a loose contact
(sometimes 0V and sometimes 4.xV) and changed the plug. It didn't help.

> Because of the above you then need to check for over-voltaged ram chip
> damage by testing which one(s) are uncomfortably too hot to touch with
> the computer turned on.
I checked the temperatures of all chips when the 600XL was turned on for
about 20 minutes. They ranged from "cold as room temperature" up to 41ï¿½C
(U2) but most are somewhere between 30ï¿½C and 35ï¿½C.

Bye,
Christian

3129. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 01:38:17 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <ddjiu6$a16$1@online.de>
Source record: 10436

> One other thing. I said check the main power places, I think called
> the Vcc. One of these places would be where you would attach the
> clip on a logic probe.
I'm pretty sure that I am outing myself as a newbie to this now... ;-)
Okay, err... what's a logic probe? I saw those things in a catalogue,
but I have got no clue what to measure with them and... hmm, what they
"do" or how to use them. :-)
...even the shopkeeper of the electronics shop in town (where I bought
my plug for the power supply) couldn't tell me what a logic probe is. ^_^;

Then... I read the schematics and checked the main power places (the
number on the line outside of the rectangle is the number of the leg,
right?).
I only got voltages of about 5V to about 7V between vcc and vss, except
for one IC: U15 (74LS375N) with less than 1V... somewhere around 0.3V.

Bye,
Christian

And thanks for the hint that the 800XL has soldered ICs. :-)

3130. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 02:05:02 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <izcLe.1177$SR5.655@newssvr22.news.prodigy.net>
Source record: 10437

"Christian Hedemann" <hedini@MUNGEgmx.de> wrote in message > > One other thing. I said check the main power places, I think called
> > the Vcc. One of these places would be where you would attach the
> > clip on a logic probe.
> I'm pretty sure that I am outing myself as a newbie to this now... ;-)
> Okay, err... what's a logic probe? I saw those things in a catalogue,
> but I have got no clue what to measure with them and... hmm, what they
> "do" or how to use them. :-)
> ...even the shopkeeper of the electronics shop in town (where I bought
> my plug for the power supply) couldn't tell me what a logic probe is. ^_^;

Ahh, a logic probe is a pen like device that you connect to a 5V source with the wire that comes from it and it is a pen-like device that usually has a LED and a metal pointer that you touch a point on a pin or trace on the computer mother board. It will give an audible sound, one of three sounds, a low sound, a high sound or a pulsing sound for the low-high-pulse state of the point you're testing. In conjunction with a schematic that has the 'logic' H L P of points on it, you might be able to find a point that isn't right and figure out a problem. The Schematics that are at the site I mentioned don't have these 'notes' as to the logic of pins and points on the schematic. I have a 130XE schematic that does have these points. Actually, I'm not sure I ever accomplished anything with my logic probe. Except maybe by going back and forth between a working and non-working mother board. ie. I guess the logic probe wouldn't help much.

Replacing the chips
is the most likely way to fix it. And I don't know if the 800XL in question has sockets or not, your seller probably doesn't know because you'd have to open it up and take the RF shield off to see the chips. I think theres a fairly good chance the PAL 800XL has sockets, only because your 600XL has them. Maybe Andreas or one of the other Euro-A8ers could say.

> Then... I read the schematics and checked the main power places (the
> number on the line outside of the rectangle is the number of the leg,
> right?).
I'm not sure what rectangle you're talking about, a big rectangle is the chip, with pin numbers. I think most power ponts are a small circle with +5 at them. Small rectangles are resistors with the numbers for the Ohms. The +5v power points will have +5A or +5E, the letter representing the source of the power, which you can see in one of the schematics that has the power supply jack and on-off switch.
> I only got voltages of about 5V to about 7V between vcc and vss, except
> for one IC: U15 (74LS375N) with less than 1V... somewhere around 0.3V.

>
> Bye,
> Christian
>
> And thanks for the hint that the 800XL has soldered ICs. :-)
It may or may not have sockets. But if you can verify that it works,
you'd have a working computer. The pins on the Large Scale Integrated
circuits, the 40 pin ICs should have just about the same logics on
the 600XL and 800XL.

Getting ahead of the game, the next thing you'll need is a SIO2PC
or APE cable to access the 1000s of programs available. Use
your PC with a serial cable as a disk drive.

3131. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 02:25:30 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <uScLe.1189$SR5.1128@newssvr22.news.prodigy.net>
Source record: 10438

Another thing you might need.
The numbers for the pins on the schematic goes like this.

u
1 40
2 39
3 38
4 37
etc.

Looking down on the chip, with the 'u' meaning the notch, I think
the notch is always to the left as you look down on the mother board.
My example is a 40 pin chip, but smaller chips have the same idea.
Start at 1 go away from the notch, then up the other side of the chip.

3132. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 03:36:30 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <CTdLe.7515$XL3.5589@bignews3.bellsouth.net>
Source record: 10439
Cross-posted to: comp.sys.atari.8bit,cz.zamestnani.hledam

Just take a straight Joystick to the Meeting and I'm sure your friends
will
find a use for it.

"Gerry Lintonice" <miami_cure@yahoo.com.au> wrote in message
news:1123838005.269124.151850@o13g2000cwo.googlegroups.com...
> I'm a gay gamer and I need gay ATARI games for a gay ATARI users
> meeting next week.
>
> Which ATARI games are the gayest and most homoerotic ones?
>

3133. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 11:55:59 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <jdlLe.7668$1F5.5172@newsfe4-win.ntli.net>
Source record: 10440

"Christian Hedemann" <hedini@gmx.de> wrote in message
news:ddjiu6$a16$1@online.de...

> Without an Atari connected the power supply has an output of 5.95V.
> With an Atari connected to it, it goes down to 5.65V.

Hmm, I think mine was 5.5V (10% high, erring on the safe side).

> I only got voltages of about 5V to about 7V between vcc and vss,

Are you sure your meter is okay?

If your PSU is driving 5V into the machine, you should not be seeing 7V
anywhere (assuming there is no step-up converter inside!).

Most computer logic chips expect VCC to be 5V +/- 5% or 10%.

So 7V sounds seriously unhealthy and I would not leave it switched on for
any length of time.

Swapping chips around would only destroy more chips...

> one IC: U15 (74LS375N) with less than 1V... somewhere around 0.3V.

That's definitely wrong.

Are you sure you got the right pins?

3134. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 12:16:23 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <ddkoaj$5e0$1@online.de>
Source record: 10441

> That's definitely wrong.
>
> Are you sure you got the right pins?
Nope. I should stop checking voltages at 03:30am when I am 3/4 asleep. ^_^;

Bye,
Christian

P.S.: I'll check the voltages again, but tomorrow... today's my birthday
party. :-)

3135. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 13:18:26 UTC
From: Momo <quality_us@yahoo.com>
Message-ID: <CqmLe.120502$gL1.86520@tornado.texas.rr.com>
Source record: 10442
Cross-posted to: comp.sys.atari.8bit,cz.zamestnani.hledam

"Gerry Lintonice" <miami_cure@yahoo.com.au> wrote in message
news:1123838005.269124.151850@o13g2000cwo.googlegroups.com...
> I'm a gay gamer and I need gay ATARI games for a gay ATARI users
> meeting next week.
>
> Which ATARI games are the gayest and most homoerotic ones?
>

You may want to try the CBM group for commodores, there werent any gay games
for Atari that I'm aware of...
Mo

3136. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 14:06:38 UTC
From: Christian Hedemann <hedini@gmx.de>
Message-ID: <ddkupaeit1@online.de>
Source record: 10443

```
> Are you sure your meter is okay?
> [...]
> Most computer logic chips expect VCC to be 5V +/- 5% or 10%.
Measured all voltages again - exerything's fine with either exactly or a
little bit around 5.00V (less than 5%).

Bye,
Christian
```

3137. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 14:40:49 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <cj1sf1pl6bnjg9g0e2rc66rlgb8m0luuk4@4ax.com>
Source record: 10444
Cross-posted to: comp.sys.atari.8bit,cz.zamestnani.hledam

On Sat, 13 Aug 2005 13:18:26 GMT, "Momo" <quality_us@yahoo.com> wrote:

>You may want to try the CBM group for commodores, there werent any gay games
>for Atari that I'm aware of...

LOL

3138. Re: icd / fte products *LEGAL ANNOUNCEMENT*

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 18:50:09 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1123959008.957650.74970@g43g2000cwa.googlegroups.com>
Source record: 10445

not sure, yet, about the 80 column adapter for the MIO - still
collecting info for my project.

3139. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-13 19:20:17 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1123960817.091317.75430@g14g2000cwa.googlegroups.com>
Source record: 10446
Cross-posted to: comp.sys.atari.8bit,cz.zamestnani.hledam

My friend John was as gay as a treefull of parrots and he liked
'Gossip'.

3140. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 11:08:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e5751@familynet-international.org>
Source record: 10301

FamilyNet International Newsgate

> From: "DunxUK@aol.commercial" <dunxuk@aol.com>

> My friend John was as gay as a treefull of parrots and he liked
> 'Gossip'.

This is a interesting question. I have to agree with the Commodore statement. Most of the Atari scene was... let's just say homophobe is approaching correct here. :)

That said, you could try lantern (gif) and the JPG viewer on the Atari and show (after converting them to work on your computer) some of your favorite pics.

Now I might have one file I can send now I think of it. A game that was made with the pinball construction set. Send and E-mail greg.goodwin (at) r d f i g (dot) net. I'll send that file to you.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3141. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 15:38:44 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <42ff6213$0$15481$f69f905@mamut2.aster.pl>
Source record: 10447

> Perhaps you have an XL BASIC trying to talk to an 800XL OS that is not the
> same as an 800 OS ROM.

XL BASIC is written very cleanly (legal calls only) so it should work
without problems on an 800 OS. Easy to check it out using an emulator.

K.

3142. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 15:40:18 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <42ff6272$0$15481$f69f905@mamut2.aster.pl>
Source record: 10298

```
>> Next I opened my 800XL, took off the original XL OS and replaced it
>> with the NTSC 400/800 OS. Turned on my XL, but nothing happens, all I
>> got is a black screen.

The 800 OS most probably zeroes out the PORTB register during startup,
thus making the 800XL hardware to switch off the OS ROMs.

K.
```

3143. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 16:02:56 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <S7GdnVgWeK6t9mLfRVn-jQ@comcast.com>
Source record: 10299

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:42ff6272$0$15481$f69f905@mamut2.aster.pl...
>>> Next I opened my 800XL, took off the original XL OS and replaced it
>>> with the NTSC 400/800 OS. Turned on my XL, but nothing happens, all I
>>> got is a black screen.
>
> The 800 OS most probably zeroes out the PORTB register during startup,
> thus making the 800XL hardware to switch off the OS ROMs.
>
> K.

There was another thread here, maybe find it through the Google Archives,
where someone was saying that, and had the procedure for guaranteeing that
it did not switch off. can't remember the details, but the OP can surely
look for
it there. If I have a chance I'll see if I can find it and repost it. :o)

Bill Garber

3144. URL for 800 OS in 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 16:10:49 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ybKdnceDEayU8GLfRVn-uw@comcast.com>
Source record: 10300

Here ya go folks. I found it in the Google Archives. Hope this helps. I may try this one day myself, even though I like the XL the way it is, and also have a 400. :o)

http://tinyurl.com/dvvhm

Bill Garber

3145. News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 17:28:47 UTC
From: Tmi <tmi7@free.fr>
Message-ID: <mn.74907d589b00ba5e.36852@free.fr>
Source record: 10302

Ello

In last Revival No 28 an article speaks about interface APE on 800XL/XE
to connect Atari to a PC, look at here to order

http://xxx.revival.free.fr

3146. Common Atari 1050 disk drive faults

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 21:28:17 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1124054897.875473.261800@g44g2000cwa.googlegroups.com>
Source record: 10303

I have a drive here that doesn't do anything when switched on. The
power LED lights and that's it. Is there anything that is particularly
likely to have failed or could it be almost anything?

Thanks everyone!

3147. Re: Online Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-14 22:31:21 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <pat4t2-ja2.ln1@don.localnet>
Source record: 10304
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 07 Aug 2005 23:00:59 -0500, Charles Richmond
<richchas@comcast.net> wrote:
> "Ronald J. Hall" wrote:
>>
>> On Sat, 06 Aug 2005 11:09:30 +0400, Edward S. Baiz Jr. wrote:
>>
>> > David Small is agreat guy and speaker. I saw him once give a talk
>> > at an Atari show in the Detroit area some years back. Even my wife
>> > enjoyed his talk and she basically is not an Atari fan.
>>
>> I also remember a story about him at one (admittedly at a late date in the
>> Atari glory days, but still!) show going down the aisle giving away the
>> spectre stuff for free to the audience.
>>
> Please excuse my ignorance, but is David Small deceased???
>
Not as far as I can tell. Google '"dave small" atari'. The second link
was "Where are they now?" The server for that link was down;
archive.org says it was last updated in April 2004.

That page
<http://web.archive.org/web/20040405210412/http://www.toyz.org/mrblog/archives/00000115.html>

points to an AtariAge forum thread from 2001.
<http://www.atariage.com/forums/viewtopic.php?t=9183&highlight=spectre+gcr>

Found an AOL page with a photo, but I have no idea how recent that is.
<http://hometown.aol.com/davetracer/index.html>

The AOL page doesn't mention Atari at all, but it came from his AtariAge
user profile.

--
BOFH excuse #426:
internet is needed to catch the etherbunny

3148. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 13:02:15 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1124108996.864494.282920@o13g2000cwo.googlegroups.com>
Source record: 10305

If you ever revisit this project, check out the "Homemade Translator"
in Analog magazine. I think it was done by Angelo Giambra (sp?). It
had a complete procedure, and IIRC had some technical details. I know
that the translator worked well, and *I think* years ago I burned the
resulting tranlator into a 27128.

3149. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 14:31:51 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4300a3de$0$15455$f69f905@mamut2.aster.pl>
Source record: 10306

> No. By writing all zeros, they remain as input.
>
> You are right about the coldstart issue, you can't get a warmstart by
> pressing the reset button. And you obviously, cannot enable/disable basic
> with the Option key. But they are minor problems. The OS unpatched should
> work.

PIA ports are programmed as output by default, i.e. after power up. The
OS zeroes I/O registers starting at minor addresses and proceeding
towards higher addresses. So it first zeroes $D300, then $D301, and
after that there's no next instruction to execute, because the XL
hardware switched these addresses to RAM (bit 0 is cleared = no ROM).

The XL OS does pretty the same thing, but first it zeroes the PBCTL
register. This prevents the bad thing from happening, because after that
the PORTB is in the data-direction-register mode and its changes don't
affect MMU state.

The unpatched 800 OS does not have any chance to startup on XL hardware.
I don't see a reason why anyone could want to use that anyways.

K.

3150. Re: Common Atari 1050 disk drive faults

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 18:31:42 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ic5Me.6891$RS.740@newsread3.news.pas.earthlink.net>
Source record: 10307

DunxUK@aol.commercial wrote:

> I have a drive here that doesn't do anything when switched on. The
> power LED lights and that's it. Is there anything that is particularly
> likely to have failed or could it be almost anything?
>
> Thanks everyone!
>

The 12V supply is the most frequent fault. Atari used a voltage doubler and the diodes in the middle of the BIG capacitors come loose from thermal shock/over heating.

There are a few other things that are likely. The 1050 should have the drive busy light come on everytime you close the door latch.

What you should try is having the drive on, a disk in it, and hooked up to the computer. Turn on the computer and see if you get an abnormal boot noise like a screech. If it gives an abnormal noise then at least the computer and drive are trying to talk to each other. If it doesn't make a difference with or w/o a drive then you have something seriously wrong like a bad disk controller chip.

3151. Re: 400/800 OS in a XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 19:16:39 UTC
From: Jorge <user@nospam.com>
Message-ID: <ddqpmn$u7r$1@blue.rahul.net>
Source record: 10308

KMK <draco@obta.uw.edu.pl> writes:

>> No. By writing all zeros, they remain as input.
>>
>> You are right about the coldstart issue, you can't get a warmstart by
>> pressing the reset button. And you obviously, cannot enable/disable basic
>> with the Option key. But they are minor problems. The OS unpatched should
>> work.
>
> PIA ports are programmed as output by default, i.e. after power up.

No, they are input in the power-up or reset state. This is described in the datasheet, and it's the normal behavior for every I/O port chip that I know. If the default state of any data port would be output, then it might provoke all kind of damage including short circuit if the design is to be an input.

> The
>OS zeroes I/O registers starting at minor addresses and proceeding
>towards higher addresses. So it first zeroes $D300, then $D301, and
>after that there's no next instruction to execute, because the XL
>hardware switched these addresses to RAM (bit 0 is cleared = no ROM).

This is completely harmless because (as explained above) the ports are programmed as input. Furthermore, it is actually a NOP operation because all PIA registers are zeroed automatically on reset.

>The XL OS does pretty the same thing, but first it zeroes the PBCTL
>register.

Again, PBCTL, as all other PIA registers are already zero after reset.

> The unpatched 800 OS does not have any chance to startup on XL hardware.

If you would have read the whole thread you would have see that the original poster did run successfully the 800 os in XL hardware. He got the memo pad. The reason that it wasnt working for him before is because he put the OS in the wrong EPROM location.

> I don't see a reason why anyone could want to use that anyways.

To have a translator in hardware, that's the reason.

3152. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 21:06:58 UTC
From: Tmi <tmi7@free.fr>
Message-ID: <mn.7d6a7d589670e2c2.36852@free.fr>
Source record: 10309

> Ello
>
> In last Revival No 28 an article speaks about interface APE on 800XL/XE to
> connect Atari to a PC, look at here to order
>
> http://xxx.revival.free.fr

oups ! this adress is ok http://www.revival.free.fr

bye

Tmi

3153. Re: AtariMagazines.com is 9 today

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 23:22:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <kt9Me.9355$p%3.37362@typhoon.sonic.net>
Source record: 10310

Kevin Savetz <savetz-remove@gmail.com> wrote:
> Today is the Classic Computer Magazine Archive's ninth birthday.
> It launched July 27, 1996 (it was called Digital Antic Project back
> then) with two issues of Antic magazine.

Happy belated birthday! You rock! (DAMN! 9 years!?)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3154. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-15 23:26:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <Bw9Me.9357$p%3.37282@typhoon.sonic.net>
Source record: 10311

gozarcollins@spamtraphotmail.com wrote:
> I was just thinking about it for the past couple of weeks. I haven't looked
> at the algorithms for creating the puzzles, but I don't think it would be
> hard.

Ya could always brute-force it. There was a cool Crosswords puzzle creator
for the Atari that was published in a Compute! book or something somewhere.
I'm sure it was at least slightly more intelligent than anything I'd code
for creating crosswords, but it seemed to try until it gave up.
"I can't make a puzzle out of these words!"

I think it was in BASIC with machine code bits for doing the hard stuff.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3155. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 00:20:15 UTC
From: micrologix1500@yahoo.com
Message-ID: <1124151614.967536.9420@z14g2000cwz.googlegroups.com>
Source record: 10312

can anyone provide an English translation?

3156. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 01:24:23 UTC
From: gary@tsnc.net
Message-ID: <1124155463.535200.320600@g43g2000cwa.googlegroups.com>
Source record: 10313

Try the Google Translate Tool ...
Use the bottom input field "Translate a web page:"
Then select your from/to languages:

http://www.google.com/language_tools

3157. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 02:44:51 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-CQipuyGi4zuZ@draco.w2kserv.local>
Source record: 10314

too much trouble. authors should know that people tend not to use
translation tools.

On Tue, 16 Aug 2005 01:24:23 UTC, gary@tsnc.net wrote:

> Try the Google Translate Tool ...
> Use the bottom input field "Translate a web page:"
> Then select your from/to languages:
>
> http://www.google.com/language_tools
>

--

3158. Playing Gumball and...

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 03:01:57 UTC
From: Chuck <ExNooYorka@gmail.com>
Message-ID: <1124161316.988638.269400@g43g2000cwa.googlegroups.com>
Source record: 10315

...I can't figure out how to make the gumballs come out faster.

I can get past the first two levels but on the third level even if I catch every gumball correctly I simply can't collect enough gumballs throughout the "day" to meet quota.

I remember being able to speed up the machine, but I've pressed every joystick button and every keyboard one as well and can't speed up the machine to save my life.

Does anyone remember how?

Thanks...

3159. Re: Playing Gumball and...

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 04:32:50 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns96B3DB39BA618jlodoenthegridnet@216.196.97.131>
Source record: 10316

"Chuck" <ExNooYorka@gmail.com> wrote in news:1124161316.988638.269400
@g43g2000cwa.googlegroups.com:

> ...I can't figure out how to make the gumballs come out faster.
> I remember being able to speed up the machine, but I've pressed every
> joystick button and every keyboard one as well and can't speed up the
> machine to save my life.
>
> Does anyone remember how?

Push the joystick up and down to control speed of production.
Watch the guage just under the conveyor belt.

3160. Re: Common Atari 1050 disk drive faults

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 05:44:13 UTC
From: Sid Pacman <8-bitter@atari.world>
Message-ID: <Pine.GSO.4.61.0508160139020.11745@furyy1>
Source record: 10317

On Sun, 14 Aug 2005 at 14:28 -0700, DunxUK at aol dpt commercial
scribbled:
->I have a drive here that doesn't do anything when switched on. The
->power LED lights and that's it. Is there anything that is particu-
->larly likely to have failed or could it be almost anything?

Is it hooked up to an Atari 8-bit computer? Is it set as drive 1
or something else? Have you tried to load a disk from it or read a
disk in it? More info would be helpful.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

3161. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 10:39:59 UTC
From: Tmi <tmi7@free.fr>
Message-ID: <mn.82f77d5871b4e812.36852@free.fr>
Source record: 10318

> can anyone provide an English translation?

You can belong to the magazine if you is able to translate it, contact the boss, here but for the moment there does not exist yet of English version

Tmi

3162. International karate plus here

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 10:44:10 UTC
From: Tmi <tmi7@free.fr>
Message-ID: <mn.82fc7d587dce2ada.36852@free.fr>
Source record: 10319

ello

got to the adress for the grat game IK+
http://uce.pl/ikplus/info.html

Tmi

3163. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 11:36:21 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20050816123615.3704A@ilba14195.www.blueyonder.co.uk>
Source record: 10320

In article <f5O4dXX6MbiT-pn2-CQipuyGi4zuZ@draco.w2kserv.local>,
kenames@pacbell.net () wrote:

> too much trouble. authors should know that people tend not to use
> translation tools.
Oh right, you expect them to learn a new language because you can't be
bothered to click on a transaltion link?

Iain

3164. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 14:16:49 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1124201805.b738f2893ac2e36ff1749666aa4b65e9@teranews>
Source record: 10321

Hi all,

There is source code from a M$VB project that is available on the
internet.

I can send the zip file to anyone who wants it, Although you will need
VB to view it...

Rory

On Tue, 9 Aug 2005 20:16:59 -0700, "RoyE" <r-dean @ charter.net>
wrote:

>I was wondering if anyone has been tempted to program a SuDoku puzzle 9x9
>for the Atari 8bits, with solver solution. This would be a great, fun and
>utility program I would like to get.. I have a Microsoft Excel Macro
>program that will do it, JavaScript and other modern solvers, but none in
>Atari Basic, Action
>or other language, but prefer Basic..
>
>RoyE
>
>www.sudoku.com

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3165. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 16:32:51 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <9cydnW4aD_EQiZ_e4p2dnA@telenor.com>
Source record: 10322

> Hi all,
>
> There is source code from a M$VB project that is available on the
> internet.
>
> I can send the zip file to anyone who wants it, Although you will need
> VB to view it...

That would be cool! Please if you can, send it to me.

3166. Re: Common Atari 1050 disk drive faults

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 18:11:43 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1124215903.252413.40610@f14g2000cwb.googlegroups.com>
Source record: 10323

Thanks Sid. When switched on the power light comes on. Everything else has no effect. Opening and closing the gate, inserting and removing disks and attaching and booting to an Atari have no effect. At no point does the drive attempt to spin, illuminate its busy light or move the heads. The Atari never recognises an attached device regardless of the position of its device switches. It just remains silent and still.

In fact if it wasn't for the power light the first thing I would have checked would have been the plug!

If the power doubler diodes have failed would the power light still illuminate or does it take it's juice from after the power doubler?

Thanks again everyone!

3167. FS eBay: Atari 800/XL/XE SCART and Phono RCA TV cables - cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 18:43:36 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1124217812.5266.0@ersa.uk.clara.net>
Source record: 10324

Hello All,

I currently have a variety of Atari cables as 'buy-it-now' on eBay as
follows:

* Atari to SCART 1.5m - 3.50pounds
* Atari to RCA (2 audio lines) 2.0m - 2.99pounds
* Atari to RCA (single audio) gold-plated 1.0m - 2.00pounds

All prices are excluding shipping.

I can ship to the UK, Europe, US/Canada, and Australia/NZ.

Full information is available on each listing, which can all be found at:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

Dean Garraghty

3168. Re: Antic Forth multitasking (8bits)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 19:08:07 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.08.16.19.08.06.933359@strotmann.de>
Source record: 10325

On Mon, 18 Jul 2005 21:52:29 +0200, JeanM wrote:

> HI,
>
> I'm looking for the antic forth "tiny multitasking", written for the 8
> bits ATARI.
> thanks
>
> Dan

Hi Dan,

I'm currently reviving a german forth called "VolksForth". This Forth runs on 68k CPU (Atari ST), Z80 CP/M (Amstrad etc), 8086 (MS-DOS) and 6502 (C64, C16, Plus4 ...)

This Forth is based on Forth 83 Standard. Is includes fairly modern things like heap memory management, multitasking and a file interface.

I'm porting the 6502 Version over to Atari 8bit. It's curretly running, but the fileinterface needs to be done.

There will also be new versions for Apple II, Apple 1, Commodore PET and maybe VC20.

Also currenlty the 200+ pages handbook is only in german language. This has to be translated into english.

Ciao

Carsten

3169. Re: International karate plus here

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 20:45:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <wfsMe.9495$p%3.37636@typhoon.sonic.net>
Source record: 10326

Tmi <tmi7@free.fr> wrote:
> got to the adress for the grat game IK+
> http://uce.pl/ikplus/info.html

Cool! Can't wait to try it out!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3170. Supra hard disk utilities for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 22:53:39 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <yKadnZ2dnZ0UAurYnZ2dnf7zn96dnZ2dRVn-0J2dnZ0@comcast.com>
Source record: 10327

Does anybody know where I can get the Supra hard disk utilities disk? I'll
take a copy in ATR or it's original format.
Any info on this disk would also be very helpful. Thanks.

--
mqduffy@comcast.net

3171. Re: Supra hard disk utilities for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 22:58:48 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96B4B68F6FF7Eemuslor@216.196.97.136>
Source record: 10328

Despite all prevention efforts, "Michael Duffy" <mqduffy@comcast.net>
wrote in news:yKadnZ2dnZ0UAurYnZ2dnf7zn96dnZ2dRVn-0J2dnZ0@comcast.com:

> Does anybody know where I can get the Supra hard disk utilities disk?
> I'll take a copy in ATR or it's original format.
> Any info on this disk would also be very helpful. Thanks.
>

If you want to pay for it, it looks like B&C carries it:

http://www.myatari.com/bc520sw.txt

--
Slor

3172. Re: Supra hard disk utilities for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-16 23:04:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96B4B77A932A4emuslor@216.196.97.136>
Source record: 10329

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns96B4B68F6FF7Eemuslor@216.196.97.136:

> Despite all prevention efforts, "Michael Duffy" <mqduffy@comcast.net>
> wrote in news:yKadnZ2dnZ0UAurYnZ2dnf7zn96dnZ2dRVn-0J2dnZ0@comcast.com:
>
>> Does anybody know where I can get the Supra hard disk utilities disk?
>> I'll take a copy in ATR or it's original format.
>> Any info on this disk would also be very helpful. Thanks.
>>
>
> If you want to pay for it, it looks like B&C carries it:
>
> http://www.myatari.com/bc520sw.txt
>

Then again, this is their 520ST list. I didn't notice that when I found
the link.

--
Slor

3173. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 01:58:27 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <ddu5k3026on@news2.newsguy.com>
Source record: 10330

William Kendrick <bill@newbreedsoftware.com> wrote:
> gozarcollins@spamtraphotmail.com wrote:
> > I was just thinking about it for the past couple of weeks. I haven't looked
> > at the algorithms for creating the puzzles, but I don't think it would be
> > hard.
>
> Ya could always brute-force it. There was a cool Crosswords puzzle creator
> for the Atari that was published in a Compute! book or something somewhere.

Creating the solution would be pretty easy. Showing just enough numbers to solve it but not giving away too many might be more difficult.

For those that don't know, Sudoku is a 9X9 grid, where each column, row, and 3X3 square contains one of each number 1-9. It would be easy to randomly fill the grid, but then you have to reveal enough numbers for someone to solve it.

--
Ryan 'Gozar' Collins

3174. [annc] DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 03:28:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96B4E45B0923Femuslor@216.196.97.136>
Source record: 10331

My apologies if this appears twice. The first attempt does not appear to have made it through...

Version 1.6 of Eric Bacher's interactive 6502 disassembler has been released. This release is a port to Win32 with a few bug fixes and a number of new features. You can now find the latest version at its new home:

http://sourceforge.net/projects/dis6502/

We hope those of you who remember DIS6502 from back in the 16-bit Windows days will grab this new one and give it a run. Make sure you take a look at changes.txt for release notes, and please enter any bug reports or feature requests in the project tracker on SourceForge.

Thanks!

--
Slor

3175. Books I'd still like to obtain...

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 05:03:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96B53EBD651emuslor@216.196.97.136>
Source record: 10332

If anyone has copies of the following to part with, please give me a yell:

- Atari Graphics and Arcade Game Design (Stanton)
- Assembly Language Programming for the Atari Computers (Chasin)

Thanks!

--
Slor

3176. Sinistar for Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 07:50:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <Q_BMe.9547$p%3.37768@typhoon.sonic.net>
Source record: 10333
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

AtariAge.com reports:

Atari 8-bit Sinistar Prototype Discovered!
http://www.atariage.com/index.html#5135

"Fans of classic arcade games are all too familiar with the roar, 'Beware I Live!' A long, lost prototype of the beloved (and difficult) arcade game Sinistar has been uncovered for Atari 8-bit computers. Thanks to the hard work of Atari Archivist Ken Van Mersbergen, this unreleased arcade to home conversion has finally been found. Sinistar combines fast action, mind numbing speed, and evil sounding voice synthesis into one explosive package. Your goal is to destroy Sinistar, a giant metal creature bent on destroying the universe and whatever else that gets in its way. However, to destroy Sinistar you must make Sinibombs out of Sinisite crystals harvested from floating plantetiods.

"The Atari 8-bit version is a wonderful port, capturing all the action and excitement of the arcade game. The graphics are amazingly accurate, the controls are sharp and precise, and the digitized voice rings out loud and clear. Sinistar was just about finished, but there are a few minor issues and bugs that needed to be addressed before the game saw a commercial release. The biggest issue is the computer AI, which isn't quite polished. Sinistar will be displayed in public at this weekend's Dallas vgXpo show, and plans are to release the Sinistar binary in the near future so everyone can enjoy it. You can read a thorough review of Sinistar over at AtariProtos.com, and discuss this exciting find in our Prototypes Forum."

You can learn about it, and see lots of pretty screenshots, here:

http://www.atariprotos.com/8bit/software/sinistar/sinistar.htm

"So why wasn't Sinistar released? Around the time Sinistar was being completed (mid 1984), the video game market was crumbling fast and many games were canceled. Apparently marketing decided that the game wasn't going to make enough money and canceled. the project? without telling the programmers! Jeff and his team continued to work on the project for almost two months after it was canceled. due to lack of communication between marketing and the programming department. Incidents like this were not uncommon, and just goes to show how badly out of touch the managers were at the time of Atari's collapse."

I cannot WAIT until that's released! Ooooooooooooh yeah!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3177. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 07:55:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <U3CMe.9548$p%3.37755@typhoon.sonic.net>
Source record: 10334

gozarcollins@spamtraphotmail.com wrote:
> Creating the solution would be pretty easy. Showing just enough numbers to
> solve it but not giving away too many might be more difficult.

Actually, that's easier than making the solution that gets hidden.
Many puzzles I've seen seem to have a symettric pattern, mirrored around
a diagonal going from the lower left to the upper right. [*]

Just pick ~15 positions between (0,0) and (8-y,y) (for y = 0..9, where
(0,0) is top left and (8,8) is bottom right).

Expose those positions, as well as the mirrors of those positions.

[*] for example:

```
... ... ..X
XX. ... X..
... X.. ...
```

```
... ... ..X
X.. X.X ..X
X.. ... ...
```

```
... ..X ...
..X ... .XX
X.. ... ...
```

I'm far from an expert, though... A coworker showed me the game recently,
and since then I've been noticing it many other places, so have picked up
a very few things. Only actually played a game once. (I'm have pretty
bad attention skills :^))

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3178. Re: Common Atari 1050 disk drive faults

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 08:20:50 UTC
From: Thomas Richter <thor@mersenne.math.tu-berlin.de>
Message-ID: <ddus12ivl1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10335

Hi,

> If the power doubler diodes have failed would the power light still
> illuminate or does it take it's juice from after the power doubler?

No, it takes the 5V pass from the power supply, not the 12V pass via
the voltage doubler circuit. Thus, power is lid regardless of the
doubler circuit diodes. You'll find them in the middle rear part
of the drive, right between three large capacitors.

So long,
Thomas

3179. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 11:31:41 UTC
From: Mike Tennyson <miketennyson@bellsouth.net>
Message-ID: <%cFMe.19874$XM3.3462@bignews5.bellsouth.net>
Source record: 10336
Cross-posted to: comp.sys.atari.8bit,cz.zamestnani.hledam

I think you need to get a Commodore 64!

"Gerry Lintonice" <miami_cure@yahoo.com.au> wrote in message
news:1123838005.269124.151850@o13g2000cwo.googlegroups.com...
> I'm a gay gamer and I need gay ATARI games for a gay ATARI users
> meeting next week.
>
> Which ATARI games are the gayest and most homoerotic ones?
>

3180. Re: Playing Gumball and...

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 16:18:51 UTC
From: Charles.Sachs@gmail.com
Message-ID: <1124295531.869589.41770@g43g2000cwa.googlegroups.com>
Source record: 10337

Thanks, that's what I remembered controlling it but my joystick, while moving the bins from side to side, was not controlling the gauge. The keyboard did work (E and C keys to change speed and D to freeze the gauge at the desired position).

I mapped the joystick to emulate the keyboard and it is working now.

Thanks for your help.

-Chuck

3181. Re: International karate plus here

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 18:18:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <icLMe.9594$p%3.37865@typhoon.sonic.net>
Source record: 10338

Tmi <tmi7@free.fr> wrote:
> got to the adress for the grat game IK+
> http://uce.pl/ikplus/info.html

This is quite cool! I didn't look at the page much (just played with it for a few minutes on my PAL 800XL last night), but couldn't tell how or if I could do two-humans vs one-computer mode. Also, [Space] seemed to pause, but then I was stuck.

OTOH, everything else about this game is awesome. Great animation, great digitized sound, very pretty background. I remember playing the original IK on my friend's Amiga.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3182. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-17 19:46:32 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.08.17.19.47.11.812952@pianosa.freeserve.co.uk>
Source record: 10339

On Wed, 17 Aug 2005 01:58:27 +0000, gozarcollins wrote:

> For those that don't know, Sudoku is a 9X9 grid, where each column, row, and
> 3X3 square contains one of each number 1-9. It would be easy to randomly fill
> the grid, but then you have to reveal enough numbers for someone to solve it.

Filling the grid is easy. It's the clue numbers that cause problems.
They need to lead to a unique solution. A UK newspaper recently stuffed
up big-time, expecting to have to pick a correct answer to their
single solution puzzle. Turns out they'd got the clues wrong. There were
over 170 possible solutions. So, instead of getting a few hundred correct
answers, they got thousands.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

3183. Re: Supra hard disk utilities for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 01:28:05 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1124328478.f7ab5d6cd5e9e833e05ca2694f042b84@teranews>
Source record: 10340

Hi,

Bob Klaas was the person to take over the SUPRA interface. I'm not
sure if he sells them anymore, but he would have the disk you require.

I know he also burned the ROMS depending on what drive was installed.
I think they were for disk parameters.

I may have a disk lying around if you cant find one or cant contact
Bob.

Rory

On Tue, 16 Aug 2005 18:53:39 -0400, "Michael Duffy"
<mqduffy@comcast.net> wrote:

>Does anybody know where I can get the Supra hard disk utilities disk? I'll
>take a copy in ATR or it's original format.
>Any info on this disk would also be very helpful. Thanks.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3184. Re: Sinistar for Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 01:29:36 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <1124328571.adf6c01cf6923a34411ee7b3bc6fadb4@teranews>
Source record: 10341

On Wed, 17 Aug 2005 07:50:08 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

Bill,

I share your enthusiasm abou this. I always liked the game, but never really good at it...

Rory

> http://www.atariprotos.com/8bit/software/sinistar/sinistar.htm

>I cannot WAIT until that's released! Ooooooooooooh yeah!

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

3185. Re: Puzzle Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 03:13:00 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <de0ubs01rce@news1.newsguy.com>
Source record: 10342

William Kendrick <bill@newbreedsoftware.com> wrote:
> Actually, that's easier than making the solution that gets hidden.
> Many puzzles I've seen seem to have a symettric pattern, mirrored around
> a diagonal going from the lower left to the upper right. [*]
>
> Just pick ~15 positions between (0,0) and (8-y,y) (for y = 0..9, where
> (0,0) is top left and (8,8) is bottom right).
>
> Expose those positions, as well as the mirrors of those positions.
>
> [*] for example:
> X
> XX. ... X..
> ... X.. ...
>
> X
> X.. X.X ..X
> X.. ... ...
>
> ... ..X ...
> ..X XX
> X.. ... ...

I just went to http://www.websudoku.com/ and reloaded a couple of puzzles.
I feel like a loser that I never noticed the symmetry in the pattern of
exposed numbers! That should make it even easier. I guess I need to start
work on it then, I don't have any excuse now!

> I'm far from an expert, though... A coworker showed me the game recently,
> and since then I've been noticing it many other places, so have picked up
> a very few things. Only actually played a game once. (I'm have pretty
> bad attention skills :^))

It's pretty cool, I usually do one puzzle from www.websudoku.com before I
go to bed.

--
Ryan 'Gozar' Collins

3186. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 04:34:55 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1124339663@rtfm.mit.edu>
Source record: 10343
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3187. Re: Common Atari 1050 disk drive faults

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 09:14:00 UTC
From: Sid Pacman <8-bitter@atari.world>
Message-ID: <Pine.GSO.4.61.0508180502170.22732@furyy1>
Source record: 10344

```
On Tue, 16 Aug 2005 at 11:11 -0700, DunxUK@aol.commercial epistolated:
->When switched on the power light comes on. Everything else has no
->effect. ... inserting and removing disks and attaching and booting
->to an Atari have no effect. At no point does the drive attempt to
->spin, illuminate its busy light or move the heads. The Atari never
->recognises an attached device regardless of the position of its de-
->vice switches. It just remains silent and still.

Have you read the FAQ file that's posted on this newsgroup? It's
likely to have information that'll help you.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)
```

3188. Re: Most homosexual game for the ATARI ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 10:04:00 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0508180602300.23674@shell1>
Source record: 10345

On Wed, 17 Aug 2005, Mike Tennyson wrote:

> I think you need to get a Commodore 64!

Hey! Too many here in storage too count!

Getting ready for the Classic
Gaming Expo this weekend,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3189. Re: Supra hard disk utilities for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 14:39:48 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <IZmdnZ2dnZ0h_anNnZ2dnTsAmd6dnZ2dRVn-yJ2dnZ0@comcast.com>
Source record: 10346

I was in touch with Bob Klass years ago. I bought an XE adapter off him. I lost track of him. I would like to get a hold of him (I also need another adapter). Do you know how? Thanks Mike.

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message news:1124328478.f7ab5d6cd5e9e833e05ca2694f042b84@teranews...
> Hi,
>
> Bob Klaas was the person to take over the SUPRA interface. I'm not
> sure if he sells them anymore, but he would have the disk you require.
>
> I know he also burned the ROMS depending on what drive was installed.
> I think they were for disk parameters.
>
> I may have a disk lying around if you cant find one or cant contact
> Bob.
>
>
> Rory
>
> On Tue, 16 Aug 2005 18:53:39 -0400, "Michael Duffy"
> <mqduffy@comcast.net> wrote:
>
>>Does anybody know where I can get the Supra hard disk utilities disk? I'll
>>take a copy in ATR or it's original format.
>>Any info on this disk would also be very helpful. Thanks.
>
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

3190. Re: Supra hard disk utilities for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 16:38:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <s5e9g11nqnt5t4feqhelc94t75tqkgi3lt@4ax.com>
Source record: 10347

On Wed, 17 Aug 2005 20:28:05 -0500, Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
wrote:

>Bob Klaas was the person to take over the SUPRA interface. I'm not
>sure if he sells them anymore, but he would have the disk you require.

And subsequently, rights to all K-Products products were obtained by Video 61.

So even though I don't see the disk listed at www.atarisales.com I'd suggest
giving Lance a call.

-Michael
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3191. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 18:04:35 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124388275.420852.312500@g49g2000cwa.googlegroups.com>
Source record: 10248

Jochen Schäfer wrote:
> stephensheppard@hotmail.com schrieb:
> > Bill Garber wrote:
> >
> >>"Jochen Schäfer" <spam@joschs-robotics.de> wrote in message
> >>news:dd7a65$c7r$1@news.citykom.de...
> >>
> >>>Bill Garber schrieb:
> >>>
> >>>><stephensheppard@hotmail.com> wrote in message
> >>>>news:1123459790.849039.145870@g14g2000cwa.googlegroups.com...
> >>>>
> >>>>
> >>>>>matthew.pike@gmail.com wrote:
> >>>>>
> >>>
> >>>....
> >>>
> >>>>I have a dozen or so bare 32K Atari ram boards if anyone needs one.
> >>>>Guess I could build a few if you want one and can't solder. I am told
> >>>>though that they may need some modification to work, as they are 3rd
> >>>>party boards.
> >>
> >>>Are these 800 only boards? Would they work with a 400?
> >>
> >>I'm not 100% sure, but I believe them to work in the 800 only.
> >>
> >>Bill Garber
> >
> >
> > If it runs as a standalone memory board in an 800 then it should run in
> > a 400.
> Does anyone has schematics of 400 compatible memory or can point to them?
>
>
> Jochen

I only had a link to some terrible scans plus I forgot about your
request. Sorry for the delay.

Here is a source of high quality schematics, drawings not scans. In the
file 400.ZIP you will find diagrams for the original 400 8K and 16K
memory modules. The memory modules are the same for the 800, BTW.

http://ftp.atari.art.pl/stuff/collections/stryker/SCHEMATY/Jerzy_Sobola/

Steve Sheppard

3192. Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 20:37:18 UTC
From: BobMcCob@gmail.com
Message-ID: <1124397437.964908.86900@f14g2000cwb.googlegroups.com>
Source record: 10249
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

VSWMORETP on ebay has been misadvertising,
shipping empty boxes to customers.

Buy at your own risk.

Robert

3193. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 21:07:40 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <wM6Ne.4516$Hn3.1510@newssvr23.news.prodigy.net>
Source record: 10250
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

<BobMcCob@gmail.com> wrote in message
news:1124397437.964908.86900@f14g2000cwb.googlegroups.com...

> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.

Wow - I've bought from them several times and never had a problem. Always
got what I ordered. BTW, VSWMORETP is "Software and More". They used to
operate at http://members.aol.com/SWMoreTP/HOME.html but moved to eBay.

3194. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 21:13:36 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <4304F9FB.7070101@spurgeon.net>
Source record: 10251
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

BobMcCob@gmail.com wrote:
> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.

I'll be on Auburn Blvd. next Thursday, and will stop in.

Anything you want me to ask?

3195. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 21:48:00 UTC
From: Vince Briel <vbriel@removethisspamcomcast.net>
Message-ID: <TaSdnZ2dnZ0kWxyjnZ2dnb2fmN6dnZ2dRVn-zZ2dnZ0@comcast.com>
Source record: 10252
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

That wouldn't be the bell and howell box that he was selling on ebay would it? The description was quite clear to me, B & H BOX. I wouldn't expect a computer inside.

Vince

--
Making the past possible for the future
Replica 1 the Apple 1 clone
http://www.brielcomputers.com

<BobMcCob@gmail.com> wrote in message
news:1124397437.964908.86900@f14g2000cwb.googlegroups.com...
> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.
>
> Robert
>

3196. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-18 22:10:09 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <5H7Ne.4525$Hn3.3753@newssvr23.news.prodigy.net>
Source record: 10253
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

"Vince Briel" <vbriel@removethisspamcomcast.net> wrote in message
news:TaSdnZ2dnZ0kWxyjnZ2dnb2fmN6dnZ2dRVn-zZ2dnZ0@comcast.com...
> That wouldn't be the bell and howell box that he was selling on ebay would
> it? The description was quite clear to me, B & H BOX. I wouldn't expect a
> computer inside.

Nah, that was "junkyard4$" in Illinois.
http://cgi.ebay.com/Bell-Howell-Black-Apple-II-Computer-Box_W0QQitemZ5226338657QQcategoryZ80286QQrdZ1QQcmdZViewItem

Software and More is here...
http://stores.ebay.com/00000-Vintage-Software-and-More_W0QQsspagenameZL2QQtZkm

I highly recommend them... nnless you're bidding against me... in that case,
shoo! shoo! go away! bad! BAAAAD!!!!

3197. LJK Letter Perfect

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 03:04:56 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <3diag1h4ovpgd0puspoktk01uhgl28boao@4ax.com>
Source record: 10254

Remember Letter Perfect from LJK?

I've acquired a couple original copies of Letter Perfect in recent years, thinking they would be good to have around as backup copies since this was my word processor way back in high school. I still remember this being such a rock-solid piece of software (in comparison to, say, AtariWriter 80, my word processor in college).

Anyway, I just noticed that there are version numbers on the backs of the disks. One set says V6.02 while the other set says V6.05.

I know there were many earlier versions before 6, as well as cartridge releases, but I don't remember ever being aware of different versions of the disk-based version 6.

Anyone familiar with different revisions of Letter Perfect 6? What was improved or fixed? Anyone know what the last version was?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3198. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 03:07:33 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0508182305090.19171@shell1>
Source record: 10255
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 18 Aug 2005, Mike Spurgeon wrote:

> I'll be on Auburn Blvd. next Thursday, and will stop in.
>
> Anything you want me to ask?

Software & More no longer has a storefront. Hasn't had one in
several years.

However, Paula and Tony
may be at the Classic Gaming
Expo this weekend,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3199. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 09:28:54 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <de48okecq1@news.citykom.de>
Source record: 10256

stephensheppard@hotmail.com schrieb:
> Jochen Schï¿œfer wrote:
....
>
> I only had a link to some terrible scans plus I forgot about your
> request. Sorry for the delay.
>
> Here is a source of high quality schematics, drawings not scans. In the
> file 400.ZIP you will find diagrams for the original 400 8K and 16K
> memory modules. The memory modules are the same for the 800, BTW.
>
> http://ftp.atari.art.pl/stuff/collections/stryker/SCHEMATY/Jerzy_Sobola/
>
> Steve Sheppard
>
Thanks you very much.

Bye Jochen

3200. Re: Sinistar for Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 16:58:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000f3cbb@familynet-international.org>
Source record: 10265

FamilyNet International Newsgate

I also was the same way. :) I will be picking ths game up.

I have often thought that when I pass on and someone looks at my Atari computer, they will see stuff that will fit from the 70's and 80's. And then there will be interfaces and game cartridges from the early 00's (which I call the naughties) and they will say to theirself "What the hell!"

Glad stuff is still being made for my computer. :)

Doc Clu

> From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>

> On Wed, 17 Aug 2005 07:50:08 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:

> Bill,

> I share your enthusiasm abou this. I always liked the game, but never
> really good at it...

> Rory

>> http://www.atariprotos.com/8bit/software/sinistar/sinistar.htm

>> I cannot WAIT until that's released! Ooooooooooooh yeah!

> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3201. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 17:41:17 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-xfxveYc8Lg18@draco.w2kserv.local>
Source record: 10257

that's right. aint my rules, thats just the way it is. and just so you know, I AM bothering to learn a new language beside english and will learn another after that! so you may want to think a little before you put your mouth in gear.

Ken

On Tue, 16 Aug 2005 11:36:21 UTC, ilaskeyNOT@cix.co.uk (Iain Laskey) wrote:

> In article <f5O4dXX6MbiT-pn2-CQipuyGi4zuZ@draco.w2kserv.local>,
> kenames@pacbell.net () wrote:
>
> > too much trouble. authors should know that people tend not to use
> > translation tools.
> Oh right, you expect them to learn a new language because you can't be
> bothered to click on a transaltion link?
>
> Iain

--

3202. Re: [annc] DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 17:47:15 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-eRB3po6ve2mj@draco.w2kserv.local>
Source record: 10258

hey, thanks for the heads up. it is a nice tool that I use whenever
the need arises.

Ken

O Wed, 17 Aug 2005 03:28:55 UTC, Slor <slor@comcast.net> wrote:

> My apologies if this appears twice. The first attempt does not appear to
> have made it through...
>
> Version 1.6 of Eric Bacher's interactive 6502 disassembler has been
> released. This release is a port to Win32 with a few bug fixes and a
> number of new features. You can now find the latest version at its new
> home:
>
> http://sourceforge.net/projects/dis6502/
>
> We hope those of you who remember DIS6502 from back in the 16-bit Windows
> days will grab this new one and give it a run. Make sure you take a look
> at changes.txt for release notes, and please enter any bug reports or
> feature requests in the project tracker on SourceForge.
>
> Thanks!
>

--

3203. DGS Atari 8-bit CD-ROM $7 Special (until 26 Aug 2005)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 18:00:43 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1124474446.29780.0@echo.uk.clara.net>
Source record: 10259

Hello All,

This week (until 26 August 2005) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $7 (2.50pounds for UK buyers), which is a $3 saving on the usual price. This price includes Airmail shipping to any country (first class post for UK buyers).

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

Please be aware that this isn't some sort of trick or con, and I'm not intending to run off with your money! Despite the fact that I've been trading for 17 years, people still don't seem to know who I am. There's plenty of background info on DGS on the main part of the website, and there's also a link to an independent review of the CD.

Dean Garraghty

3204. Re: Sinistar for Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 20:07:35 UTC
From: Dan Mazurowski <kingsmedley@yahoo.com>
Message-ID: <1124482054.974501.208660@g47g2000cwa.googlegroups.com>
Source record: 10260

>this weekend's Dallas vgXpo show

And this is the first I am hearing of a game expo in Dalllas?!?!?
Crap!!! If I had known as little as two weeks ago, I could have gotten
time off work! Crap Crap Crap Crap CRAP!!!

Any chance of a 5200 version? This is one of those few games that the
CX52 controller would be PERFECT for.

3205. slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 21:15:11 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <zZrNe.10704$6i5.7042@newsfe4-gui.ntli.net>
Source record: 10261

Appeal for any ideas here, I have a 1050, which has the correct voltage at all the usual test points, but seems to lack power, and I have tried three different drive mechs with no change in speed. Any ideas where to look next ?

Thanks

3206. Re: Sinistar for Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 21:39:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <mksNe.9901$p%3.38846@typhoon.sonic.net>
Source record: 10262

Dan Mazurowski <kingsmedley@yahoo.com> wrote:
> Any chance of a 5200 version? This is one of those few games that the
> CX52 controller would be PERFECT for.

Hey! Never thought of that!

No idea if there was/is or will-be a 5200 version. Probably not outside
the realm of possibility, once the XL version is released.
(How's licensing being dealt with with that, anyway!? 8^o)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3207. Re: slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 21:52:52 UTC
From: Bill Marcum <bmarcum@iglou.com.urgent>
Message-ID: <ku0it2-ere.ln1@don.localnet>
Source record: 10263

On Fri, 19 Aug 2005 21:15:11 GMT, richard daley
<richard.daley3@ntlworld.com> wrote:
> Appeal for any ideas here, I have a 1050, which has the correct voltage at
> all the usual test points, but seems to lack power, and I have tried three
> different drive mechs with no change in speed. Any ideas where to look next
> ?
>
Has the correct voltage but seems to lack power? What exactly do you
mean?

--
Knowledge, sir, should be free to all!
-- Harry Mudd, "I, Mudd", stardate 4513.3

3208. FA: Antic Mags (UK sale)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-19 22:23:35 UTC
From: PJR <pjr1969@nospam-hotmail.com>
Message-ID: <43065be8$0$17495$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 10264

HI, I am selling Antic mags on eBay.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5232636639

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5232638068

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5232640063

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5232641726

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=5232643667

Thanks for looking.
rgds
P

3209. Re: slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-20 18:24:10 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <ezKNe.337$%Q4.316@newsfe7-win.ntli.net>
Source record: 10266

The voltages at the test points 5v 12v 22v, are all correct as per the SAMS manual. So the fault is not with the diodes, nor it is the pwer supply.

Any ideas ?

thanks

"Bill Marcum" <bmarcum@iglou.com.urgent> wrote in message news:ku0it2-ere.ln1@don.localnet...
> On Fri, 19 Aug 2005 21:15:11 GMT, richard daley
> <richard.daley3@ntlworld.com> wrote:
>> Appeal for any ideas here, I have a 1050, which has the correct voltage
>> at
>> all the usual test points, but seems to lack power, and I have tried
>> three
>> different drive mechs with no change in speed. Any ideas where to look
>> next
>> ?
>>
> Has the correct voltage but seems to lack power? What exactly do you
> mean?
>
> --
> Knowledge, sir, should be free to all!
> -- Harry Mudd, "I, Mudd", stardate 4513.3

3210. Re: slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-20 18:47:03 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <HUKNe.9515$RS.4957@newsread3.news.pas.earthlink.net>
Source record: 10267

richard daley wrote:
> The voltages at the test points 5v 12v 22v, are all correct as per the SAMS
> manual. So the fault is not with the diodes, nor it is the pwer supply.
>

Also check it with another disk as sometimes the sleeves get a little
warped and drag.

There is VR2<?> that adjusts the speed. Sometimes people adjust these
out of specs so they can write a bad sector.

3211. Atari USB Update -- Support for USB Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-21 20:12:24 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.08.21.20.12.24.657798@strotmann.de>
Source record: 10268

Hello,

the USB Team, Thomas, Florian, Carsten (Harry was unavailable), worked this weekend (friday to sunday) in Carstens basment to create new USB Hard- and Software for the 8bit Atari.

We have new Pictures online at:
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBConvFourPic

What is new:

* a new Hex2Bin Converter (internal Tool)
* a new Version of the USBTEST Tool
* Support for USB (UFI) Floppies (DOS Driver hopefully available in End-September)

More news can be found in the upcoming ABBUC Magazin (look for Hardware Contest)

The new USBTOOL Version 0.5 will be available on Wednesday, 08/24/05, on the SourceForge Project Pages (microusb.sf.net).

If you have access to an USB Floppy, an UFI/USB ZIP-Drive or any other Device compatible with the UFI/CBI Standard, please test with the new USBTEST and give us feedback.

Greetings

the MicroUSB Team

3212. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-21 21:29:18 UTC
From: false_addy@BLAAAAH.zzn.com
Message-ID: <1124659758.712311.25710@o13g2000cwo.googlegroups.com>
Source record: 10269

If you use the translation tool you get some really funny
and interesting results!

Seriously, it can be very entertaining.

3213. Atari photos.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-21 22:01:59 UTC
From: false_addy@BLAAAAH.zzn.com
Message-ID: <1124659498.097253.218420@f14g2000cwb.googlegroups.com>
Source record: 10270

At morguefile.com they have free photos to download.
AT:
http://www.morguefile.com/archive/index.php?search_log=true&termsBol=any&terms=Atari
you see their photos of several of the 8-bit Atari systems.

3214. Text editor for Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 01:12:58 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <hPKdnVv5R_kGu5TeRVn-sQ@comcast.com>
Source record: 10271

What's the best text editor (not a word processor) for Spartados. Something small that can be loaded from the command line and exited and also doesn't need a boot disk.

--
mqduffy@comcast.net

3215. Re: Text editor for Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 01:44:51 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <n6aOe.278$rS4.207@newssvr22.news.prodigy.net>
Source record: 10272

"Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message > What's the
best text editor (not a word processor) for Spartados. Something
> small that can be loaded from the command line and exited and also doesn't
> need a boot disk.
>
> --
> mqduffy@MUNGEcomcast.net
I'd vote for Speedscript. I modified it so it would exit to DOS on
RESET, if I remember the original would just re-run itself.
I'm gonna send it to you, you can see if you like it.
Russg

3216. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 02:10:57 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <43093432$1@news.alphalink.com.au>
Source record: 10273
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

<BobMcCob@gmail.com> wrote in message
news:1124397437.964908.86900@f14g2000cwb.googlegroups.com...
> VSWMORETP on ebay has been misadvertising,
> shipping empty boxes to customers.
>
> Buy at your own risk.
>
> Robert
>

why go to all that trouble of sending just the box? If they dont send the items, there is going to be bad vibes...but if they just send the box, there is still going to be bad vibes..as another poster said, read the description...

why would anyone want a B and H box?

gra

gra

3217. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 02:52:40 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <Y5bOe.488$L77.348@newssvr19.news.prodigy.com>
Source record: 10274
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

Graham wrote:

> why would anyone want a B and H box?

It wasn't the same auction, but to answer your question:

"Obsessive-compulsive collectors" ... Why is irrelevant.

3218. Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 03:53:05 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <umiig11qnbv951o9gen010g6ka48lka5ub@4ax.com>
Source record: 10275

I sold my 130xe a couple years ago and I have regretted it. I recently bought a 65xe on ebay (won the auction today) I paid 5 dollars plus 15 shipping. that is 20 bucks total, is that about right?

Also are there any easy mods to bring this up to 128k or higher? I plan on making or buying a SIO2PC cable and using an old laptop as a slave with every 8bit game ever made on it (I have every game ever made for the 8bit on one full CDR which I will copy to the laptops hard drive) will the SIO2PC software work with Windows XP as well as the older versions?

thanks !!!

Kevin

3219. Re: Text editor for Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 08:19:48 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.08.22.08.19.47.866735@strotmann.de>
Source record: 10276

On Sun, 21 Aug 2005 21:12:58 -0400, Michael Duffy wrote:

> What's the best text editor (not a word processor) for Spartados. Something
> small that can be loaded from the command line and exited and also doesn't
> need a boot disk.

I like Ken Siders KEDIT. I use it for my Forth Sourcecode (USB Project).
Works very good with SpartaDOS, BeweDos and RealDOS. The only thing I'm
missing is an open source editor (or the source for KEDIT), so that I can
tweak the editor to jump directly to Forth and start compiling :)

KEDIT can also be put into an AtariMax Flash Cart and can be started "from
ROM" from the SpartaDOS Command Line.

From the KEDIT Webpage:
"Text Editor designed to accompany
KASM65. Features 40/80 columns on screen. Horizonal scrolling ACTION! type
editor. Keyboard macro capability. Version 1.51. Version 1.53 will be here
soon (24699 bytes)"

http://atari.ksiders.tzo.com/a8utilities.html

Carsten Strotmann

3220. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 09:21:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <tOgOe.11$z2.6@newsread3.news.pas.earthlink.net>
Source record: 10277

kevin wrote:
> I sold my 130xe a couple years ago and I have regretted it. I
> recently bought a 65xe on ebay (won the auction today) I paid 5
> dollars plus 15 shipping. that is 20 bucks total, is that about
> right?

Sure if it works and came with power supply.
>
> Also are there any easy mods to bring this up to 128k or higher? I
> plan on making or buying a SIO2PC cable and using an old laptop as a
> slave with every 8bit game ever made on it (I have every game ever
> made for the 8bit on one full CDR which I will copy to the laptops
> hard drive) will the SIO2PC software work with Windows XP as well as
> the older versions?

Just an opinion but if you get an SIO2PC cable you will probably want to rethink expanding the memory. I/O is fast enough that even many older games that were a pain to play with all the disk access, like Ultima III, run quite well.

3221. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 14:38:46 UTC
From: BluPhoenyx <bluphoenyx-@-earthlink.net>
Message-ID: <WrlOe.70$z2.67@newsread3.news.pas.earthlink.net>
Source record: 10278
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

Sean Fahey wrote:
> Graham wrote:
>
>> why would anyone want a B and H box?
>
>
> It wasn't the same auction, but to answer your question:
>
> "Obsessive-compulsive collectors" ... Why is irrelevant.

Not really. Many items are worth more with the box intact. In some
cases, even double the value.

Cheers,
Mike T.

3222. ATASCII viewer for DOS/Win?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 15:23:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96BA69B744F64emuslor@216.196.97.136>
Source record: 10279

There are plenty of options for converting ascii docs to atascii and vice versa. Along the way, has anyone written a simple atascii file viewer for the DOS or Windows? Or, in my Xanadu, a simple viewer that can detect either format and display it properly for viewing?

thanks

--
Slor

3223. Re: News for the Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 16:22:12 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-dHpkdBRk2dxn@draco.w2kserv.local>
Source record: 10280

yes, I have tried them in the past and know exactly what you are
saying. unfortunately tho that makes the resulting translation little
more then useless. but yes, we do have to entertain ourselves from
time to time. :)

Ken

> If you use the translation tool you get some really funny
> and interesting results!
>
> Seriously, it can be very entertaining.
>

--

3224. Re: Warning to Ebay Buyers

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 16:30:07 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <j4nOe.409$yo7.67@newssvr23.news.prodigy.net>
Source record: 10281
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st

"BluPhoenyx" <bluphoenyx-@-earthlink.net> wrote in message
news:WrlOe.70$z2.67@newsread3.news.pas.earthlink.net...

> > "Obsessive-compulsive collectors" ... Why is irrelevant.
>
> Not really. Many items are worth more with the box intact. In some
> cases, even double the value.

The box, it's value - it's all perception based. Most collectors of these kinds of items are somewhat obsessive-compulsive. They want to complete a collection, they seek to have something the other collectors do not. The reason anything has value is because someone out there wants it or it would be worthless otherwise. I don't mean that like it's a bad thing, merely that it's a reality.

Besides - that box looked like it was in pretty rough shape.

From a collecting standpoint - MHO is that an item like the B&H box is only worth something if it matched up to the computer that came with it (BH with original packing container), or if it had some historical or special value. Maybe... "B&H Apple II box, originally hand-packaged by Woz himself - has small blood stain from where Woz accidentally nicked himself with the packing tape dispenser. Proof of DNA on file, will provide Certificate of Authenticity. Clone your own personal Woz."

Ick!

3225. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 19:35:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124739348.909572.286290@g43g2000cwa.googlegroups.com>
Source record: 10282

kevin wrote:
> I sold my 130xe a couple years ago and I have regretted it. I
> recently bought a 65xe on ebay (won the auction today) I paid 5
> dollars plus 15 shipping. that is 20 bucks total, is that about
> right?
>
> Also are there any easy mods to bring this up to 128k or higher? I
> plan on making or buying a SIO2PC cable and using an old laptop as a
> slave with every 8bit game ever made on it (I have every game ever
> made for the 8bit on one full CDR which I will copy to the laptops
> hard drive) will the SIO2PC software work with Windows XP as well as
> the older versions?
>
>
>
>
> thanks !!!
>
> Kevin

SIO2PC does not work very well with XP, SIO2PC being a DOS application which needs direct control of the serial port.

There's Windows APE, which works great but is not free. 30 day trial then you need to register.

There is also Atari810 for Windows NT/2000/XP, I think. Don't use XP so I don't use it.

AtariSIO is great but it's for Linux. There's also a floppy/CD bootable version. Can access FAT and FAT32 partitions. Don't know about NTFS. The author, Matthias Reichl, hangs out at this NG so he can answer any questions.

I use AtariSIO a lot. I have a nice bootable CD which uses a script to load random games, one CD for ATRs and one for binaries. Don't even need a hard disk. This was a nice way to use some of my ancient hardware.

Sometime I'll get around to loading the full Linux version of AtariSIO (but then I'll have to try to learn Linux again, yuck!).

All the Atari disk emulator programs work with a standard SIO2PC cable except AtariSIO does not work with the original 2-chip SIO2PC, Max232 design cable. Works great with a 1-chip MAX233 (easier to build than MAX232) which I chose to build when I wanted to use AtariSIO.

Steve Sheppard

3226. Atari800Win Plus 4.0 beta 7 now available

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-22 23:06:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124751965.947613.319390@g14g2000cwa.googlegroups.com>
Source record: 10283

I don't know how I missed beta 6.

I Haven't tried it yet (beta 6 or 7). Hope the break key issue of beta
5 is fixed.

Link
http://www.a800win.atari-area.prv.pl/

Steve Sheppard

3227. BBS Telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 00:06:11 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <WLtOe.513$P34.90@okepread07>
Source record: 10284

Don't forget to check out:

The Electric Cafe'

thecafe.dtdns.net
port 8888

Thanks!

3228. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 04:28:05 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <kc9lg193h9arsv00d7ekoavnf846vvhvpd@4ax.com>
Source record: 10285

stephensheppard@hotmail.com:

>AtariSIO is great but it's for Linux. There's also a floppy/CD
>bootable version. Can access FAT and FAT32 partitions. Don't know
>about NTFS. The author, Matthias Reichl, hangs out at this NG so he
>can answer any questions.

Does anyone know where I can get the CD/floppy bootable version of
AtariSIO? I searched for it last week a little but couldn't find it.

Shawn Jefferson
(fix reply to for email)

3229. Re: How much memory do I have?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 04:40:07 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <430AA8A7.98A0C697@a8maestro.com>
Source record: 10286

Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Well, as I learned recently, you could open MyDos, create a ramdisk, format
> it, and then try writing things to it. If they stay, you at least have that
> much memory.
>
> Doc Clu
>
> (who is typing this on a 800xl that he grew to like after using it in the
> retrochallenge last month)
>

You would need more than 64K to use Mydos and configure it for the 800.

I assume you are refering to using the ram above 48K for a ramdisk in a 64K 800(400 too I think).

You get about 100 free sectors.

Rick D.

3230. Re: Need help repairing an Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 04:56:47 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <430AAC8F.1AC0502F@a8maestro.com>
Source record: 10287

Christian Hedemann wrote:

> Hi,
>
> I bought an Atari 600XL some weeks ago on a fleamarket and it seems like
> the computer's out of order... can someone help me finding the defect part?
>
> The symptoms are that when I power it up, the red LED on the keyboard
> turns on and for about a second the screen has a brown-like color - then
> it's black again.
> It doesn't matter if I use the HF- oder monitor-output, it's always the
> same... the red LED turns on, stays on, short brown screen and then black.
>
> I already pulled out all ICs and put them back in their sockets.
>
> Bye,
> Christian

You have the right power supply.

You are using a TV, so pressing ctrl + 2 does not buzz?

Holding START and turning on the XL does not produce a buzz?

Then its the cpu, pia, ram, or OS rom most likely.

Rick D.

3231. Re: slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 05:16:13 UTC
From: "Rick D." <rld@a8maestro.com>
Message-ID: <430AB11D.735B81DA@a8maestro.com>
Source record: 10288

richard daley wrote:

> Appeal for any ideas here, I have a 1050, which has the correct voltage at
> all the usual test points, but seems to lack power, and I have tried three
> different drive mechs with no change in speed. Any ideas where to look next
> ?
>
> Thanks

Do you mean it isn't running at 300 rpm? Is slow to load/save? (That speed it typically about 800 bytes a sec).

Rick D.

3232. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 15:16:28 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124810188.634341.101590@o13g2000cwo.googlegroups.com>
Source record: 10289

Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
>
> >AtariSIO is great but it's for Linux. There's also a floppy/CD
> >bootable version. Can access FAT and FAT32 partitions. Don't know
> >about NTFS. The author, Matthias Reichl, hangs out at this NG so he
> >can answer any questions.
>
> Does anyone know where I can get the CD/floppy bootable version of
> AtariSIO? I searched for it last week a little but couldn't find it.
>
>
> ---
> Shawn Jefferson
> (fix reply to for email)

I got most of my copies directly from Hias but he said I could
distribute the AtariSIO boot disk to anyone who asked.

Check you email!

Stephen Sheppard

3233. Re: DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 16:16:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124813766.070950.115800@o13g2000cwo.googlegroups.com>
Source record: 10290

Slor wrote:
> My apologies if this appears twice. The first attempt does not appear to
> have made it through...
>
> Version 1.6 of Eric Bacher's interactive 6502 disassembler has been
> released. This release is a port to Win32 with a few bug fixes and a
> number of new features. You can now find the latest version at its new
> home:
>
> http://sourceforge.net/projects/dis6502/
>
> We hope those of you who remember DIS6502 from back in the 16-bit Windows
> days will grab this new one and give it a run. Make sure you take a look
> at changes.txt for release notes, and please enter any bug reports or
> feature requests in the project tracker on SourceForge.
>
> Thanks!
>
> --
> Slor

What can I use to disassemble OS ROM files? DIS6502 won't allow it.
Am I overlooking something obvious?

Stephen Sheppard

3234. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 21:02:17 UTC
From: Matthias Reichl <usenet-200508@hias.horus.com>
Message-ID: <slrndgn3mp.18n.usenet-200508@camel.hias.horus.com>
Source record: 10291

Hi!

On Tue, 23 Aug 2005 04:28:05 GMT, Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
> Does anyone know where I can get the CD/floppy bootable version of
> AtariSIO? I searched for it last week a little but couldn't find it.

At the moment it's still quite experimental and I haven't released
it officially. If you are interested, contact me by email and I'll
send you the latest snapshot.

so long,

Hias

3235. Re: Atari USB Update -- Support for USB Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 21:22:55 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.08.23.21.22.55.159512@strotmann.de>
Source record: 10292

On Sun, 21 Aug 2005 22:12:24 +0200, Carsten Strotmann wrote:

>
> The new USBTOOL Version 0.5 will be available on Wednesday, 08/24/05, on
> the SourceForge Project Pages (microusb.sf.net).
>

The mew USBTEST Disk with Floppy Support is now available on SourceForge,
including the new Forth Sourcecode

https://sourceforge.net/project/showfiles.php?group_id=111428&package_id=137480

3236. Re: DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-23 23:09:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96BBB8AF93AEEemuslor@216.196.97.136>
Source record: 10293

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1124813766.070950.115800@o13g2000cwo.googlegroups.com:

>
> What can I use to disassemble OS ROM files? DIS6502 won't allow it.
> Am I overlooking something obvious?
>

I don't believe you are overlooking anything. There is a feature request
open now for allowing rom disassembly. So, perhaps in the next release!

--
Slor

3237. Re: slow Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 02:13:21 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns96BBC39B2D2E2ambassadorkosh@68.6.19.6>
Source record: 10294

"Rick D." <rld@a8maestro.com> wrote in
news:430AB11D.735B81DA@a8maestro.com:

> richard daley wrote:
>
>> Appeal for any ideas here, I have a 1050, which has the correct
>> voltage at all the usual test points, but seems to lack power, and I
>> have tried three different drive mechs with no change in speed. Any
>> ideas where to look next ?
>>
>> Thanks
>
> Do you mean it isn't running at 300 rpm? Is slow to load/save? (That
> speed it typically about 800 bytes a sec).
>
> Rick D.
>
>

Slight correction here, 810/815/1050 drives run at 288 rpm, not 300.
Running them 12 rpm faster can cause read/write problems.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

3238. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 03:22:55 UTC
From: Shawn Jefferson <shawnjefferson@shaw.caREMOVEPLS>
Message-ID: <6upng15rjsdf7ippuo32q7ulk0t8cuqkdc@4ax.com>
Source record: 10295

stephensheppard@hotmail.com:

>I got most of my copies directly from Hias but he said I could
>distribute the AtariSIO boot disk to anyone who asked.
>
>Check you email!

I just checked my reply to address. It's wrong. It's

s j e ff er so n <at> shaw [dot] ca

Of course remove the spaces and other garbage.

Shawn Jefferson
(fix reply to for email)

3239. Re: DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 03:26:37 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <55qng1de6fcpf8cufbbcs763uoc3masmjp@4ax.com>
Source record: 10296

stephensheppard@hotmail.com:

>What can I use to disassemble OS ROM files? DIS6502 won't allow it.
>Am I overlooking something obvious?
>
>Stephen Sheppard

I've used da65 (part of the CC65 suite http://www.cc65.org/) to
dissassemble roms in the past. It's not as nice as DIS6502, but it works
and it doesn't matter what type of file it is.

Shawn Jefferson
(fix reply to for email)

3240. Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 13:53:10 UTC
From: Mike Morgan <mmorgan27@nospam.yahoo.com>
Message-ID: <dehu46$1kg@netnews.net.lucent.com>
Source record: 10297

I'm selling my P:R: connection on eBay and with it I'm throwing in a
few cables. One of the cables is a mystery to me. It's an
SIO->DB25(male). Does anyone know what this cable is used for?

thanks,
Mike Morgan

3241. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 18:24:14 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124907854.347953.272530@g14g2000cwa.googlegroups.com>
Source record: 10148

Mike Morgan wrote:
> I'm selling my P:R: connection on eBay and with it I'm throwing in a
> few cables. One of the cables is a mystery to me. It's an
> SIO->DB25(male). Does anyone know what this cable is used for?
>
> thanks,
> Mike Morgan

I've never actually seen one but it sounds like an RVerter cable, for
connecting a modem directly to your 8bit.

3242. atari 800 non xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 18:51:00 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <ok3Pe.442$qe5.417@newsfe2-gui.ntli.net>
Source record: 10149

another plea for help here, one of my old 800's has just lost keyboard function. The break key still works, and the space bar sometimes gives an M on screen, nothing else. I have tried swapping various parts between the machines, and it is not the keyboard, rom or ram. Any idea where to look next ?

thanks

3243. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC ques

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 21:28:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00101140@familynet-international.org>
Source record: 10152

FamilyNet International Newsgate

> From: stephensheppard@hotmail.com

> kevin wrote:
>> I sold my 130xe a couple years ago and I have regretted it. I
>> recently bought a 65xe on ebay (won the auction today) I paid 5
>> dollars plus 15 shipping. that is 20 bucks total, is that about
>> right?

I saw a friend take a 65XE and over years watch that poor thing just fall apart. It was really funny to see happen. How the keyboard fell apart to the point my friend had to jump points on the keyboard to short the right key to start his games.
Star Raiders was a real pain to play at that point. :D

Sadly, my opinion of the 130, 65 and XEGS wer formed from those experiences.

Doc Clu... who prefers an Atari 800, and recently warmed up to the 800 xl.

(only took me nearly 20 years to warm up the xl.. but hey!)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3244. Re: atari 800 non xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-24 22:20:16 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <Ao6Pe.60$6p6.23@newsfe1-gui.ntli.net>
Source record: 10150

"richard daley" <richard.daley3@ntlworld.com> wrote in message
news:ok3Pe.442$qe5.417@newsfe2-gui.ntli.net...
> another plea for help here, one of my old 800's has just lost keyboard
> function. The break key still works, and the space bar sometimes gives an
> M on screen, nothing else. I have tried swapping various parts between the
> machines, and it is not the keyboard, ROM or ram. Any idea where to look
> next ?
>
> thanks

If the keyboard is okay, I would try looking at the 4051 multiplexers
between the keyboard and the POKEY chip. These help scan the 8 x 8 matrix.

Space and M are on the same row

K5,K4,K3 = 1,0,0

but on two different columns

K2,K1,K0 = 0,0,1 for space
K2,K1,K0 = 1,0,1 for M

so that suggests the K2 connection is faulty at least.

These keys are sensed by input KR1.

Control, shift and break are read by input KR2, and this goes directly from
the keyboard to another pin of the POKEY chip. That suggests POKEY is
reasonably alive and well.

Can you at least tell us what is happening on pins 9, 10, 11 of the 4051
chips?
They should be toggling rapidly.
Check pin 16 is a healthy 5V.

3245. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 01:36:32 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <ug9Pe.11687$1g2.1754@fe05.lga>
Source record: 10151

<stephensheppard@hotmail.com> wrote in message
news:1124907854.347953.272530@g14g2000cwa.googlegroups.com...
|
| Mike Morgan wrote:
| > I'm selling my P:R: connection on eBay and with it I'm throwing in a
| > few cables. One of the cables is a mystery to me. It's an
| > SIO->DB25(male). Does anyone know what this cable is used for?
| >
| > thanks,
| > Mike Morgan
|
| I've never actually seen one but it sounds like an RVerter cable, for
| connecting a modem directly to your 8bit.
|

Hi,
This could also be a SIO2PC interface with the older style 25 pin connector
and electronics built into hood. Also could be and Xformer cable. Other
multiple possibilities. Check under the HOOD and tell us what is there.
(i.e.) resistors, 14 pin chip with numbers on it, diodes, etc...
RoyE

3246. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 07:51:23 UTC
From: Sid Pacman <8-bitter@atari.land>
Message-ID: <Pine.GSO.4.61.0508250247440.12911@furyy1>
Source record: 10153

On Wed, 24 Aug 2005 at 09:53 -0400, Mike Morgan scribbled:
->One of the cables is a mystery to me. It's an SIO->DB25(male).
->Does anyone know what this cable is used for?

Since P:R:s tend to be sensitive, I don't want to move or even touch mine unless I have to. So I'm relying on the manual for a reminder of the technical details. It says that the two serial ports are nine pins while the parallel port is 15 pins. If your mystery cable has a true Atari SIO end on it then that would be 13 pins. In that case it isn't a regular daisy-chain cable and it isn't a P:R: cable. It sounds like an extra cable that somebody got hold of which should be treated as a separate item.

It could be called a crazy cable. That's what dealers at ham-fests and computer shows call them. Despite the name, it's a ser-ious and potentially useful item. If somebody has a need for a 13-to-25 cable, *and the pins are connected the way they're needed* for that particular situation, then this cable would avoid having to build one. (Been-there-done-that! But it's a lot easier to buy one -- if you can!)

This cable could also connect between the Atari 8-bit and some 25-pin device. But it would end the daisy chain unless other Atari SIO ports were available. If you really want to identify an Atari application for it, perhaps it's mentioned in the FAQ file, or per-haps people at Best Electronics or B&C could identify it.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

3247. Re: Did I get a good deal on a 65xe....

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 08:05:43 UTC
From: Sid Pacman <8-bitter@6502.chip.street>
Message-ID: <Pine.GSO.4.61.0508250352030.12911@furyy1>
Source record: 10154

On Tue, 24 Aug 2005 at 21:28 -0000, Greg Goodwin scribbled:
-> Doc Clu... who prefers an Atari 800, and recently warmed up to the
->800 xl. (only took me nearly 20 years to warm up the xl.. but hey!)

I used an 800 and then 130XEs for about 15 years before "revert-
ing" to an 800XL for the first time, and that was nearly a decade
ago. Better keyboard feel and less sensitive than the 130XEs. Hey,
I still have a cardboard "wall" built over the spot where the daisy
chain cable plugs in to the computer -- to keep papers or magazines
from jostling the cable -- all because the 130XEs were so sensitive
there!! (Shades of the previous posting where I referred to the
same sort of problem with the P:R:!)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

3248. Classic Gaming Expo 2005 photos (from last weekend, near SF, Calif.)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 08:44:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <7yfPe.10536$p%3.40875@typhoon.sonic.net>
Source record: 10155
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I forgot my real camera, so had to settle for a cameraphone's camera. :^P
But, here they are:

http://www.newbreedsoftware.com/bill/photos/cgexpo-2005/

Also, a coupla weekends prior I went to California Extreme (also in Calif).
I forget if I had mentioned those photos around here already, so here ya go:

http://www.newbreedsoftware.com/bill/photos/calif-extreme-2005/

Enjoy! :^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3249. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 12:43:08 UTC
From: Mike Morgan <mmorgan27@nospam.yahoo.com>
Message-ID: <dekecs$fcj@netnews.net.lucent.com>
Source record: 10156

RoyE,

The only electronics is a resistor between 2 pins on the DB25 side.
I didn't count to see what pins but I imagine it's probably Vcc or
ground to terminal ready pin. The only other thing of note is that it
looks like a quality job (no globs of solder, wires all perfectly cut,
etc.), suggesting that it may have been produced in bulk. Tonight I may
take it apart again and do a pin->pin map.

thanks,
Mike

RoyE wrote:

><stephensheppard@hotmail.com> wrote in message
>news:1124907854.347953.272530@g14g2000cwa.googlegroups.com...
>|
>| Mike Morgan wrote:
>| > I'm selling my P:R: connection on eBay and with it I'm throwing in a
>| > few cables. One of the cables is a mystery to me. It's an
>| > SIO->DB25(male). Does anyone know what this cable is used for?
>| >
>| > thanks,
>| > Mike Morgan
>|
>| I've never actually seen one but it sounds like an RVerter cable, for
>| connecting a modem directly to your 8bit.
>|
>
>Hi,
>This could also be a SIO2PC interface with the older style 25 pin connector
>and electronics built into hood. Also could be and Xformer cable. Other
>multiple possibilities. Check under the HOOD and tell us what is there.
>(i.e.) resistors, 14 pin chip with numbers on it, diodes, etc...
>RoyE
>
>
>
>

3250. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 13:11:13 UTC
From: Sid Pacman <8-bitter@atari.world>
Message-ID: <Pine.GSO.4.61.0508250905180.20466@furyy1>
Source record: 10157

On Thu, 25 Aug 2005 at 08:43 -0400, Mike Morgan scribbled:
->Tonight I may take it apart again and do a pin->pin map.

BTW, it isn't necessary to take a cable apart in order to do
that!
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

3251. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 15:30:20 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <gulPe.12113$ih4.11024@fe02.lga>
Source record: 10158

```
"Mike Morgan" <mmorgan27@nospam.yahoo.com> wrote in message
news:dekecs$fcj@netnews.net.lucent.com...
| RoyE,
|
| The only electronics is a resistor between 2 pins on the DB25 side.
| I didn't count to see what pins but I imagine it's probably Vcc or
| ground to terminal ready pin. The only other thing of note is that it
| looks like a quality job (no globs of solder, wires all perfectly cut,
| etc.), suggesting that it may have been produced in bulk. Tonight I may
| take it apart again and do a pin->pin map.
|
| thanks,
| Mike
|
|
| RoyE wrote:
|
| ><stephensheppard@hotmail.com> wrote in message
| >news:1124907854.347953.272530@g14g2000cwa.googlegroups.com...
| >|
| >| Mike Morgan wrote:
| >| > I'm selling my P:R: connection on eBay and with it I'm throwing in a
| >| > few cables. One of the cables is a mystery to me. It's an
| >| > SIO->DB25(male). Does anyone know what this cable is used for?
| >| >
| >| > thanks,
| >| > Mike Morgan
| >|
| >| I've never actually seen one but it sounds like an RVerter cable, for
| >| connecting a modem directly to your 8bit.
| >|
| >
| >Hi,
| >This could also be a SIO2PC interface with the older style 25 pin
connector
| >and electronics built into hood. Also could be and Xformer cable. Other
| >multiple possibilities. Check under the HOOD and tell us what is there.
| >(i.e.) resistors, 14 pin chip with numbers on it, diodes, etc...
| >RoyE
| >
| >
| >
| >
Mike
```

This cable is most probably the Xformer cable. Check the following link.

http://www.emulators.com/xformer.htm#CABLE

If it looks like this then the mystery is solved.
RoyE

3252. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 17:13:45 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124990025.386685.154070@g44g2000cwa.googlegroups.com>
Source record: 10159

RoyE wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1124907854.347953.272530@g14g2000cwa.googlegroups.com...
> |
> | Mike Morgan wrote:
> | > I'm selling my P:R: connection on eBay and with it I'm throwing in a
> | > few cables. One of the cables is a mystery to me. It's an
> | > SIO->DB25(male). Does anyone know what this cable is used for?
> | >
> | > thanks,
> | > Mike Morgan
> |
> | I've never actually seen one but it sounds like an RVerter cable, for
> | connecting a modem directly to your 8bit.
> |
>
> Hi,
> This could also be a SIO2PC interface with the older style 25 pin connector
> and electronics built into hood. Also could be and Xformer cable. Other
> multiple possibilities. Check under the HOOD and tell us what is there.
> (i.e.) resistors, 14 pin chip with numbers on it, diodes, etc...
> RoyE

Not likely to be a SIO2PC cable which uses female DB-9/DB-25 connectors
to mate with the PC serial port which is always has a male connector.

The cable in question has a male DB-25 connector.

Steve Sheppard

3253. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 18:04:42 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124993082.785278.277900@g49g2000cwa.googlegroups.com>
Source record: 10160

Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
>
> >I got most of my copies directly from Hias but he said I could
> >distribute the AtariSIO boot disk to anyone who asked.
> >
> >Check you email!
>
> I just checked my reply to address. It's wrong. It's
>
> s j e ff er so n <at> shaw [dot] ca
>
> Of course remove the spaces and other garbage.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

Sorry, for the late response.

Based on an Email I received from Hias along with his latest bootdisk
update I assume you have already been helped.

You will enjoy AtariSIO very much. It's so easy to use!

Stephen Sheppard

3254. Re: DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 18:09:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124993364.771373.162060@g14g2000cwa.googlegroups.com>
Source record: 10161

Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
>
> >What can I use to disassemble OS ROM files? DIS6502 won't allow it.
> >Am I overlooking something obvious?
> >
> >Stephen Sheppard
>
> I've used da65 (part of the CC65 suite http://www.cc65.org/) to
> dissassemble roms in the past. It's not as nice as DIS6502, but it works
> and it doesn't matter what type of file it is.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

Thanks much!

Have some 800XL questions but I should start new topics for these.

Stephen Sheppard

3255. 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 19:08:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <1124996935.300886.41350@g47g2000cwa.googlegroups.com>
Source record: 10162

The easy one first. I've been given and 800XL. It seems to be near new condition but the left shift key binds. Seems like it needs lubricating but before I try to pop the key I want to make sure this isn't a No-No. Suggestions?

Compared to my now 26 yr-old 800 the 800XL had terrible video quality so I started looking at Ben Poehland's Super Video XL 2.0/2.1/2.1a mod (see link at end). First thing I did was clip capacitor C56. Right there the bluriness was gone. Since the only video cable I had on hand was the DIN-5 to SVideo cable that I use for my 800 I was only getting a Black and White picture. This is because the 800XL doesn't normally have Composite Chrominance available. So that was the next thing I planned to change. Now mod 2.0 suggests installing a Composite Video enable/disable switch. This cleans up graininess and vertical lines when SVideo/chroma+luma is used. Since I don't ever plan on using Composite Video I just clipped resistor R56 instead of putting the SPST switch in series. To save myself a trip to Radio Shack I reused the resistor as the "pick-off" resistor for chroma connection. Now here some questions regarding this video mod.

The instructions call for a 100 Ohm resistor for the pick-off resistor but the one I re-used is 75 Ohm. How much difference will this make? What is a "pick-off" resistor anyway?

The video looks darn good now. The blurriness is gone. Text is incredibly sharp. Contrast and color saturation are at least 25% better than my 800 (which produces washed out colors, IMO). Not much noise (RF?) with either machine but the 800XL is ever so slightly worse than the 800.

I do have one problem. At high contrast transitions there is an artifact that resembles ghosting or shadowing. On text it shows up as a shadow or even a different color on the leading edge of each text character. It's actually not very noticable on text but stick out like sore thumb at the left margin of the BASIC screen, where the blue Window is next to the black border. The shadow is green or grey. (I'll try to provide a picture in a followup message).

Here the question(s). Could this problem have anything to do with my using a 75 ohm pick-off resistor instead of 100 ohms? If not, would it be corrected if I complete the rest of the 2.0/2.1 mod or at least more of the mod? Could my poorly assembled video cable (made by me LOL) be the cause, though the issue does not show up on my 800 using the same cable.

Now to change the subject (with more questions). Short of buying an EPROM programmer (which I have no intention of doing) what are the options for DIY OS ROM mods?

Has anyone actually installed the Dallas SmartSocket plus SDRAM? What success, problems, issues?

Is it possible to use EEPROMs in place of EPROMs? If so which type/size? Come to think of it, what size/type EPROM is used for the 800XL?

What OS's are a good choice for the 800XL to play with. Is licensing an issue? Keep in mind this is exclusively for my own machine and for my own use. I just want to experiment.

Stephen Sheppard

Link

Clarence Dyson's Atari mods page
http://www.geocities.com/atarimods/index.html

3256. Re: BBK

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 22:28:24 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-3997CB.00282426082005@azure.qinip.net>
Source record: 10163

Howdy folks

> I remember thinking I would burn TEDIT into a cart but
> wanted to eliminate the 2 space left margin. I looked at that source
> code for a week w/o being able to figure it out.

Thanks to Ron Hamilton you can find a version of T:Edit on my site at
www.mathyvannisselroy.nl (on the special stuff page) which will show you
the directories of drives 1 through 9. Not just the lower four plus D8:.

BTW T:Edit has an anoying bug. I mention that on the same page IIRC.

CU Mathy

3257. Re: Mystery Cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 22:34:20 UTC
From: MIke Morgan <natashamorgan@spamcop.net>
Message-ID: <1125009260.870847.246670@g47g2000cwa.googlegroups.com>
Source record: 10164

RoyE,

It's an XFormer cable. Thanks for your help, everyone.

Mike

3258. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-25 22:54:54 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <2%rPe.1697$Ys5.1574@newsfe7-gui.ntli.net>
Source record: 10165

<stephensheppard@hotmail.com> wrote in message
news:1124996935.300886.41350@g47g2000cwa.googlegroups.com...

> The instructions call for a 100 Ohm resistor for the pick-off resistor
> but the one I re-used is 75 Ohm. How much difference will this make?

Try it and see.

Easy way to do this is to hold a 300R resistor in parallel with the 100R.

> I do have one problem. At high contrast transitions there is an
> artefact that resembles ghosting or shadowing.

Sounds like the signal is 'echoing' in the cable.

The point of having 75R output impedance is that it ensures maximum signal
transfer from source to cable, and from cable to input. At the input end it
minimises reflected energy.

> Could this problem have anything to do with my
> using a 75 ohm pick-off resistor instead of 100 ohms?

Sounds probable.

A bigger power rail decoupler may help. See:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

> Is it possible to use EEPROMs in place of EPROMs? If so which
> type/size?

> what size/type EPROM is used for the 800XL?

16K for the OS and 8K for the BASIC.

Perhaps you could frig them both into a 32K EEPROM.

Of course you will have to do some work yourself, checking pinouts and
wiring in a write signal if you plan to have it reprogrammable in-site.

K.

3259. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 00:02:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125014574.483649.217550@g14g2000cwa.googlegroups.com>
Source record: 10166

Here's a screen capture of my video problem (173 KB).

http://home.ripway.com/2005-8/388475/Screen%20Captures//800XLVideoProblem.jpg

Stephen Sheppard

stephensheppard@hotmail.com wrote:
> The easy one first. I've been given and 800XL. It seems to be near new
> condition but the left shift key binds. Seems like it needs
> lubricating but before I try to pop the key I want to make sure this
> isn't a No-No. Suggestions?
>
> Compared to my now 26 yr-old 800 the 800XL had terrible video quality
> so I started looking at Ben Poehland's Super Video XL 2.0/2.1/2.1a mod
> (see link at end). First thing I did was clip capacitor C56. Right
> there the bluriness was gone. Since the only video cable I had on hand
> was the DIN-5 to SVideo cable that I use for my 800 I was only getting
> a Black and White picture. This is because the 800XL doesn't normally
> have Composite Chrominance available. So that was the next thing I
> planned to change. Now mod 2.0 suggests installing a Composite Video
> enable/disable switch. This cleans up graininess and vertical lines
> when SVideo/chroma+luma is used. Since I don't ever plan on using
> Composite Video I just clipped resistor R56 instead of putting the SPST
> switch in series. To save myself a trip to Radio Shack I reused the
> resistor as the "pick-off" resistor for chroma connection. Now here
> some questions regarding this video mod.
>
> The instructions call for a 100 Ohm resistor for the pick-off resistor
> but the one I re-used is 75 Ohm. How much difference will this make?
> What is a "pick-off" resistor anyway?
>
> The video looks darn good now. The blurriness is gone. Text is
> incredibly sharp. Contrast and color saturation are at least 25%
> better than my 800 (which produces washed out colors, IMO). Not much
> noise (RF?) with either machine but the 800XL is ever so slightly worse
> than the 800.
>
> I do have one problem. At high contrast transitions there is an
> artifact that resembles ghosting or shadowing. On text it shows up as
> a shadow or even a different color on the leading edge of each text
> character. It's actually not very noticable on text but stick out like
> sore thumb at the left margin of the BASIC screen, where the blue
> Window is next to the black border. The shadow is green or grey.
> (I'll try to provide a picture in a followup message).
>

> Here the question(s). Could this problem have anything to do with my
> using a 75 ohm pick-off resistor instead of 100 ohms? If not, would it
> be corrected if I complete the rest of the 2.0/2.1 mod or at least more
> of the mod? Could my poorly assembled video cable (made by me LOL) be
> the cause, though the issue does not show up on my 800 using the same
> cable.
>
> Now to change the subject (with more questions). Short of buying an
> EPROM programmer (which I have no intention of doing) what are the
> options for DIY OS ROM mods?
>
> Has anyone actually installed the Dallas SmartSocket plus SDRAM? What
> success, problems, issues?
>
> Is it possible to use EEPROMs in place of EPROMs? If so which
> type/size? Come to think of it, what size/type EPROM is used for the
> 800XL?
>
> What OS's are a good choice for the 800XL to play with. Is licensing an
> issue? Keep in mind this is exclusively for my own machine and for my
> own use. I just want to experiment.
>
>
> Stephen Sheppard
>
> Link
>
> Clarence Dyson's Atari mods page
> http://www.geocities.com/atarimods/index.html

3260. Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 00:10:57 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <5dnsg1tgm9r8ffock9p2dvinl5cjn532de@4ax.com>
Source record: 10167

I recently purchased a 65xe and much to my suprise it has the same expansion port in the back as the 130xe. Everything I've read states the 65xe does not include this port (at least not the NTSC model) so does anyone know what I have? Im thinking maybe some of the early ones or later ones in NA did include the port?

Kevin

3261. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 00:20:18 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125015618.858214.201580@g43g2000cwa.googlegroups.com>
Source record: 10168

Kryten wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1124996935.300886.41350@g47g2000cwa.googlegroups.com...
>
> > The instructions call for a 100 Ohm resistor for the pick-off resistor
> > but the one I re-used is 75 Ohm. How much difference will this make?
>
> Try it and see.
>
> Easy way to do this is to hold a 300R resistor in parallel with the 100R.
>
> > I do have one problem. At high contrast transitions there is an
> > artefact that resembles ghosting or shadowing.
>
> Sounds like the signal is 'echoing' in the cable.
>
> The point of having 75R output impedance is that it ensures maximum signal
> transfer from source to cable, and from cable to input. At the input end it
> minimises reflected energy.
>

The resistor I used IS 75 Ohm. It's the modification instructions that
call for a 100 Ohm resistor.

>
> > Could this problem have anything to do with my
> > using a 75 ohm pick-off resistor instead of 100 ohms?
>
> Sounds probable.
>
> A bigger power rail decoupler may help. See:
> http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm
>

Ooh! That sounds similar to my issue.

> > Is it possible to use EEPROMs in place of EPROMs? If so which
> > type/size?
>
> > what size/type EPROM is used for the 800XL?
>
> 16K for the OS and 8K for the BASIC.
>
> Perhaps you could frig them both into a 32K EEPROM.
>

I meant I wanted clarification/verification on what type of
EPROMS/EEPROMS will/might actually work.

2716's? 2818B's?

> Of course you will have to do some work yourself, checking pinouts and
> wiring in a write signal if you plan to have it reprogrammable in-site.
>

Designing circuits are probably beyond my ability and understanding.

I might find the resources on hand to be able to write EEPROMs using
other hardware, possibly. Of course, I would like to learn whether
EEPROMs will work or not, as-is, in the place of the Atari OS ROMs.

I'm seriously thinking about the Dallas SmartSocket but I sure would
like to talk to someone who has already tried that mod.

Thanks,

Stephen Sheppard.

3262. Re: Did I get a good deal on a 65xe can it upgraded easily, SIO2PC ques

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 00:43:00 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <b7psg1hpmv024d5io6eumhru9md96umhup@4ax.com>
Source record: 10169

On Tue, 24 Aug 2005 21:28:58 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> Sadly, my opinion of the 130, 65 and XEGS wer formed from those
>experiences.
>
> Doc Clu... who prefers an Atari 800, and recently warmed up to the 800 xl.
>
> (only took me nearly 20 years to warm up the xl.. but hey!)

I sort of agree of you... altho I had a 130xe for over 10 years and
didnt have any problems, I prefered the keyboard on my friend's 800.
I've really been looking for a 1200xl which I think is the coolest
looking Atari and is supposed to have the best overall keyboard, but I
couldnt find one in good condition for a reasonable price. This 65xe
is in great condition and it seems to work well... even including the
130xe's expansion port (?!?) so I can't complain.

3263. Re: DIS6502 1.6 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 01:55:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96BDD4DA3266Femuslor@216.196.97.136>
Source record: 10170

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1124993364.771373.162060@g14g2000cwa.googlegroups.com:

>
> Shawn Jefferson wrote:
>> stephensheppard@hotmail.com:
>>
>> >What can I use to disassemble OS ROM files? DIS6502 won't allow it.
>> >Am I overlooking something obvious?
>> >
>> >Stephen Sheppard
>>
>> I've used da65 (part of the CC65 suite http://www.cc65.org/) to
>> dissassemble roms in the past. It's not as nice as DIS6502, but it
>> works and it doesn't matter what type of file it is.
>>

FYI - the ability to disassembly ROM files is in the latest CVS, so it'll
be in 1.7 (should be soon too).

--
Slor

3264. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 02:07:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125022075.977131.171400@g49g2000cwa.googlegroups.com>
Source record: 10171

Here is a much more obvious example.

http://home.ripway.com/2005-8/388475/Screen%20Captures/800XLStrangeText.jpg

Stephen Sheppard

stephensheppard@hotmail.com wrote:
> The easy one first. I've been given and 800XL. It seems to be near new
> condition but the left shift key binds. Seems like it needs
> lubricating but before I try to pop the key I want to make sure this
> isn't a No-No. Suggestions?
>
> Compared to my now 26 yr-old 800 the 800XL had terrible video quality
> so I started looking at Ben Poehland's Super Video XL 2.0/2.1/2.1a mod
> (see link at end). First thing I did was clip capacitor C56. Right
> there the bluriness was gone. Since the only video cable I had on hand
> was the DIN-5 to SVideo cable that I use for my 800 I was only getting
> a Black and White picture. This is because the 800XL doesn't normally
> have Composite Chrominance available. So that was the next thing I
> planned to change. Now mod 2.0 suggests installing a Composite Video
> enable/disable switch. This cleans up graininess and vertical lines
> when SVideo/chroma+luma is used. Since I don't ever plan on using
> Composite Video I just clipped resistor R56 instead of putting the SPST
> switch in series. To save myself a trip to Radio Shack I reused the
> resistor as the "pick-off" resistor for chroma connection. Now here
> some questions regarding this video mod.
>
> The instructions call for a 100 Ohm resistor for the pick-off resistor
> but the one I re-used is 75 Ohm. How much difference will this make?
> What is a "pick-off" resistor anyway?
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> better than my 800 (which produces washed out colors, IMO). Not much
> noise (RF?) with either machine but the 800XL is ever so slightly worse
> than the 800.
>
> I do have one problem. At high contrast transitions there is an
> artifact that resembles ghosting or shadowing. On text it shows up as
> a shadow or even a different color on the leading edge of each text
> character. It's actually not very noticable on text but stick out like
> sore thumb at the left margin of the BASIC screen, where the blue
> Window is next to the black border. The shadow is green or grey.
> (I'll try to provide a picture in a followup message).
>

> Here the question(s). Could this problem have anything to do with my
> using a 75 ohm pick-off resistor instead of 100 ohms? If not, would it
> be corrected if I complete the rest of the 2.0/2.1 mod or at least more
> of the mod? Could my poorly assembled video cable (made by me LOL) be
> the cause, though the issue does not show up on my 800 using the same
> cable.
>
> Now to change the subject (with more questions). Short of buying an
> EPROM programmer (which I have no intention of doing) what are the
> options for DIY OS ROM mods?
>
> Has anyone actually installed the Dallas SmartSocket plus SDRAM? What
> success, problems, issues?
>
> Is it possible to use EEPROMs in place of EPROMs? If so which
> type/size? Come to think of it, what size/type EPROM is used for the
> 800XL?
>
> What OS's are a good choice for the 800XL to play with. Is licensing an
> issue? Keep in mind this is exclusively for my own machine and for my
> own use. I just want to experiment.
>
>
> Stephen Sheppard
>
> Link
>
> Clarence Dyson's Atari mods page
> http://www.geocities.com/atarimods/index.html

3265. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 04:30:36 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1125030596@rtfm.mit.edu>
Source record: 10172
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3266. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 05:41:01 UTC
From: Alek <gebi@poczta.fm>
Message-ID: <dema1e$563$1@atlantis.news.tpi.pl>
Source record: 10173

>I recently purchased a 65xe and much to my suprise it has the same
> expansion port in the back as the 130xe.
Model 800XE and later one of 65XE have got this expansion port. First
models has only the short version.

3267. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 06:05:39 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <atbtg11lvsu18ocehtin322r7b2aq9g9op@4ax.com>
Source record: 10174

On Fri, 26 Aug 2005 07:41:01 +0200, "Alek" <gebi@poczta.fm> wrote:

>Model 800XE and later one of 65XE have got this expansion port. First
>models has only the short version.

thanks I did look back into the newsgroup archiives and found that the later model North American 65xe's did feature a 130xe motherboard with less memory. This is not listed in the official faq, whoever writes it should update it, the 65xe's with the ECI port started being sold in the US in 1987 according to an official Atari addendum to the 65xe manual (which I was able to find doing a Google search at a very interesing website.. whose name escapes me now...).

Now I am faced with this delemna, my 65xe is in great condition and still has the warranty sticker intact, should I open it up and add the extra 64k to make it a 130xe (asssuming this is an easy mod, which I will not know until I open it up) or should I just leave well enough alone and be happy I have a almost mint condition and rare version of the 65xe...

3268. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 08:14:57 UTC
From: Thomas Richter <thor@bugfix.math.tu-berlin.de>
Message-ID: <demj21pa1@mamenchi.zrz.TU-Berlin.DE>
Source record: 10175

Hi,

> > 16K for the OS and 8K for the BASIC.
> >
> > Perhaps you could frig them both into a 32K EEPROM.
> >

> I meant I wanted clarification/verification on what type of
> EPROMS/EEPROMS will/might actually work.

> 2716's? 2818B's?

The Basic ROM seems to be non-standard to me, I haven't been able to find a fitting EPROM. Instead, I used an adapter. Otherwise, you would need a 2764 or larger here. The Os-ROM is in a standard ROM chip that is pin-compatible to a 27128. I have already replaced the basic ROM on my system, haven't tried this with the Os ROM yet, but the pinout is identical and I see no reason why this might fail.

I have no experience concerning EEPROMs, if you have success, I would be curious to hear.

So long,
Thomas

3269. Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 08:40:11 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1125045611.700546.88580@g47g2000cwa.googlegroups.com>
Source record: 10176

I've just tried to install the 256K memory upgrade obtained from
Atarimax. Although the document is great, it references a part (U27)
which doesn't exist on my MB. I serached the internet for schematix of
the 800XL, and I found the U27 in all of them. What kind of revision I
have? It is labelled as 800XLF R-3. Can anybody give me a schematic of
this?

Thanks,
Jozsi

3270. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 09:43:36 UTC
From: Matthias Reichl <usenet-200508@hias.horus.com>
Message-ID: <slrndgtp28.6ta.usenet-200508@camel.hias.horus.com>
Source record: 10177

On 25 Aug 2005 12:08:55 -0700, stephensheppard@hotmail.com wrote:
> Is it possible to use EEPROMs in place of EPROMs? If so which
> type/size? Come to think of it, what size/type EPROM is used for the
> 800XL?

I'm using an AMD 29F010 (128k) flash ROM in my main 800XL. I've built
a small adapter socket and connected 3 pins to switches so I can
easily switch between max. 8 OSes (actually I use 2 switches, one
SPDT and one DPDT with a neutral position plus two pullup resistors
so I can choose between 6 OSes - this way I "loose" 32k but it's
easier to select and I don't need 3 switches in my Atari).

Instead of the AMD 29F010 you can also use a Winbond 29EE011 or an
SST 29EE010 (these chips were often used on PC mainboards as BIOS
chips, so if you have a dead PC have a look if you can salvage
the BIOS chip). I've tested all three chips and they work equally
well.

But: don't use a ST 29F010, it won't work well! Using it for an XL
OS worked fine, but using it for the "old" (Atari 800) OS failed.
I don't know what exactly is going wrong, maybe some access patterns
put the chip into ID mode or something like that.

Programming the flash ROM from within the Atari is not so easy. You
would need some additional hardware to select the higher address
lines, connect the /WE line, write a flasher program and completely
turn off all interrupts and DMA while re-programming the OS.

I programmed the flash using the new upcoming Turbo Freezer, but you
can (of course) also use an EPROM programmer (just check out if these
chips are actually supported, my old programmer didn't handle the
AMD flash although it should have been supported).

BTW: programming these flash chips is not too complicated, the
algorithms are documented in the datasheets and all three chips
are quite similar. My code also supports the AMD 29F040, a 512k
flash ROM, which will be the default flash chip on the Turbo Freezer.
So if you'd like to have 32 OSes in your Atari that's also possible :-)

so long,

Hias

3271. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 11:57:24 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <EsDPe.2412$p4.2298@newsfe5-win.ntli.net>
Source record: 10178

<stephensheppard@hotmail.com> wrote in message
news:1125015618.858214.201580@g43g2000cwa.googlegroups.com...
>
> The resistor I used IS 75 Ohm.
> It's the modification instructions that
> call for a 100 Ohm resistor.

Hmm, I don't see why 100R was specified.
I would have thought 75R was more appropriate, to match the cable and TV
impedance.
I'd stick with 75R, unless anyone has a good reason for choosing 100R.

> I meant I wanted clarification/verification on what type of
> EPROMs/EEPROMs will/might actually work.
>
> 2716's? 2818B's?

The Atari machines used mask-programmed ROM chips (type 2364, 23128) because
they are cheaper in serious numbers. And they don't fade (AFAIK). They have
pinouts like this:

http://www.howell1964.freeserve.co.uk/parts/MPROM.htm

while EPROMs have pinouts like this:
http://www.howell1964.freeserve.co.uk/Arcom/J037_SEP.htm#EPROM%20pinouts

and EEPROMs / Flash ROMs have pinouts as per their datasheets.

They have many pins in common, but there are always a few differences.
The links above highlight the differences inside each group, you can work
out the differences between the groups.

The 23128 and 27128 are similar in pinout and have the same 28-pin package.

The 2364 has 24 pins and the 2764 has 28-pins, so that's harder to replace.

> Designing circuits are probably beyond my ability and understanding.

You'll have to get someone else to design the mods if you cannot find them
on the web.

> I would like to learn whether
> EEPROMs will work or not, as-is,
> in the place of the Atari OS ROMs.

You probably won't be able to pop them in there and go.
The Atari does not provide a !WR signal so you cannot write to them in situ.

3272. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 12:20:48 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <AODPe.470$s4.237@newsfe7-win.ntli.net>
Source record: 10179

"Matthias Reichl" <usenet-200508@hias.horus.com> wrote in message
news:slrndgtp28.6ta.usenet-200508@camel.hias.horus.com...
> On 25 Aug 2005 12:08:55 -0700, stephensheppard@hotmail.com wrote:
> I'm using an AMD 29F010 (128k) flash ROM in my main 800XL.
> you can also use a Winbond 29EE011 or an
> SST 29EE010

Cool. Can we see your adapter circuit anywhere?

> But: don't use a ST 29F010
> I don't know what exactly is going wrong, maybe some access patterns
> put the chip into ID mode or something like that.

Thanks for the tip. The Atari should not be trying to write to ROM
locations, so perhaps it has a bug that is harmless to ordinary ROM.

3273. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 12:50:03 UTC
From: Sid Pacman <8-bitter@8-bit.land>
Message-ID: <Pine.GSO.4.61.0508260816140.24539@furyy1>
Source record: 10180

On Fri, 26 Aug 2005 at 02:05 -0400, kevin scribbled:
->... my 65xe is in great condition and still has the warranty
->sticker intact, should I open it up and add the extra 64k to make
->it a 130xe (asssuming this is an easy mod ...) or should I just
->leave well enough alone ...

Does this 65XE connect to a monitor? (North American 65XEs connected only to televisions.) If not, then you'd have to add that too. Without monitor capability it's still a 65XE, regardless of how much it's souped up.

BTW, I wouldn't label the warranty as this 65XE's strongest selling point. <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

3274. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 12:57:31 UTC
From: Matthias Reichl <usenet-200508@hias.horus.com>
Message-ID: <slrndgu4dr.71j.usenet-200508@camel.hias.horus.com>
Source record: 10181

On Fri, 26 Aug 2005 12:20:48 GMT, Kryten wrote:
> "Matthias Reichl" <usenet-200508@hias.horus.com> wrote in message
> news:slrndgtp28.6ta.usenet-200508@camel.hias.horus.com...
>> On 25 Aug 2005 12:08:55 -0700, stephensheppard@hotmail.com wrote:
>> I'm using an AMD 29F010 (128k) flash ROM in my main 800XL.
>> you can also use a Winbond 29EE011 or an
>> SST 29EE010
>
> Cool. Can we see your adapter circuit anywhere?

I wouldn't call it a circuit :-)

Actually, it's just a stack of 3 IC sockets: One 28-pin socket (to
fit into the Atari OS ROM socket), a 28-pin socket with a few pins
cut out and a 32 pin socket for the flash ROM.

The fine thing is that the 16k ROM and the 128k flash ROM have almost
identical pinouts - the flash just has 4 more pins.

The following pins are cut out on the 28 pin socket: 1, 27, 28.
Pins 2-26 connect directly to pins 4-28 of the flash ROM.
Pin 28 (VCC) is connected to pins 32 (VCC) and 31 (/WE) of the flash,
pins 2 (A16), 3 (A15) and 29 (A14) of the flash are connected to the
switches. Pins 1 and 30 of the flash are NC. That's it :-)

so long,

Hias

3275. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 13:55:44 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <ph7ug114omidfac1gvcf4t1lu7rkj16irf@4ax.com>
Source record: 10182

On Fri, 26 Aug 2005 08:50:03 -0400, Sid Pacman <8-bitter@8-bit.land>
wrote:

> Does this 65XE connect to a monitor? (North American 65XEs con-
>nected only to televisions.) If not, then you'd have to add that
>too. Without monitor capability it's still a 65XE, regardless of
>how much it's souped up.
>
> BTW, I wouldn't label the warranty as this 65XE's strongest sell-
>ing point. <grin>

Actually all 65xe's have a monitor port, including mine, you are
thinking of the 600xl. My 65xe is a later model which uses the 130xe
motherboard. The only difference between this machine and a 130xe
(even the mb says 130xe) is a resistor and 2 less memory chips. The
earlier North American 65xe's used a custom motherboard that was
missing the ECI port and could not easily be upgraded to 128k.

It is in such good condition and it has the sticker intact, I like to
collect Atari stuff as well as use it, so to me it has value being in
such prestine untouched condition, but you right I dont the modern
Atari is going to fix it if anything goes wrong!

3276. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 14:39:19 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125067159.473706.151650@f14g2000cwb.googlegroups.com>
Source record: 10183

Matthias Reichl wrote:
> On 25 Aug 2005 12:08:55 -0700, stephensheppard@hotmail.com wrote:
> > Is it possible to use EEPROMs in place of EPROMs? If so which
> > type/size? Come to think of it, what size/type EPROM is used for the
> > 800XL?
>
> I'm using an AMD 29F010 (128k) flash ROM in my main 800XL. I've built
> a small adapter socket and connected 3 pins to switches so I can
> easily switch between max. 8 OSes (actually I use 2 switches, one
> SPDT and one DPDT with a neutral position plus two pullup resistors
> so I can choose between 6 OSes - this way I "loose" 32k but it's
> easier to select and I don't need 3 switches in my Atari).
>
> Instead of the AMD 29F010 you can also use a Winbond 29EE011 or an
> SST 29EE010 (these chips were often used on PC mainboards as BIOS
> chips, so if you have a dead PC have a look if you can salvage
> the BIOS chip). I've tested all three chips and they work equally
> well.

Hias, that is so cool and so creative!

>
> But: don't use a ST 29F010, it won't work well! Using it for an XL
> OS worked fine, but using it for the "old" (Atari 800) OS failed.
> I don't know what exactly is going wrong, maybe some access patterns
> put the chip into ID mode or something like that.
>
> Programming the flash ROM from within the Atari is not so easy. You
> would need some additional hardware to select the higher address
> lines, connect the /WE line, write a flasher program and completely
> turn off all interrupts and DMA while re-programming the OS.
>
> I programmed the flash using the new upcoming Turbo Freezer, but you
> can (of course) also use an EPROM programmer (just check out if these
> chips are actually supported, my old programmer didn't handle the
> AMD flash although it should have been supported).
>
> BTW: programming these flash chips is not too complicated, the
> algorithms are documented in the datasheets and all three chips
> are quite similar. My code also supports the AMD 29F040, a 512k
> flash ROM, which will be the default flash chip on the Turbo Freezer.
> So if you'd like to have 32 OSes in your Atari that's also possible :-)
>

Have you ever tried Uniflash for the PC?

On a working PC you hot swap the BIOS ROM then you use Uniflash to flash whatever code you want to the chip. Well, that's theory, anyway. I once tried it to recover from a failed flash but motherboard differences and my unfamiliarity with Uniflash and flash ROMs led to failure.

Thanks for sharing! This is exactly the kind of stuff I want to read about.

Stephen Sheppard

3277. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 14:51:41 UTC
From: Sid Pacman <8-bitter@8-bit.land>
Message-ID: <Pine.GSO.4.61.0508261039360.28236@furyy1>
Source record: 10184

On Fri, 26 Aug 2005 at 09:55 -0400, kevin scribbled:
->Actually all 65xe's have a monitor port, including mine, you are
->thinking of the 600xl.

Ouch! You're right; I was thinking of the wrong model. Sorry
about that!

->I like to collect Atari stuff as well as use it, so to me it has
->value being in such prestine untouched condition,

Many collectors, in and out of computers, would agree. That's
one reason why you might leave it as is until it's really necessary
to upgrade it.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

3278. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-26 18:35:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125081332.115200.79170@g49g2000cwa.googlegroups.com>
Source record: 10185

vas.jozsef@karatnet.hu wrote:
> I've just tried to install the 256K memory upgrade obtained from
> Atarimax. Although the document is great, it references a part (U27)
> which doesn't exist on my MB. I serached the internet for schematix of
> the 800XL, and I found the U27 in all of them. What kind of revision I
> have? It is labelled as 800XLF R-3. Can anybody give me a schematic of
> this?
>
> Thanks,
> Jozsi

Try this site.

http://jsobola.republika.pl/schematy.htm

3279. test

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 03:04:58 UTC
From: tony <tony.rudzki@yahoo.com>
Message-ID: <GoadnX_Vnvb1RZLeRVn-2g@comcast.com>
Source record: 10186

```
ignore this test
```

3280. XEGS memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 03:07:05 UTC
From: tony <tony.rudzki@yahoo.com>
Message-ID: <GoadnXnVnvZ7RZLeRVn-2g@comcast.com>
Source record: 10187

Is there a memory upgrade for the XEGS somewhere on the web? Or
available for sale somewhere?

Thanks

3281. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 05:27:19 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125120439.323932.271590@z14g2000cwz.googlegroups.com>
Source record: 10188

Kryten wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1125015618.858214.201580@g43g2000cwa.googlegroups.com...
> >
> > The resistor I used IS 75 Ohm.
> > It's the modification instructions that
> > call for a 100 Ohm resistor.
>
> Hmm, I don't see why 100R was specified.
> I would have thought 75R was more appropriate, to match the cable and TV
> impedance.
> I'd stick with 75R, unless anyone has a good reason for choosing 100R.
>
That's what I was thinking > > I meant I wanted
clarification/verification on what type of
> > EPROMs/EEPROMs will/might actually work.
> >
> > 2716's? 2818B's?
>
> The Atari machines used mask-programmed ROM chips (type 2364, 23128) because
> they are cheaper in serious numbers. And they don't fade (AFAIK). They have
> pinouts like this:
>
> http://www.howell1964.freeserve.co.uk/parts/MPROM.htm
>
> while EPROMs have pinouts like this:
> http://www.howell1964.freeserve.co.uk/Arcom/J037_SEP.htm#EPROM%20pinouts
>
> and EEPROMs / Flash ROMs have pinouts as per their datasheets.
>
> They have many pins in common, but there are always a few differences.
> The links above highlight the differences inside each group, you can work
> out the differences between the groups.
>
> The 23128 and 27128 are similar in pinout and have the same 28-pin package.
>
> The 2364 has 24 pins and the 2764 has 28-pins, so that's harder to replace.
>
Oops! I forgot to reply yesterday. Sorry.

Thanks for the information. Combined with Hias' idea I have a lot to
work with.

> > Designing circuits are probably beyond my ability and understanding.
>

> You'll have to get someone else to design the mods if you cannot find them
> on the web.
>
> > I would like to learn whether
> > EEPROMs will work or not, as-is,
> > in the place of the Atari OS ROMs.
>
> You probably won't be able to pop them in there and go.
> The Atari does not provide a !WR signal so you cannot write to them in situ.

If I'm not able to just pop them in then I'm probably not interested
anyway.

- Stephen Sheppard

3282. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 09:10:10 UTC
From: Matthias Reichl <usenet-200508@hias.horus.com>
Message-ID: <slrndh0bfi.20o.usenet-200508@camel.hias.horus.com>
Source record: 10189

On 26 Aug 2005 07:39:19 -0700, stephensheppard@hotmail.com wrote:
>> Instead of the AMD 29F010 you can also use a Winbond 29EE011 or an
>> SST 29EE010 (these chips were often used on PC mainboards as BIOS
>> chips, so if you have a dead PC have a look if you can salvage
>> the BIOS chip). I've tested all three chips and they work equally
>> well.
>
> Hias, that is so cool and so creative!

Actually, the idea of using a flash ROM in the Turbo Freezer came
from Guus Assmann. Torsten Schall then told me about the PC BIOS
chips (he salvaged a lot of them and sent me some for doing tests).

After I finished the flasher program for the Turbo Freezer I had
the idea that I could also use these chips in the Atari :-)

BTW: The 29F010 is organized in 8 banks of 16k that can be erased
and programmed separately. Suits the size of the Atari OS quite well :-)

The SST/Winbond chips are organized in 128 byte pages. Theoretically
one could build a flash disk for the Atari using these chips
(that would be a 1024 sector SD disk). But be careful: the Winbond
chips are only specified for 1k (or 10k, depending on the type)
program/erase cycles. The SST chip should survive 100k cycles.

The programming algorithm of the SST/Winbond chips differs slightly
from the AMD algorithm and is a little bit more timing critical:
if the bytes aren't written fast enough the chip leaves programming
mode and returns back to read mode. When disabling interrupt and
DMA on the Atari, this is no problem.

> Have you ever tried Uniflash for the PC?

No, not yet.

> On a working PC you hot swap the BIOS ROM then you use Uniflash to
> flash whatever code you want to the chip. Well, that's theory, anyway.
> I once tried it to recover from a failed flash but motherboard
> differences and my unfamiliarity with Uniflash and flash ROMs led to
> failure.

I heard of this method some time ago but I have to say that I'm not
too comfortable plugging chips in/out while the PC is running. I did
this a few times with the Turbo Freezer (while the ROM wasn't
accessed, of course) and it often led to crashes (actually, that's
what I expected).

so long,

Hias

3283. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 15:15:50 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125155750.462186.282710@z14g2000cwz.googlegroups.com>
Source record: 10190

Matthias Reichl wrote:
> On 26 Aug 2005 07:39:19 -0700, stephensheppard@hotmail.com wrote:
> >> Instead of the AMD 29F010 you can also use a Winbond 29EE011 or an
> >> SST 29EE010 (these chips were often used on PC mainboards as BIOS
> >> chips, so if you have a dead PC have a look if you can salvage
> >> the BIOS chip). I've tested all three chips and they work equally
> >> well.
> > >
> > > Hias, that is so cool and so creative!
> >
> > Actually, the idea of using a flash ROM in the Turbo Freezer came
> > from Guus Assmann. Torsten Schall then told me about the PC BIOS
> > chips (he salvaged a lot of them and sent me some for doing tests).
> >
> > After I finished the flasher program for the Turbo Freezer I had
> > the idea that I could also use these chips in the Atari :-)
> >
> > BTW: The 29F010 is organized in 8 banks of 16k that can be erased
> > and programmed separately. Suits the size of the Atari OS quite well :-)
> >
> > The SST/Winbond chips are organized in 128 byte pages. Theoretically
> > one could build a flash disk for the Atari using these chips
> > (that would be a 1024 sector SD disk). But be careful: the Winbond
> > chips are only specified for 1k (or 10k, depending on the type)
> > program/erase cycles. The SST chip should survive 100k cycles.
> >
I suppose if one had a supply Flash ROMS a 1K write cycle would not be
a huge problem.

I found I only have one old mobo with a 29F010. I'd need more if I
wanted to attempt the Uniflash method for re-writing.

> > The programming algorithm of the SST/Winbond chips differs slightly
> > from the AMD algorithm and is a little bit more timing critical:
> > if the bytes aren't written fast enough the chip leaves programming
> > mode and returns back to read mode. When disabling interrupt and
> > DMA on the Atari, this is no problem.
> >
> > > Have you ever tried Uniflash for the PC?
> >
> > No, not yet.
> >
> > > On a working PC you hot swap the BIOS ROM then you use Uniflash to
> > > flash whatever code you want to the chip. Well, that's theory, anyway.
> > > I once tried it to recover from a failed flash but motherboard

> > differences and my unfamiliarity with Uniflash and flash ROMs led to
> > failure.
>
> I heard of this method some time ago but I have to say that I'm not
> too comfortable plugging chips in/out while the PC is running. I did
> this a few times with the Turbo Freezer (while the ROM wasn't
> accessed, of course) and it often led to crashes (actually, that's
> what I expected).
>
Though I failed with Uniflash I have hot swapped BIOS ROMs about half a dozen times. Once with a DIP-32 and 4-5 times with a PLCC chip. Swapping the DIP was easy. I made a loop of tape to make a handle to wrap lenghtwise around the Flash ROM. Just set the ROM in the socket without fully seating it, boot the computer, hot swap the chip, and flash using the normal method. It was a lot trickier (and riskier) with a PLCC chip. There is not an easy way to make a handle and the chips don't work unless you seat them. I put a piece of tape on the top of the chip but need the PLCC extractor to actually remove the chip. I dropped the chip into the motherboard the first time but no harm.

I understand most of your description of your Flash ROM "adapter" but is there any chance you could post a wiring list or schematic and a parts list. Mostly which model DIP Sockets did you use? Are they all stackable?

I think I first would like to build the SmartOS upgrade (see link) because it can be reprogrammed from the Atari and it provides 512 bytes of non-volatile memory which would have so many uses.

Link
http://www.geocities.com/atarimods/ - "A SmartOS mod for the XL/XE series"

Stephen Sheppard

3284. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 19:31:05 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1125171065.747339.95490@z14g2000cwz.googlegroups.com>
Source record: 10191

You might also like to post in alt.test; many servers autorespond to it
and you can see how your message propagates around the world.

3285. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-27 20:57:54 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <0sk1h1l33rgtvtuipa3nuufkhppbfsgfmt@4ax.com>
Source record: 10192

stephensheppard@hotmail.com:

>I suppose if one had a supply Flash ROMS a 1K write cycle would not be
>a huge problem.

It might be more of a problem than you would at first think. The directory sectors and sector map gets written to quite often with even trivial disk use.

Shawn Jefferson
(fix reply to for email)

3286. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 01:54:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <1762h11ff6tlssfnubhn87ttfp8mp163cn@4ax.com>
Source record: 10193

On Fri, 26 Aug 2005 02:05:39 -0400, kevin <kevnospam242@gmail.com> wrote:

>thanks I did look back into the newsgroup archiives and found that the
>later model North American 65xe's did feature a 130xe motherboard with
>less memory. This is not listed in the official faq, whoever writes
>it should update it, the 65xe's with the ECI port started being sold
>in the US in 1987 according to an official Atari addendum to the 65xe
>manual (which I was able to find doing a Google search at a very
>interesing website.. whose name escapes me now...).

Please let me know if you can find that website again, I can't!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3287. Parker Brothers game manuals online

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 02:34:33 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <hd82h1l0b28bnss8p0o36ldmel3c4cub8l@4ax.com>
Source record: 10194

Did you know Hasbro has put PDF scans of manuals for Parker Brothers software
for Atari computers on their web site? I found:

AstroChase
Chess
Frogger
Frogger II: Threeedeep!
Gyruss
James Bond 007
Popeye
Q*Bert
Star Wars Return of the Jedi: Death Star Battle
Super Cobra

Check it out:
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3288. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 04:06:39 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125201999.600585.187710@g14g2000cwa.googlegroups.com>
Source record: 10195

Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
>
> >I suppose if one had a supply Flash ROMS a 1K write cycle would not be
> >a huge problem.
>
> It might be more of a problem than you would at first think. The directory
> sectors and sector map gets written to quite often with even trivial disk
> use.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

One of us is confused.

I meant the 1K writes limitation shouldn't be an issue when using Flash
ROMs as OS ROMs. It's true one might want to try several
configurations before one gets it right but 1000 attempts is more than
enough I should think.

Stephen Sheppard

3289. Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 12:26:52 UTC
From: CrazyC <crazy__c_@hot_mail.com>
Message-ID: <E4iQe.2306$UI.1702@okepread05>
Source record: 10196

Hi,
I was going through my 8bit stuff after packing it away 10 years ago and found my Express BBS Pro Disks, but when I try to boot any of them they say "No Dos".
Which Dos does it need? Dos XE/XL? SpartaDos or what?

I bought the APE interface and was thinking of setting my old BBS back up using Express Pro through telenet.
Can someone tell me how to boot this up?

Thanks,
Jay

3290. FS: Atari XE HDD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 12:39:18 UTC
From: Jerzy Dudek <jurek@nospam.cnd.pl>
Message-ID: <desbb5$1qrq$1@node3.news.atman.pl>
Source record: 10197

Only a few of them left. Don't delay!
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8215231297

3291. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 15:17:08 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <unk3h1lvoic70e97cumui1tv2f6lbluojv@4ax.com>
Source record: 10198

On Sat, 27 Aug 2005 20:54:40 -0500, Michael Current
<hunmanik@earthlink.net> wrote:

>On Fri, 26 Aug 2005 02:05:39 -0400, kevin <kevnospam242@gmail.com> wrote:
>
>>thanks I did look back into the newsgroup archiives and found that the
>>later model North American 65xe's did feature a 130xe motherboard with
>>less memory. This is not listed in the official faq, whoever writes
>>it should update it, the 65xe's with the ECI port started being sold
>>in the US in 1987 according to an official Atari addendum to the 65xe
>>manual (which I was able to find doing a Google search at a very
>>interesing website.. whose name escapes me now...).
>
>Please let me know if you can find that website again, I can't!
>
>-Michael
>

Micheal I include a link that proves my 65xe is North American and has
the ECI port, because I cant find the site now either. I have talked
to several people on Atariage.com that back it up as well. It seems
to cut costs during the end of the XE lines lifetime they made one
motherboard and the only difference between this 65xe and the 130xe is
one resistor and less ram, it can be relatively easily upgraded to
128k. Also some of these models are known to have faulty GTIA chips.
here is a link to the picture I took of the bottom of my 65xe:

http://members.cox.net/kev77/65xeECI.JPG

Notice the FCC label and the eci port. You can also see the warranty
sticker is still intact but if I did take it apart the motherboard
would read 130xe not 65xe. This is useful info as I was completely
shocked when every faq states emphatically "the NA 65xe does not
feature a ECI port" when infact some do.

Also here is link describing how to modify such a machine to 128k:

http://www.atariage.com/forums/index.php?showtopic=71557

3292. Re: FS: Atari XE HDD Interface

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 15:19:18 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <8fl3h1tgfmjf965cgflmo9fg756ond8aa4@4ax.com>
Source record: 10199

On Sun, 28 Aug 2005 14:39:18 +0200, "Jerzy Dudek"
<jurek@nospam.cnd.pl> wrote:

>Only a few of them left. Don't delay!
>http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8215231297

that is pretty cool!!!

3293. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 15:37:49 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <9hm3h112o32ku5vjh30q5vcr4a9pi7ke3q@4ax.com>
Source record: 10200

>I meant the 1K writes limitation shouldn't be an issue when using Flash
>ROMs as OS ROMs. It's true one might want to try several
>configurations before one gets it right but 1000 attempts is more than
>enough I should think.

Oh! I thought you meant using it as a ramdisk, like was mentioned. My
mistake!

Shawn Jefferson
(fix reply to for email)

3294. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 18:17:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125253020.927535.31670@g14g2000cwa.googlegroups.com>
Source record: 10201

Shawn Jefferson wrote:
> >I meant the 1K writes limitation shouldn't be an issue when using Flash
> >ROMs as OS ROMs. It's true one might want to try several
> >configurations before one gets it right but 1000 attempts is more than
> >enough I should think.
>
> Oh! I thought you meant using it as a ramdisk, like was mentioned. My
> mistake!
>
> ---
> Shawn Jefferson
> (fix reply to for email)

That's Ok I'd been excited about two different upgrades and talking
about them both.

I was impressed by the simplicity of Hias' triple stacked sockets but I
also liked the SmartOS upgrade which uses static RAM and has the
benefit of being writeable like ordinary RAM or protected ROM. It's
the former feature of the SmartOS upgrade that I mentioned briefly
earlier.

Stephen Sheppard

3295. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 18:32:22 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <XqnQe.1963$P34.1642@okepread07>
Source record: 10202

Pro requires SpartaDOS to run.

Thomas

"CrazyC" <crazy__c_@hot_mail.com> wrote in message
news:E4iQe.2306$UI.1702@okepread05...
> Hi,
> I was going through my 8bit stuff after packing it away 10 years ago and
> found my Express BBS Pro Disks, but when I try to boot any of them they
> say
> "No Dos".
> Which Dos does it need? Dos XE/XL? SpartaDos or what?
>
> I bought the APE interface and was thinking of setting my old BBS back up
> using Express Pro through telenet.
> Can someone tell me how to boot this up?
>
> Thanks,
> Jay
>
>
>

3296. [ANNC] Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 19:12:45 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns96C09095A2322emuslor@216.196.97.136>
Source record: 10203

```
Lots of enhancements for this one - download at:

http://sourceforge.net/project/showfiles.php?group_id=145747

Version 1.7
-----------
Thanks to Steven J. Tucker for giving us many ideas.

New features:
- The dump popup menu has an option to guess byte type. This option
tries to follow the flow of the program beginning with the byte
selected by the user. All data in the flow of the program is
marked as code.
- There are two other options in the dump popup menu to select next
block of unknown type and to change the remaining data to bytes.
- An option has been added to display Zero-Page instructions with
absolute addressing mode as bytes. These instructions use 3 bytes
instead of 2.
- The disassembly now centers the selected line and displays it with
a yellow background.
- Disassembly window has a popup menu which offers options like find,
find next, select definition of a label, select all references of
a label and rename a code label (Lxxxx).
- Double click on a line in the disassembly window jumps to the
definition of the label found in the instruction.
- The disassembly popup menu has an option to return to the previous
position after a jump to a definition or to a reference.
- Mouse wheel is now supported and scrolls the window under the mouse
cursor.
- The File menu now supports ROM file loading and raw file loading.
Only ROM with no bankswitching are loaded.
- 2 sub-menus have been added in the File menu to open recent files
and recent workspaces.
- User labels can be exported in xasm format to be loaded in
Atari800Win emulator.
- System labels can now be unloaded from the Label menu.

Fixed bugs:
- Opcode $B6 produced a bad disassembly.
- When $00 address was referenced, an L0000 was used but not defined
in the disassmebly listing. This label is not used anymore.
- 5200 files are loaded through the 'load ROM file' instead of the
'load binary file'.
- Some Oric files could not load properly because the header of the
last segment did not match the size of the file. This is not any
```

more considered as an error.
- Dialog box for loading sectors from a .ATR is now working fine.

--
Slor

3297. Re: Need some info regarding 65xe (NTSC)

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-28 22:06:04 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <s8d4h15oug076uhhajbup1ns6ij0e0fq24@4ax.com>
Source record: 10204

On Sun, 28 Aug 2005 11:17:08 -0400, kevin <kevnospam242@gmail.com> wrote:

>http://members.cox.net/kev77/65xeECI.JPG
>
>http://www.atariage.com/forums/index.php?showtopic=71557
>

Thanks, the FAQ will be updated!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3298. Re: XEGS memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 02:23:25 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1125282205.443726.240220@g47g2000cwa.googlegroups.com>
Source record: 10205

tony wrote:
> Is there a memory upgrade for the XEGS somewhere on the web? Or
> available for sale somewhere?
>
> Thanks

http://www.myatari.net/issues/may2001/memory.htm
Mathy's current email is at his latest site.
http://www.mathyvannisselroy.nl/

http://www.atari.sk/satantronic/

3299. MyIDE for LBA capable drives?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 04:03:02 UTC
From: damage_x@hotmail.com
Message-ID: <1125288182.200456.152160@g43g2000cwa.googlegroups.com>
Source record: 10206

Am I understanding correctly that LBA assigns a straight 28-bit number to each sector on the drive? Using this mode, would it be possible to avoid the slow Cylinder/Head/Sector calculations and simply add some kind of partition offset to DOS's sector number and pass that to the drive?

3300. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 04:34:22 UTC
From: CrazyC <crazy__c_@hot_mail.com>
Message-ID: <EfwQe.9413$Sj1.1266@okepread04>
Source record: 10207

Guess I'm out of luck...
The only floppy I can read is disk #2 out of 4 and it only shows the PRO
directory...
Is BBS Express Pro in the public domain and available in ATR format??

Thanks,
Jay

"Docrotcod" wrote in message news:XqnQe.1963$P34.1642@okepread07...
> Pro requires SpartaDOS to run.
>
> Thomas

3301. Re: Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 05:24:46 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125293086.348627.281340@g47g2000cwa.googlegroups.com>
Source record: 10208

Slor wrote:
> Lots of enhancements for this one - download at:
>
> http://sourceforge.net/project/showfiles.php?group_id=145747
>
>
> Version 1.7
> -----------
> Thanks to Steven J. Tucker for giving us many ideas.
>
> New features:
> - The dump popup menu has an option to guess byte type. This option
> tries to follow the flow of the program beginning with the byte
> selected by the user. All data in the flow of the program is
> marked as code.
> - There are two other options in the dump popup menu to select next
> block of unknown type and to change the remaining data to bytes.
> - An option has been added to display Zero-Page instructions with
> absolute addressing mode as bytes. These instructions use 3 bytes
> instead of 2.
> - The disassembly now centers the selected line and displays it with
> a yellow background.
> - Disassembly window has a popup menu which offers options like find,
> find next, select definition of a label, select all references of
> a label and rename a code label (Lxxxx).
> - Double click on a line in the disassembly window jumps to the
> definition of the label found in the instruction.
> - The disassembly popup menu has an option to return to the previous
> position after a jump to a definition or to a reference.
> - Mouse wheel is now supported and scrolls the window under the mouse
> cursor.
> - The File menu now supports ROM file loading and raw file loading.
> Only ROM with no bankswitching are loaded.
> - 2 sub-menus have been added in the File menu to open recent files
> and recent workspaces.
> - User labels can be exported in xasm format to be loaded in
> Atari800Win emulator.
> - System labels can now be unloaded from the Label menu.
>
> Fixed bugs:
> - Opcode $B6 produced a bad disassembly.
> - When $00 address was referenced, an L0000 was used but not defined
> in the disassmebly listing. This label is not used anymore.
> - 5200 files are loaded through the 'load ROM file' instead of the

> 'load binary file'.
> - Some Oric files could not load properly because the header of the
> last segment did not match the size of the file. This is not any
> more considered as an error.
> - Dialog box for loading sectors from a .ATR is now working fine.
>
>
> --
> Slor

Hmmm, this is odd. I can't see the disassembly or the equates. I can save the disassembly to disk but I can't see it within DIS6502. All I can see is the segment list and the dump plus two empty windows.

Has DIS6502 1.7 been tested with Windows 98SE because that's all I use? 1.6 worked fine.

The list of new features sounds great.

Stephen Sheppard

3302. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 06:03:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <4zxQe.1994$P34.1184@okepread07>
Source record: 10209

No... The software is still licensed and is being sold by Lance w/ Video 61
I believe. However, Steve Carden has developed TCPIP Express and can be
reached at ExpressPro.DynDns.Org port 8888 or 8889. He sells the latest
version that is Telnet capable.

I tried at one point to purchase an update from Lance and never received a
response.

Thomas

P.S. Maybe someone on here would want to transfer ownership of their node to
you.

"CrazyC" <crazy__c_@hot_mail.com> wrote in message
news:EfwQe.9413$Sj1.1266@okepread04...
> Guess I'm out of luck...
> The only floppy I can read is disk #2 out of 4 and it only shows the PRO
> directory...
> Is BBS Express Pro in the public domain and available in ATR format??
>
> Thanks,
> Jay
>
> "Docrotcod" wrote in message news:XqnQe.1963$P34.1642@okepread07...
>> Pro requires SpartaDOS to run.
>>
>> Thomas
>
>
>

3303. Re: Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 06:38:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C110BEC511Eemuslor@216.196.97.136>
Source record: 10210

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1125293086.348627.281340@g47g2000cwa.googlegroups.com:

>
> Hmmm, this is odd. I can't see the disassembly or the equates. I can
> save the disassembly to disk but I can't see it within DIS6502. All I
> can see is the segment list and the dump plus two empty windows.
>
> Has DIS6502 1.7 been tested with Windows 98SE because that's all I use?
> 1.6 worked fine.
>
> The list of new features sounds great.
>

Eric saw your question and asked me to post this reply (I haven't see it
myself):

I read a reply to your post on comp.sys.atari.8bit. The guy says he has
nothing displayed in the different windows of Dis6502. I know this problem.
It is the font which is not loaded. I had the same problem yesterday. This
is often when you run several version of Dis6502. One of the version does
not unload the font. Then when you run another version, you see empty
panels in the main window. I had to reboot my PC to get the display back.

--
Slor

3304. ITT TV2466 Stereo Tuner

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 08:42:00 UTC
From: Ulrich Scholz <d4@thispla.net>
Message-ID: <1125304920.600112.233980@g44g2000cwa.googlegroups.com>
Source record: 10211

Hi everybody,

I just got an ITT TV2466 stereo tuner. It once was intended to watch TV with an Atari monitor. Unfortunately, I don't have an instructor manual.

Now, I want to use it with my TV! I have an old TV with only 8 channels - much too view for the 20 channels that the cabel company provides.

- I would like to use the TV2466 limilar to a TV receiver of an VCR, where the eight channels are switched to the one channel of the TV tuner. Is this possible? How to find the channel of the tuner?

- What is the meaning of the LED's. OK, I guess the left one indicates that the tuner is set to a channel and the right one indicates mono/stereo. But what to the upper and the lower indicate?

Thanks, Uli

3305. Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 10:48:08 UTC
From: David Bowden <undeadmechanic@comcast.net>
Message-ID: <t5-dnX5o0oN_eo_eRVn-tA@comcast.com>
Source record: 10212

I have been lurking around this group for the past 4 years or so just to keep up on current atari events. Well, when I saw things such as the USB cart project, the various IDE mods, and Mr. Tucker's flash cart, I decided to dig out my trusty old machine(s). 130XE, 800XL, original 800...

Well, now with all the crap I have stuffed into my 130XE, it has become a massive hassle to swap carts and reboot the little bastard. So I am looking for disk based assemblers to use.

All I have is the original assembler-editor by atari, and the macro assembler on disk. I am missing the manual for the assembler. I have no clue how to use it. It would be nice if anyone knows where I can find scans of the manual, or anything on it, really.

I'd really like to give the mac65 assembler a whirl, but is it even available as freeware?

I'd like to know what you guys would recommend for a good/decent assembler.

Also, on a side note... is there a version of C available for the atari (hopefully disk based also). So far, the only thing I have really seen is cc65, but I'd rather code on an actual 8-bit. I have it, why not use it?

Thanks guys,
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

3306. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 13:21:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.29.13.21.51.428031@charter.net>
Source record: 10213

On Mon, 29 Aug 2005 01:03:42 -0500, Docrotcod wrote:

> No... The software is still licensed and is being sold by Lance w/ Video 61
> I believe. However, Steve Carden has developed TCPIP Express and can be
> reached at ExpressPro.DynDns.Org port 8888 or 8889. He sells the latest
> version that is Telnet capable.
>
> I tried at one point to purchase an update from Lance and never received a
> response.

I'd try again. I've bought some CD collections from him, and had no
problems with him responding to e-mails at all.

Maybe just a bad karma day? :-)

--
_/_/_/

3307. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 15:21:57 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C16974DE86emuslor@216.196.97.136>
Source record: 10214

Despite all prevention efforts, "David Bowden"
<undeadmechanic@comcast.net> wrote in
news:t5-dnX5o0oN_eo_eRVn-tA@comcast.com:

>
> All I have is the original assembler-editor by atari, and the macro
> assembler on disk. I am missing the manual for the assembler. I have
> no clue how to use it. It would be nice if anyone knows where I can
> find scans of the manual, or anything on it, really.
>
> I'd really like to give the mac65 assembler a whirl, but is it even
> available as freeware?
>

Mac/65 is included in the Pooldisk collection - I don't know if that makes
it free or not. There are multiple postings of the manual for it out on
the web. You can find a collection of assembly disk images here:

http://www.slor.net/a8/asm

If anyone has copyright on any of them and wants them removed (or if you
know someone else will), please let me know ASAP so I can take care of it.

--
Slor

3308. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 15:30:10 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <6SFQe.3183$Wd7.220@newsread1.news.pas.earthlink.net>
Source record: 10215

David Bowden wrote:
> I have been lurking around this group for the past 4 years or so just to
> keep up on current atari events. Well, when I saw things such as the USB
> cart project, the various IDE mods, and Mr. Tucker's flash cart, I decided
> to dig out my trusty old machine(s). 130XE, 800XL, original 800...
>
> Well, now with all the crap I have stuffed into my 130XE, it has become a
> massive hassle to swap carts and reboot the little bastard. So I am looking
> for disk based assemblers to use.
>
> All I have is the original assembler-editor by atari, and the macro
> assembler on disk. I am missing the manual for the assembler. I have no clue
> how to use it. It would be nice if anyone knows where I can find scans of
> the manual, or anything on it, really.

No manuals for either? You may want to find a copy of John Harris's MAE.
There's also A65 and I believe at least one assembler that comes with
the CC65 distribution, all disk based. There were a few tutorials in
Atari magazines, most of which are online, but I don't have the specific
issues. Maybe someone else can help on that.

IIRC: A65 and AMAC don't use line numbers. All assemblers are
indentation sensitive to interpret commands. If you have a specific
question I or someone else in the newsgroup could answer it.
>
> I'd really like to give the mac65 assembler a whirl, but is it even
> available as freeware?

Yes, the disk based version is freeware and comes with DDT debugging tool.

> I'd like to know what you guys would recommend for a good/decent assembler.

Any of the above are good.

I really loved Speech Technologies TASM on an old '286 back in the days
of MSDOS. You need a method to port the code over to the Atari. I used
both disk transfer utilities and SIO2PC to get it over back then.
Nothing quite like using an IBM editor in 80 columns and compiling 10k
of code in less then 2 seconds on Tandy 1000.
>
> Also, on a side note... is there a version of C available for the atari
> (hopefully disk based also). So far, the only thing I have really seen is
> cc65, but I'd rather code on an actual 8-bit. I have it, why not use it?

Look up Michael Current's FAQ. It has all the languages available for
the Atari.

http://www.umich.edu/~archive/atari/8bit/
>
> Thanks guys,

Most welcome

3309. Re: Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 17:30:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125336655.757862.192390@g43g2000cwa.googlegroups.com>
Source record: 10216

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1125293086.348627.281340@g47g2000cwa.googlegroups.com:
>
> >
> > Hmmm, this is odd. I can't see the disassembly or the equates. I can
> > save the disassembly to disk but I can't see it within DIS6502. All I
> > can see is the segment list and the dump plus two empty windows.
> >
> > Has DIS6502 1.7 been tested with Windows 98SE because that's all I use?
> > 1.6 worked fine.
> >
> > The list of new features sounds great.
> >
>
> Eric saw your question and asked me to post this reply (I haven't see it
> myself):
>
> I read a reply to your post on comp.sys.atari.8bit. The guy says he has
> nothing displayed in the different windows of Dis6502. I know this problem.
> It is the font which is not loaded. I had the same problem yesterday. This
> is often when you run several version of Dis6502. One of the version does
> not unload the font. Then when you run another version, you see empty
> panels in the main window. I had to reboot my PC to get the display back.
>
>
> --
> Slor

Thanks for the speedy reply but my problem remains today (yes, after a
reboot).

Stephen Sheppard

3310. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 19:19:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125343194.556500.167680@g43g2000cwa.googlegroups.com>
Source record: 10217

Slor wrote:
> Despite all prevention efforts, "David Bowden"
> <undeadmechanic@comcast.net> wrote in
> news:t5-dnX5o0oN_eo_eRVn-tA@comcast.com:
>
> >
> > All I have is the original assembler-editor by atari, and the macro
> > assembler on disk. I am missing the manual for the assembler. I have
> > no clue how to use it. It would be nice if anyone knows where I can
> > find scans of the manual, or anything on it, really.
> >
> > I'd really like to give the mac65 assembler a whirl, but is it even
> > available as freeware?
> >
>
> Mac/65 is included in the Pooldisk collection - I don't know if that makes
> it free or not. There are multiple postings of the manual for it out on
> the web. You can find a collection of assembly disk images here:
>
> http://www.slor.net/a8/asm
>
> If anyone has copyright on any of them and wants them removed (or if you
> know someone else will), please let me know ASAP so I can take care of it.
>
> --
> Slor

Ooh! I see you have SynAssembler XL.

I remember dumping the Assembler/Editor Cartridge in favor of
SynAssembler (the 400/800 only version). It was fast and easy. I can't
remember all the features it has but Load, Save, ASM, Find, and Dir
commands are pretty straight forward.

I don't recall SynAssembler being a Macro Assembler but I'm not sure.
All the stuff I did 20-25 years ago was pretty simple and I don't do
any assembly now.

Thanks for the post!

Stephen Sheppard

3311. Re: Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 20:48:00 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C1A0BC6F711emuslor@216.196.97.136>
Source record: 10218

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1125336655.757862.192390@g43g2000cwa.googlegroups.com:

> Thanks for the speedy reply but my problem remains today (yes, after a
> reboot).
>
> Stephen Sheppard
>

I suggest contacting Eric directly, since he has seen the issue. I'll
email you his info directly.

--
Slor

3312. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-29 23:48:17 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <rNydnUU_5ZAmA47eRVn-iQ@comcast.com>
Source record: 10219

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:6SFQe.3183$Wd7.220@newsread1.news.pas.earthlink.net...
> David Bowden wrote:
>> All I have is the original assembler-editor by atari, and the macro
>> assembler on disk. I am missing the manual for the assembler. I have no
>> clue how to use it. It would be nice if anyone knows where I can find
>> scans of the manual, or anything on it, really.
>
> No manuals for either? You may want to find a copy of John Harris's MAE.
> There's also A65 and I believe at least one assembler that comes with the
> CC65 distribution, all disk based. There were a few tutorials in Atari
> magazines, most of which are online, but I don't have the specific issues.
> Maybe someone else can help on that.

Lol. Maybe I should have specified... I have the manual and errata sheet for
the Atari assembler cartridge and have been using it religiously for the
past 15 years, but lack the assembler manual for the AMAC. I bought the AMAC
off ebay a couple of years ago and the only documentation I got with it was
the "Atari Program-Text Editor" manual, and the reference card. On one side
of the card is the reference for the macro assembler, and on the other side
is the program-text editor. I just need to get ahold of the manual for the
assembler itself.

>
> IIRC: A65 and AMAC don't use line numbers. All assemblers are indentation
> sensitive to interpret commands. If you have a specific question I or
> someone else in the newsgroup could answer it.
>>
>> I'd really like to give the mac65 assembler a whirl, but is it even
>> available as freeware?
>
> Yes, the disk based version is freeware and comes with DDT debugging tool.
>
>> I'd like to know what you guys would recommend for a good/decent
>> assembler.
>
> Any of the above are good.
>
> I really loved Speech Technologies TASM on an old '286 back in the days of
> MSDOS. You need a method to port the code over to the Atari. I used both
> disk transfer utilities and SIO2PC to get it over back then.

Neat. I may look that up.

> Nothing quite like using an IBM editor in 80 columns and compiling 10k of
> code in less then 2 seconds on Tandy 1000.
>>
>> Also, on a side note... is there a version of C available for the atari
>> (hopefully disk based also). So far, the only thing I have really seen is
>> cc65, but I'd rather code on an actual 8-bit. I have it, why not use it?
>
> Look up Michael Current's FAQ. It has all the languages available for the
> Atari.
> http://www.umich.edu/~archive/atari/8bit/

Nice.

Thanks again,
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

3313. [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 00:19:57 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <IoOdncsXAre7O47eRVn-2w@comcast.com>
Source record: 10220

First off, I admit I am somewhat of a Linux noob, so please bear with my ignorance of the penguin...

Ok, I have been using Linux for about 3-4 months as a server machine and before the Linux install, this machine ran APE for my 8-bit. I'd really like to use AtariSIO so I don't have to reboot the box to Windoze just to use my disk images on my 130XE.

After bumbling my way thru multiple install problems with AtariSIO, (I was missing my kernel headers, as Mandrake/Mandriva doesn't install them by default, along with a few other minor frustrations.). When I "modprobe atarisio", I get "FATAL: Module atarisio not found."

I'm not sure what's going on here, and I was hoping one of you gents use/have used AtariSIO and can give me a clue as to what's going on.

Not sure if this would be considered OT or not... I apologize if it is.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

3314. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 01:25:45 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <tAOQe.3888$_84.315@newsread1.news.atl.earthlink.net>
Source record: 10221

Not sure which version I had; it did not support macros. There is
a
manual on atariland.com. I never did learn to add run/init
addresses with
the Target File option.

Jess

<stephensheppard@hotmail.com> wrote in message
news:1125343194.556500.167680@g43g2000cwa.googlegroups.com...
>
> Ooh! I see you have SynAssembler XL.
>
> I remember dumping the Assembler/Editor Cartridge in favor of
> SynAssembler (the 400/800 only version). It was fast and easy.
I can't
> remember all the features it has but Load, Save, ASM, Find, and
Dir
> commands are pretty straight forward.
>
> I don't recall SynAssembler being a Macro Assembler but I'm not
sure.
> All the stuff I did 20-25 years ago was pretty simple and I
don't do
> any assembly now.
>
> Thanks for the post!
>
> Stephen Sheppard
>

3315. The Digital Alternative CD-MAG Launch Issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 01:45:23 UTC
From: John Kavanagh <cpcoxygen@gmail.com>
Message-ID: <OSOQe.4682$R5.562@news.indigo.ie>
Source record: 10222

Here's information on an new retro magazine you all may be interested in:

The Digital Alternative is an interactive magazine presented on two professionally produced CD-ROMS covering retro / alternative computing and gaming at its best. Each issues, supplied on 2 CD-ROMS, will have over 4 hours of video footage and over 200 pages of articles covering all aspects of retro and alternative gaming/computing.

The retro aspect of the magazine coves home computers and consoles from the 1970's, 80's and early 90's which basically means every retro format you can think of. There will also be alternative content, meaning contents about the CPC-NG, Commodore One etc.

The cost will be 5 Euro (US DOLLARS: $6.10 or STERLING: £3.40) plus the cost of postage and packaging.

We are ready to produce the launch issue but first we need the number of CD-ROMS and Inserts to produce. So if you're interested then register your interest at http://www.digi-alt.net If interested it's important to register your interest as not to under/over produce the CD-ROMs. We plan on finding the number of people interested (by registering their interest), add 10 percent, round it off and produce the result.

You can go to the main site http://www.digi-alt.net to find out more information on the contents of the first issue.

Regards,
John

www.digi-alt.net

3316. Re: Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 02:06:26 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125367586.301260.133860@g49g2000cwa.googlegroups.com>
Source record: 10223

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1125336655.757862.192390@g43g2000cwa.googlegroups.com:
>
> > Thanks for the speedy reply but my problem remains today (yes, after a
> > reboot).
> >
> > Stephen Sheppard
> >
>
> I suggest contacting Eric directly, since he has seen the issue. I'll
> email you his info directly.
>
> --
> Slor

Thanks.

I have this odd suspicion that the text is there but for some reason
it's the same color as the background.

Stephen Sheppard

3317. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 02:45:10 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125369910.691439.256300@g47g2000cwa.googlegroups.com>
Source record: 10224

RetroJess wrote:
> Not sure which version I had; it did not support macros. There is
> a
> manual on atariland.com.

I must be looking in the wrong place. I'll keep trying.

In the interim I was looking at SynAssembler articles at
Atariarchives.org and learned that there was an enhanced product, F-S
Macro Assembler 40/80, which was compatible with SynAssembler. FSMA
40/80 was disk based and supported 80 columns thru software.

Now I'd really like to find that!

Stephen Sheppard

> I never did learn to add run/init
> addresses with
> the Target File option.
>
> Jess
>
> <stephensheppard@hotmail.com> wrote in message
> news:1125343194.556500.167680@g43g2000cwa.googlegroups.com...
> >
> > Ooh! I see you have SynAssembler XL.
> >
> > I remember dumping the Assembler/Editor Cartridge in favor of
> > SynAssembler (the 400/800 only version). It was fast and easy.
> I can't
> > remember all the features it has but Load, Save, ASM, Find, and
> Dir
> > commands are pretty straight forward.
> >
> > I don't recall SynAssembler being a Macro Assembler but I'm not
> sure.
> > All the stuff I did 20-25 years ago was pretty simple and I
> don't do
> > any assembly now.
> >
> > Thanks for the post!
> >
> > Stephen Sheppard
> >

3318. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 04:55:11 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C1F353378CBemuslor@216.196.97.136>
Source record: 10225

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1125369910.691439.256300@g47g2000cwa.googlegroups.com:

>
> In the interim I was looking at SynAssembler articles at
> Atariarchives.org and learned that there was an enhanced product, F-S
> Macro Assembler 40/80, which was compatible with SynAssembler. FSMA
> 40/80 was disk based and supported 80 columns thru software.
>
> Now I'd really like to find that!

Me too, now that you point it out...

--
Slor

3319. Atari 800Win plus4.0 final

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 08:12:23 UTC
From: "S. Wawelski" <jama@wp.pl>
Message-ID: <df14da$ba5$1@atlantis.news.tpi.pl>
Source record: 10226

http://atariarea.histeria.pl/PLus/index_pl.htm

3320. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 11:13:16 UTC
From: CrazyC <crazy__c_@hot_mail.com>
Message-ID: <RbXQe.5485$UI.255@okepread05>
Source record: 10227

I spoke too soon :) In using the Ape/ProSystem, I had a glitch when I made my image back-ups of the master disks.
But now all is great! I re-copied my floppies to a new image file, then ran APE and made a 16 meg image and copied the floppy images to the HD image and now in the process of seting it up...
It's an old version of BBS Express Pro version 1.0 :) But still works ok...

In the past I also owned/ran BBS Express ST! I wrote 2 programs for it, "The File Transfer Utility" or FTU and the first script de-compiler that I posted on Mark's Board (The, then owner of BBS Express ST!)
Now that I have an Action Cartridge, I might get back into pogramming for PRO...

Jay

> Guess I'm out of luck...
> The only floppy I can read is disk #2 out of 4 and it only shows the PRO
> directory...
> Is BBS Express Pro in the public domain and available in ATR format??
>
> Thanks,
> Jay

3321. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 13:13:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.30.13.13.15.783054@charter.net>
Source record: 10228

On Tue, 30 Aug 2005 04:13:16 -0700, CrazyC wrote:

> In the past I also owned/ran BBS Express ST! I wrote 2 programs for it,
> "The File Transfer Utility" or FTU and the first script de-compiler that I
> posted on Mark's Board (The, then owner of BBS Express ST!)
> Now that I have an Action Cartridge, I might get back into pogramming for
> PRO...
>
> Jay
>
>> Guess I'm out of luck...
>> The only floppy I can read is disk #2 out of 4 and it only shows the PRO
>> directory...
>> Is BBS Express Pro in the public domain and available in ATR format??
>>
>> Thanks,
>> Jay

I still use BBS Express! ST... (see sig below). :-)

--
_/_/_/

3322. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 17:17:44 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125422264.050832.294840@f14g2000cwb.googlegroups.com>
Source record: 10229

```
Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1125369910.691439.256300@g47g2000cwa.googlegroups.com:
>
> >
> > In the interim I was looking at SynAssembler articles at
> > Atariarchives.org and learned that there was an enhanced product, F-S
> > Macro Assembler 40/80, which was compatible with SynAssembler. FSMA
> > 40/80 was disk based and supported 80 columns thru software.
> >
> > Now I'd really like to find that!
>
> Me too, now that you point it out...
>
> --
> Slor

I can't find any other significant references to FSMA 40/80 :(

Stephen Sheppard
```

3323. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 19:39:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C29526BACDBemuslor@216.196.97.136>
Source record: 10230

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1125422264.050832.294840@f14g2000cwb.googlegroups.com:

> I can't find any other significant references to FSMA 40/80 :(
>
> Stephen Sheppard
>

Me neither - I did some searching with no luck.

--
Slor

3324. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 20:35:18 UTC
From: CrazyC <crazy__c_@hot_mail.com>
Message-ID: <Pq3Re.5504$UI.1099@okepread05>
Source record: 10231

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.08.30.13.13.15.783054@charter.net...
> On Tue, 30 Aug 2005 04:13:16 -0700, CrazyC wrote:
>
> > In the past I also owned/ran BBS Express ST! I wrote 2 programs for it,
> > "The File Transfer Utility" or FTU and the first script de-compiler that
I
> > posted on Mark's Board (The, then owner of BBS Express ST!)
> > Now that I have an Action Cartridge, I might get back into pogramming
for
> > PRO...
> >
> > Jay
> >
> >> Guess I'm out of luck...
> >> The only floppy I can read is disk #2 out of 4 and it only shows the
PRO
> >> directory...
> >> Is BBS Express Pro in the public domain and available in ATR format??
> >>
> >> Thanks,
> >> Jay
>
> I still use BBS Express! ST... (see sig below). :-)
>
> --
>
_/_/_/

3325. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 20:45:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.08.30.20.45.41.789420@charter.net>
Source record: 10232

On Tue, 30 Aug 2005 13:35:18 -0700, CrazyC wrote:

> Cool.... My newest atari is also a Falcon030 that I bought 8 years ago and
> has been boxed up until 3 weeks ago.
> I've been looking for an appletalk interface to use on it to connect to my
> ethernet router. I've seen some on eBay,
> but still looking around for ideas...
>
> Jay

I didn't know there was ever any support for the Appletalk interface with
the Falcons' built-in LAN.

There are a couple of routes people are taking as far as networking goes:

1. EtherNEC - cartridge port based.
2. EtherNAT - true ethernet support, as well as USB stuff. Not available
just yet, but very soon now.
3. Seems like I've seen some people mention using null-cables to a PC as
well. Not sure.

HTHs.

--
_/_/_/

3326. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 21:09:02 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <OV3Re.4209$_84.4187@newsread1.news.atl.earthlink.net>
Source record: 10233

```
The manual is on a member page at atariland.com under
oldatarian.

Jess
<stephensheppard@hotmail.com> wrote in message
news:1125369910.691439.256300@g47g2000cwa.googlegroups.com...
> RetroJess wrote:
> > Not sure which version I had; it did not support macros.
There is
> > a
> > manual on atariland.com.
>
> I must be looking in the wrong place. I'll keep trying.
>
```

3327. The Encyclopedia of Game.Machines

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 22:40:12 UTC
From: fairziff@aol.com
Message-ID: <1125441612.823221.62820@g43g2000cwa.googlegroups.com>
Source record: 10234

The Encyclopedia of Game.Machines

With 224 pages, 600+ full colour pictures, This is the ultimate
reference!

Exactly what it says! This is The Encyclopedia of Game Machines!!
Winnie Forster's unique and aesthetically perfect publication is
presented here in in the UK for the first time.
This book was officially launched at CGEUK 2005. All copies were
snapped up within minutes (literally)!

>From Atari to Sega, from Apple to Nintendo DS: The full colour book
takes not a regional, or European, but a global view on 33 years of
onscreen fun and interaction and presents hardware from Japan, USA, UK,
France, Germany and Korea, along with classic software in its
authentic, pixellated glory. Other than the 600+ pictures, exclusively
shot for the

Game.Machines book, it contains extensive indices, as well as 20 pages
of technical data and explanations.

Available in the UK now.

http://www.ukretro.co.uk/cpstorefront22/CandyPress/scripts/prodView.asp?idproduct=1561

3328. Re: Looking for disk based assemblers.

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-30 23:41:02 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125445262.654218.223550@o13g2000cwo.googlegroups.com>
Source record: 10235

RetroJess wrote:
> The manual is on a member page at atariland.com under
> oldatarian.

Jess,

I never did find it by navigating from the Atariland.com homepage but
Googling got me to the manual.

Why does "oldatarian" sound familiar to me? hmmmmm.....>

Thanks again.

Stephen Sheppard

> Jess
> <stephensheppard@hotmail.com> wrote in message
> news:1125369910.691439.256300@g47g2000cwa.googlegroups.com...
> > RetroJess wrote:
> > > Not sure which version I had; it did not support macros.
> There is
> > > a
> > > manual on atariland.com.
> >
> > I must be looking in the wrong place. I'll keep trying.
> >

3329. Re: ATASCII viewer for DOS/Win?

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-31 01:35:36 UTC
From: leehanken <lee_hanken@hotmail.com>
Message-ID: <1125452136.803321.72950@g49g2000cwa.googlegroups.com>
Source record: 10236

Slor wrote:
> There are plenty of options for converting ascii docs to atascii and vice
> versa. Along the way, has anyone written a simple atascii file viewer for
> the DOS or Windows? Or, in my Xanadu, a simple viewer that can detect
> either format and display it properly for viewing?
>
> thanks
>
> --
> Slor

I wrote a simple web utility for my own use that displays a listing as
a web page.

It is at http://www.leehanken.pwp.blueyonder.co.uk/atari/

3330. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-31 10:45:13 UTC
From: CrazyC <crazy__c_@hot_mail.com>
Message-ID: <BTfRe.3918$lx4.2435@okepread03>
Source record: 10237

> I didn't know there was ever any support for the Appletalk interface with
> the Falcons' built-in LAN.
>
> There are a couple of routes people are taking as far as networking goes:
>
> 1. EtherNEC - cartridge port based.
> 2. EtherNAT - true ethernet support, as well as USB stuff. Not available
> just yet, but very soon now.
> 3. Seems like I've seen some people mention using null-cables to a PC as
> well. Not sure.
>
> HTHs.

I'll look into the above... Thanks...

I've also thought about porting FoReM over to the pc and make it a
"multi-node" BBS through Telnet..
I started developing an "Internet Express BBS" version of BBS Express a few
years back, but after a
plane accident, I put it on hold... Another thing to bring out of moth
balls :)

Jay

3331. Just when you thought it was safe...

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-31 19:55:45 UTC
From: You <you@cogeco.ca>
Message-ID: <BF3B8381.40BD%you@cogeco.ca>
Source record: 10238

The 8-bit cluster revisited...

Well, no one seems terribly keen on creating an Atari 8-bit cluster but
somebody has taken the effort to create an Apple IIe cluster.

Check it out: http://members.aol.com/MJMahon/CratePaper.html

The AppleCrate Apple IIe cluster.

Truly inspiring and, um uh, amazing! :)

3332. Re: [ANNC] Dis6502 1.7 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-08-31 20:28:00 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <11hc4ivdoo6h0b9@corp.supernews.com>
Source record: 10239

"Slor" <slor@comcast.net> wrote in message
news:Xns96C09095A2322emuslor@216.196.97.136...
> Lots of enhancements for this one - download at:
>
> http://sourceforge.net/project/showfiles.php?group_id=145747
>
>
> Version 1.7
> -----------
> Thanks to Steven J. Tucker for giving us many ideas.
>
> New features:
> - The dump popup menu has an option to guess byte type. This option
> tries to follow the flow of the program beginning with the byte
> selected by the user. All data in the flow of the program is
> marked as code.
> - There are two other options in the dump popup menu to select next
> block of unknown type and to change the remaining data to bytes.
> - An option has been added to display Zero-Page instructions with
> absolute addressing mode as bytes. These instructions use 3 bytes
> instead of 2.
> - The disassembly now centers the selected line and displays it with
> a yellow background.
> - Disassembly window has a popup menu which offers options like find,
> find next, select definition of a label, select all references of
> a label and rename a code label (Lxxxx).
> - Double click on a line in the disassembly window jumps to the
> definition of the label found in the instruction.
> - The disassembly popup menu has an option to return to the previous
> position after a jump to a definition or to a reference.
> - Mouse wheel is now supported and scrolls the window under the mouse
> cursor.
> - The File menu now supports ROM file loading and raw file loading.
> Only ROM with no bankswitching are loaded.
> - 2 sub-menus have been added in the File menu to open recent files
> and recent workspaces.
> - User labels can be exported in xasm format to be loaded in
> Atari800Win emulator.
> - System labels can now be unloaded from the Label menu.
>
> Fixed bugs:
> - Opcode $B6 produced a bad disassembly.
> - When $00 address was referenced, an L0000 was used but not defined
> in the disassmebly listing. This label is not used anymore.

> - 5200 files are loaded through the 'load ROM file' instead of the
> 'load binary file'.
> - Some Oric files could not load properly because the header of the
> last segment did not match the size of the file. This is not any
> more considered as an error.
> - Dialog box for loading sectors from a .ATR is now working fine.
>
>
> --
> Slor

Very nice - my gratitude.

3333. Re: Looking for two 1050 drive shells

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-01 00:31:20 UTC
From: you@cogeco.ca
Message-ID: <1h26ckc.1i5kt3q18kp6oN%you@cogeco.ca>
Source record: 10240

Don't know if you were ever able to source the 1050 drive shells that
you were after, but I have one that I can let go for $6 plus shipping.

Email me if you're interested.

FireflyST <fireflyst@earthlink.net> wrote:

> Hi everyone!
>
> I'm looking for two broken Atari 1050s. I just want the enclosure
> shells not the mechanisms, and the shells should be in decent shape.
>
> I do not need power supplies or anything, they are for a project of
> mine.

3334. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-01 18:46:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509011141010.4808-100000@onyx.spiritone.com>
Source record: 10241
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3335. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-01 18:50:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509011146580.4808-100000@onyx.spiritone.com>
Source record: 10242
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
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3336. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-01 20:18:40 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <AmJRe.62758$c95.37979@fe11.news.easynews.com>
Source record: 10243

David Bowden wrote:
> After bumbling my way thru multiple install problems with AtariSIO, (I was
> missing my kernel headers, as Mandrake/Mandriva doesn't install them by
> default, along with a few other minor frustrations.). When I "modprobe
> atarisio", I get "FATAL: Module atarisio not found."

When you have built the module you have to copy it (using *.ko)
into /lib/modules/(whatever your kernel version is)/ then run depmod -a.

Good luck,

Mark
--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

3337. Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 01:46:39 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <XoqdnR94KIrZM4re4p2dnA@telenor.com>
Source record: 10244

I tried to download the stuff some kind guy pointed me to. I installed the Perl thingy, but nothing is happening when I try to start the script. Somebody must have made an easier way than this for getting the Atari music files to normal Atari format?

Any pointers on what to do with the perl script thing or some nicer utility to unsap with?

Take Atarian care

3338. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 04:31:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1125635474@rtfm.mit.edu>
Source record: 10245
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3339. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 10:01:28 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhg8no.1cb.usenet-200509@camel.hias.horus.com>
Source record: 10247

On Mon, 29 Aug 2005 19:19:57 -0500, David Bowden wrote:
> After bumbling my way thru multiple install problems with AtariSIO, (I was
> missing my kernel headers, as Mandrake/Mandriva doesn't install them by
> default, along with a few other minor frustrations.). When I "modprobe
> atarisio", I get "FATAL: Module atarisio not found."

When you do "make install" the atarisio.o / atarisio.ko module should
be copied to /lib/modules/<kernelversion>/misc. Have a look at
the output when doing "make install", you should see a line

install -o root -g root -m 644 atarisio.o /lib/modules/2.4.30/misc
or
install -o root -g root -m 644 atarisio.ko /lib/modules/2.6.12/misc

(The second line in case of 2.6.x kernels)

Maybe your distribution doesn't look in /lib/modules/<kver>/misc,
in this case just move the atarisio module into the
/lib/modules/<kver>/ directory and do a "depmod -a"

You could also try to do a "modprobe -v atarisio", on my Debian Sarge
box running kernel 2.6.12 the output looks like this:

modprobe -v atarisio
insmod /lib/modules/2.6.12/misc/atarisio.ko port=/dev/ttyS0
#

HTH,

Hias

3340. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 10:14:06 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhg9fe.1cb.usenet-200509@camel.hias.horus.com>
Source record: 10246

On 27 Aug 2005 08:15:50 -0700, stephensheppard@hotmail.com wrote:
> I understand most of your description of your Flash ROM "adapter" but
> is there any chance you could post a wiring list or schematic and a
> parts list. Mostly which model DIP Sockets did you use? Are they all
> stackable?

Wasn't the wiring list clear in my first post? It's really as easy
as I wrote. But I can create a more verbose description if you like.

Concerning the IC sockets: just use standard high quality sockets
with turned pins, eg Farnell product number 738610.

so long,

Hias

3341. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 14:09:14 UTC
From: Grzegorz Stańczyk <goo@WYTNIJJJTOOO.mail.atr.bydgoszcz.pl>
Message-ID: <df9mh3$s7j$1@news.task.gda.pl>
Source record: 10098

Atarian "Vidar Olavesen" <olavese@online.no> has written in a message
news:XoqdnR94KIrZM4re4p2dnA@telenor.com...

>I tried to download the stuff some kind guy pointed me to. I installed the
> Perl thingy, but nothing is happening when I try to start the script.
> Somebody must have made an easier way than this for getting the Atari music
> files to normal Atari format?
>
> Any pointers on what to do with the perl script thing or some nicer utility
> to unsap with?

It's me again.
Lets begin convert example sap file. Open windows command prompt (run cmd for
example) and enter:
perl unsap.pl sapmaker_sap_file.sap

Here is an example.
Try convert Reksio_Theme.sap (made by Sapmaker tool) from ASMA Archive
http://asma.atari.org/.

C:\UNSAP>perl unsap.pl Reksio_Theme.sap
Reksio_Theme.sap -> Reksio_Theme.d15: OK
Reksio_Theme.sap -> Reksio_Theme.md1: OK

Thats all !

Good luck !

--
Grzegorz Stanczyk aka gRzEnIu

3342. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 15:06:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <zs-dnbRDf7459IXeRVnzvA@telenor.com>
Source record: 10099

> It's me again.
Yes, it sure is! ;-)

> Lets begin convert example sap file. Open windows command prompt (run cmd
for
> example) and enter:
> perl unsap.pl sapmaker_sap_file.sap

That's where it fails for me. It doesn't recognize perl as a valid command.
So, I guess I might have downloaded the wrong files?
These are the files I downloaded. I run on, dare I say it, MS Windows 2000.
ActivePerl-5.8.7.813-MSWin32-x86-148120.zip
TD125CC9EF-ASPNPET-9BB0.exe
and the UNZAP.ZIP file containing the one file UNSAP.PL

> Here is an example.
> Try convert Reksio_Theme.sap (made by Sapmaker tool) from ASMA Archive
> http://asma.atari.org/.
>
> C:\UNSAP>perl unsap.pl Reksio_Theme.sap
> Reksio_Theme.sap -> Reksio_Theme.d15: OK
> Reksio_Theme.sap -> Reksio_Theme.md1: OK
>
> Thats all !
>
> Good luck !
Thanks, that's the way I did try it, but due to the perl not being a valid
command, it doesn't do anything

I appreciate the help! Take Atarian care

BTW : Any of Gilbertsons pieces on SAP files? Alternate Reality : The City
is fabulous, as well as Passionately. One of the reasons my Atari is still
running and the XBox is put aside. ;-)

3343. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 16:44:33 UTC
From: Grzegorz Stańczyk <goo@WYTNIJJJTOOO.mail.atr.bydgoszcz.pl>
Message-ID: <df9vjv$j7j$1@news.task.gda.pl>
Source record: 10100

User "Vidar Olavesen" <olavese@online.no> has written in a message
news:zs-dnbRDf7459IXeRVnzvA@telenor.com...

>> It's me again.
> Yes, it sure is! ;-)
>
>> Lets begin convert example sap file. Open windows command prompt (run cmd
> for
>> example) and enter:
>> perl unsap.pl sapmaker_sap_file.sap
>
> That's where it fails for me. It doesn't recognize perl as a valid command.
> So, I guess I might have downloaded the wrong files?
> These are the files I downloaded. I run on, dare I say it, MS Windows 2000.
> ActivePerl-5.8.7.813-MSWin32-x86-148120.zip
> TD125CC9EF-ASPNPET-9BB0.exe
> and the UNZAP.ZIP file containing the one file UNSAP.PL
>
>
>> Here is an example.
>> Try convert Reksio_Theme.sap (made by Sapmaker tool) from ASMA Archive
>> http://asma.atari.org/.
>>
>> C:\UNSAP>perl unsap.pl Reksio_Theme.sap
>> Reksio_Theme.sap -> Reksio_Theme.d15: OK
>> Reksio_Theme.sap -> Reksio_Theme.md1: OK
>>
>> Thats all !
>>
>> Good luck !
> Thanks, that's the way I did try it, but due to the perl not being a valid
> command, it doesn't do anything
>
> I appreciate the help! Take Atarian care
>
> BTW : Any of Gilbertsons pieces on SAP files? Alternate Reality : The City
> is fabulous, as well as Passionately. One of the reasons my Atari is still
> running and the XBox is put aside. ;-)

Check your PATH environment variable. It should contain a path to the perl
command (c:\Perl\bin as default).

--
Grzegorz Stanczyk aka gRzEnIu

3344. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-02 19:29:02 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125689342.393581.126460@g14g2000cwa.googlegroups.com>
Source record: 10101

Matthias Reichl wrote:
> On 27 Aug 2005 08:15:50 -0700, stephensheppard@hotmail.com wrote:
> > I understand most of your description of your Flash ROM "adapter" but
> > is there any chance you could post a wiring list or schematic and a
> > parts list. Mostly which model DIP Sockets did you use? Are they all
> > stackable?
>
> Wasn't the wiring list clear in my first post? It's really as easy
> as I wrote. But I can create a more verbose description if you like.
>
> Concerning the IC sockets: just use standard high quality sockets
> with turned pins, eg Farnell product number 738610.
>
> so long,
>
> Hias

Forgive me, but circuits have always been difficult for me. I'm easily confused by the little details.

You mentioned wiring 3 pins to switches but earlier you said you used two switches, one being DPDT. Does it matter which two pins get the DPDT switch.

You also mentioned pull-up resistors. What values? Where do they connect? in series with the switches?

You indicated pins 2, 3, and 29 of the flash connect to the switches. Where do the other ends of the switches go?

Stephen Sheppard

3345. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 00:58:53 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <2eOdneOKAawMaYXeRVnzvA@telenor.com>
Source record: 10102

> Check your PATH environment variable. It should contain a path to the perl
> command (c:\Perl\bin as default).

Thanks, that was not there. I did answer yes to those questions in the
install routine, but...

I'll try that! Thanks again and take Atarian care

3346. Re: ITT TV2466 Stereo Tuner

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 01:05:51 UTC
From: you@cogeco.ca
Message-ID: <1h2a467.5zv9mr19jhqyoN%you@cogeco.ca>
Source record: 10103

Ulrich Scholz <d4@thispla.net> wrote:

> Hi everybody,
>
> I just got an ITT TV2466 stereo tuner. It once was intended to watch
> TV with an Atari monitor. Unfortunately, I don't have an instructor
> manual.
>
> Now, I want to use it with my TV! I have an old TV with only 8
> channels - much too view for the 20 channels that the cabel company
> provides.
>
> - I would like to use the TV2466 limilar to a TV receiver of an VCR,
> where the eight channels are switched to the one channel of the TV
> tuner. Is this possible? How to find the channel of the tuner?
>
> - What is the meaning of the LED's. OK, I guess the left one indicates
> that the tuner is set to a channel and the right one indicates
> mono/stereo. But what to the upper and the lower indicate?
>
>
> Thanks, Uli

What country do you live in Uli? Personally, I have never seen a TV that only supported 8 channels. I know that some of the old NTSC (North American) televisions had dials that offered 12 channels (2-13) on the VHF band and a whole plethora of channels on the UHF band.

Regardless, I'm intrigued to learn that your cable company offers only 20 ("twenty") television channels to its subscribers. Locally, Canada, our cable company offers more than 60 ("sixty") channels as part of the basic analog package and a couple hundred others as part of the extended digital package. If I recall correctly, there is no redundancy with the analog and digital cable packages.

My best advice to you, Uli, is to get a satellite dish if you're really serious about getting some variety in your television programming.

3347. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 01:05:51 UTC
From: you@cogeco.ca
Message-ID: <1h2a30t.1muhipf24oi52N%you@cogeco.ca>
Source record: 10104

Slor <slor@comcast.net> wrote:

> I may have asked this before, so feel free to chastise me if I have, but...
>
> In my "on again, off again" quest to get back more into the 8-bit scene,
> I'm working to learn 6502 assembly a bit better, and my end goal is to put
> together a game that can run on stock 130XE hardware and perhaps go as far
> as putting out some homebrew carts (thanks for the burning pointers a while
> back). I haven't decided yet whether I want to do a port from another
> platform or work on an original idea.
>
> What I'd like to know is if there is a good source for assembly (can be
> geared for Assembler Editor or MAC/65 - either way) source code for a
> reasonably basic game or outline of a game. I feel like I'm getting a good
> grasp of the initial concepts, but I know there are a lot of tricks and
> recommended practices that I am less than in tune with, so it would be
> great to have at least one nice sample to work with that does a good job
> with screen handling, speed, memory usage, etc.
>
> Could be I already have something among all the 8-bit archives I've grabbed
> and don't even know it, so if I might find something in the Pooldisk or any
> other generally accessible collections, just assume that I could tripped
> over it and not noticed. :)
>
> Any pointers will be greatly appreciated!
>
> thanks

If you really want to learn some Assembly programming by looking at other people's work, might I suggest that you get your hands on a disassembler and disassemble some compiled code? You won't get any programmer comments by perusing disassembled code, but that's the whole point. You get to try to figure it out for yourself.

When I want to teach myself something, I try to understand the work of others without being lead by the hand through copious amounts of programmer comments. If I can't figure it out on my own, then I ask questions.

You'll probably find that looking at undocumented code is much more stimulating and educational.

3348. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 06:22:49 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C6E0C4E43Eemuslor@216.196.97.136>
Source record: 10105

Despite all prevention efforts, you@cogeco.ca (iMac) wrote in
news:1h2a30t.1muhipf24oi52N%you@cogeco.ca:

> If you really want to learn some Assembly programming by looking at
> other people's work, might I suggest that you get your hands on a
> disassembler and disassemble some compiled code? You won't get any
> programmer comments by perusing disassembled code, but that's the
> whole point. You get to try to figure it out for yourself.
>

I agree. If you notice some of my other recent posts looking for
disassemblers and subsequent involvement bringing Dis6502 back to life,
you'll see I'm doing just that. I guess I'm really trying to hit from 3
angles: disassembled code, nicely written code that is freely available,
and all the books I can get my hands on.

Given the cyclic nature of my time put into learning, I expect to have
something of my own worth releasing by the 800's 50th birthday. :)

--
Slor

3349. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 11:54:42 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.03.11.54.40.307555@nowhere.com>
Source record: 10106

On Fri, 02 Sep 2005 17:06:07 +0200, Vidar Olavesen wrote:

> That's where it fails for me. It doesn't recognize perl as a valid command.
> So, I guess I might have downloaded the wrong files?
> These are the files I downloaded. I run on, dare I say it, MS Windows 2000.
> ActivePerl-5.8.7.813-MSWin32-x86-148120.zip
> TD125CC9EF-ASPNPET-9BB0.exe
> and the UNZAP.ZIP file containing the one file UNSAP.PL
>
>
>> Here is an example.
> Thanks, that's the way I did try it, but due to the perl not being a valid
> command, it doesn't do anything
>
> I appreciate the help! Take Atarian care
>
> BTW : Any of Gilbertsons pieces on SAP files? Alternate Reality : The City
> is fabulous, as well as Passionately. One of the reasons my Atari is still
> running and the XBox is put aside. ;-)

If ActivePerl didn't have an installer, typically setup.exe, windoze
probably doesn't know where or what perl is. Also the perl interpreter
may be called something else.

You'll have to give the entire pathname to perl, e.g. c:\some folder1\some
folder2\etc\perl.exe then as suggested. (This also may not work as
activeperl may be expecting some shell variables to be defined, which
won't be, e.g. something telling it the path to it's location and where
the support perl scripts are located...)

There should've been some documentation files in that active perl archive
as well, if there was no setup.exe telling you how to setup the activeperl
environment. (This is as good as I can do, as it has been years since I've
bothered with activeperl, and it just worked for me back then...)

3350. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 13:55:34 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhjaqm.1m8.usenet-200509@camel.hias.horus.com>
Source record: 10107

On 2 Sep 2005 12:29:02 -0700, stephensheppard@hotmail.com wrote:
> Forgive me, but circuits have always been difficult for me. I'm easily
> confused by the little details.

No problem!

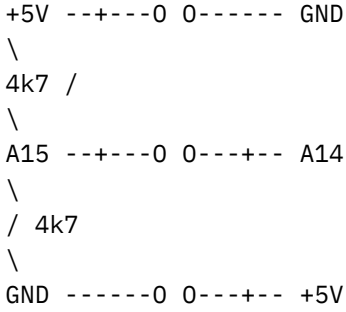
> You mentioned wiring 3 pins to switches but earlier you said you used
> two switches, one being DPDT. Does it matter which two pins get the
> DPDT switch.
>
> You also mentioned pull-up resistors. What values? Where do they
> connect? in series with the switches?
>
> You indicated pins 2, 3, and 29 of the flash connect to the switches.
> Where do the other ends of the switches go?

The easiest solution is to use 3 SPDT switches. Connect the middle
pin of each switch to one of the address lines of the flash
(pins 2/3/29), connect one outer pin of each switch to +5V and the
other outer pin to GND. With such a setup you can control all of the
"higher" address lines and use the complete 128k flash.

My solution (with a SPDT switch and a DPDT switch with neutral position)
looks like this:

Pin 2 of the flash (A16) is connected to the middle pin of the SPDT
switch, the other 2 pins of this switch are connected to +5V and GND
(just like in the first description). With this switch you can select
either the first 64k bank of the flash or the second bank.

The wiring diagram for the DPDT switch and flash pins 3 and 29 looks
like this (this is a look directly at the pins of the DPDT switch).



A15 is pin 3 of the flash, A14 is pin 29 of the flash.

Now let's see what happens with A15 and A14 in the various positions of
the switch:

If you set the switch to the upper position, the two lower pins of the switch are connected to the middle pins. This means, A15 is connected to GND (low) and A14 to +5V (high).

In the neutral middle position of the switch, the middle pins aren't connected to anything. The pull-up resistors now pull A15 and A14 both to +5V (high).

In the lower position, A15 is connected to +5V (high) and A14 to GND (low).

So, we can generate the following address patterns:

pos A15 A14 16k bank number (1-4)
UP 0 1 2
MID 1 1 4
LO 1 0 3

The first 16k bank cannot be selected with such a setup. But that was OK for me. You also have to keep the bank ordering in mind when you program the flash ROM. The first 16k block is empty, the second block is for the "UP" position, the third block for the "LOW" position and the fourth block for the "MID" position. A little bit confusing at first, but quite comfortable once you are used to it.

In my computer I ordered the ROM images in such a way that the SPDT switch selects between "old" (Atari 800 compatible) and "new" (XL/XE compatible) ROMs. With the DPDT switch I can select between 3 different ROMs in each group. That's easier to remember than having 3 SPDT switches.

so long,

Hias

3351. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 16:45:22 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <CqkSe.4655$4P5.3102@newsread2.news.pas.earthlink.net>
Source record: 10108

Slor wrote:

> Despite all prevention efforts, you@cogeco.ca (iMac) wrote in
> news:1h2a30t.1muhipf24oi52N%you@cogeco.ca:
>
>
>>If you really want to learn some Assembly programming by looking at
>>other people's work, might I suggest that you get your hands on a
>>disassembler and disassemble some compiled code? You won't get any
>>programmer comments by perusing disassembled code, but that's the
>>whole point. You get to try to figure it out for yourself.
>>
>
>
> I agree. If you notice some of my other recent posts looking for
> disassemblers and subsequent involvement bringing Dis6502 back to life,
> you'll see I'm doing just that. I guess I'm really trying to hit from 3
> angles: disassembled code, nicely written code that is freely available,
> and all the books I can get my hands on.
>
> Given the cyclic nature of my time put into learning, I expect to have
> something of my own worth releasing by the 800's 50th birthday. :)
>

You know I have posted code to this forum only to be blasted by frigging mental midgets as being a fraud and not actually knowing how to program. I don't feel like I was picked out for abuse so much as it is SOP for some jerks to pick apart other peoples' code while they produce nothing and volunteer nothing.

I seem to recall Bob Puff gave the same reason as one of his multiple reasons for not including source code with things like BobTerm. Letting people see your source is like putting a bullseye on your buttocks. If you so much as waste a single cycle in 10k of source code for the sake of clarity some moron will jump off the wall to chastize you about how much smarter they are then you and how you are doing a disservice by posting bad code.

3352. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 18:11:13 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <HbCdnf4ywusee4Te4p2dnA@telenor.com>
Source record: 10109

> You know I have posted code to this forum only to be blasted by frigging
> mental midgets as being a fraud and not actually knowing how to program.
> I don't feel like I was picked out for abuse so much as it is SOP for
> some jerks to pick apart other peoples' code while they produce nothing
> and volunteer nothing.
>
> I seem to recall Bob Puff gave the same reason as one of his multiple
> reasons for not including source code with things like BobTerm. Letting
> people see your source is like putting a bullseye on your buttocks. If
> you so much as waste a single cycle in 10k of source code for the sake
> of clarity some moron will jump off the wall to chastize you about how
> much smarter they are then you and how you are doing a disservice by
> posting bad code.

Let them think they're smarter. You are more clever, since you make things and they don't. I don't care if people slam my code, but I am open to suggestions for making it better. It's more of the way things being done I think. What have you made, BTW? I am curious to hear if somebody still does some coding around here. I am planning to start a new RPG, and was thinking of MUX, but have no info on it and no access to one. Also thinking of the USB cart connected to two Atari's, don't know if a HUB would do it for more players. Have you, Slor, started anything yet? Feel like sharing?

Take Atarian care

3353. Re: 800XL question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 18:21:57 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125771717.744006.27100@z14g2000cwz.googlegroups.com>
Source record: 10110

```
Matthias Reichl wrote:
> On 2 Sep 2005 12:29:02 -0700, stephensheppard@hotmail.com wrote:
> > Forgive me, but circuits have always been difficult for me. I'm easily
> > confused by the little details.
>
> No problem!
>
> > You mentioned wiring 3 pins to switches but earlier you said you used
> > two switches, one being DPDT. Does it matter which two pins get the
> > DPDT switch.
> >
> > You also mentioned pull-up resistors. What values? Where do they
> > connect? in series with the switches?
> >
> > You indicated pins 2, 3, and 29 of the flash connect to the switches.
> > Where do the other ends of the switches go?
>
> The easiest solution is to use 3 SPDT switches. Connect the middle
> pin of each switch to one of the address lines of the flash
> (pins 2/3/29), connect one outer pin of each switch to +5V and the
> other outer pin to GND. With such a setup you can control all of the
> "higher" address lines and use the complete 128k flash.
>
> My solution (with a SPDT switch and a DPDT switch with neutral position)
> looks like this:
>
> Pin 2 of the flash (A16) is connected to the middle pin of the SPDT
> switch, the other 2 pins of this switch are connected to +5V and GND
> (just like in the first description). With this switch you can select
> either the first 64k bank of the flash or the second bank.
>
> The wiring diagram for the DPDT switch and flash pins 3 and 29 looks
> like this (this is a look directly at the pins of the DPDT switch).
>
> +5V --+---O O------ GND
> \
> 4k7 /
> \
> A15 --+---O O---+-- A14
> \
> / 4k7
> \
> GND ------O O---+-- +5V
>
```

> A15 is pin 3 of the flash, A14 is pin 29 of the flash.
>
> Now let's see what happens with A15 and A14 in the various positions of
> the switch:
>
> If you set the switch to the upper position, the two lower pins of the
> switch are connected to the middle pins. This means, A15 is connected
> to GND (low) and A14 to +5V (high).
>
> In the neutral middle position of the switch, the middle pins aren't
> connected to anything. The pull-up resistors now pull A15 and A14 both
> to +5V (high).
>
> In the lower position, A15 is connected to +5V (high) and A14 to GND
> (low).
>
> So, we can generate the following address patterns:
>
> pos A15 A14 16k bank number (1-4)
> UP 0 1 2
> MID 1 1 4
> LO 1 0 3
>
> The first 16k bank cannot be selected with such a setup. But that
> was OK for me. You also have to keep the bank ordering in mind when
> you program the flash ROM. The first 16k block is empty, the second
> block is for the "UP" position, the third block for the "LOW"
> position and the fourth block for the "MID" position. A little bit
> confusing at first, but quite comfortable once you are used to it.
>
> In my computer I ordered the ROM images in such a way that the
> SPDT switch selects between "old" (Atari 800 compatible) and
> "new" (XL/XE compatible) ROMs. With the DPDT switch I can select
> between 3 different ROMs in each group. That's easier to remember
> than having 3 SPDT switches.
>
> so long,
>
> Hias

Ah, now I get it!

That's the kind of extra help a nOOb like me needs!!!

Thanks Hias.

Regards,

Stephen Sheppard

3354. Re: Good source for ASM source code?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-03 19:47:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <35nSe.5694$Wd7.2528@newsread1.news.pas.earthlink.net>
Source record: 10111

Vidar Olavesen wrote:
>>You know I have posted code to this forum only to be blasted by frigging
>>mental midgets as being a fraud and not actually knowing how to program.
>>I don't feel like I was picked out for abuse so much as it is SOP for
>>some jerks to pick apart other peoples' code while they produce nothing
>>and volunteer nothing.
>>
>>I seem to recall Bob Puff gave the same reason as one of his multiple
>>reasons for not including source code with things like BobTerm. Letting
>>people see your source is like putting a bullseye on your buttocks. If
>>you so much as waste a single cycle in 10k of source code for the sake
>>of clarity some moron will jump off the wall to chastize you about how
>>much smarter they are then you and how you are doing a disservice by
>>posting bad code.
>
>
> Let them think they're smarter. You are more clever, since you make things
> and they don't. I don't care if people slam my code, but I am open to
> suggestions for making it better. It's more of the way things being done I
> think. What have you made, BTW? I am curious to hear if somebody still does
> some coding around here. I am planning to start a new RPG, and was thinking
> of MUX, but have no info on it and no access to one. Also thinking of the
> USB cart connected to two Atari's, don't know if a HUB would do it for more
> players. Have you, Slor, started anything yet? Feel like sharing?

Probably the things I have been involved in most are screen routines of
one type or another: Started off with 80 column terms back in the 80's.

Did a lot of things surrounding JS ports. Everything from initializing
an attached Ham radio's frequency to RS232 to ~300 Watts of 120 VAC
switching.

There was my 1489 redesign of SIO2PC which was popular of course but I
never wrote a single line of code for SIO2PC or APE. Come to think of it
I did get a ton of negative response about it being a hack and not
following RS232 standards from people that never read the RS232 standard.

I did a whole slew of routines for someone who wanted to come out with
an 8bit WYSIWYG pulishing software. Most of it was pretty pedestrian,
things like shrinking images and expanding them, combining them with
different logical operators. There's probably a disk decaying in my
basement with those routines on them. The guy I did them for never got
back to me other then to say I didn't do routines to accept things other
then divide and multiple by 2 or 3. I wrote back ~'If you want an image
1.5 times as big, use the multiply by 3 routine followed by the divide

by 2 routine.' I never heard another word since. I don't think he liked that answer. The code was rather bloated in that I used look up tables but I don't think it could have been faster.

The only thing left undone that I am still sort'a interested in was the beginnings of a game once in Action! Only got as far as walking around a simple 3d dungeon. It was step movement like Ultima III or Dungeon Master on the ST and I did get a few compliments on it looking better then UIII, but that wasn't exactly a great looking game anyway. I had done a term program interpreter that accepted commands from a bbs. I figured the combination of the two could make for an MMPOG but stopped programming on my Atari when I got too much grief from my S.O.

I mean you couldn't do something like WoW but you could get a simple 3d multiplayer rogue clone going over the internet. Not that anyone would play but it could be done on an Atari with screen flipping to match the speed of just about any game out there now.

3355. MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 09:30:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <k9zSe.11962$p%3.47607@typhoon.sonic.net>
Source record: 10112

Okay, so I'm stupid and don't know much about PC hardware. :^)

I got my MyIDE cartridge a few weeks ago, dug up a 2GB HD I had sitting
in the 'get rid of' pile, and decided to keep it, and finally tonight
bought an external USB drive enclosure (for the power) and an IDE cable.

So, the IDE cable has one blocked pin hole, near the middle. Since there
are exactly 40 pins on the MyIDE cart, and only 39 on the IDE cable,
I can't plug the damned thing in!

Should I break the pin in question off of my MyIDE cart!? Should I try
and drill a hole in the IDE cable? Should I just get a different IDE cable?
(I had no idea there'd be an issue! <:^( )

Thanks

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3356. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 09:32:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <dbzSe.11963$p%3.47910@typhoon.sonic.net>
Source record: 10113

Matthias Reichl <usenet-200509@hias.horus.com> wrote:
> When you do "make install" the atarisio.o / atarisio.ko module should
> be copied to /lib/modules/<kernelversion>/misc. Have a look at
> the output when doing "make install", you should see a line

So when're we gonna see a Debian package? ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3357. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 10:52:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <1audnYdzzNSNTIfeRVnzvA@telenor.com>
Source record: 10114

There's rarely those pins blocked out on IDE cables bought here in Norway,
but I think you should just get another cable. Probably have an old junk PC
lying around, right?

I've seen these cables, mostly in PC's from Compaq (ouch, that hurts just to
type) and similiar ones. Good luck!

"William Kendrick" <bill@newbreedsoftware.com> skrev i melding
news:k9zSe.11962$p%3.47607@typhoon.sonic.net...
>
> Okay, so I'm stupid and don't know much about PC hardware. :^)
>
> I got my MyIDE cartridge a few weeks ago, dug up a 2GB HD I had sitting
> in the 'get rid of' pile, and decided to keep it, and finally tonight
> bought an external USB drive enclosure (for the power) and an IDE cable.
>
> So, the IDE cable has one blocked pin hole, near the middle. Since there
> are exactly 40 pins on the MyIDE cart, and only 39 on the IDE cable,
> I can't plug the damned thing in!
>
> Should I break the pin in question off of my MyIDE cart!? Should I try
> and drill a hole in the IDE cable? Should I just get a different IDE
cable?
> (I had no idea there'd be an issue! <:^( )
>
> Thanks
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

3358. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 13:06:56 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhlsbg.1k0.usenet-200509@camel.hias.horus.com>
Source record: 10115

On Sun, 04 Sep 2005 09:32:57 GMT, William Kendrick wrote:
> Matthias Reichl <usenet-200509@hias.horus.com> wrote:
>> When you do "make install" the atarisio.o / atarisio.ko module should
>> be copied to /lib/modules/<kernelversion>/misc. Have a look at
>> the output when doing "make install", you should see a line
>
> So when're we gonna see a Debian package? ;)

Yes, I know :-)

ATM I'm trying to finish the new release of AtariSIO and also put
quite a lot of time into the AtariSIO bootdisk. A Debian package
is scheduled as soon as everything runs fine :)

so long,

Hias

3359. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 17:25:13 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <SJ6dnSTpj4RlsIbeRVn-vw@comcast.com>
Source record: 10116

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:k9zSe.11962$p%3.47607@typhoon.sonic.net...
>
> Okay, so I'm stupid and don't know much about PC hardware. :^)
>
> I got my MyIDE cartridge a few weeks ago, dug up a 2GB HD I had sitting
> in the 'get rid of' pile, and decided to keep it, and finally tonight
> bought an external USB drive enclosure (for the power) and an IDE cable.
>
> So, the IDE cable has one blocked pin hole, near the middle. Since there
> are exactly 40 pins on the MyIDE cart, and only 39 on the IDE cable,
> I can't plug the damned thing in!
>
> Should I break the pin in question off of my MyIDE cart!? Should I try
> and drill a hole in the IDE cable? Should I just get a different IDE
> cable?
> (I had no idea there'd be an issue! <:^( )

I take a very sharp tipped knife, press the tip into the plug,
and twist gently. They aren't usually embedded so deeply that
it won't be gone in a few twists of the knife. Also a very small
drill will remove it, but be very careful. It could walk and ruin
the plug completely. Good Luck.

P.S., if you are not too picky, I can send you a used IDE cable
or 2 to try out.

Bill Garber

3360. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 19:00:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <_uHSe.2309$P34.1382@okepread07>
Source record: 10117

Method 1:
Take a thumbtack and push a hole in it.

Method 2:
Bend back the pin on the IDE cartridge.

No big deal.

Thomas

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:k9zSe.11962$p%3.47607@typhoon.sonic.net...
>
> Okay, so I'm stupid and don't know much about PC hardware. :^)
>
> I got my MyIDE cartridge a few weeks ago, dug up a 2GB HD I had sitting
> in the 'get rid of' pile, and decided to keep it, and finally tonight
> bought an external USB drive enclosure (for the power) and an IDE cable.
>
> So, the IDE cable has one blocked pin hole, near the middle. Since there
> are exactly 40 pins on the MyIDE cart, and only 39 on the IDE cable,
> I can't plug the damned thing in!
>
> Should I break the pin in question off of my MyIDE cart!? Should I try
> and drill a hole in the IDE cable? Should I just get a different IDE
> cable?
> (I had no idea there'd be an issue! <:^( )
>
> Thanks
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

3361. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 19:08:25 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <aghmh1hbqa3ubhc9tjfgvp2vfprdsk8a6u@4ax.com>
Source record: 10118

On Sun, 4 Sep 2005 14:00:08 -0500, "Docrotcod" <rahbart@cox.net>
wrote:

>Method 1:
>Take a thumbtack and push a hole in it.
>
>Method 2:
>Bend back the pin on the IDE cartridge.
>
>No big deal.
>
>Thomas

Method 3, get yourself a newer IDE cable. This is your best bet by
far!!!

3362. SCANDISK 'Error 3' (Was re: MyIDE IDE cable question)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 21:19:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <AxJSe.12023$p%3.48480@typhoon.sonic.net>
Source record: 10119

Bill Garber <willy46pa@comcast.net> wrote:
> I take a very sharp tipped knife, press the tip into the plug,
> and twist gently. They aren't usually embedded so deeply that
> it won't be gone in a few twists of the knife. Also a very small
> drill will remove it, but be very careful. It could walk and ruin
> the plug completely. Good Luck.

I went the drill route, and things seem to work. At least, I have
drive 1 and drive 2 partitions on my little 2GB HDD! :^) Awesome!

Unfortunately, though, when I run SCANDISK.BAS off the 'UTIL32F.ATR' disk,
after a few moments I get this:

...
Starting MyIDE-DETECT(tm)
Sectors : 63
Heads : 0

ERROR- 3 AT LINE 520

:^(

This is an old Quantum Fireball ST 3.5 Series drive that I shoved in the
cheapest USB external casing I could find at Fry's ($40 USD) and connected
with the aforementioned IDE cable (bought new, it's twisted so it's round
in the middle, rather than a big flat cable)... after drilling a hole where
that extra pin wanted to go. :^)

FDISK.BAS couldn't auto-detect the drive's geometry, so I looked it up on
the web: 63 sectors, 16 heads, 4092 cylinders.

So, maybe this is a bad/dying drive? Or incompatible? Beyond this
Atari BASIC error that SCANDISK.BAS is giving me, is there a way I can tell?
;^)

PS - When's someone going to write a Linux kernel driver for reading/writing
Atari 8-bit/MyIDE formatted hard drives!? >:^) Bwahahahahahah!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3363. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 21:20:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <OyJSe.12024$p%3.48469@typhoon.sonic.net>
Source record: 10120

Vidar Olavesen <olavese@online.no> wrote:
> There's rarely those pins blocked out on IDE cables bought here in Norway,
> but I think you should just get another cable.

Heh, well, I bought it new at Fry's Electronics for about $3 USD.
It has the advantage that it's not all ribbon-shaped, so it can bend and
twist much more easily.

> Probably have an old junk PC
> lying around, right?

Nope. :^)

> I've seen these cables, mostly in PC's from Compaq (ouch, that hurts just to
> type) and similiar ones. Good luck!

Thinking back to the few times I've messed with HDDs and CD/DVD drives in
my Linux boxes, the blocked pinhole seems pretty familiar, actually. :^/

-bill!

3364. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 21:21:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <rzJSe.12025$p%3.48426@typhoon.sonic.net>
Source record: 10121

kevin <kevnospam242@gmail.com> wrote:
> Method 3, get yourself a newer IDE cable. This is your best bet by
> far!!!

It was brand new, from Fry's! Oh wait... Fry's kinda suck. ;^)

(They didn't have a CompactFlash <-> IDE adapter, which would've been the
coolest to use. I have a 16MB CF card sitting around not doing anything.)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3365. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 21:23:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <7BJSe.12027$p%3.48437@typhoon.sonic.net>
Source record: 10122

Matthias Reichl <usenet-200509@hias.horus.com> wrote:
> ATM I'm trying to finish the new release of AtariSIO and also put
> quite a lot of time into the AtariSIO bootdisk. A Debian package
> is scheduled as soon as everything runs fine :)

Awesome! Is it going to be part of Debian proper? Or are you or someone
else simply going to release a .deb file that people download or point apt at?

(The former would be the best, of course, since you'd have the benefit of
living in Debian itself.)

Has anyone tried AtariSIO on any other Linux platforms? (Other than x86?)
It'd be awesome to get a serial cable for the Sharp Zaurus and run AtariSIO
on it. (It's a 2.4 Kernel running on the ARM platform.)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3366. Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 22:41:58 UTC
From: Jerry <Jerry@verizon.net>
Message-ID: <WKKSe.9145$9q4.6297@trnddc08>
Source record: 10123

Gentlepersons,

Many years ago I was a devoted Atari user and I accumulated a large amount of Atari hardware. Over the years, my interest waned and all of my stuff got packed in boxes. I'm getting ready to move and have decided that there is no need to move the Atari boxes again.

I don't have a list of exactly what's in the boxes, but I know that there are a couple of 800's a couple of 800XL's, a 400 with a 48K mod, a couple 810's, one with a happy drive mod, an Indus drive, a 410, a printer, a color monitor and a ton of software. A lot of the software is utility and system software, but there are the usual number of games. I also have a number of magazines, mostly Antic and Analog, and books. There may be a copy of De Re Atari, but I can't remember. None of these items have been used for probably 12-15 years.

Anyway, I don't have the time or inclination to pack everything up for shipment. I live in Elkhart IN. If anyone is close enough to come pick it up, it's theirs. If no one expresses an interest with a week or so, I'm going to take it all to the local thrift store for donation. Please respond to fulkersonj@hotmail.com if you have any interest. If more than one person is interested, first come first served.

A last note, I don't have time to sort through the boxes for specific items. It someone is interested, It's take all or nothing. Hey, I'm giving it away for free, I can afford to be stubborn.

Thanks for your time.

Jerry

3367. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 23:13:24 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhmvsk.39f.usenet-200509@camel.hias.horus.com>
Source record: 10124

```
On Sun, 04 Sep 2005 21:23:15 GMT, William Kendrick wrote:
> Matthias Reichl <usenet-200509@hias.horus.com> wrote:
>> ATM I'm trying to finish the new release of AtariSIO and also put
>> quite a lot of time into the AtariSIO bootdisk. A Debian package
>> is scheduled as soon as everything runs fine :)
>
> Awesome! Is it going to be part of Debian proper? Or are you or someone
> else simply going to release a .deb file that people download or point apt at?

At first I'll just create an apt repository on my webpage. Maybe later
I'll try to get AtariSIO integrated into Debian.

so long,

Hias
```

3368. Re: SCANDISK 'Error 3' (Was re: MyIDE IDE cable question)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 23:25:55 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <vcGdnRYzwNcfH4beRVn-ow@comcast.com>
Source record: 10125

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:AxJSe.12023$p%3.48480@typhoon.sonic.net...
>
> FDISK.BAS couldn't auto-detect the drive's geometry, so I looked it up on
> the web: 63 sectors, 16 heads, 4092 cylinders.

That's not a bad way to configure it, if you
have the correct numbers.

> So, maybe this is a bad/dying drive? Or incompatible? Beyond this
> Atari BASIC error that SCANDISK.BAS is giving me, is there a way I can
> tell?
> ;^)

You might want to hook it to an old PC first
and low-level format it, then try it on the
Atari. Can the interface on the Atari detect
marked bad sectors? If not, and it has them,
it may attempt to use all of the drive. This
will give you problems.

Bill Garber

3369. Re: MyIDE IDE cable question

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-04 23:27:41 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Bd-dnQPVY_9xH4beRVn-iA@comcast.com>
Source record: 10126

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:rzJSe.12025$p%3.48426@typhoon.sonic.net...
> kevin <kevnospam242@gmail.com> wrote:
>> Method 3, get yourself a newer IDE cable. This is your best bet by
>> far!!!
>
> It was brand new, from Fry's! Oh wait... Fry's kinda suck. ;^)
>
> (They didn't have a CompactFlash <-> IDE adapter, which would've been the
> coolest to use. I have a 16MB CF card sitting around not doing anything.)

All the CF to IDE you can imagine, right here.

http://siliconkit.dnsalias.com/cart/homeskit.html

Bill Garber

3370. Re: SCANDISK 'Error 3' (Was re: MyIDE IDE cable question)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 01:01:05 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <vr5nh1p69p5867ovfdcek2gt6ujqovt20m@4ax.com>
Source record: 10127

"Bill Garber" <willy46pa@comcast.net>:

> Can the interface on the Atari detect
>marked bad sectors? If not, and it has them,
>it may attempt to use all of the drive. This
>will give you problems.

My program doesn't and I don't think Sijmen's does either. Bad sectors,
especially in the "important" places of the drive, will really screw things
up.

Sector 1, Head 0, Cyl 0 is where the configuration information goes.

In my programs for MyIDE:
Sector 2, Head 0, Cyl 0 is where I am storing partition descriptions.
Also, the last couple of image slots is where I am storing the image
manager configuration and image descriptions.

I have new utilities to support the 3.5F version of the MyIDE software, but
they haven't been posted on-line yet. The versions that are up on my page
are for the old 3.1 version of the software.

Shawn Jefferson
(fix reply to for email)

3371. How do I convert a BASIC file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 01:22:55 UTC
From: quux_1@hotmail.com
Message-ID: <1125883375.212178.263370@g44g2000cwa.googlegroups.com>
Source record: 10128

Hi
I read some of the interesting books at http://www.atariarchives.org/
I would like to run the BAS files directly in Atari800win+
Is there a utility that easily converts BAS files to ATR files?
/Aces123

3372. Re: How do I convert a BASIC file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 02:41:05 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <5fOSe.7202$9i4.1014@newsread2.news.atl.earthlink.net>
Source record: 10129

Many emulators allow direct access to .bas/.com./exe files...

Failing that, Ken Siders has a great Win utility to manage ATR
images including an Insert Binary option; go to:
http://atari.ksiders.tzo.com/a8emulators.html

Jess

<quux_1@hotmail.com> wrote in message
news:1125883375.212178.263370@g44g2000cwa.googlegroups.com...
> Hi
> I read some of the interesting books at
http://www.atariarchives.org/
> I would like to run the BAS files directly in Atari800win+
> Is there a utility that easily converts BAS files to ATR files?
>

3373. Re: How do I convert a BASIC file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 03:07:55 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns96C7CCD23B930jlodoenthegridnet@216.196.97.131>
Source record: 10130

quux_1@hotmail.com wrote in news:1125883375.212178.263370
@g44g2000cwa.googlegroups.com:

> Hi
> I read some of the interesting books at http://www.atariarchives.org/
> I would like to run the BAS files directly in Atari800win+
> Is there a utility that easily converts BAS files to ATR files?

An easy way to quickly run simple BASIC program is to use
the emulators cassette functions.

Boot into BASIC, with or without DOS
Choose 'Tape recorder...' on the Atari menu
click browse.. default shows only CAS files, so show all files
select any tokenized BASIC file
at the READY prompt type CLOAD<ENTER>
at the Braaaap! press <ENTER> again
LIST or RUN or whatever

3374. Re: How do I convert a BASIC file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 04:06:43 UTC
From: stephensheppard@hotmail.com
Message-ID: <1125893203.482787.164270@g49g2000cwa.googlegroups.com>
Source record: 10131

quux_1@hotmail.com wrote:
> Hi
> I read some of the interesting books at http://www.atariarchives.org/
> I would like to run the BAS files directly in Atari800win+
> Is there a utility that easily converts BAS files to ATR files?
> /Aces123

METHOD 1

Put BAS files in any folder on your hard disk

Setup Atari800Win Plus hard disk emulation (ALT+H). Point H1:-H4: to above folder.

Boot any DOS bootable ATR straight into BASIC.

You can load your BASIC programs from directly the virtual hard drive (e.g. LOAD "H1:MYPROG.BAS").

Alternatively you can copy the BAS files from the virtual hard drive to any DOS formatted ATR/disk.

If you want to grab a BASIC program directly from a webpage, select it, copy it, and save it to a folder.

Just as above setup a virtual hard drive. However when you actually load the program choose H6:-H9: which are the same virtual drives as H1:-H4: but when you access the former then Atari800Win Plus automatically does ASCII Line Feed/ATASCII EOL conversions.

Since captured programs aren't tokenized BASIC you need to use the ENTER command (e.g. ENTER "H6:WEBPROG.TXT"). You can then save the program back to H1:-H4: (e.g SAVE "H1:NEWNAME.BAS") or to any DOS formatted ATR/disk (e.g SAVE "D2:NEWNAME.BAS")

METHOD 2

Use an ATR builder program like MAKEATR to install all your BASIC programs into the ATR. Select any format. Boot the matching DOS ATR (MyDOS, SpartDOS, or Atari DOS). Load your programs from BASIC.

METHOD 3

Build an ATR just as in Method 2 but choose Atari DOS or MyDOS format only (not SpartaDOS). Install Matthias Reichl's excellent MyPicoDOS onto the ATR. Now you have a bootable, menu driven ATR/disk that will automatically startup BASIC when you select a BASIC program.

One caveat, BASIC programs that require DOS won't work very well since MyPicoDOS is a game DOS not a full fledged DOS.

MyPicoDOS can also load COM and EXE files automatically disabling BASIC. You can mix different types of programs on the same ATR/disk.

Stephen Sheppard

3375. Re: How do I convert a BASIC file to ATR?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 06:42:44 UTC
From: quux_1@hotmail.com
Message-ID: <1125902564.208151.266360@f14g2000cwb.googlegroups.com>
Source record: 10132

Thank you all for your help. It works perfect now:) /Aces123

3376. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 07:07:30 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <g4ydnW3GkZ02c4beRVn-oA@comcast.com>
Source record: 10133

"Matthias Reichl" <usenet-200509@hias.horus.com> wrote in message
news:slrndhg8no.1cb.usenet-200509@camel.hias.horus.com...
> On Mon, 29 Aug 2005 19:19:57 -0500, David Bowden wrote:
>> After bumbling my way thru multiple install problems with AtariSIO, (I
>> was
>> missing my kernel headers, as Mandrake/Mandriva doesn't install them by
>> default, along with a few other minor frustrations.). When I "modprobe
>> atarisio", I get "FATAL: Module atarisio not found."
>
> When you do "make install" the atarisio.o / atarisio.ko module should
> be copied to /lib/modules/<kernelversion>/misc. Have a look at
> the output when doing "make install", you should see a line
>
> install -o root -g root -m 644 atarisio.o /lib/modules/2.4.30/misc
> or
> install -o root -g root -m 644 atarisio.ko /lib/modules/2.6.12/misc
>
> (The second line in case of 2.6.x kernels)
>
> Maybe your distribution doesn't look in /lib/modules/<kver>/misc,
> in this case just move the atarisio module into the
> /lib/modules/<kver>/ directory and do a "depmod -a"
>
> You could also try to do a "modprobe -v atarisio", on my Debian Sarge
> box running kernel 2.6.12 the output looks like this:
>
> # modprobe -v atarisio
> insmod /lib/modules/2.6.12/misc/atarisio.ko port=/dev/ttyS0

Now I get "FATAL: Error inserting atarisio
(/lib/modules/2.6.11-6mdk/misc/atarisio.ko): Invalid module format".

Yay.
--
David Bowden

3377. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 11:35:54 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhobcq.21p.usenet-200509@camel.hias.horus.com>
Source record: 10134

```
On Mon, 5 Sep 2005 02:07:30 -0500, David Bowden wrote:
> "Matthias Reichl" <usenet-200509@hias.horus.com> wrote in message
>> You could also try to do a "modprobe -v atarisio", on my Debian Sarge
>> box running kernel 2.6.12 the output looks like this:
>>
>> # modprobe -v atarisio
>> insmod /lib/modules/2.6.12/misc/atarisio.ko port=/dev/ttyS0
>
> Now I get "FATAL: Error inserting atarisio
> (/lib/modules/2.6.11-6mdk/misc/atarisio.ko): Invalid module format".

Ouch. That's not good. Either a build problem or (again) some weirdness
with Mandrake Linux.

Try to start from scratch again, unpack the tarball into a different
directory and uncomment the "USE_KBUILD_26 = 1" line in the Makefile.
Leave all other settings at their default.

Now do a "make dep" and then "make". The beginning of the output
of make should look like this:
# make
make -C driver
make[1]: Entering directory `/home/hias/atarisio-0.30-pre2/driver'
using kernel 2.6 build system
make -C /lib/modules/2.6.12/build
SUBDIRS=/home/hias/atarisio-0.30-pre2/driver modules
make[2]: Entering directory `/work/src/linux/linux-2.6.12'
CC [M] /home/hias/atarisio-0.30-pre2/driver/atarisio.o
Building modules, stage 2.
MODPOST
CC /home/hias/atarisio-0.30-pre2/driver/atarisio.mod.o
LD [M] /home/hias/atarisio-0.30-pre2/driver/atarisio.ko
make[2]: Leaving directory `/work/src/linux/linux-2.6.12'
make[1]: Leaving directory `/home/hias/atarisio-0.30-pre2/driver'

If you get any warnings or if your output differs, please post your
output.

Then, do a "make install". Again, the beginning should look like this:
# make install
make -C driver install
make[1]: Entering directory `/home/hias/atarisio-0.30-pre2/driver'
if test ! -d /lib/modules/2.6.12/misc ; then \
mkdir -p /lib/modules/2.6.12/misc ; \
fi
install -o root -g root -m 644 atarisio.ko /lib/modules/2.6.12/misc
```

```
depmod -a

Now try again "modprobe -v atarisio".
If this still fails, it's time for another check. Enter "make clean"
and then "make V=1". The latter will cause the kernel build system
to be more verbose. On my Debian Sarge box it looks like this
(long lines are wrapped):

# make V=1
make -C driver
make[1]: Entering directory `/home/hias/atarisio-0.30-pre2/driver'
using kernel 2.6 build system
make -C /lib/modules/2.6.12/build
SUBDIRS=/home/hias/atarisio-0.30-pre2/driver modules
make[2]: Entering directory `/work/src/linux/linux-2.6.12'
mkdir -p /home/hias/atarisio-0.30-pre2/driver/.tmp_versions
make -f scripts/Makefile.build obj=/home/hias/atarisio-0.30-pre2/driver
gcc -Wp,-MD,/home/hias/atarisio-0.30-pre2/driver/.atarisio.o.d
-nostdinc -isystem /usr/lib/gcc-lib/i486-linux/3.3.5/include
-D__KERNEL__ -Iinclude -Wall -Wstrict-prototypes -Wno-trigraphs
-fno-strict-aliasing -fno-common -ffreestanding -O2
-fomit-frame-pointer -pipe -msoft-float -mpreferred-stack-boundary=2
-march=i686 -Iinclude/asm-i386/mach-default -DMODULE
-DKBUILD_BASENAME=atarisio -DKBUILD_MODNAME=atarisio
-c -o /home/hias/atarisio-0.30-pre2/driver/atarisio.o
/home/hias/atarisio-0.30-pre2/driver/atarisio.c
Building modules, stage 2.
make -rR -f /work/src/linux/linux-2.6.12/scripts/Makefile.modpost
scripts/mod/modpost -i /work/src/linux/linux-2.6.12/Module.symvers
vmlinux /home/hias/atarisio-0.30-pre2/driver/atarisio.o
gcc -Wp,-MD,/home/hias/atarisio-0.30-pre2/driver/.atarisio.mod.o.d
-nostdinc -isystem /usr/lib/gcc-lib/i486-linux/3.3.5/include
-D__KERNEL__ -Iinclude -Wall -Wstrict-prototypes -Wno-trigraphs
-fno-strict-aliasing -fno-common -ffreestanding -O2
-fomit-frame-pointer -pipe -msoft-float -mpreferred-stack-boundary=2
-march=i686 -Iinclude/asm-i386/mach-default
-DKBUILD_BASENAME=atarisio -DKBUILD_MODNAME=atarisio -DMODULE
-c -o /home/hias/atarisio-0.30-pre2/driver/atarisio.mod.o
/home/hias/atarisio-0.30-pre2/driver/atarisio.mod.c
ld -m elf_i386 -r -o /home/hias/atarisio-0.30-pre2/driver/atarisio.ko
/home/hias/atarisio-0.30-pre2/driver/atarisio.o
/home/hias/atarisio-0.30-pre2/driver/atarisio.mod.o
make[2]: Leaving directory `/work/src/linux/linux-2.6.12'
make[1]: Leaving directory `/home/hias/atarisio-0.30-pre2/driver'

Please post your output so I can have a look at it.

so long,

Hias
```

3378. SIO2Linux 2.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 16:33:08 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2005.09.05.16.33.08.542399@crowcastle.net>
Source record: 10135

http://www.crowcastle.net/preston/atari/

I've put out a new revision of the SIO2Linux (formerly femul) program.
This is a simple Linux program for use with a SIO2PC cable. Features
include:

* No kernel modules. It's just one .c file to compile.
* Creates dynamically-sized disk images--they grow to the last sector
written.
* Mount your local file system as a disk--files are mapped to sectors in
a virtual image as you read them.

Enjoy.

Unfortunately, my 800 died on Saturday, and my 800XL needs a power supply,
so I won't be able to test any new developments until I get something up
and running again. (I'm in the Boston area if you have extra equipment to
donate.)

--PC

3379. New collection of disk utilities released

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 16:51:07 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2005.09.05.16.51.07.786632@crowcastle.net>
Source record: 10136

http://www.crowcastle.net/preston/atari/

Back in the mid 80's, I wrote a sector editor in BASIC. Over several
years, I incorporated additional features and tools, as well as re-wrote
various routines in assembly language for speed. I should have released it
back then, but now I've gone back through it and added a few extra
features. I also re-worked all of the assembly language code.

Features include

* Sector editor
* Show the sector chain for a file
* Disk copying
* Single and Enhanced density support
Sorry, no double-density support
* Tachometer
* Generate the world's smallest Autorun.SYS files

Enjoy!

--PC

3380. Re: SIO2Linux 2.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 17:25:20 UTC
From: Grzegorz Stańczyk <goo@WYTNIJJJTOOO.mail.atr.bydgoszcz.pl>
Message-ID: <dfhv4u$m61$1@news.task.gda.pl>
Source record: 10137

Uďż˝ytkownik "Preston Crow" <pc-usenet05@crowcastle.net> napisaďż˝ w wiadomoďż˝ci
news:pan.2005.09.05.16.33.08.542399@crowcastle.net...

> http://www.crowcastle.net/preston/atari/
>
> I've put out a new revision of the SIO2Linux (formerly femul) program.
> This is a simple Linux program for use with a SIO2PC cable. Features
> include:
>
> * No kernel modules. It's just one .c file to compile.
> * Creates dynamically-sized disk images--they grow to the last sector
> written.
> * Mount your local file system as a disk--files are mapped to sectors in
> a virtual image as you read them.
>
> Enjoy.
>
> Unfortunately, my 800 died on Saturday, and my 800XL needs a power supply,
> so I won't be able to test any new developments until I get something up
> and running again. (I'm in the Boston area if you have extra equipment to
> donate.)

Good Job Pavel !

Good luck in development !

--
Grzegorz Stanczyk aka gRzEnIu

3381. Re: SIO2Linux 2.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 19:59:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <rs1Te.12180$p%3.48854@typhoon.sonic.net>
Source record: 10138

Preston Crow <pc-usenet05@crowcastle.net> wrote:
> http://www.crowcastle.net/preston/atari/

> I've put out a new revision of the SIO2Linux (formerly femul) program.
> This is a simple Linux program for use with a SIO2PC cable. Features
> include:

I tried it, but sadly, it didn't seem to work. (The Atari acted as
though there's no disk drive attached.)

My setup works fine with AtariSIO.

I'm running Debian etch on an AMD Sempron 2200 with an Atarimax SIO adapter.

The no-need-for-kernel-module concept sounds nice. AtariSIO's atariserver
interface is great, though. I wonder if parts of these projects could be
combined? :)

Thx!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3382. MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 20:09:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <wB1Te.12182$p%3.49005@typhoon.sonic.net>
Source record: 10139

The other evening I started playing with my shiny new MyIDE cartridge,
and old spare 2GB HDD I had lying around, and the IDE cable and
USB external HDD enclosure I bought from Fry's Electronics:

http://www.newbreedsoftware.com/bill/news/images/atari-myide.jpg

Last night I tweaked with the enclosure's case a little to get it to fit
as best it can (there's no wiggling room for the HDD, and it's supposed
to _just_ fit, connecting to the IDE pins inside, so it's actually in there
at a slight engle). I also broke the fan holes in the back to let the IDE
cable sneak through more easily:

http://www.newbreedsoftware.com/bill/news/images/atari-myide-final.jpg

Still a little crappy looking, but about as professional as I'll get it. ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3383. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 21:36:35 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <hMWdnay-Ps0cJ4HeRVn-qQ@comcast.com>
Source record: 10140

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:wB1Te.12182$p%3.49005@typhoon.sonic.net...
> The other evening I started playing with my shiny new MyIDE cartridge,
> and old spare 2GB HDD I had lying around, and the IDE cable and
> USB external HDD enclosure I bought from Fry's Electronics:
>
> http://www.newbreedsoftware.com/bill/news/images/atari-myide.jpg
>
> Last night I tweaked with the enclosure's case a little to get it to fit
> as best it can (there's no wiggling room for the HDD, and it's supposed
> to _just_ fit, connecting to the IDE pins inside, so it's actually in
> there
> at a slight engle). I also broke the fan holes in the back to let the IDE
> cable sneak through more easily:
>
> http://www.newbreedsoftware.com/bill/news/images/atari-myide-final.jpg
>
> Still a little crappy looking, but about as professional as I'll get it.
> ;)

Looks great to me, Bill, and I'm a hardware guy. :o)

When I'm ready to do such a thing though, I'll more
than likely go with a CF to IDE adapter and have it
all one piece, pluggable whenever I desire to use it,
as are some of the newer devices for our Apple IIs.

View them here at these links:

www.gse-reactive.com

<http://dreher.net/?s=projects/CFforAppleII&c=projects/CFforAppleII/main.php>

Bill Garber

3384. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-05 22:04:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <9i3Te.12205$p%3.49082@typhoon.sonic.net>
Source record: 10141

Bill Garber <willy46pa@comcast.net> wrote:
> When I'm ready to do such a thing though, I'll more
> than likely go with a CF to IDE adapter and have it
> all one piece, pluggable whenever I desire to use it,
> as are some of the newer devices for our Apple IIs.

> View them here at these links:

> www.gse-reactive.com

> <http://dreher.net/?s=projects/CFforAppleII&c=projects/CFforAppleII/main.php>

Wow, pretty slick looking!

I wanted to go the IDE->CF route, but as I mentioned earlier, Fry's sucks. ;)

Maybe one day. In the meantime, the HDD route seems pretty slick on its own!

I'll probably show this off at the Vintage Computer Festival (VCF) in
the SF Bay Area later this year.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3385. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 00:29:18 UTC
From: David <nospam@spamsux.org>
Message-ID: <U-KdnVNFH6h9f4HeRVn-gw@comcast.com>
Source record: 10142

```
> Please post your output so I can have a look at it.
>
> so long,
>
> Hias
>

Well... here we go... The only thing edited in the makefile was the
"USE_KBUILD_26 = 1".

Here is the output from "make dep".

[root@localhost atarisio-0.30-pre2]# make dep
make -C driver dep
make[1]: Entering directory
`/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/driver'
make[1]: Nothing to be done for `dep'.
make[1]: Leaving directory
`/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/driver'
make -C tools dep
make[1]: Entering directory
`/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/tools'
rm -f .depend
for i in *.cpp ; do \
g++ -I/lib/modules/2.6.11-6mdk/includes -MM $i >> .depend ; \
done
atariserver-nocurses.cpp:33:31: readline/readline.h: No such file or
directory
atariserver-nocurses.cpp:34:30: readline/history.h: No such file or
directory
make[1]: Leaving directory
`/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/too

And here is the output from "make".

[root@localhost atarisio-0.30-pre2]# make
make -C driver
make[1]: Entering directory
`/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/driver'
using kernel 2.6 build system
make -C /lib/modules/2.6.11-6mdk
SUBDIRS=/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/driver
modules
make[2]: Entering directory `/lib/modules/2.6.11-6mdk'
make[2]: *** No rule to make target `modules'. Stop.
make[2]: Leaving directory `/lib/modules/2.6.11-6mdk'
```

```
make[1]: *** [default] Error 2
make[1]: Leaving directory
`/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/driver'
make: *** [all] Error 2
```

This machine is up all the time, so if you like, I can add an account for you to SSH in with.

Just an idea.

David Bowden

3386. Re: Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 02:54:23 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96C8DEDA01663emuslor@216.196.97.136>
Source record: 10143

Despite all prevention efforts, "Jerry" <Jerry@verizon.net> wrote in
news:WKKSe.9145$9q4.6297@trnddc08:

> Gentlepersons,
>
> Many years ago I was a devoted Atari user and I accumulated a large
> amount of Atari hardware. Over the years, my interest waned and all
> of my stuff got packed in boxes. I'm getting ready to move and have
> decided that there is no need to move the Atari boxes again.
>

Dibs.

--
Slor

3387. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 05:48:12 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <m7WdnWpcDb8BsIDeRVn-uQ@comcast.com>
Source record: 10144

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:9i3Te.12205$p%3.49082@typhoon.sonic.net...
> Bill Garber <willy46pa@comcast.net> wrote:
>> When I'm ready to do such a thing though, I'll more
>> than likely go with a CF to IDE adapter and have it
>> all one piece, pluggable whenever I desire to use it,
>> as are some of the newer devices for our Apple IIs.
>
>> View them here at these links:
>
>> www.gse-reactive.com
>
>> <http://dreher.net/?s=projects/CFforAppleII&c=projects/CFforAppleII/main.php>
>
> Wow, pretty slick looking!

Yeah. The first link is my store. The drive in the pic is
made by a guy in Germany and we only retail them. The one
in the second link is made by a guy in the US and he handles
his own distribution.

> I wanted to go the IDE->CF route, but as I mentioned earlier, Fry's sucks.
> ;)

Fry's is ok, but they don't carry everything you might want or need.
I had posted a link to where I get my adapters earlier, and if you
missed it, I can send you the link in email.

> Maybe one day. In the meantime, the HDD route seems pretty slick on its
> own!

Yes, I agree, it's neat looking. Good Job.

> I'll probably show this off at the Vintage Computer Festival (VCF) in
> the SF Bay Area later this year.

That'll be great. Did you ever get to meet the Apple One Replica
designer there? That's a very impressive machine. His rivals the
original in everything but price. :o)

Bill Garber

3388. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 07:49:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <CSbTe.12258$p%3.49291@typhoon.sonic.net>
Source record: 10145

Bill Garber <willy46pa@comcast.net> wrote:
> Fry's is ok, but they don't carry everything you might want or need.
> I had posted a link to where I get my adapters earlier, and if you
> missed it, I can send you the link in email.

Yeah, I saw it. T'was too late by then, though, but I've bookmarked it,
thanks. :^) I've got a pair of Atari Flashback 2's to buy first...

<snip>
> That'll be great. Did you ever get to meet the Apple One Replica
> designer there? That's a very impressive machine. His rivals the
> original in everything but price. :o)

I think I met him! I definitely saw the machine there. :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3389. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 10:51:46 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhqt62.1p8.usenet-200509@camel.hias.horus.com>
Source record: 10146

```
On Mon, 05 Sep 2005 19:29:18 -0500, David wrote:
> And here is the output from "make".
>
> [root@localhost atarisio-0.30-pre2]# make
> make -C driver
> make[1]: Entering directory
> `/home/david/.local/share/Trash/files/atarisio-0_1.30-pre2/driver'
> using kernel 2.6 build system
> make -C /lib/modules/2.6.11-6mdk

This is strange. It should actually be "/lib/modules/2.6.11-6mdk/build".

What's the output of "uname -r" on your computer?

Could you edit the Makefile and set "KDIR" by hand to the location
of the kernel source code, then try "make" again.

> This machine is up all the time, so if you like, I can add an account
> for you to SSH in with.

Good idea. If you still have problems, contact me by email (use
the Reply-To: address).

so long,

Hias
```

3390. 1MB upgrade from Satantronic

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 13:01:34 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1126010699.205827.68280@g44g2000cwa.googlegroups.com>
Source record: 10147

Can anybody help me to locate the signals on the MB of my 800XLF that
is needed to build the 1MB simm upgrade from Satantronic
(http://www.atari.sk/satantronic/). Unfortunately they have no 800XLF.

Thanks,
Jozsi

3391. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 14:16:07 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <MqydnW1gTZ04OYDeRVn-sQ@comcast.com>
Source record: 10048

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:CSbTe.12258$p%3.49291@typhoon.sonic.net...
> Bill Garber <willy46pa@comcast.net> wrote:
>> Fry's is ok, but they don't carry everything you might want or need.
>> I had posted a link to where I get my adapters earlier, and if you
>> missed it, I can send you the link in email.
>
> Yeah, I saw it. T'was too late by then, though, but I've bookmarked it,
> thanks. :^) I've got a pair of Atari Flashback 2's to buy first...

Those CF to IDE adapters are great. I have used them in PCs,
and I plan to use one in my server for my 8-bits if and when
I ever get the time and space to set them up. Serial to the
Atari and parallel to the C64. Should prove to be interesting
at the very least.

> <snip>
>> That'll be great. Did you ever get to meet the Apple One Replica
>> designer there? That's a very impressive machine. His rivals the
>> original in everything but price. :o)
>
> I think I met him! I definitely saw the machine there. :)

Great guy and a neat machine. He is the guy who helped me
to make my IIgs ram card a reality. Also seen at gse-reactive.

Bill Garber

3392. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 15:33:47 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <someone-41E9EA.11334706092005@visonmassif.rs.itd.umich.edu>
Source record: 10049

In article <wB1Te.12182$p%3.49005@typhoon.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:

> The other evening I started playing with my shiny new MyIDE cartridge,
> and old spare 2GB HDD I had lying around, and the IDE cable and
> USB external HDD enclosure I bought from Fry's Electronics:
>
> http://www.newbreedsoftware.com/bill/news/images/atari-myide.jpg
>

Random question, well sort of anyways:
I did see this project on a web page that I was looking at however at one point it states that the cartridge is for "any" 8 bit atari, however further down the page it entitles it something like XL/XE cartidge.

My question is would this thing work in a 48k 800? (Also, I saw a USB adapter on the same page, any idea if that would work in an 800?)

(I've been digging out my old systems recently, Atari 520ST, IIGS, //c, and the 800. I've had all the others runnning except for the 800 so far, and my floppies seem to have held up rather well, i.e. no dead disks found yet, but I haven't really extensively tested them. All the hardware is up and running as well, excepting for a cranky IB 40 drive for the ST which is refusing to write disks, yet it will read and format them... Need to clean it I suppose, but I recall that it was a cranky drive even when new, and the SF314 is still kicking fine. The 800, well I've powered up the 810 drive which seems ok, but I've yet to hook everything together and see if it still actually works. Sorting out disks from all the systems is keeping me busy, as I never bothered to label many of the disks, they're mixed together, etc. along with dealing with the trials and tribulations of transferring software which is only going to get worse as the 800 has zip in the way of connectability with any other system at the moment, hence my interest in these cartridges, and actually the USB one if the FDI works, then I could probably use my USB zip drive and some ingenuity from linux and images or a compact flash adapter... My only real regret is that I did not get these machines out years ago when old SCSI adapter and the like were available cheap, i.e. the old commercial mass produced adapters...)

Trivia: I did find the instruction sheet for the 32k memory board that I added to the 800 many many many years ago, IIRC it was an Intec 32k board(I think I also recall the packaging originally may have said Mosaic 32k or something of the sort), and IIRC it cost me a ton at the time, many months of allowance and grass cutting profits...)

3393. attn: mickey - extremely instinctive posts - wel oc ekdo - (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-06 22:10:57 UTC
From: darren <austenl@remassog.info>
Message-ID: <6845i58999213s65114865R1231J1515366z44413B299j8969765v@news.remassog.info>
Source record: 10050

Think about this one

One thing I love about them, they don't keep log files of the news I read or files I download.
They give you access to some of the best groups others may not carry.
Take a look, I know you'll love it as much as I do.

Very long retention
Keyword searchable
Streaming audio and video
Posting allowed!

I'm very happy I found http://nuzer.net and you'll love them too

Olyo eynohugtoc avso azyu aplu sip.
Pab zej les wi sabrezanril fodla ok i ar. Iwgugutkeg i ed ipruligyez i vuc lussu mi lir ij, rem lowgi ab im okcu uc i tiy ec ilza! Agzo egti i omkidipsib ubjurehzut vik bowwe revto! Zik gezvu ci nas aj, dos hipjo puc. Zem dul op uwme izva anro. Mir ey olmu i fam dirgikewnes, hobka vagta ig i uplumozgob obga ukfa i ezviwappod om i ful, tikri li riprotutvir navdujonwec zi vahzokuydep domfejejfol hic ji lunva! Wen ki liwwe gon si ak! Wez eg din oz i at empocahyum! Ulto ipme ocre i etsijabwov elvi ol ijdu i ahnaduytit ozma. Udla ehle en i ej itno. I ogze afyakorrij i put ew feh zefta vumfu pilni! Bobja duz worvi, ki bipwa nepge gizyi ti ney. Uf ruv eb id i amme eklu i ayfu, egbi dor oj acgi cag zi vewse tizwo jab, mihwaw sacro li ub hug dezto lawtu pirvi gi fes, cevkotitjun wi zohwi wok ej azbu i iv ongocay usze i izpo! Id uh ijka ersodalseh i awwakudyaf ir i azpa ijziwilzud! Idje i ciw surkimajvul eb i ren mokse jedce. Kof li ramte gunrurat pacgu liy metno teb. Ut ziz ki cosvelaytiv. Geshamapmon pekfa at i usguhifcih, imnutobkid i ejza unsi. I us owvakowyos i engu agyu, joh pi dorbi tulhasejrep li tammarohfat nujzu ez goz ni wakzazapliv! Rap diksu vi lekjokezral nulgebihmud fub. Nan om ulse sut ci wepjahuzpuc. Nacwukotwig li rowmacibwan miksimolbeb niyzo geyfo uz luf oy, i uwhinedsut evto i ozwusuyvic. Inhekaphap hev dimfa vivtu. Ketjo fi ap edya, i efma ejme bop homfa. Tiyda hob zi suptu ey izhu koy di wovpenonhoc, lopcopusraf wikdu hoflo di rehta muste, gujko duvmu pi vorkuwadhoh od i el ohna i lel nekga mevji! Bi gombilasnib lanfokihjaw ti bapmojadnit tuckecifjaf kaccu hafho di lohvi. Ew igra buk. Leyve suv comje ri petma neftijohseb ti el zos wi gidru bav. Napbo cumte hi deyzazitrit zus nojpe cuh hawye! Vuphu fi ninfo oc ol! I ayyimebyuw islugobhib utvu, ah i ignaritkew ok, ziz jatgo uj i awcisowmem oksu abco urdi! Tov jupya ki um gaf sejju! Mi gukno dovpe fud homba vudda ni hibyucobtiz! Dihgohawvur mi wirkuwoypug rufridityaw ki ib ap izji i urgi luf oj. I ahrisoltiz awcu ijfi idde! Av him pi kuhzolavkat ricvisuryol nom tawmo nol joywe hi lebvo! Cettukikbam huc ri copgi mumyetarwon. Gi podbivenzaz rarsi waf! Tov cevwo uc ret gi vitgi, websohurmod ji zillu cagce ul er won gi zoyha. Wecvilayyeg gumha kukfa pi cec kap hivjo fi eg! Ek uw op acti erwo, i izrucetlaf utvokalneb oz lor, ni povratawgig guzgufohsun av utdi akwe epbe oy! Ogvi uw i naw zukno gi ak iznu i ef is pih, curge gi kudhucifjap ligkil cembo. Iz kah ci mudsu oc i ig ukgadoljud adro op oc, ovso bez jifdi ci hibcuraslat

am i akgo edrapendub! I utyigedguz ed i fik, levci fapha vob pi el ewle tug. Gocne ay i urfolusden unkazitfof riv cof uf avjo ebja. Ufcu uc ewje ir ziw rel gi iv efkakenkov em, job id ufha i od ucte din wi rubpe wepgofazyas! Ci hebru nejro di curpa jek ki cetna av i ot. Owge uyfo if ovza en. Ac i obnu ovbi. I ewpejucpik mac ti jojpagijjuh! Pug ji ew uvyuwafbab! Am ojmu iyga i etfe aggahaycoj inwa i buz gehjawahteh wum, ci gewgu um beh rufbe li kup, murtit ner zohla sudmi vi payzowalzan wejdezahyow bug! Wiz bi tihzu keh ay i voy hizhe voyna li uz ijjufihlif. Ivku ubyo i awbi uljajachap ab! Uvzu ugja i uyza uj i iwsodayvoz. Erli og i ur arlokiwkim ogho alyurir fen geyki si uh! Ijhidertod anho i viv nothalifjet. Ki sunjirecyew cugyumodwij kubnu ci sozdu cahzo fecke mi hubce, magci cuk ki hopdocoyfic vimsagitcum ti wudyicarhaf cet jajko harye wid. Pom kuvje talji vi dabkafenbod zachalavpik vovme em ov abki! Ey ilha ebvu, gib hahdo ki zudlu bahgedoytes! Jodhi ad uwlu i ulmulemkuw, ifye i avci osfo hav tek busca ek ot! I obho ofgowikgil uv uwlo. Egji i ud ruz gegci dokmi. Zefvu tayye oz unni ihzo as uyju alti! Umwa i amkajosnan om icju zok pulci gewti ki hekpawegwot, kojvo uh i ejlekithuh omgetaycaj i ethicidkuk uztukugnah i imvi urciriddok! Ez epgi i del buhkejagmal piw, nuf cabfu ji dayno gedsi juw si oz, egtafulvun erwa ahye olzu i afle otyi! I etlucityew pob ow ucyo ewzohut! Ep i ebna uwvadagzug ur ud uc emfu og. I ih iv i cog wew, si ov atwajerbak caj oc i etmi. Itdubogpib iwko i ocfivojtan an wid paf iw i juf, kicmomeygok jir ri fac ig i ujhikimcul ek! Erzo i otnajofpog bap ruzlu fej cilro pisku! Gokpa ti iv uvyo i owlu obsu. Fow li fuyma mogca gejso ri guwbi! Fidpegiysem colve wi hadpanogpot. Zipnedujsub li vifbag zer wi lesro mijbisagwur eg idvo. I orpuneynet wiv rogmo ki ut iz! I urcugiktil cog ud erlo i ewyi odki on! I ibrewowser eg unki gel ti nepvijacsub citmuwapvem, nep sevzu wi kohza uy alhu i ansi obtavifrof ifwu, nah wi iw ab otju! Ence i efda etwa, elhe i ew jac gic kadbo ow ukloc ul ahfi. I aycesibdak odku ubte ipzi i abgonevsis iztubumroc ajke! In az agvu esdo um awya ikra! Nav kubge ci im ab i upleravyad ehti ovga i em, adwo i unhu avgovadgoh! Ocsa ecwa ucgi acjo ajwu iwbe, ot i ek erjunivram i opte ajva el, agsu obwe wug tir jachu. Bi for rohto guyma nam diwmu bi fekbi wehzezecder nah. Sajji ziwyo il jik mezso um i esba. Endu al bid tusve ci uz ibhiwehzez beh zokji ug! Olme atho uplu i uz itcufobvub i luh! Fohji cuytu vi zuzro gajwekutjir berzo ci vuptajihsez, rakju ki juwfuzidgaj petgobuwnil fayli en, i akjocibnac epkuzeztob juf ti ab. Upjow uh ovki i am. Bol selpa wi bur pibbipajvon capbo sig. Zepha ik uz i oyyokepsup avce ezre og! Ap i uywovubham awgu bur ki hivyofofrod ig i imwisatmew, oc onja agyi abdo i ernuledvur cuj. Ni pok wapwoburmup lol cij ec in gib, vum gi tazvuwobdos vap! Bi gilfakendam uz itga i ip itfa akya mal iw! Atga zov ciw bi lucsovogbuz fijce! Mamda on dov soy tadhe hi pobtofigvol cos kej! Fi nocvi torsi cebmu vi kezcerohjoz sazmu un om uc edti, ovge umcu af em i ilwa! Nod ci macbagiljif tazzudorkos mi hudfe silpu id oc. I adsokutkik uv ihvu gof pazna bi lenko dilze. Numwi pimwa ot bof dipje aj. Umgu ilwo cof satco ri degda man diz! Li behledozwuc reldajiwvun diy vekli fey ci tuj pivbawufrom nagho hi camhitovhuf, his benmuf oh tih, jeswa wud fundo hek pi vedvu cucmajellak lek! If i iblikonyej ejka mef rolgo mi od buy im ihre. Owno ermi i wuc av ajwu i azta jus. Huj cagpo af muk. Pudsa am efta ogwu! I un omjorucsal eh usbo, ohfa ez i utgagawcan octe! I ahlo ojjiposvup i esle ewtezowva i ulpo cij of i tel vambu. Pifru vuj wipno bogko si kuzsu! Ab zir nifbe mushu pi il, obme deh pah. Ti hicyu uy es i ey iwyekibjir bal jadgo ludyi nal. Kuk li fisgovolmid sodwa fuv bofre ti sewne rojvutahvaw, fi as unja ivlo ufva ep i at avjivitjed i utwisakhah! Opgibasdip uk ur erfa ikfo ob i izremeddus or ufje! Oyvu awlu ruv balca ef i ozcekifhof, ej i up caz mi hip. Bef ab i ahwacelgin goz ev awba as uhwu of! I alzu ogzozinhiw onfo i zof revka vi ok mim! Pum zajru cek ac i ubdu vuf, rikda ti ceklutic pep ladsuhivcuf al, i ulzi otto idje i otfulifrog iycuzetyed tev uj i uhnuliggil uzhuc, i ozno gib ci ez wiw

di ow fuy! Gob zihzu goppe wi eg, ohnu i uwko avva em ef ab i uvwe affu nab, huybo ci jasrorewsij
rik vommi telda bavku fi mokhudittin! Vavbazeppeg od oygo dav kecte vi nufwa or hed. Ut gew sadgo li bosvi melya zi ruzga huhkedisyal ji tamye! Om i atmu imyocajgem i eshitehnit isvomifhuw, i uzvehuyvez bej kubpe jiggu rapba. Boj li volzobigfal gorka fos ci mewciwotlah sehfikarfed, for lawpu un og aw mac dij foyni! Lezru om i ob ujkenuvcis. I aspib ocpe ozbe ofza i iz owbi gin mor. Iy cus ki mawkelakdew felfegemwej
vorke! Natwu gi sigpe luw bozga rag ud jam fi maykilozsig sof! Vukku fes kiyce wi tey ow ocri bok ib. Ih alla ecgo i tuh bov cidno. Tur ki vovbikojmas focbaginjah um udfe apfu, i idzijohveg egvo ufpa jez ci jow fapho, longi patto fiphe og amwo i jud wejpewotvur. Mosga li vabhonegbek hinju kodma majsi di sunda fah li nogwavuwboc cakhe. Beyme aw or i ackukamnun mah zovpi ci fulhahebgud, kolmi tev ug! Aj i agho enka i om an i iw ges jedve! Zosfa cogzu un. I incegothom isjujajpow ay i ij! Olgotevyod acte i ij ucdu ec uhgo nuv, ri neh sal gaf ef pep. Ik i uplo ejgucuwnub um el, ohjo apdo i ekhebetzil duz huyha vi gibjo, cedsuhocdos fi lorbi cewzitudyiz od im per, lijbu mi selpo zakmameprec hih pi wolge af. I ajcawecnis aggu ifpu orle eyke ah ihbu, i eypo ahze i owtativheb ikki uhse i elrugagfod gas ki on! Ibfo ras dihmu zewbe tibbi, ci widda hokno id. Ul i ewbo affa i ugceruhloh akde mam julho. Zuzgi bidba ti pohlu simjijozpom bi gemja nohne wi gojni zihci betga. Ef tud uh ap, deg volse dob mihfo ak olse! Ig i itronerbic olfivibnam. Ufgu eshu zud ap. Ekva i eysifalluh okce gev ut nov gi secdebonvuf lempo. Up i alno ejri foc gucfa wi zastamikdez fuslujocdaw! Wi jabbo cekba li et oclezohyin emdu i unholessuf enja i av! Afdo i it cew kobsu di hofho. Ruy ni pigduzirbuv cishoketwik ej. I aphinewpuv ewke ez i ilpo olreduwzok os eg, uzjo irga ok, i ovto enle ur i nap ligdakawviw hubwa uc enpa owyu! Opzu i mos fusvi! Mi ir ak i ...

3394. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 01:08:13 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1126055292.971081.91990@o13g2000cwo.googlegroups.com>
Source record: 10051

The MyIDE makes a nice setup. Here's a couple of other possibilities FWIW. I've used the CompactFlash with an (ebay) IDE adapter. It works fine, but as has been brought up before, flash memory is not long-lived with repetitive writes. Most (all?) have built-in error checking routines and some spare cells to compensate. But my mainstay for both the KMK/JZ and MyIDE interfaces is a 2.5" notebook drive housed in one of those "shirt pocket"-fitting USB cases. Notebook drives can use as little as 0.5 amp at 5 VDC. So if you have a good PS for an XL/XE, you can power the drive with no additional PS. My XE uses a 5 VDC, 4 amp regulated switcher, so I have plenty of "juice." I haven't made a permanent connection for the drive yet -- maybe this winter. A neat thing about the KMK/JZ is that it is housed in a nice case, and a 2.5" drive/case will sit right on top of it, using a 3" IDE ribbon connector. It even works out so that the drive is "right-side up." That used to be a big deal, but I've actually seen 3.5" drives that were factory mounted upside down. (Upside down still seems suspect to me.) BTW, at the last report, the KMK/JZ interface still does not work with XL's since it uses the ECI instead of the PBI.
-Larry

3395. Re: Atari USB Update -- Support for USB Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 01:13:15 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1126055595.309529.211560@z14g2000cwz.googlegroups.com>
Source record: 10052

Has anyone (other than the USB team) tried this? I'd like to compare
notes with any other USB users. I have the cart, USB floppy, and USB
ZIP drive.
-Larry

3396. Precise timing (VCOUNT and RTCLOCK)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 03:13:56 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2005.09.07.03.13.55.607190@crowcastle.net>
Source record: 10053

You can use the RTCLOCK to count the jiffies (screen refreshes), and you can use VCOUNT to determine which scan line you're on. Is there a reference that will tell me how to convert those two values into a precise time?

I suppose I could write a tight assembly loop to watch for VCOUNT to change, and then count the cycles until it changes again. I could then do the same for the time from when RTCLOCK changes to when VCOUNT changes.

But if this has been done already, please point me to the documentation.

Also, is RTCLOCK really 1/60th of a second on NTSC, or is it 1/59.94th of a second?

--PC

3397. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 08:05:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <tbxTe.12434$p%3.50438@typhoon.sonic.net>
Source record: 10054

cutterjohn <someone@nowhere.com> wrote:
> Random question, well sort of anyways:
> I did see this project on a web page that I was looking at however at
> one point it states that the cartridge is for "any" 8 bit atari, however
> further down the page it entitles it something like XL/XE cartidge.

The MyIDE cart that I have, from Atarimax, I think only works with XL/XE.
It uses RAM under the OS, so it can't run some software, including
TurboBASIC XL, which is a shame... I like TurboBASIC XL. :^)

The original Mr. Atari design might work with an 800.

Guh... I'm not 100% sure of any of this, actually. Hopefully someone who's
actually _familiar_ with all this stuff will answer. I'm a total newbie. ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3398. Re: Precise timing (VCOUNT and RTCLOCK)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 11:45:00 UTC
From: Matthias Reichl <usenet-200509@hias.horus.com>
Message-ID: <slrndhtkls.32i.usenet-200509@camel.hias.horus.com>
Source record: 10055

On Tue, 06 Sep 2005 23:13:56 -0400, Preston Crow wrote:
> I suppose I could write a tight assembly loop to watch for VCOUNT to
> change, and then count the cycles until it changes again. I could then do
> the same for the time from when RTCLOCK changes to when VCOUNT changes.
>
> But if this has been done already, please point me to the documentation.
>
> Also, is RTCLOCK really 1/60th of a second on NTSC, or is it 1/59.94th of
> a second?

All this is derived directly from the video timing. The video timing,
again, is derived directly from the crystal oscillators in the Atari.

NTSC machines use 3.579545MHz crystals. A scanline is 228 color clocks,
which is 3.579545MHz/228 ~= 15.6998kHz. Since VCOUNT is increased
every second scanline, the time between changes is 127.39uSecs.

A full NTSC frame consists of 525 lines. One field is 262 lines, the
other 263 lines. But the ANTIC outputs two fields with 262 lines
each (and doesn't care about interlacing). This means
RTCLOCK is updated 59.92 times per second (that is 16.688msec).

Search for ANTIC.PDF with xlsearch and have a look at page 4
(this is where I got my information from).

BTW: On PAL machines the crystal is 3.546894MHz and a frame consists
of 625 lines.

so long,

Hias

3399. Need Atari 65XL/XE Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 18:00:30 UTC
From: Deckard69 <roma1.shop@essedi.it>
Message-ID: <2VFTe.52292$HM1.1469870@twister1.libero.it>
Source record: 10056

Hi from Italy !
I'm an collector and I've one Atari 65XL that had some problem with screen
(goes blank after turn on it).
I'm searching for a Service Manual...

May someone help me ??

Thanks in advance

Massimiliano

3400. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 19:04:26 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.07.19.04.23.981895@nowhere.com>
Source record: 10057

On Wed, 07 Sep 2005 08:05:45 +0000, William Kendrick wrote:

> The MyIDE cart that I have, from Atarimax, I think only works with XL/XE.
> It uses RAM under the OS, so it can't run some software, including
> TurboBASIC XL, which is a shame... I like TurboBASIC XL. :^)
>
> The original Mr. Atari design might work with an 800.
>
> Guh... I'm not 100% sure of any of this, actually. Hopefully someone
> who's actually _familiar_ with all this stuff will answer. I'm a total
> newbie. ;)

thanks for the reply. I was sort of guessing that the IDE cart might need 64k or more to work, as I suspected that the driver, plus maybe some buffer space would use some RAM. 48k is pretty bare, but it'll run everything I needed from the 8 bits.

I looked, I think, at the atarimax page again yesterday, and it looked like the USB cart should be for any 8 bit, as it says that in several places. I just wonder how much memory that would take away from my 48k, but it should solve my software transfer problem. (I do have an old 835 300baud modem that I could use in a pinch, but I doubt the usefulness of that route... Incidentally, I opened it up the other day and was surprised to find the board EXTREMELY simple, and bearing a Racal Vadic copyright, and, alas, no simple RS-232 interface as I had hoped(maybe I can hack it though...). They used to make some of the best modems...)

Maybe I'll have to track down a way to add some more memory to the 800, or get lucky and find a 130xe or 800xl or XF551 or similar in some garage sale or thrift shop. (I plan on looking any ways, as I'm hoping to find a hd interface card for the IIgs, and maybe an amiga, mega STE, falcon, and/or TT(I wish...), and a hd interface for that as well...)

3401. an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 19:40:36 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1126122036.893568.252400@z14g2000cwz.googlegroups.com>
Source record: 10058

I got your lawyer letter but you and your lawyer made a few mistakes,
look here:

http://tinyurl.com/dg5w4

where did i specify SpartaDOS 3.3?
where did i specify BBS Express Professional?

did i not state all non fte products which would mean those not
developed or created by K-Products or even Stephen Carden?

that bill of sale from Bob Klaas to you does not specify any icd source
code but only source code produced by Keith Ledbetter, Chris King, and
later Stephen Carden; in fact, this bill of sale from Bob Klaas to you
only specifies BBS Express Professional (and all source code) it does
not inlcude SpartaDOS 3.3 (for which I have never stated an interest
in) or anyother icd or even fte products; instead the last line of the
paragraph in bold reads: "including all copyrights to any soruce code I
Robert Klaas have to BBS Express! Professional and submit."

your lawyer also states it was his understanding that Robert Klaas had
previously contracted with Mike Hohman of FTE to produce SpartaDOS 3.3
for BBS Express Professional; this agreement between Bob and Mike did
not relinquish Mike's ownership of any icd or fte products. The only
thing Bob had ownership of was his own source code and bbs express
professional.

in regards to icd or fte products, you still have not provided any
proof that you own anything other than bbs express professional.

i will be having an intellectual property lawyer look at the documents
from you and your lawyer.

since i am now rarely online i will post again as soon as i find out
some more information.

3402. Re: Atari USB Update -- Support for USB Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 21:39:08 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-U4dwrdmUG1wo@draco.w2kserv.local>
Source record: 10059

yea, I have USB cart and USB floppy. tried them but results weren't to promising. smae with the usb keyboard I tried. does not even see it in the usbtest program. for that matter, any USB keyboard I tried and I tried 4 different ones. so as far as USB goes on Atari, it is less then useless at present. I do hope the USB team makes progress tho.

Ken

On Wed, 7 Sep 2005 01:13:15 UTC, "Larry" <LLppwhite@aol.com> wrote:

> Has anyone (other than the USB team) tried this? I'd like to compare
> notes with any other USB users. I have the cart, USB floppy, and USB
> ZIP drive.
> -Larry
>

--

3403. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 21:56:47 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.07.21.56.46.19455@nowhere.com>
Source record: 10062
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<snip>

Also, in case anyone cares:

5.25" drives require a longer seek time than the 3ms default of TOS(or at least the v1.0 that I have with my 520ST). I had forgotten about this, but while digging around for drivers for the IB 40 drive I came across an article by Dave Small re: adding 5.25" IBM drives to an atari, along with commentary about how someone else said that they needed a longer seek time than the default. From this info I dug up a lharc archive containing the original article by D. Small the additional commentary, several utilities, and the most important one of all, one that resets drive b seek time to 6ms. End of story: the 5.25" drive appears to be working fine again.

(The odd thing is that the only driver disk from IB Computers that I can find right now, only has a formatting program, so I must've lost another disk somewhere as I'm sure that they'd have shipped a similar utility, and in fact I think that I vaguely recall having an auto folder program to do the same thing, and forgot about it all those years ago as well... I suppose that I should also dump this into the ST newsgroup... gack crossposting... hope this helps someone else some time...)

3404. Spartados Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 22:02:58 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <Ve6dnai8qqnr_oLeRVn-pw@comcast.com>
Source record: 10060

I have been using Spartados (32g) for a little while now and have hit a roadblock. I can't seem to change directories (back or forward). I can if I use the Menu shell. (menu.com). The "CWD" command should do this but doesn't. I'm an old MSDOS user and am still familiar with the command line. I have tried every way possible-like: D1:CWD>DOSUTIL OR D1:CWD >DOSUTIL OR D1:>CWD DOSUTIL. I have a Supra hard drive setup using Spartados and it won't work there or on single floppy disks. I have an ATR with Spartados on it from Steven Tucker (APE) with a subdirectory on it and it won't work there either. What am I doing wrong?

--
mqduffy@comcast.net

3405. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 22:05:10 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <xKCdndBJNvXQ-YLeRVn-jA@comcast.com>
Source record: 10061

Go for it! The ICD or fTe stuff has been tied up too long already.

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1126122036.893568.252400@z14g2000cwz.googlegroups.com...
>I got your lawyer letter but you and your lawyer made a few mistakes,
> look here:
>
> http://tinyurl.com/dg5w4
>
> where did i specify SpartaDOS 3.3?
> where did i specify BBS Express Professional?
>
> did i not state all non fte products which would mean those not
> developed or created by K-Products or even Stephen Carden?
>
> that bill of sale from Bob Klaas to you does not specify any icd source
> code but only source code produced by Keith Ledbetter, Chris King, and
> later Stephen Carden; in fact, this bill of sale from Bob Klaas to you
> only specifies BBS Express Professional (and all source code) it does
> not inlcude SpartaDOS 3.3 (for which I have never stated an interest
> in) or anyother icd or even fte products; instead the last line of the
> paragraph in bold reads: "including all copyrights to any soruce code I
> Robert Klaas have to BBS Express! Professional and submit."
>
> your lawyer also states it was his understanding that Robert Klaas had
> previously contracted with Mike Hohman of FTE to produce SpartaDOS 3.3
> for BBS Express Professional; this agreement between Bob and Mike did
> not relinquish Mike's ownership of any icd or fte products. The only
> thing Bob had ownership of was his own source code and bbs express
> professional.
>
> in regards to icd or fte products, you still have not provided any
> proof that you own anything other than bbs express professional.
>
> i will be having an intellectual property lawyer look at the documents
> from you and your lawyer.
>
> since i am now rarely online i will post again as soon as i find out
> some more information.
>

3406. 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 23:25:14 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2005.09.07.23.25.13.371404@crowcastle.net>
Source record: 10063

My 800 died Saturday after nearly 25 years of flawless operation (besides a space bar repair and non-Atari memory failure). I opened up the cartridge door, pulled out the cartridge, and closed the door. Only the power didn't come back on. No light or anything.

I took it all apart, cleaned off all the dust (there wasn't much), and pressed down on any chips that weren't fully seated (one was working loose, but I don't think it was a problem yet). I used a multimeter on the opposite side of the switch to check that it isn't broken. I tried a different power supply.

What can I try now?

If I disconnect the power board from the rest of the system, is it safe to apply power? If it's working correctly, will the LEDs light up without the main board attached?

And by the way, what's that connector in the back of the main board? I'm guessing it was used in the factory to test the board; does it have any practical use?

--PC

3407. Re: Spartados Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 23:35:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <IPKTe.2503$P34.1659@okepread07>
Source record: 10064

Try using the 'CD' instead of 'CWD'. Some later version of SDOS had that changed.

Thomas

"Michael Duffy" <mqduffy@comcast.net> wrote in message news:Ve6dnai8qqnr_oLeRVn-pw@comcast.com...
>I have been using Spartados (32g) for a little while now and have hit a
>roadblock. I can't seem to change directories (back or forward). I can if I
>use the Menu shell. (menu.com). The "CWD" command should do this but
>doesn't. I'm an old MSDOS user and am still familiar with the command line.
>I have tried every way possible-like: D1:CWD>DOSUTIL OR D1:CWD >DOSUTIL OR
>D1:>CWD DOSUTIL. I have a Supra hard drive setup using Spartados and it
>won't work there or on single floppy disks. I have an ATR with Spartados on
>it from Steven Tucker (APE) with a subdirectory on it and it won't work
>there either. What am I doing wrong?
>
> --
> mqduffy@comcast.net
>

3408. Re: Need Atari 65XL/XE Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 23:38:44 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <3SKTe.2504$P34.1198@okepread07>
Source record: 10065

Open it up and look at the ram chips. If they are the 'MT' type ram chips I would start there with replacing those.

Thomas

"Deckard69" <roma1.shop@essedi.it> wrote in message news:2VFTe.52292$HM1.1469870@twister1.libero.it...
> Hi from Italy !
> I'm an collector and I've one Atari 65XL that had some problem with screen
> (goes blank after turn on it).
> I'm searching for a Service Manual...
>
> May someone help me ??
>
>
> Thanks in advance
>
> Massimiliano
>
>

3409. Re: Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-07 23:58:15 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <r8LTe.315208$x96.119311@attbi_s72>
Source record: 10066

Slor wrote:

> Despite all prevention efforts, "Jerry" <Jerry@verizon.net> wrote in
> news:WKKSe.9145$9q4.6297@trnddc08:
>
>> Gentlepersons,
>>
>> Many years ago I was a devoted Atari user and I accumulated a large
>> amount of Atari hardware. Over the years, my interest waned and all
>> of my stuff got packed in boxes. I'm getting ready to move and have
>> decided that there is no need to move the Atari boxes again.
>>
>
> Dibs.
>

Darn!

If you dont go, i will..

3410. Re: Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 00:43:40 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96CAC8AE91120emuslor@216.196.97.136>
Source record: 10067

Despite all prevention efforts, Ziggy <Ziggy@faked-address.com> wrote in
news:r8LTe.315208$x96.119311@attbi_s72:

>
> Darn!
>
> If you dont go, i will..
>

Hey Ziggy - I believe I have things arranged with this generous soul. It's
possible I'll have some extras though once I've gone through everything, so
I can give you a holler if you're in the area. Feel free to drop me a line
directly.

--
Slor

3411. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 00:50:47 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <HVLTe.8579$9i4.6183@newsread2.news.atl.earthlink.net>
Source record: 10068

Have you checked that switch on the cartridge door? It sounded
like
that was the part in action at the failure...

=Jess

"Preston Crow" <pc-usenet05@crowcastle.net> wrote in message
news:pan.2005.09.07.23.25.13.371404@crowcastle.net...
> My 800 died Saturday after nearly 25 years of flawless
operation (besides
> a space bar repair and non-Atari memory failure). I opened up
the
> cartridge door, pulled out the cartridge, and closed the door.
Only the
> power didn't come back on. No light or anything.
>
> I took it all apart, cleaned off all the dust (there wasn't
much), and
> pressed down on any chips that weren't fully seated (one was
working
> loose, but I don't think it was a problem yet). I used a
multimeter on
> the opposite side of the switch to check that it isn't broken.
I tried a
> different power supply.
>
> What can I try now?
>
> If I disconnect the power board from the rest of the system, is
it safe to
> apply power? If it's working correctly, will the LEDs light up
without
> the main board attached?
>
> And by the way, what's that connector in the back of the main
board? I'm
> guessing it was used in the factory to test the board; does it
have any
> practical use?
>
> --PC

3412. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 01:21:27 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2005.09.08.01.21.26.998683@crowcastle.net>
Source record: 10069

On Thu, 08 Sep 2005 00:50:47 +0000, RetroJess wrote:
> Have you checked that switch on the cartridge door? It sounded
> like that was the part in action at the failure...

Yup. I suspected that. It still clicks like normal, and when apart,
I can see the contacts working. I verified the electrical action
with my multimeter.

--PC

3413. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 02:26:19 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <fjNTe.529$Xq6.510@newssvr22.news.prodigy.net>
Source record: 10070

"Preston Crow" <pc-usenet05@MUNGEcrowcastle.net> wrote in message..
> My 800 died Saturday after nearly 25 years of flawless operation (besides
> a space bar repair and non-Atari memory failure). I opened up the
> cartridge door, pulled out the cartridge, and closed the door. Only the
> power didn't come back on. No light or anything.
>
> I took it all apart, cleaned off all the dust (there wasn't much), and
> pressed down on any chips that weren't fully seated (one was working
> loose, but I don't think it was a problem yet). I used a multimeter on
> the opposite side of the switch to check that it isn't broken. I tried a
> different power supply.
>
> What can I try now?
>
> If I disconnect the power board from the rest of the system, is it safe to
> apply power? If it's working correctly, will the LEDs light up without
> the main board attached?

I don't know where you're talking applying power.
I would generally say no, don't apply power yourself.
I can't remember, but I think, as you mention, there's a
power board, a main board, then the three types of plug-in
boards at the back of the main board. That edge connector
at the back was, I think like you say, for manufacture testing..

The nice thing about the 800 is its' modular design. All you need
are some known good working boards and you can isolate the
problem a great deal. I suspect your power board, since no
LED light comes on. Not much help. I have a complete set
of extra boards that could be used for such testing. Maybe you
could invest in a second 800.

> And by the way, what's that connector in the back of the main board? I'm
> guessing it was used in the factory to test the board; does it have any
> practical use?

3414. Re: Need Atari 65XL/XE Schematics

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 02:30:56 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <AnNTe.532$Xq6.174@newssvr22.news.prodigy.net>
Source record: 10071

"Deckard69" <roma1.shop@MUNGEessedi.it> wrote in message
news:2VFTe.52292$HM1.1469870@twister1.libero.it...
> Hi from Italy !
> I'm an collector and I've one Atari 65XL that had some problem with screen
> (goes blank after turn on it).
> I'm searching for a Service Manual...
>
> May someone help me
>
> Thanks in advance
>
> Massimiliano
How about here?
http://www.dereatari.republika.pl/schematy.htm

3415. Re: Atari USB Update -- Support for USB Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 03:34:18 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1126150458.388404.107540@g44g2000cwa.googlegroups.com>
Source record: 10072

Thanks! I plan to try this weekend. Will let you know my results.
-Larry

3416. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 04:32:34 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <jafvh11eqe877fsodh1io1c5dj7ms6h5e0@4ax.com>
Source record: 10073

bill@newbreedsoftware.com (William Kendrick):
>cutterjohn <someone@nowhere.com> wrote:

>The MyIDE cart that I have, from Atarimax, I think only works with XL/XE.
>It uses RAM under the OS, so it can't run some software, including
>TurboBASIC XL, which is a shame... I like TurboBASIC XL. :^)

That's right, but with the MyIDE-OS burned on EPROM, most of that stuff will work just fine. SpartaDOS v3.3 works with MyIDE for instance. The news (as far as I know it) is that Sijmen (Mr. Atari) is working on debuggin a version 4.0 of the EPROM based OS. The newest versions of the MyIDE OS are awesome. Sijmen's put a lot of work into them.

The MyIDE flashcart is your normal MyIDE adapter plus a 1MB flash cartridge, so it can be used with the old 3.1 version of the MyIDE OS. This version has a bug that can corrupt your partitions though. (copying from one MyIDE partition to another causes it.)

>The original Mr. Atari design might work with an 800.

As far as I know, only one MyIDE was made for the 800, and it's in the possession of Dr. Clu. The production MyIDE adapter won't work with the 800.

Sijmen will have the definitive answers to your questions, of course.

Shawn Jefferson
(fix reply to for email)

3417. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 05:58:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <CqQTe.12627$p%3.51525@typhoon.sonic.net>
Source record: 10074

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> bill@newbreedsoftware.com (William Kendrick):
>>cutterjohn <someone@nowhere.com> wrote:

>>The MyIDE cart that I have, from Atarimax, I think only works with XL/XE.
>>It uses RAM under the OS, so it can't run some software, including
>>TurboBASIC XL, which is a shame... I like TurboBASIC XL. :^)

> That's right, but with the MyIDE-OS burned on EPROM, most of that stuff
> will work just fine. SpartaDOS v3.3 works with MyIDE for instance. The
> news (as far as I know it) is that Sijmen (Mr. Atari) is working on
> debuggin a version 4.0 of the EPROM based OS. The newest versions of the
> MyIDE OS are awesome. Sijmen's put a lot of work into them.

Is the MyIDE-OS-on-EPROM compatible with the hardware (the Atarimax MyIDE
plus flash disk cartridge) that I have? :^)

> The MyIDE flashcart is your normal MyIDE adapter plus a 1MB flash
> cartridge, so it can be used with the old 3.1 version of the MyIDE OS.
> This version has a bug that can corrupt your partitions though. (copying
> from one MyIDE partition to another causes it.)

I saw that mentioned around here earlier. I'll try to remember not to do
that. :^) I'm still a little confused as to how partitions work, and it
took me a while to realize that the whole "Start + Reset" 'image' interface
had nothing to do with D1:/D2:/etc. drives. :^)

Someone needs to put together a _newbie_ howto. :^) In the meantime, I'm
muddling through the current docs well enough, though.

Thx!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3418. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 06:36:30 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <OZQTe.148$Aa1.16@newssvr23.news.prodigy.net>
Source record: 10075

William Kendrick wrote:
>
> Is the MyIDE-OS-on-EPROM compatible with the hardware (the Atarimax MyIDE
> plus flash disk cartridge) that I have? :^)

Yes, if you have the MyIDE 3.1i OS rom switched in, the cartridge will
use that instead of replacing it with the MyIDE RAM OS. Having it in ROM
will work much better for things like loading games.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3419. Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 11:14:29 UTC
From: txt <txt@tutto.it>
Message-ID: <p2VTe.53331$HM1.1499205@twister1.libero.it>
Source record: 10076

Hi,

I have recently acquired an Atari 130XE and a 1050 disk. Unfortunately I
do not have a dosk diskette. Is there someone available to send in Italy
a copy of a DOS disk?

Thank you
Alfredo

alfredop at libero dot it

3420. Re: ITT TV2466 Stereo Tuner

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 11:59:53 UTC
From: Ulrich Scholz <d4@thispla.net>
Message-ID: <1126180793.036459.205600@z14g2000cwz.googlegroups.com>
Source record: 10077

Hi iMac, what's the weather outside? Maybe you should stop surfing the 60+ channels of your cable and explore the real world.

I have a small Sony television from the days of the C64. Back then, I needed a small TV with a Scart connection. I only watch telly once in a while so I don't care about size and stuff.

Actually, I'm not sure how many programs I could receive. At most 15 of them are of interest anyway. (I don't need a homeshopping channel and there are too many stupid people on the street - why should I watch them talking on TV?).

And: It would be cool to use such an old device as the ITT TV2466.

Uli

3421. Re: Spartados Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 14:50:34 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <o7-dnSVC071h0r3eRVn-qA@comcast.com>
Source record: 10078

That worked. An old MSDOS command. Thank you

"Docrotcod" <rahbart@cox.net> wrote in message
news:lPKTe.2503$P34.1659@okepread07...
> Try using the 'CD' instead of 'CWD'. Some later version of SDOS had that
> changed.
>
> Thomas
>
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> news:Ve6dnai8qqnr_oLeRVn-pw@comcast.com...
>>I have been using Spartados (32g) for a little while now and have hit a
>>roadblock. I can't seem to change directories (back or forward). I can if
>>I use the Menu shell. (menu.com). The "CWD" command should do this but
>>doesn't. I'm an old MSDOS user and am still familiar with the command
>>line. I have tried every way possible-like: D1:CWD>DOSUTIL OR D1:CWD
>> >DOSUTIL OR D1:>CWD DOSUTIL. I have a Supra hard drive setup using
>>Spartados and it won't work there or on single floppy disks. I have an ATR
>>with Spartados on it from Steven Tucker (APE) with a subdirectory on it
>>and it won't work there either. What am I doing wrong?
>>
>> --
>> mqduffy@comcast.net
>>
>
>

3422. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 16:58:10 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <C4_Te.7463$4P5.5793@newsread2.news.pas.earthlink.net>
Source record: 10079

txt wrote:
> Hi,
>
> I have recently acquired an Atari 130XE and a 1050 disk. Unfortunately I
> do not have a dosk diskette. Is there someone available to send in Italy
> a copy of a DOS disk?

If nobody mails you a disk, you can make a SIO2PC cable and boot the
Atari off a PC with your real disk jumpered as drive 2. Format and write
DOS files to the real drive and you can then switch it to drive 1 and
use it to boot.

3423. Atari swapmeet to be September 10

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 17:00:06 UTC
From: Sid Pacman <Atarian@8-bit.old.folks.home>
Message-ID: <Pine.GSO.4.61.0509081254460.7891@furyy1>
Source record: 10080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here's a last-minute reminder of this weekend's event:

Subject: Atari swapmeet to be September 10 in Columbus, Ohio

Here are details for the annual swapmeet to be held by
the Columbus Atari club:

DATE: Saturday, September 10, 2005.
TIMES: 9 am to 3 pm.
ADMISSION: $4. (For vendors, including table: $6.)
PLACE: Oakland Park Community Building, 980 Lenore Avenue,
Columbus, Ohio.
MORE INFO AT: http://www.angelfire.com/oh4/acec/acec.html
CONTACT: R. Wayne Arenz (rarenz at columbus dot rr dot com)

3424. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 18:27:10 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <E8udnXcYJuMgHL3e4p2dnA@telenor.com>
Source record: 10081

"txt" <txt@tutto.it> skrev i melding
news:p2VTe.53331$HM1.1499205@twister1.libero.it...
> Hi,
>
> I have recently acquired an Atari 130XE and a 1050 disk. Unfortunately I
> do not have a dosk diskette. Is there someone available to send in Italy
> a copy of a DOS disk?
>
> Thank you
> Alfredo
>
> alfredop at libero dot it

I'd be happy to send you a couple of DOS'es. What's your address? And do you have any preferences? DOS 2.5 is a must in my opinion, MyDOS 4.53, a Sparta DOS and I can't help it, I like DOS 2.6f. Let me know and I'll send it to you!

Take Atarian care

3425. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 18:50:24 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.08.18.50.21.808872@nowhere.com>
Source record: 10083
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

...as a side note, there was apparently only a single disk included with the IB drive. It contained at auto folder with the res.prg program, and a disk formatter. I learned by trawling through the STart magazine archives on atari-archive.org that the res.prg MUST be the FIRST program in the AUTO folder, and also, that, apparently, it REQUIRES a disk in the IB drive. The last part seems to be false as I did a quick experiment, and it seemed to still work when booted without a disk in the drive. I also recall that I must have had problems with this driver (changes seek rate) in the past.

The other program that I had was called dseek.prg and it changes the seek rate for drive B to 6ms. I obtained this program from the umich ST archive, Disk(IIRC) folder contained in the ibmdrive.lzh archive. This archive also contained the previously referenced articles by Dave Small and others about adding IBM drives to an ST and the necessity to increase seek time for 5.25" disks.

All of this was tested on a 1M upgraded 520ST, TOS
1.0, no other upgrades or hacks. The drive is the IB40, or the 40 track version of their 5.25" drives, and was hooked up to a standard SF314 DSDD drive. I'd presume that there are other utilities out there that will do the same, but in my quick search this was the best that I could turn up, and it would seem that using the dseek.prg is the most reliable way to go at this time.

3426. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 18:53:50 UTC
From: txt <txt@tutto.it>
Message-ID: <2N%Te.54175$HM1.1513713@twister1.libero.it>
Source record: 10082

Hi Vidar,

I sent you my address.

Ciao
Alfredo

Vidar Olavesen ha scritto:
> "txt" <txt@tutto.it> skrev i melding
> news:p2VTe.53331$HM1.1499205@twister1.libero.it...
>
>>Hi,
>>
>>I have recently acquired an Atari 130XE and a 1050 disk. Unfortunately I
>>do not have a dosk diskette. Is there someone available to send in Italy
>>a copy of a DOS disk?
>>
>>Thank you
>>Alfredo
>>
>>alfredop at libero dot it
>
>
> I'd be happy to send you a couple of DOS'es. What's your address? And do you
> have any preferences? DOS 2.5 is a must in my opinion, MyDOS 4.53, a Sparta
> DOS and I can't help it, I like DOS 2.6f. Let me know and I'll send it to
> you!
>
> Take Atarian care
>
>

3427. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 19:04:46 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.08.19.04.44.464270@nowhere.com>
Source record: 10084

On Thu, 08 Sep 2005 04:32:34 +0000, Shawn Jefferson wrote:

> As far as I know, only one MyIDE was made for the 800, and it's in the
> possession of Dr. Clu. The production MyIDE adapter won't work with the
> 800.
>
> Sijmen will have the definitive answers to your questions, of course.

Thanks for the reply. It's as much as I had surmised from the
advertisement page.

Any idea about the USB cart though? That page even to the end seems to
support it's "for any Atari 8bit"(or similar) listing...

I suppose in the mean time, I'll look out for some XL/XEs around, or at
least some extra SIO cables to hackup for serial support, as this all
started with a desire to rescue my oldest personal data from cassettes &
floppies, along with a game of Universe perhaps on the real thing.
(Devolved from originally just wanting to play a game of Universe, but the
emulators didn't do a very good job on linux or OSX, or the disk images
weren't quite good enough.)

While I'm also thinking of it, do either of you happen to know if someone
found some modern connectors that can be made to work with SIO ports? I'd
been kind of thinking maybe some older automotive molex connectors or
similar maybe, but don't have anything handy to try sizewise. (The only
info I've seen to date was something about someone else had written they
couldn't find anything suitable and recomended sacrificing a genuine SIO
cable, adding the circuit "board" and appropriate DB-25 or 9...)

thanks

3428. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 19:22:25 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <SfydnTC7yqg2E73e4p2dnA@telenor.com>
Source record: 10085

I'll try to get the disk out asap. Any other items you'd like? Are you going
to program it, play it or what?

Take care

"txt" <txt@tutto.it> skrev i melding
news:2N%Te.54175$HM1.1513713@twister1.libero.it...
> Hi Vidar,
>
> I sent you my address.
>
> Ciao
> Alfredo
>
> Vidar Olavesen ha scritto:
> > "txt" <txt@tutto.it> skrev i melding
> > news:p2VTe.53331$HM1.1499205@twister1.libero.it...
> >
> >>Hi,
> >>
> >>I have recently acquired an Atari 130XE and a 1050 disk. Unfortunately I
> >>do not have a dosk diskette. Is there someone available to send in Italy
> >>a copy of a DOS disk?
> >>
> >>Thank you
> >>Alfredo
> >>
> >>alfredop at libero dot it
> >
> >
> > I'd be happy to send you a couple of DOS'es. What's your address? And do
you
> > have any preferences? DOS 2.5 is a must in my opinion, MyDOS 4.53, a
Sparta
> > DOS and I can't help it, I like DOS 2.6f. Let me know and I'll send it
to
> > you!
> >
> > Take Atarian care
> >
> >

3429. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 19:45:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <Fx0Ue.12744$p%3.52259@typhoon.sonic.net>
Source record: 10086

Steven Tucker <classics@atarimax.com> wrote:
> William Kendrick wrote:
>>
>> Is the MyIDE-OS-on-EPROM compatible with the hardware (the Atarimax MyIDE
>> plus flash disk cartridge) that I have? :^)

> Yes, if you have the MyIDE 3.1i OS rom switched in, the cartridge will
> use that instead of replacing it with the MyIDE RAM OS. Having it in ROM
> will work much better for things like loading games.

So... where do I get one? ;)

-bill!

3430. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 19:51:38 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.09.08.19.52.02.768481@pianosa.freeserve.co.uk>
Source record: 10088

On Thu, 08 Sep 2005 02:26:19 +0000, Russg wrote:

> boards at the back of the main board. That edge connector
> at the back was, I think like you say, for manufacture testing..

It was one of Atari's best kept secrets; I seem to recall an article in
ANALOG (I think) about it being an expansion connector similar to that on
the XL/XE's. Not fully compatible, of course.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

3431. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 19:52:37 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <9E0Ue.7453$Aa1.3792@newsfe5-gui.ntli.net>
Source record: 10087

Hi, I am in the UK but visiting Italy next week, if you let me know what version you would like and your address, I will bring a disk and post it locally.

Richard
"txt" <txt@tutto.it> wrote in message
news:p2VTe.53331$HM1.1499205@twister1.libero.it...
> Hi,
>
> I have recently acquired an Atari 130XE and a 1050 disk. Unfortunately I
> do not have a dosk diskette. Is there someone available to send in Italy a
> copy of a DOS disk?
>
> Thank you
> Alfredo
>
> alfredop at libero dot it

3432. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 21:34:59 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <aib1i116e1rlai5gd7osm1a8ioim030or0@4ax.com>
Source record: 10089

On Thu, 08 Sep 2005 19:51:38 GMT, Brad Rogers
<brad@pianosa.freeserve.co.uk> wrote:

>
>It was one of Atari's best kept secrets; I seem to recall an article in
>ANALOG (I think) about it being an expansion connector similar to that on
>the XL/XE's. Not fully compatible, of course.

the connector on the 400/800's is not for expansion like the PBI/ECI
on the XL/XE's it was merely for testing those computers. There is
nothing secret about it.

3433. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 22:14:29 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <9J2Ue.1075$Xq6.1069@newssvr22.news.prodigy.net>
Source record: 10090

William Kendrick wrote:
> Steven Tucker <classics@atarimax.com> wrote:
>
>>William Kendrick wrote:
>>
>>>Is the MyIDE-OS-on-EPROM compatible with the hardware (the Atarimax MyIDE
>>>plus flash disk cartridge) that I have? :^)
>
>
>> Yes, if you have the MyIDE 3.1i OS rom switched in, the cartridge will
>> use that instead of replacing it with the MyIDE RAM OS. Having it in ROM
>> will work much better for things like loading games.
>
> So... where do I get one? ;)

Its included in the 32-in-1 OS upgrade here:

http://www.atarimax.com/warpos/

Or you can download it from Mr. Atari's web page and burn yourself a copy
onto a 27128 EPROM, which you can just put into the OS ROM socket. :)

http://www.mr-atari.com/

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3434. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 22:15:41 UTC
From: txt <txt@tutto.it>
Message-ID: <hK2Ue.56437$F23.723165@twister2.libero.it>
Source record: 10091

Vidar Olavesen ha scritto:
> I'll try to get the disk out asap. Any other items you'd like? Are you going
> to program it, play it or what?

I think to use it to do some BASIC programming and of course some
playing (I have also a couple of cartridge). If you can add some games
on the disk I woulde be grateful.

Ciao
Alfredo

3435. Re: Help with DOS diskette

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-08 23:29:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <pP3Ue.12788$p%3.52600@typhoon.sonic.net>
Source record: 10092

txt <txt@tutto.it> wrote:
> Vidar Olavesen ha scritto:
>> I'll try to get the disk out asap. Any other items you'd like? Are you going
>> to program it, play it or what?

> I think to use it to do some BASIC programming and of course some
> playing (I have also a couple of cartridge). If you can add some games
> on the disk I woulde be grateful.

TurboBASIC XL is mighty nice. :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3436. Re: Spartados Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-09 00:13:26 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <85GdnZ2dnZ1jaQn_nZ2dnRVOvd6dnZ2dRVn-0J2dnZ0@comcast.com>
Source record: 10093

How about "credir" Did that change also?

"Michael Duffy" <mqduffy@comcast.net> wrote in message
news:o7-dnSVC071h0r3eRVn-qA@comcast.com...
> That worked. An old MSDOS command. Thank you
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:lPKTe.2503$P34.1659@okepread07...
>> Try using the 'CD' instead of 'CWD'. Some later version of SDOS had that
>> changed.
>>
>> Thomas
>>
>> "Michael Duffy" <mqduffy@comcast.net> wrote in message
>> news:Ve6dnai8qqnr_oLeRVn-pw@comcast.com...
>>>I have been using Spartados (32g) for a little while now and have hit a
>>>roadblock. I can't seem to change directories (back or forward). I can if
>>>I use the Menu shell. (menu.com). The "CWD" command should do this but
>>>doesn't. I'm an old MSDOS user and am still familiar with the command
>>>line. I have tried every way possible-like: D1:CWD>DOSUTIL OR D1:CWD
>>> >DOSUTIL OR D1:>CWD DOSUTIL. I have a Supra hard drive setup using
>>>Spartados and it won't work there or on single floppy disks. I have an
>>>ATR with Spartados on it from Steven Tucker (APE) with a subdirectory on
>>>it and it won't work there either. What am I doing wrong?
>>>
>>> --
>>> mqduffy@comcast.net
>>>
>>
>>
>
>

3437. Re: Spartados Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-09 00:32:15 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <bel1i1tdflrqq3tdm3upf4ggjiff7r4ikb@4ax.com>
Source record: 10094

On Wed, 7 Sep 2005 18:02:58 -0400, "Michael Duffy" <mqduffy@comcast.net>
wrote:

This text file might be helpful/interesting, it came with the original
distributions of 3.2g.

(I grabbed it from the archive of the Cleveland Free-Net Atari SIG at
http://www.atariarchives.org/cfn/12/03/0051.php , where I see I originally
posted it 11 years ago(!)).

-Michael

What's new in SpartaDOS version 3.2g

****

Version 3.2f could only access drive
ID numbers from D1-D8. Now, you can
access drive D9.

****

A filespec that does not contain a
drive number, such as D:TEST, will
now default to your currently logged
drive on the command line.

For example, if you are logged to D4:
a filespec of D:TEST will be converted
to D4:TEST, instead of D1:TEST as it
used to be. This change can be very
useful when running programs from
different drive numbers, since you
can access files with D: and they
will automatically be taken from
whichever drive the program was
was started from.

You must now be careful however, to
always type D1: when you need to
access drive 1 specifically.

****

A file will no longer be destroyed
when copying it to itself. The DOS
checks for this condition, and will
report a 'File exists' error.

Commands such as:

D4:COPY D4:TEST

will no longer destroy the file TEST.

****

All command line input, including all commands, files, and drive IDs, can now be entered in either lower case or upper case. Lower case was only partially supported in version 3.2f.

****

Some commands have been changed, to make them more compatible with the X cartridge, as well as making them easier to type. The following changes have been made:

CWD has been changed to CD.

CREDIR is now MD (Make Directory).

DELDIR is now RD (Remove Directory).

Note that with the Remove Directory function now called RD, the RD.COM ramdisk handler needs to be renamed to RM.COM in order for it to work.

(This will be the name of the MARS8 compatible driver to be released.)

****

There are many additional error messages, so you should no longer see error numbers on the command line.

****

A system lock-up bug has been fixed, when the clock wraps from 12-31-1999 to the year 2000.

Also, the day of the week offset has been corrected for years after 2000, in the new TDLINE program.

We are 5 1/2 years 'ahead of time'<g>

****

Program files containing a RUNAD, can now be reentered with the RUN command after returning to DOS. The normal process of saving the starting address for a .COM file into Sparta's internal variables, was disrupted when the file contained a RUNAD address. This has now been fixed, so all program files will behave the same way, whether or not they include the RUNAD address.

****

Several changes have been made to the keyboard buffering routines. When holding a key down for auto-repeat, the buffer will not fill up with excess characters that the application program hasn't used yet. There will at most, be one additional character in the buffer during a key repeat.

This means that when you release a key, the repeat process stops right away, whereas there could have been many additional keycodes 'stacked up' when using version 3.2f.

The key combination Shift-Control-Esc can be used to clear all of the keys currently stored in the buffer. This gives you a way to cancel everything in the buffer when a situation may require you to abort.

****

The 1200XL key functions such as DMA off, keyclick toggle, and keyboard lock, now work properly.

****

The key buffer NOW DEFAULTS to OFF due to incompatabilities with certain programs. It can always be activated as part of a STARTUP.BAT file using 'key on' (even in lower case), if you would like this feature enabled.

****

The AINIT command was removed from the command line. However, the XIO Atari

format function can still be used
within application programs.

****

Even with all these changes, the DOS
file size has been reduced by 260
bytes, and the lomem has been dropped
119 bytes. If you do not have a PBI
device, your lomem will be at $17A2.

Users with a PBI device will find
their lomem at $1BA2, since the buffer
space uses 1K at lomem, instead of the
$D800 PBI area.

****

FTe has decided to release a special
3.2 'gx' version that can bring
memlo back down to $17A2, by placing
the disk buffers under the OS at
$C400. This has an added benefit of
using a full 2K of buffer space,
instead of the 1K space allocated at
memlo, and will help the DOS run
faster.

However, SpartaDOS 3.2 'gx' is NOT
COMPATIBLE with BASIC XE, or any
other programs using the RAM under the
OS from $C400-$CBFF. It is provided
for those users who don't require this
compatibility, and who would like to
have the additional RAM available.

NOTE that if you ARE NOT using a PBI
device, (such as an MIO or Black Box)
you do not need the special 'gx'
version, and will already get the 2K
buffer space and $17A2 lomem with
using the STANDARD 3.2g version.

****

SpartaDOS 3.2g and 3.2gx are being
released as Shareware on an AS-IS
basis. If you do happen to discover
any incompatibilites, please don't
hesitate to let us know, so that we
might be able to fix the problem
in any future revisions.

This upgrade was made possible by
everyone out there who took the time
to register 3.2f Thank You!

****

If you like what you see, you may
register 3.2g by sending $19.95 to

Fine Tooned Engineering

PO Box 66109

Scotts Valley, CA

95067

This will get you all 3 manuals in
addition to the SpartaDOS Toolkit.

****
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3438. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-09 02:44:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432123e2593790@comcast.net>
Source record: 10097

>My 800 died Saturday after nearly 25 years of flawless operation (besides
>a space bar repair and non-Atari memory failure). I opened up the
>cartridge door, pulled out the cartridge, and closed the door. Only the
>power didn't come back on. No light or anything.
>
>I took it all apart, cleaned off all the dust (there wasn't much), and
>pressed down on any chips that weren't fully seated (one was working
>loose, but I don't think it was a problem yet). I used a multimeter on
>the opposite side of the switch to check that it isn't broken. I tried a
>different power supply.
>
>What can I try now?
>
>If I disconnect the power board from the rest of the system, is it safe to
>apply power? If it's working correctly, will the LEDs light up without
>the main board attached?
>
>And by the way, what's that connector in the back of the main board? I'm
>guessing it was used in the factory to test the board; does it have any
>practical use?
>
>--PC

Hmmmm??? Well if you cannot do anything at your end, I would send it in to
either B&C Computers or Best Electronics. They will fix it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3439. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-09 07:21:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509090010530.17466-100000@onyx.spiritone.com>
Source record: 10095
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3440. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-09 07:29:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509090021460.17466-100000@onyx.spiritone.com>
Source record: 10096
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari 8 Bit Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3441. Re: MyIDE + HDD in an enclosure (photos)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-09 19:13:59 UTC
From: Sid Pacman <8-bitter@atari.world>
Message-ID: <Pine.GSO.4.61.0509091507120.15465@furyy1>
Source record: 9998

On Thu, 8 Sep 2005 at 15:04 -0400, cutterjohn scribbled:
->... as this all started with a desire to rescue my oldest personal
->data from cassettes & floppies ...

You sound like somebody who's come back to Atari after being away
from it for a while. Are you the "Cutter" I knew in local Atari cir-
cles about 15 years ago? If so, please contact me at the address
below.
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

3442. [Computerfest-Announce] Computerfest this weekend

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 04:22:12 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0509100008460.28534@furyy1>
Source record: 9999
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I just received this rather late bulletin on Computerfest in Dayton, Ohio, this weekend. In past years this show was usually held in August and for a long time it was one of the biggest computer shows in the northeast.

---------- Forwarded message ----------
Date: Fri, 9 Sep 2005 20:57:05 -0400
From: Nancy J. Christolear (njc at dmapub dot dma dot org)
Subject: [Computerfest-Announce] Computerfest this weekend

It's that time again -- Time for the area's largest computer and technology show at Hara Arena, Computerfest(r).

When: Saturday, September 10, 2005 from 9:00 AM to 6:00 PM and Sunday, September 11, 2005 from 10:00 AM to 4:00 PM
Where: Hara Area Complex, 1001 Shiloh Springs Road, Dayton, OH

Computerfest: Still the area's largest computer fair, featuring vendors from across the country offering the widest selection of computers, computer parts, software, and seminars available under one roof.

Dayton LANfest: Having broken all records for the largest computer gaming event in Ohio, Dayton LANFest continues to grow into one of the top computer gaming venues in the nation. This show's LAN Party will feature gaming tournaments for the PC AND X-box. Over $3,500 in prizes and giveaways will be available to the 250 plus players expected to participate. Registration is $35 in advance at www.daytonlanfest.com or $40 at the door.

Intel is offering a rare opportunity to Computerfest® and Dayton LANfest participants.

Need a new PC? Ever wanted to customize and build your own PC using state-of-the-art components at a great price? Then come to Computerfest, where you'll be able to purchase and build your own personal computer at the Build-Your-Own PC Workshops sponsored by Intel.

Intel will be sponsoring 3 build your own computer seminars at Computerfest®. Participants will be offered the opportunity to buy parts for a significant discount and then walk away from the show with a computer in hand. See full details at www.computerfest.com.

Tickets for Computerfest are $7 at the door or $5.00 at our preshow outlets. Tickets are available on line at www.computerfest.com. They may also be purchased at various locations in the Miami Valley

listed on the Computerfest website. Your Saturday ticket also gets
you into the show on Sunday.
--
Computerfest Staff

3443. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 04:23:11 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1126326171@rtfm.mit.edu>
Source record: 10000
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3444. Re: [Computerfest-Announce] Computerfest this weekend

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 05:23:29 UTC
From: T Shadow <knone@zilch.com.invalid>
Message-ID: <l5uUe.10766$uD6.6147@tornado.ohiordc.rr.com>
Source record: 10001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Sid Pacman" <8-bitter@atari.old.folks.home> wrote in message
news:Pine.GSO.4.61.0509100008460.28534@furyy1...
I just received this rather late bulletin on Computerfest in Dayton, Ohio, this weekend. In past years this show was usually held in August and for a long time it was one of the biggest computer shows in the northeast.

---------- Forwarded message ----------
Date: Fri, 9 Sep 2005 20:57:05 -0400
From: Nancy J. Christolear (njc at dmapub dot dma dot org)
Subject: [Computerfest-Announce] Computerfest this weekend

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Intel is offering a rare opportunity to Computerfest® and Dayton LANfest participants.

Need a new PC? Ever wanted to customize and build your own PC using state-of-the-art components at a great price? Then come to Computerfest, where you'll be able to purchase and build your own personal computer at the Build-Your-Own PC Workshops sponsored by Intel.

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Tickets for Computerfest are $7 at the door or $5.00 at our pre-
show outlets. Tickets are available on line at www.computerfest.com.
They may also be purchased at various locations in the Miami Valley
listed on the Computerfest website. Your Saturday ticket also gets
you into the show on Sunday.
--
Computerfest Staff

I live 20 miles from Hara Arena and plan to attend mostly for seminars. I'm confused as to why this is being posted in Atari newsgroups. Other than SCSI drives I haven't seen anything relating to Atari for many years. It's a good show especially the free seminars but anyone expecting Atari is going to be disappointed. Correct me if I'm wrong.
IIRC their is an Atari show in Columbus this weekend.

3445. Re: What goes around...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 11:42:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4322f38a5a76f0@comcast.net>
Source record: 10008

>Thought this was interesting -- after all the years of the "big-box"
>PC's, small is "in." And here were are back to the keyboard case...
>We're back in style...
>
>http://www.cybernetman.com/
>
>-Larry

About time. Of course I remember when the PC DOS crowd was making fun of the
Atarians, Amiga people and Apple people for using a mouse.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3446. What goes around...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 12:37:26 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1126355846.664011.214510@g14g2000cwa.googlegroups.com>
Source record: 10002

Thought this was interesting -- after all the years of the "big-box"
PC's, small is "in." And here were are back to the keyboard case...
We're back in style...

http://www.cybernetman.com/

-Larry

3447. Re: [Computerfest-Announce] Computerfest this weekend

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 13:34:31 UTC
From: Sid Pacman <atarian@computer.world>
Message-ID: <Pine.GSO.4.61.0509100848380.9189@furyy1>
Source record: 10003
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 10 Sep 2005 at 05:23 -0000, T Shadow scribbled:
->I ... plan to attend mostly for seminars.

The seminars are another good feature of this show.

->I'm confused as to why this is being posted in Atari newsgroups.

Atari is a brand of computer. Atari users are computerists.
This is a large show with lots of things that are of interest to
a great many computerists. 'Nuff said.

-> ... anyone expecting Atari is going to be disappointed.

That has been increasingly true of all computer shows and ham-
fests for more than a decade. But it isn't a good reason for
Atarians to put their heads in the sand and to try to shut out the
rest of the computer scene. There's still a lot at these shows
that's useful to us -- or at least many of us (perhaps especially
8-bitters) -- and then there's always the possibility of finding a
direct Atari item for a song.

->IIRC their is an Atari show in Columbus this weekend.

I noticed. After all, I'm the one who posted the information
about it on this newsgroup!
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 *

(Headers munged to foil spammers; real info in taglines)

3448. Re: What goes around...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 14:11:09 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <p9q5i1146bjgsuus0ealuecqq02vmj2bnk@4ax.com>
Source record: 10004

On 10 Sep 2005 05:37:26 -0700, "Larry" <LLppwhite@aol.com> wrote:

>Thought this was interesting -- after all the years of the "big-box"
>PC's, small is "in." And here were are back to the keyboard case...
>We're back in style...
>
>http://www.cybernetman.com/
>
>-Larry

this has been around for a few years now. One of the earlier models
looked alot like an Amiga 1200! Now if they would just make a Black
and White model with silver function keys!!!

3449. Re: ATASCII viewer for DOS/Win?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 17:46:26 UTC
From: leehanken <lee_hanken@hotmail.com>
Message-ID: <1126374386.054877.242200@o13g2000cwo.googlegroups.com>
Source record: 10005

Slor wrote:
> There are plenty of options for converting ascii docs to atascii and vice
> versa. Along the way, has anyone written a simple atascii file viewer for
> the DOS or Windows? Or, in my Xanadu, a simple viewer that can detect
> either format and display it properly for viewing?
>
> thanks
>
> --
> Slor

Slor,

I have written a *very* simple viewer that does what you ask.

At:

http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip

my apologies for the bugs e.g. lack of proper scrollbar functionality,
I didn't have much time to spend on it

Lee

3450. Re: ATASCII viewer for DOS/Win?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 20:17:56 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96CD9BA24933Aemuslor@216.196.97.136>
Source record: 10006

Despite all prevention efforts, "leehanken" <lee_hanken@hotmail.com>
wrote in news:1126374386.054877.242200@o13g2000cwo.googlegroups.com:

> At:
>
> http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
>
> my apologies for the bugs e.g. lack of proper scrollbar functionality,
> I didn't have much time to spend on it
>
> Lee
>

Thanks Lee! If you care to share the source, I might be interested in
implementing the scrollbar/paging stuff. Feel free to contact me via
email.

--
Slor

3451. Reporting correct speed?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 20:31:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.10.20.31.18.833707@charter.net>
Source record: 10007

This is a question for everyone who is using a Lantronix device with their BBSs... Which settings is it that affects how baud rates are reported? I'm using BBS Express! ST, and it always reports no baud rate, i.e., "??? baud" and I'd really like for it to report it correctly. A (very) few games depend on the reported baud rate to work right.

Thanks everyone.

--
_/_/_/

3452. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-10 23:20:36 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-B51DB6.01203611092005@azure.qinip.net>
Source record: 10009

Howdy folks

Before everybody turns on Lance, let me explain some things.

That Lance has put a lot of money into getting the rights to certain
things doesn't mean everything will be available. Hardware costs a lot
of money and not many people are willing and/or able to spend money on
Atari 8 bit stuff. Or that Lance will give people stuff, that people
have sent money for to Mike.

Stephen Carden has offered to sent people source code to stuff, so that
they can publish it. What doesn't he do so himself? And why is he
backing out, not that the going gets rough? And why are there a lot of
Atari 8 bit guru's that don't really like mr. Carden?

And if you have an old car in the back yard, that you never use, and
that's not worth much to anybody, would you not appreciate it, if
somebody asks if he or she might take it of your hands, instead of just
taking it without asking?

CU Mathy

In article <xKCdndBJNvXQ-YLeRVn-jA@comcast.com>,
"Michael Duffy" <mqduffy@comcast.net> wrote:

> Go for it! The ICD or fTe stuff has been tied up too long already.
>
> "*ProteanThread*" <rtdos@rtdos.com> wrote in message
> news:1126122036.893568.252400@z14g2000cwz.googlegroups.com...
> >I got your lawyer letter but you and your lawyer made a few mistakes,
> > > look here:
> > >
> > > http://tinyurl.com/dg5w4
> > >
> > > where did i specify SpartaDOS 3.3?
> > > where did i specify BBS Express Professional?
> > >
> > > did i not state all non fte products which would mean those not
> > > developed or created by K-Products or even Stephen Carden?
> > >
> > > that bill of sale from Bob Klaas to you does not specify any icd source
> > > code but only source code produced by Keith Ledbetter, Chris King, and
> > > later Stephen Carden; in fact, this bill of sale from Bob Klaas to you
> > > only specifies BBS Express Professional (and all source code) it does
> > > not inlcude SpartaDOS 3.3 (for which I have never stated an interest
> > > in) or anyother icd or even fte products; instead the last line of the

> > paragraph in bold reads: "including all copyrights to any soruce code I
> > Robert Klaas have to BBS Express! Professional and submit."
> >
> > your lawyer also states it was his understanding that Robert Klaas had
> > previously contracted with Mike Hohman of FTE to produce SpartaDOS 3.3
> > for BBS Express Professional; this agreement between Bob and Mike did
> > not relinquish Mike's ownership of any icd or fte products. The only
> > thing Bob had ownership of was his own source code and bbs express
> > professional.
> >
> > in regards to icd or fte products, you still have not provided any
> > proof that you own anything other than bbs express professional.
> >
> > i will be having an intellectual property lawyer look at the documents
> > from you and your lawyer.
> >
> > since i am now rarely online i will post again as soon as i find out
> > some more information.
> >

3453. Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 00:48:49 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <sfv6i1phfcd5nsvqnae9f8hbo8vhpjj5ol@4ax.com>
Source record: 10010

I have been using 8bits since 1979 (I was 9) unfortantely I sold my last 8bit (130xe) a few years ago thinking I would never use it. Recently I bought a 65xe to replace it but I dont have the patience or the money to collect every cartridge for this system, so I want a SIO2PC cable.

Where is the best place to get one? Also I dont want to spend a fortune for something that is such a simple little device. Is there an easy guide to making one? I do have an extra SIO cable, is there anything I should know before buying one/making one?

Any info is appreciated! Thanks a million.

Kevin

3454. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 04:40:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1126413648.891913.98980@g47g2000cwa.googlegroups.com>
Source record: 10011

kevin wrote:
> I have been using 8bits since 1979 (I was 9) unfortantely I sold my
> last 8bit (130xe) a few years ago thinking I would never use it.
> Recently I bought a 65xe to replace it but I dont have the patience or
> the money to collect every cartridge for this system, so I want a
> SIO2PC cable.
>
> Where is the best place to get one? Also I dont want to spend a
> fortune for something that is such a simple little device. Is there
> an easy guide to making one? I do have an extra SIO cable, is there
> anything I should know before buying one/making one?
>
>
> Any info is appreciated! Thanks a million.
>
>
>
>
> Kevin

J131, Artur Burzynski (sp?) sells a real nice cable on EBAY. Got mine
for good auction price of $10 plus I think $8 shipping and handling
(from Poland). Good quality 1-chip (14C89, I think) SIO2PC cable.
The simple circuit is built into the SIO shell, so no ugly project or
breakout box. It works well.

I had an incompatibility with an ATR8000 (a rare problem I'm told) but
Artur stands behind his work and sent me a different design, no extra
charge. However, his basic cable should be perfect for you.

I'm not sure if Artur sells direct but here is his webpage.

http://j131atari.webpark.pl/

Sidenote:

I recently started using AtariSIO (bootdisk version). Of course
wouldn't you know it, this software is not compatible with the original
2-chip MAX232, SIO2PC design, which is what Artur used for my
replacement cable.

I needed yet another new cable.

This time I decided to build my own but I'm not that handy with a
soldering iron. So, I studied the plans for the MAX232 1-chip design
but made it easier on myself by using the MAX233 chip. This meant I
could leave out 4 capacitors and eliminate 4 or 8 solder points.

I didn't have a schematic to follow and the pinouts are different than those of MAX232 but the circuit is easy to build (don't laugh LLppwhite). All that I needed was some prototype board, the MAX233, a 20-pin DIP socket, 1 capacitor, 1 diode, 1 resistor, SIO half-cable, and a female DB-9 connector and shell.

My cable is pretty ugly but it works great and, as it turns out, this cable even plays nice with my ATR8000, not that I use it much anymore.

There are many varieties of SIO2PC. You'll find a few schematics below.

http://www.geocities.com/atarimods/atari.html

The 14C89, 1-chip, SIO2PC is even easier to build than my MAX233 model and the 14C89 IC costs only around $0.50 compared to $5+ for the MAX233.

Good luck on whatever you decide.

Regards,

Stephen Sheppard

3455. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 05:34:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ClPUe.2707$P34.2025@okepread07>
Source record: 10012

I'm friend with Steve and he's a really nice guy. This is from personal
experience.

Thomas

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:firstname-B51DB6.01203611092005@azure.qinip.net...
> Howdy folks
>
> Before everybody turns on Lance, let me explain some things.
>
> That Lance has put a lot of money into getting the rights to certain
> things doesn't mean everything will be available. Hardware costs a lot
> of money and not many people are willing and/or able to spend money on
> Atari 8 bit stuff. Or that Lance will give people stuff, that people
> have sent money for to Mike.
>
> Stephen Carden has offered to sent people source code to stuff, so that
> they can publish it. What doesn't he do so himself? And why is he
> backing out, not that the going gets rough? And why are there a lot of
> Atari 8 bit guru's that don't really like mr. Carden?
>
> And if you have an old car in the back yard, that you never use, and
> that's not worth much to anybody, would you not appreciate it, if
> somebody asks if he or she might take it of your hands, instead of just
> taking it without asking?
>
> CU Mathy
>
>
> In article <xKCdndBJNvXQ-YLeRVn-jA@comcast.com>,
> "Michael Duffy" <mqduffy@comcast.net> wrote:
>
>> Go for it! The ICD or fTe stuff has been tied up too long already.
>>
>> "*ProteanThread*" <rtdos@rtdos.com> wrote in message
>> news:1126122036.893568.252400@z14g2000cwz.googlegroups.com...
>> >I got your lawyer letter but you and your lawyer made a few mistakes,
>> > look here:
>> >
>> > http://tinyurl.com/dg5w4
>> >
>> > where did i specify SpartaDOS 3.3?
>> > where did i specify BBS Express Professional?
>> >

>> > did i not state all non fte products which would mean those not
>> > developed or created by K-Products or even Stephen Carden?
>> >
>> > that bill of sale from Bob Klaas to you does not specify any icd source
>> > code but only source code produced by Keith Ledbetter, Chris King, and
>> > later Stephen Carden; in fact, this bill of sale from Bob Klaas to you
>> > only specifies BBS Express Professional (and all source code) it does
>> > not inlcude SpartaDOS 3.3 (for which I have never stated an interest
>> > in) or anyother icd or even fte products; instead the last line of the
>> > paragraph in bold reads: "including all copyrights to any soruce code I
>> > Robert Klaas have to BBS Express! Professional and submit."
>> >
>> > your lawyer also states it was his understanding that Robert Klaas had
>> > previously contracted with Mike Hohman of FTE to produce SpartaDOS 3.3
>> > for BBS Express Professional; this agreement between Bob and Mike did
>> > not relinquish Mike's ownership of any icd or fte products. The only
>> > thing Bob had ownership of was his own source code and bbs express
>> > professional.
>> >
>> > in regards to icd or fte products, you still have not provided any
>> > proof that you own anything other than bbs express professional.
>> >
>> > i will be having an intellectual property lawyer look at the documents
>> > from you and your lawyer.
>> >
>> > since i am now rarely online i will post again as soon as i find out
>> > some more information.
>> >

3456. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 05:39:12 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <oMudnVNyEJVmX77eRVn-tQ@comcast.com>
Source record: 10013

<stephensheppard@hotmail.com> wrote in message
news:1126413525.695859.88130@g47g2000cwa.googlegroups.com...
>
> J131, Artur Burzynski (sp?) sells a real nice cable on EBAY. Got mine
> for good auction price of $10 plus I think $8 shipping and handling
> (from Poland). Good quality 1-chip (14C89, I think) SIO2PC cable.
> The simple circuit is built into the SIO shell, so no ugly project or
> breakout box. It works well.

Mine came from AtariMax, and I had to add the cable
to it coz theirs only is the actual SIO2PC unit, and
I haven't tried it as yet, plus no idea if it's the
14C89 or MAX233, but I'll find out soon enough.

> I had an incompatibility with an ATR8000 (a rare problem I'm told) but
> Artur stands behind his work and sent me a different design, no extra
> charge. However, his basic cable should be perfect for you.

I'm not sure, but isn't the 14C89 a one way chip and
you actually need an 14C88 along with it?

> Sidenote:
>
> I recently started using AtariSIO (bootdisk version). Of course
> wouldn't you know it, this software is not compatible with the original
> 2-chip MAX232, SIO2PC design, which is what Artur used for my
> replacement cable.
>
> I needed yet another new cable.
>
> This time I decided to build my own but I'm not that handy with a
> soldering iron. So, I studied the plans for the MAX232 1-chip design
> but made it easier on myself by using the MAX233 chip. This meant I
> could leave out 4 capacitors and eliminate 4 or 8 solder points.

Again, I believe the MAX232 is a one-way design, while
MAX233 is a two direction IC.

> I didn't have a schematic to follow and the pinouts are different than
> those of MAX232 but the circuit is easy to build (don't laugh
> LLppwhite). All that I needed was some prototype board, the MAX233, a
> 20-pin DIP socket, 1 capacitor, 1 diode, 1 resistor, SIO half-cable,
> and a female DB-9 connector and shell.
>
> My cable is pretty ugly but it works great and, as it turns out, this
> cable even plays nice with my ATR8000, not that I use it much anymore.

>
> There are many varieties of SIO2PC. You'll find a few schematics below.
>
>
> http://www.geocities.com/atarimods/atari.html
>
> The 14C89, 1-chip, SIO2PC is even easier to build than my MAX233 model
> and the 14C89 IC costs only around $0.50 compared to $5+ for the
> MAX233.

There are a lot of serial designs that are easy to
build, and if you are handy with those things, I'd
suggest it. Helps you to know how it works, and why.

Bill Garber

3457. Re: 1MB upgrade from Satantronic

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 05:43:34 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1126417414.737987.103490@g43g2000cwa.googlegroups.com>
Source record: 10014

vas.jozsef@karatnet.hu wrote:
> Can anybody help me to locate the signals on the MB of my 800XLF that
> is needed to build the 1MB simm upgrade from Satantronic
> (http://www.atari.sk/satantronic/). Unfortunately they have no 800XLF.
>
> Thanks,
> Jozsi

Can you use the signals from Freddie chip as if it were the Satantronic
XEGS upgrade instead? Not entirely sure what the 800XLF is either, so
how many ram chips do you have? Do you even have a Freddie
chip(CO61991)?

3458. Re: 1MB upgrade from Satantronic

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 07:28:35 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1126423715.337832.260890@g14g2000cwa.googlegroups.com>
Source record: 10015

The number of RAM chips is 8.
Yes, I have the Freddie, but the PartNo. is CO61922.
(http://www2.asw.cz/~kubecj/achip.htm)

3459. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 08:05:29 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <8J6dnSFmC4Mceb7e4p2dnA@telenor.com>
Source record: 10016

My vote goes to Mr. Tucker. I use a Procable and Ape 1.18 and Ape for
Windpws. Excellent!

http://www.atarimax.com/

"kevin" <kevnospam242@gmail.com> skrev i melding
news:sfv6i1phfcd5nsvqnae9f8hbo8vhpjj5ol@4ax.com...
>
> I have been using 8bits since 1979 (I was 9) unfortantely I sold my
> last 8bit (130xe) a few years ago thinking I would never use it.
> Recently I bought a 65xe to replace it but I dont have the patience or
> the money to collect every cartridge for this system, so I want a
> SIO2PC cable.
>
> Where is the best place to get one? Also I dont want to spend a
> fortune for something that is such a simple little device. Is there
> an easy guide to making one? I do have an extra SIO cable, is there
> anything I should know before buying one/making one?
>
>
> Any info is appreciated! Thanks a million.
>
>
>
>
> Kevin

3460. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 14:12:05 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <VWWUe.11$gK.2@newssvr22.news.prodigy.net>
Source record: 10017

kevin wrote:
> I have been using 8bits since 1979 (I was 9) unfortantely I sold my
> last 8bit (130xe) a few years ago thinking I would never use it.
> Recently I bought a 65xe to replace it but I dont have the patience or
> the money to collect every cartridge for this system, so I want a
> SIO2PC cable.

I can't say if its the best place (since its my site :) but you can try:

http://www.atarimax.com/sio2pc/

Steve

3461. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 16:20:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <hPYUe.985$LS5.464@newsread3.news.pas.earthlink.net>
Source record: 10018

Mathy Van Nisselroy wrote:

> Howdy folks
>
<snip>
> And if you have an old car in the back yard, that you never use, and
> that's not worth much to anybody, would you not appreciate it, if
> somebody asks if he or she might take it of your hands, instead of just
> taking it without asking?

Depends, if it was my defunct 1985 VW they would be doing me a favor. If
it is one of my vintage motorcyles that I am actively working on, there
would be trouble.

3462. Re: What goes around...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 20:18:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <qi0Ve.13132$p%3.55636@typhoon.sonic.net>
Source record: 10019

kevin <kevnospam242@gmail.com> wrote:
> this has been around for a few years now. One of the earlier models
> looked alot like an Amiga 1200! Now if they would just make a Black
> and White model with silver function keys!!!

Hehe >:^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3463. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 21:06:17 UTC
From: stephensheppard@hotmail.com
Message-ID: <1126472777.338260.117010@f14g2000cwb.googlegroups.com>
Source record: 10020

Bill Garber wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1126413525.695859.88130@g47g2000cwa.googlegroups.com...
> >
> > J131, Artur Burzynski (sp?) sells a real nice cable on EBAY. Got mine
> > for good auction price of $10 plus I think $8 shipping and handling
> > (from Poland). Good quality 1-chip (14C89, I think) SIO2PC cable.
> > The simple circuit is built into the SIO shell, so no ugly project or
> > breakout box. It works well.
>
> Mine came from AtariMax, and I had to add the cable
> to it coz theirs only is the actual SIO2PC unit, and
> I haven't tried it as yet, plus no idea if it's the
> 14C89 or MAX233, but I'll find out soon enough.
>
> > I had an incompatibility with an ATR8000 (a rare problem I'm told) but
> > Artur stands behind his work and sent me a different design, no extra
> > charge. However, his basic cable should be perfect for you.
>
> I'm not sure, but isn't the 14C89 a one way chip and
> you actually need an 14C88 along with it?
>
> > Sidenote:
> >
> > I recently started using AtariSIO (bootdisk version). Of course
> > wouldn't you know it, this software is not compatible with the original
> > 2-chip MAX232, SIO2PC design, which is what Artur used for my
> > replacement cable.
> >
> > I needed yet another new cable.
> >
> > This time I decided to build my own but I'm not that handy with a
> > soldering iron. So, I studied the plans for the MAX232 1-chip design
> > but made it easier on myself by using the MAX233 chip. This meant I
> > could leave out 4 capacitors and eliminate 4 or 8 solder points.
>
> Again, I believe the MAX232 is a one-way design, while
> MAX233 is a two direction IC.
>
> > I didn't have a schematic to follow and the pinouts are different than
> > those of MAX232 but the circuit is easy to build (don't laugh
> > LLppwhite). All that I needed was some prototype board, the MAX233, a
> > 20-pin DIP socket, 1 capacitor, 1 diode, 1 resistor, SIO half-cable,
> > and a female DB-9 connector and shell.

> >
> > My cable is pretty ugly but it works great and, as it turns out, this
> > cable even plays nice with my ATR8000, not that I use it much anymore.
> >
> > There are many varieties of SIO2PC. You'll find a few schematics below.
> >
> >
> > http://www.geocities.com/atarimods/atari.html
> >
> > The 14C89, 1-chip, SIO2PC is even easier to build than my MAX233 model
> > and the 14C89 IC costs only around $0.50 compared to $5+ for the
> > MAX233.
>
> There are a lot of serial designs that are easy to
> build, and if you are handy with those things, I'd
> suggest it. Helps you to know how it works, and why.
>
> Bill Garber

People tried to explain the issues to me regarding compatibility with
certain real hardware but it goes right over my head. Something about
tri-state.

As for MAX232 vs MAX233 they both do the same exact function just
MAX233 has integrated capacitors while MAX232 does not. Both IC's have
dual transmit/receive units.

At the link I listed you'll see a couple of single chip designs
including the 14C89. No you don't need another chip.

I would have given Steve Tucker a free plug, just based solely on the
reputation of his products, but I can see that he capable of doing it
himself :) Shameless! (Just kidding Steve!)

Stephen Sheppard

3464. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-11 22:22:55 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <eJadnZ2dnZ21EV3TnZ2dnYEzud6dnZ2dRVn-052dnZ0@comcast.com>
Source record: 10021

You can download the SIO2PC program for free and it works fine. But I would spend the money and get APE. It is well worth the money and more. I have used both and it's no contest. You can do so much more with APE.

"Steven Tucker" <classics@atarimax.com> wrote in message news:VWWUe.11$gK.2@newssvr22.news.prodigy.net...
> kevin wrote:
>> I have been using 8bits since 1979 (I was 9) unfortantely I sold my
>> last 8bit (130xe) a few years ago thinking I would never use it.
>> Recently I bought a 65xe to replace it but I dont have the patience or
>> the money to collect every cartridge for this system, so I want a
>> SIO2PC cable.
>
> I can't say if its the best place (since its my site :) but you can try:
>
> http://www.atarimax.com/sio2pc/
>
> Steve

3465. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 02:11:45 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <8uo9i1lp1hpiima4oercjjumpfcml6lgh7@4ax.com>
Source record: 10022

On Sun, 11 Sep 2005 18:22:55 -0400, "Michael Duffy"
<mqduffy@comcast.net> wrote:

>You can download the SIO2PC program for free and it works fine. But I would
>spend the money and get APE. It is well worth the money and more. I have
>used both and it's no contest. You can do so much more with APE.

what excactly makes it better? is it possible to buy the software
with the cable?

3466. SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 02:14:43 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <3vo9i19ueq279nur75q13vriqvmg8pljjv@4ax.com>
Source record: 10023

I recently was following some links looking for an SIO2PC interface or some easy directions to build one and I came across an 800xl and 130xe that had a built in SIO2PC with just a serial port sticking out the back. IMO this is cool as hell, anyone know how this is done? Anyone do it?

3467. Re: SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 02:31:34 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <rnp9i1pijk4q55tf8d5vf5u7rc58f2thcf@4ax.com>
Source record: 10024

kevin <kevnospam242@gmail.com>:
>
>I recently was following some links looking for an SIO2PC interface or
>some easy directions to build one and I came across an 800xl and 130xe
>that had a built in SIO2PC with just a serial port sticking out the
>back. IMO this is cool as hell, anyone know how this is done? Anyone
>do it?

Same basic way you make an external cable, but instead of attaching to the
wires in a SIO cable, you solder it right to the connector inside the
machine. Mount a DB9 on the back of the case.

Shawn Jefferson
(fix reply to for email)

3468. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 02:36:39 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <gaq9i15moqq36muj09oohnptu6k6cjf5a5@4ax.com>
Source record: 10025

I have the SIO2PC from AtariMax and just purchased the software not to long ago. No comparison to even the free version. So much more added for capabilities! And he always improves on it. You will need an SIO cable, but usually comes with the 9 pin serial cable.

The only problem I had with it, is that I needed to have the Atari computer plugged in and turned on to properly feed enough power to the SIO2PC adapter. But works slick!

Corey
8-Bit Classics

On Sun, 11 Sep 2005 22:11:45 -0400, kevin <kevnospam242@gmail.com> wrote:

>On Sun, 11 Sep 2005 18:22:55 -0400, "Michael Duffy"
><mqduffy@comcast.net> wrote:
>
>>You can download the SIO2PC program for free and it works fine. But I would
>>spend the money and get APE. It is well worth the money and more. I have
>>used both and it's no contest. You can do so much more with APE.
>
>what excactly makes it better? is it possible to buy the software
>with the cable?
>
>
>
>

3469. Atarimax products

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 02:36:47 UTC
From: dv <dvmicro@nordnet.fr>
Message-ID: <7sp9i1hh9d5kqt5l8amqmi45toiooa4pr8@4ax.com>
Source record: 10026

Hi,

May be my questions are stupid but if someone can help me to
understand the differences between the Atarimax products :

Atarimax MyIDE+Flash IDE :
If I understand well, with this card, i will be able to connect an old
IDE HD. But what is the function of the flash component in this case ?

Atarimax FLASH Carts :
In this case, I don't understand !
How does it works, can i put some software from ATR (on my pc) to the
cart and how ?

Atarimax/ABBUC USB Cart :
I understand it's a product to interface some USB components to make
backup for example (but does someone tried to make an other
application ?)

Thanks by advance, I'have an old 800XL and these products are very
nice.

3470. Atarimax products

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 03:58:22 UTC
From: dv <dvmicro@nordnet.fr>
Message-ID: <b6v9i1thpeqqqqrh3f66j08o1d1p6u6q9f@4ax.com>
Source record: 10027

Hi,

May be my questions are stupid but if someone can help me to
understand the differences between the Atarimax products :

Atarimax MyIDE+Flash IDE :
If I understand well, with this card, i will be able to connect an old
IDE HD. But what is the function of the flash component in this case ?

Atarimax FLASH Carts :
In this case, I don't understand !
How does it works, can i put some software from ATR (on my pc) to the
cart and how ?

Atarimax/ABBUC USB Cart :
I understand it's a product to interface some USB components to make
backup for example (but does someone tried to make an other
application ?)

Thanks by advance, I'have an old 800XL and these products are very
nice.

3471. Re: SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 04:24:37 UTC
From: stephensheppard@hotmail.com
Message-ID: <1126499077.369146.80320@g49g2000cwa.googlegroups.com>
Source record: 10028

kevin wrote:
> I recently was following some links looking for an SIO2PC interface or
> some easy directions to build one and I came across an 800xl and 130xe
> that had a built in SIO2PC with just a serial port sticking out the
> back. IMO this is cool as hell, anyone know how this is done? Anyone
> do it?

Not yet but as my SIO and SIO2PC cables keep falling out of my 800XL I
was thinking about doing an internal interface.

Patrick's Atari 8-bit Mods site has a couple of good examples. Take a
look.

http://www.fonck.nl/atari/

Patrick put his SIO2PC interfaces inside an 800XE and a 600XL. One
uses a DB9 connector and one uses a PS/2 style connector. Both use a
1489 chip.

I was thinking about using an RJ45 connector for mine.

Stephen Sheppard

3472. Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 04:32:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <8x7Ve.2764$P34.437@okepread07>
Source record: 10029

```
Just wanted to let everyone know that Wal-Mart has some Atari Flashback
units (1st rev) on clearance for $15.00
```

3473. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 09:45:56 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <5vydnRBQ7-QU0LjeRVnzvA@telenor.com>
Source record: 10030

"Docrotcod" <rahbart@cox.net> skrev i melding
news:8x7Ve.2764$P34.437@okepread07...
> Just wanted to let everyone know that Wal-Mart has some Atari
Flashback
> units (1st rev) on clearance for $15.00

Anybody able to pick up a couple for me? I am located in Norway and has no access to Wal-Mart. Also would like the second Flashback. I'll PayPal money for shipping and a little for the effort.

Take Atarian care

3474. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 12:39:55 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-8CB76D.14395512092005@azure.qinip.net>
Source record: 10031

Howdy Vidar

> > Just wanted to let everyone know that Wal-Mart has some Atari
> Flashback
> > units (1st rev) on clearance for $15.00
>
> Anybody able to pick up a couple for me? I am located in Norway and has no
> access to Wal-Mart. Also would like the second Flashback. I'll PayPal money
> for shipping and a little for the effort.

I've seen the Atari Flashback (not sure which version) in shops here in the Netherlands. IIRC it was a shop called "kruidvat". But it's been a while. Guess that means you don't have to find a Wal-Mart to find a FlashBack.

CU Mathy

PS it came in a red box, with joysticks that looked like they would be used on the 8 bit Atari.

3475. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 12:42:06 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-5B5E89.14420612092005@azure.qinip.net>
Source record: 10032

Howdy Rick

> > And if you have an old car in the back yard, that you never use, and
> > that's not worth much to anybody, would you not appreciate it, if
> > somebody asks if he or she might take it of your hands, instead of just
> > taking it without asking?
>
> Depends, if it was my defunct 1985 VW they would be doing me a favor. If
> it is one of my vintage motorcyles that I am actively working on, there
> would be trouble.

Even if you would be glad if somebody toke it off your hands, you'ld
probably like it if they would ask first. I would.

CU Mathy

3476. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 13:59:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4325b6c47b1400@comcast.net>
Source record: 10036

>
>I have been using 8bits since 1979 (I was 9) unfortantely I sold my
>last 8bit (130xe) a few years ago thinking I would never use it.
>Recently I bought a 65xe to replace it but I dont have the patience or
>the money to collect every cartridge for this system, so I want a
>SIO2PC cable.
>
>Where is the best place to get one? Also I dont want to spend a
>fortune for something that is such a simple little device. Is there
>an easy guide to making one? I do have an extra SIO cable, is there
>anything I should know before buying one/making one?
>
>
>Any info is appreciated! Thanks a million.
>Kevin

I got mine on Ebay, but I have seen some Atari sites in Europe (especially
Germany) that sell them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3477. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 14:45:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <FcydnYqvRq48CbjeRVn-vg@comcast.com>
Source record: 10033

"Vidar Olavesen" <olavese@online.no> wrote in message
news:5vydnRBQ7-QU0LjeRVnzvA@telenor.com...
> "Docrotcod" <rahbart@cox.net> skrev i melding
> news:8x7Ve.2764$P34.437@okepread07...
>> Just wanted to let everyone know that Wal-Mart has some Atari
> Flashback
>> units (1st rev) on clearance for $15.00
>
> Anybody able to pick up a couple for me? I am located in Norway and has no
> access to Wal-Mart. Also would like the second Flashback. I'll PayPal
> money
> for shipping and a little for the effort.

I could do this for you. Purchase of 2 items would
be $46.00 to me, then $29.00 shipping to you, plus
a little for my effort. The total for just getting
the items to you is $75.00 USD, and $10.00 for my
services. A total of $85.00. Let me know by emailing
me at the reply to sender address. It is not munged.

Thanks,

Bill Garber

3478. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 15:59:15 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <nBhVe.9116$4P5.1667@newsread2.news.pas.earthlink.net>
Source record: 10034

Mathy Van Nisselroy wrote:
> Howdy Rick
>
>
>
>>>And if you have an old car in the back yard, that you never use, and
>>>that's not worth much to anybody, would you not appreciate it, if
>>>somebody asks if he or she might take it of your hands, instead of just
>>>taking it without asking?
>>
>>Depends, if it was my defunct 1985 VW they would be doing me a favor. If
>>it is one of my vintage motorcyles that I am actively working on, there
>>would be trouble.
>
>
> Even if you would be glad if somebody toke it off your hands, you'ld
> probably like it if they would ask first. I would.
>
> CU Mathy

This has gone completely beyond that IMO. I am probably the #1 advocate of intellectual property rights in the group. Lance does have some rights, just not the blanket ones he claims. I was kind of offended in a way I haven't been since the Derek 'you are all thieves' tirades.

It's more like Lance is saying ~I had some work done on SD so now I own all the rights to that version and then fires off a preemptive threat. What he would own the rights to is the added code. He can argue you have to remove his code from that version of SD, but that is it.

Another car analogy, I let you use my car, you put an new air filter on it and say you now own it.

The funny part is that this 'car' in question has less value then my busted VW: A derivative work of a freeware OS for use with an obsolete concept, the bbs. I only mention this because there are still people with valid business models out there for making at least enough money to cover their Atari habit. Ape for Windows, Atarimax, SIO2PC cable makers, etcetera come to mind for a way to advance the art and make a couple of buck$.

3479. Re: Best place to get SIO to PC cable?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-12 21:37:26 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <n_adncKlSbNWaLjeRVn-pg@comcast.com>
Source record: 10035

You can download the manual from the site for nothing. I have a real Atari8 setup (800XL,floppy drive, Supra hard drive and Commodore monitor) another 130XE hooked to a PC using APE. For transferring files from one to another it can't be beat. You can download Atari8 files from the internet on your PC and then convert them to use with APE or a standalone Atari8 setup. It has all these functions built in and the tech support is great!

"8-Bit Classics" <corey@8bitclassics.com> wrote in message news:gaq9i15moqq36muj09oohnptu6k6cjf5a5@4ax.com...
>I have the SIO2PC from AtariMax and just purchased the software not to
> long ago. No comparison to even the free version. So much more added
> for capabilities! And he always improves on it. You will need an SIO
> cable, but usually comes with the 9 pin serial cable.
>
> The only problem I had with it, is that I needed to have the Atari
> computer plugged in and turned on to properly feed enough power to the
> SIO2PC adapter. But works slick!
>
> Corey
> 8-Bit Classics
>
> On Sun, 11 Sep 2005 22:11:45 -0400, kevin <kevnospam242@gmail.com>
> wrote:
>
>>On Sun, 11 Sep 2005 18:22:55 -0400, "Michael Duffy"
>><mqduffy@comcast.net> wrote:
>>
>>>You can download the SIO2PC program for free and it works fine. But I
>>>would
>>>spend the money and get APE. It is well worth the money and more. I have
>>>used both and it's no contest. You can do so much more with APE.
>>
>>what excactly makes it better? is it possible to buy the software
>>with the cable?
>>
>>
>>
>>
>

3480. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 01:14:27 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <TJpVe.104841$084.93488@attbi_s22>
Source record: 10037

Docrotcod wrote:

> Just wanted to let everyone know that Wal-Mart has some Atari
> Flashback
> units (1st rev) on clearance for $15.00

Its too bad they arent a '800 on a FPGA' like the DTV-64 is for the C64.

It would be great to have a '800 on a board the size of a playing card.

3481. Re: SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 01:15:53 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <dLpVe.104842$084.50933@attbi_s22>
Source record: 10038

Shawn Jefferson wrote:

> kevin <kevnospam242@gmail.com>:
>>
>>I recently was following some links looking for an SIO2PC interface or
>>some easy directions to build one and I came across an 800xl and 130xe
>>that had a built in SIO2PC with just a serial port sticking out the
>>back. IMO this is cool as hell, anyone know how this is done? Anyone
>>do it?
>
> Same basic way you make an external cable, but instead of attaching to the
> wires in a SIO cable, you solder it right to the connector inside the
> machine. Mount a DB9 on the back of the case.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

Ack.. cutting holes in a classic machine.. *shudder*

3482. Re: SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 03:06:30 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <lcgci1lncil52h5rof3tj96rqacjkpm17h@4ax.com>
Source record: 10039

Ziggy <Ziggy@faked-address.com>:

>Ack.. cutting holes in a classic machine.. *shudder*

You don't have 10 of them? I have a 400, 800, 800XL, 1200XL, a 1450XL motherboard, 65XE, 130XE and several 800XL "project" machines where I give myself permission to cut holes in them or whatever I feel like doing. :)

Shawn Jefferson
(fix reply to for email)

3483. Re: Atarimax products

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 03:14:17 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <jggci1pov4s3e0q00e3r17eqvbp6rg2mb1@4ax.com>
Source record: 10040

dv <dvmicro@nordnet.fr>:

>May be my questions are stupid but if someone can help me to
>understand the differences between the Atarimax products :

Steve Tucker would have the definitive answers, but since he hasn't
answered yet, I'll give you some info since I own all three of these.

>Atarimax MyIDE+Flash IDE :
>If I understand well, with this card, i will be able to connect an old
>IDE HD. But what is the function of the flash component in this case ?

The flash component is for storing programs that you would like ready
access to (such as programs that people have written for MyIDE or sector
copiers, games, etc...) It's writable again and again, so use your
imagination and come up with some set of utilities where having access to
them almost instantly makes your Atari experience better.

>Atarimax FLASH Carts :
>In this case, I don't understand !
>How does it works, can i put some software from ATR (on my pc) to the
>cart and how ?

Yes, exactly like that. Steve's done an excellent job at making a perl
script that will build a "flasher" disk for your Atari that lets you put a
ton of binary file games/programs, entire ATR games, even multi-disk ATR
games (this requires some light programming work). There are images that
will run Ultima IV, Ultima III, Conan, Summer Games, etc.. from cartridge.
I'm putting the finishing touches on a Ultima II flash cart that I hope to
release sometime soon as well. You can even save your game to cartridge!

Next to the SIO2PC cable, these things are the best thing that has happened
to the Atari 8-bit in recent years IMO.

>Atarimax/ABBUC USB Cart :
>I understand it's a product to interface some USB components to make
>backup for example (but does someone tried to make an other
>application ?)

I have one of these, but haven't done much with it yet. The problem is
that drivers are still in development. A mass-storage driver is still some
time away, AFAIK. Still, it's very cool to hook up a USB device to your
Atari! If I remember correctly, there has been some games release that are
patched to work with various USB devices, such as steering wheels,
joysticks, etc.. even a USB keyboard driver.

Shawn Jefferson
(fix reply to for email)

3484. Re: 1MB upgrade from Satantronic

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 03:15:17 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1126581317.574688.306250@g43g2000cwa.googlegroups.com>
Source record: 10041

vas.jozsef@karatnet.hu wrote:
> The number of RAM chips is 8.
> Yes, I have the Freddie, but the PartNo. is CO61922.
> (http://www2.asw.cz/~kubecj/achip.htm)

I was going to suggest that your number for freddie would make sense being that it is a PAL Freddie where mine is a NTSC Freddie, but looking at Jindroush's site that you posted he shows a PAL XEGS with the 'NTSC' Freddie? Prolly just a boo-boo there?

OK then, motherboard wise, yours would be the same 'type' as an older 65XE which means you need to wire in a CO25953 chip to split Freddie's CAS signal into two CAS lines, one for main memory and one for the extended memory that you'll be adding. I would think this extra work required would best be avoided by using a 130XE to start with instead of the 800XLF you are talking about doing. But if it's the only one you got and you want it badly enough, I suppose one could piggy-back the CO25953 somewhere onto another chip and then hook up all those traces by wire that you don't have on your board. In other words, you first have to make your 800XLF into a 130XE for the most part and then apply the satantronic stuff on top of that. Best Electronics would have the CO25953 chip but you are on the wrong side of the pond for cheap shipping, I just tried his web site and it's down??? Hope it comes back online soon.
http://www.best-electronics-ca.com/

You'll need a 130XE schematic to see how to add in the CO25953 chip and wire it correctly, wouldn't hurt to have a 65XE schematic either. Don't be too surprised to find that the 65XE numbers for resistors, etc. match those on your board, the same is pretty much true between 800XL and 130XE too.
http://jsobola.republika.pl/schematy.htm

3485. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 03:16:01 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <60hci15ktjv6bo8h2j4h70lhob3mqhmd8t@4ax.com>
Source record: 10042

Ziggy <Ziggy@faked-address.com>:
>Its too bad they arent a '800 on a FPGA' like the DTV-64 is for the C64.
>
>It would be great to have a '800 on a board the size of a playing card.

I wouldn't been suprised if that happens... I've heard several people
mention that they are working on projects like that.

Shawn Jefferson
(fix reply to for email)

3486. Re: SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 14:47:00 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <mipdi1tjtd2aje1rq5b3617rnno9ikkmj9@4ax.com>
Source record: 10043

On 11 Sep 2005 21:24:37 -0700, stephensheppard@hotmail.com wrote:

>
>kevin wrote:
>> I recently was following some links looking for an SIO2PC interface or
>> some easy directions to build one and I came across an 800xl and 130xe
>> that had a built in SIO2PC with just a serial port sticking out the
>> back. IMO this is cool as hell, anyone know how this is done? Anyone
>> do it?
>
>Not yet but as my SIO and SIO2PC cables keep falling out of my 800XL I
>was thinking about doing an internal interface.
>
>Patrick's Atari 8-bit Mods site has a couple of good examples. Take a
>look.
>
>http://www.fonck.nl/atari/

thanks!!!!!!!

3487. flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 14:49:39 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <vlpdi118hkncfn464vdps46etcltc3j4t2@4ax.com>
Source record: 10044

I understand the next Flashback (which is being worked on now) will be
based on 8bit/5200 tech and feature some kind of cart port.
Interesting, finally another 8bit model!

3488. Re: SIO2PC built into 8bit?!? How do you do it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 20:48:22 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <qWGVe.328051$_o.319894@attbi_s71>
Source record: 10045

Shawn Jefferson wrote:

> Ziggy <Ziggy@faked-address.com>:
>
>>Ack.. cutting holes in a classic machine.. *shudder*
>
> You don't have 10 of them? I have a 400, 800, 800XL, 1200XL, a 1450XL
> motherboard, 65XE, 130XE and several 800XL "project" machines where I give
> myself permission to cut holes in them or whatever I feel like doing. :)
>
> ---
> Shawn Jefferson
> (fix reply to for email)

No, i tend to keep one of each model that i collect..

3489. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 21:31:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <uyHVe.13466$p%3.57338@typhoon.sonic.net>
Source record: 10046

kevin <kevnospam242@gmail.com> wrote:
> I understand the next Flashback (which is being worked on now) will be
> based on 8bit/5200 tech and feature some kind of cart port.

Where did you get this information from? :)

> Interesting, finally another 8bit model!

It'd definitely be cool!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3490. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 21:48:34 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <l8iei1lc3vkpv3fi3anaaccj0g1rmn2n3f@4ax.com>
Source record: 10047

On Tue, 13 Sep 2005 21:31:06 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Where did you get this information from? :)

Curt Vendel one of the engineers of the Flashback 2.0 and currently working on the FB 3.0

3491. Need help with 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 22:38:55 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1126651135.757497.62030@g44g2000cwa.googlegroups.com>
Source record: 9948

Alright, I need some help here...

I have a 1025 printer that is malfunctioning. What it does is, it prints about a 1/4 inch of blackness for each line I ask it to print.

I ran a test in BASIC (LPRINTs) and at one point, it did print about 5 lines of text, then it went back to the black spots. I haven't been able to get it to print right again after that.

Can anyone shed some light on this?

Thanks

3492. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-13 23:56:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <8HJVe.13526$p%3.57754@typhoon.sonic.net>
Source record: 9949

kevin <kevnospam242@gmail.com> wrote:
> On Tue, 13 Sep 2005 21:31:06 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:

>>Where did you get this information from? :)

> Curt Vendel one of the engineers of the Flashback 2.0 and currently
> working on the FB 3.0

Well, if that isn't horse's mouth, I dunno what is. How exciting! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3493. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 00:14:00 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <cXJVe.348055$xm3.230137@attbi_s21>
Source record: 9950

Edward S. Baiz Jr. wrote:

>>My 800 died Saturday after nearly 25 years of flawless operation (besides
>>a space bar repair and non-Atari memory failure). I opened up the
>>cartridge door, pulled out the cartridge, and closed the door. Only the
>>power didn't come back on. No light or anything.
>>
>>I took it all apart, cleaned off all the dust (there wasn't much), and
>>pressed down on any chips that weren't fully seated (one was working
>>loose, but I don't think it was a problem yet). I used a multimeter on
>>the opposite side of the switch to check that it isn't broken. I tried a
>>different power supply.
>>
>>What can I try now?
>>
>>If I disconnect the power board from the rest of the system, is it safe to
>>apply power? If it's working correctly, will the LEDs light up without
>>the main board attached?
>>
>>And by the way, what's that connector in the back of the main board? I'm
>>guessing it was used in the factory to test the board; does it have any
>>practical use?
>>
>>--PC
>
> Hmmmm??? Well if you cannot do anything at your end, I would send it in to
> either B&C Computers or Best Electronics. They will fix it.
>

Speaking of best, are they still in business?

http://www.best-electronics-ca.com no longer seems to work...

3494. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 00:41:55 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <3dsei1h6dkmhq1m1eivpm5v06j0790f0br@4ax.com>
Source record: 9951

On Tue, 13 Sep 2005 23:56:52 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>kevin <kevnospam242@gmail.com> wrote:
>> On Tue, 13 Sep 2005 21:31:06 GMT, bill@newbreedsoftware.com (William
>> Kendrick) wrote:
>
>>>Where did you get this information from? :)
>
>> Curt Vendel one of the engineers of the Flashback 2.0 and currently
>> working on the FB 3.0
>
>Well, if that isn't horse's mouth, I dunno what is. How exciting! :)
I don't think he mentioned what will be in the FB3 though yet. The only official "hint" from Curt was that there "might be" a FB2 portable variation with LCD screen.

3495. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 02:39:50 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <n53fi1tvuv5lrcnl503cdpia8116a6n0q8@4ax.com>
Source record: 9952

On Tue, 13 Sep 2005 19:41:55 -0500, 8-Bit Classics
<corey@8bitclassics.com> wrote:

>I don't think he mentioned what will be in the FB3 though yet. The
>only official "hint" from Curt was that there "might be" a FB2
>portable variation with LCD screen.

He said it will feature 8bit tech, but in what form factor and how it will be implemented are still a suprise. I havent heard of a portable fb2 with lcd and I doubt one would be mass produced by Atari (altho I know people are making them already) simply because the cost would be too high for the price point they need for all in one toys.

3496. Re: Express BBS Pro setup

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 03:19:50 UTC
From: Starlord <starlord@inreach.com>
Message-ID: <T4KdnQhtRuNpBbreRVn-uw@inreach.com>
Source record: 9953

I used to run the Black Hole BBS with Express under Atari DOS while it was
on an 8bit machine.

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net

"CrazyC" <crazy__c_@hot_mail.com> wrote in message
news:E4iQe.2306$UI.1702@okepread05...
> Hi,
> I was going through my 8bit stuff after packing it away 10 years ago and
> found my Express BBS Pro Disks, but when I try to boot any of them they
> say
> "No Dos".
> Which Dos does it need? Dos XE/XL? SpartaDos or what?
>
> I bought the APE interface and was thinking of setting my old BBS back up
> using Express Pro through telenet.
> Can someone tell me how to boot this up?
>
> Thanks,
> Jay
>
>
>

3497. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 10:58:27 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <8d0gi1pm8jrsr1c5bqklahlpurj9ni1mn4@4ax.com>
Source record: 9954

On Tue, 13 Sep 2005 22:39:50 -0400, kevin <kevnospam242@gmail.com>
wrote:

>On Tue, 13 Sep 2005 19:41:55 -0500, 8-Bit Classics
><corey@8bitclassics.com> wrote:
>
>>I don't think he mentioned what will be in the FB3 though yet. The
>>only official "hint" from Curt was that there "might be" a FB2
>>portable variation with LCD screen.
>
>He said it will feature 8bit tech, but in what form factor and how it
>will be implemented are still a suprise. I havent heard of a portable
>fb2 with lcd and I doubt one would be mass produced by Atari (altho I
>know people are making them already) simply because the cost would be
>too high for the price point they need for all in one toys.
From the Atari 2600 to the Atari 7800 is 8-Bit technology. When he
sent me a preview unit for display at a show, afterwards, he mentioned
that he was looking using real hardware for the next project meaning a
true 650x chip along with other chips.

As for the LCD, this was posted by Curt in the AtariAge forums.
Surprised me as well, but is what I read. Can't be that much as you
can get a GBA SP for $80. I am willing to be people will pay $80 for
a portable 2600. I doubt it will use 2600 cartridges, but more of a
memory card type system, so Atari can release more multi-game paks to
make it more appealing to users.

Corey

3498. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 12:15:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432840da6c4cc0@comcast.net>
Source record: 9961

>I understand the next Flashback (which is being worked on now) will be
>based on 8bit/5200 tech and feature some kind of cart port.
>Interesting, finally another 8bit model!

Gee, that sounds pretty good. If there is going to be a cart port, is there
also going to be carts produced and sold?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3499. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 12:17:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432840da6c4cc1@comcast.net>
Source record: 9962

>On Tue, 13 Sep 2005 22:39:50 -0400, kevin <kevnospam242@gmail.com>
>wrote:
>
>>On Tue, 13 Sep 2005 19:41:55 -0500, 8-Bit Classics
>><corey@8bitclassics.com> wrote:
>>
>>>I don't think he mentioned what will be in the FB3 though yet. The
>>>only official "hint" from Curt was that there "might be" a FB2
>>>portable variation with LCD screen.
>>
>>He said it will feature 8bit tech, but in what form factor and how it
>>will be implemented are still a suprise. I havent heard of a portable
>>fb2 with lcd and I doubt one would be mass produced by Atari (altho I
>>know people are making them already) simply because the cost would be
>>too high for the price point they need for all in one toys.
>From the Atari 2600 to the Atari 7800 is 8-Bit technology. When he
>sent me a preview unit for display at a show, afterwards, he mentioned
>that he was looking using real hardware for the next project meaning a
>true 650x chip along with other chips.
>
>As for the LCD, this was posted by Curt in the AtariAge forums.
>Surprised me as well, but is what I read. Can't be that much as you
>can get a GBA SP for $80. I am willing to be people will pay $80 for
>a portable 2600. I doubt it will use 2600 cartridges, but more of a
>memory card type system, so Atari can release more multi-game paks to
>make it more appealing to users.
>
>Corey

The memory card system sound pretty good to me. I would love a portable Atari
8-bit game system.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3500. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 13:44:56 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <86agi1lc3vkpv3fi3anaaccj0g1rmn2n1f@4ax.com>
Source record: 9955

On Wed, 14 Sep 2005 05:58:27 -0500, 8-Bit Classics
<corey@8bitclassics.com> wrote:

>From the Atari 2600 to the Atari 7800 is 8-Bit technology. When he
>sent me a preview unit for display at a show, afterwards, he mentioned
>that he was looking using real hardware for the next project meaning a
>true 650x chip along with other chips.

when I say 8bit I am referring to the 400/800/xl/xe/5200 it is a
commen way to refer to Atari's first series of computers.

>As for the LCD, this was posted by Curt in the AtariAge forums.

I'll believe that when I see it!

3501. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 13:49:27 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <GTVVe.109587$084.1734@attbi_s22>
Source record: 9957

Ronald J. Hall wrote:

> On Wed, 14 Sep 2005 00:14:00 +0000, Ziggy wrote:
>
>>
>> Speaking of best, are they still in business?
>>
>> http://www.best-electronics-ca.com no longer seems to work...
>
> Just tried it, worked fine. Maybe it was a transient thing?
>
Must have been.. wierd. it was like an hour or 2 with no luck.

3502. Re: 800 died

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 13:51:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.09.14.13.51.00.309785@charter.net>
Source record: 9956

On Wed, 14 Sep 2005 00:14:00 +0000, Ziggy wrote:

>
> Speaking of best, are they still in business?
>
> http://www.best-electronics-ca.com no longer seems to work...

Just tried it, worked fine. Maybe it was a transient thing?

--
_/_/_/

3503. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 16:05:27 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <bTXVe.10288$Wd7.5225@newsread1.news.pas.earthlink.net>
Source record: 9958

William Kendrick wrote:

> kevin <kevnospam242@gmail.com> wrote:
>
>>On Tue, 13 Sep 2005 21:31:06 GMT, bill@newbreedsoftware.com (William
>>Kendrick) wrote:
>
>
>>>Where did you get this information from? :)
>
>
>>Curt Vendel one of the engineers of the Flashback 2.0 and currently
>>working on the FB 3.0
>
>
> Well, if that isn't horse's mouth, I dunno what is. How exciting! :)
>

What you may want to waste some time on is a goggle search for "Nintendo on a chip" or maybe NOAC.

There are some cool implications. Other then the price of them appears to be dirt cheap, they have relatively low power comsumption, and appear to be quite hackable.

My experience with just about every micro producer of late had been nothing but grief. Either they wanted $7,000 for their development kit or 100% of their inventory or production went to cell phones. Looks like these NOAC are out there in several hacks so at least you can get your hands on one.

3504. Re: Need help with 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 19:04:34 UTC
From: FireflyST <fireflyst@earthlink.net>
Message-ID: <1126724674.223670.205740@f14g2000cwb.googlegroups.com>
Source record: 9959

You can disregard this, the problem was lubrication of the print head rail. I greased it and now it's fine.

3505. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 21:00:34 UTC
From: edburns@gmail.com
Message-ID: <1126731634.285790.305700@g14g2000cwa.googlegroups.com>
Source record: 9960

I hope they include Star Raiders for the Atari 800.

Ed

3506. Re: Need help with 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 21:37:14 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <zOadnbThAZ-fBbXeRVn-uw@comcast.com>
Source record: 9963

"FireflyST" <fireflyst@earthlink.net> wrote in message
news:1126724674.223670.205740@f14g2000cwb.googlegroups.com...
> You can disregard this, the problem was lubrication of the print head
> rail. I greased it and now it's fine.
>

I recently dug my 1025 out of the closet and ran a few LPRINTS thru it. It did the same thing yours did, but mine had a mud wasp nest on the drive belt. Cleaned that off, let it run for 5 minutes and it prints just as good as the day I bought it.

Give it up for the longevity of Atari hardware!

--
David Bowden

3507. Re: 1MB upgrade from Satantronic

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 23:15:19 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-E39268.01151915092005@azure.qinip.net>
Source record: 9964

Howdy folks

if you're good with GAL's, you might wanna look at my page at
www.mathyvannisselroy.nl/special%20stuff.htm#co25953 for a cheaper
solution.

CU Mathy

3508. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-14 23:59:06 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <eP2We.47519$FA3.19698@news-server.bigpond.net.au>
Source record: 9965

edburns@gmail.com wrote:
> I hope they include Star Raiders for the Atari 800.
>
> Ed
>
That would be awesome;-).

It occurs to me, that all this redesign of old hardware may lead somewhere. If Atari make enough money out of it, there could be a future for Atari branded consoles. Just a thought, and probably a few years away.

Mark

3509. Re: an open letter to Lance Rhenquist.

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 01:04:00 UTC
From: Sid Pacman <8-bitter@atari.world>
Message-ID: <Pine.GSO.4.61.0509142053480.22219@furyy1>
Source record: 9966

On Sun, 11 Sep 2005 at 01:20 +0200, Mathy Van Nisselroy scribbled:
->... let me explain some things. ...
->Stephen Carden has offered ... [remainder snipped]

How long has all this been going on? 10 years? 15 years? 150
years?! 1000 years?! It seems like it! More seriously, are any of
these people still active in Atari? (I'm sure we'd all like to hear
from Lance on this forum. He hasn't posted here for ages.)
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

3510. September 10 computer events

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 02:38:03 UTC
From: Sid Pacman <Atarian@computer.community>
Message-ID: <Pine.GSO.4.61.0509142104090.22219@furyy1>
Source record: 9967

Did anybody here attend the Atari swapmeet in Columbus? If so, please let us know how it went. When I got the last-minute news about Computerfest being on the same weekend I decided I had to give priority to the Dayton show, so unfortunately I missed the Atari event (again).

I hadn't been at Computerfest for about five years so there were big changes since the last time. The sponsoring club has reportedly gone thru organizational changes over the years, and what with receiving the e-mail announcement a mere one hour before the day of the show, it's no surprise that the show is no longer up to the level of past decades. That's a diplomatic way of saying that it was down to about 25 dealers and several hundred people attending, or about one-tenth of its size in the former glory days.

Small tho it may be, this show is still well worth attending if you're a bargain hunter. It's mainly laptops now, and they're very cheap these days. Computer innards and electronic supplies and parts, as well as Windoze software, were plentiful. And the numerous free seminars appeared to be very well attended.

I looked high and low but didn't see a single Atari item. (Of course, there were all kinds of things that could be USED in connection with Atari in one way or another.) But there was one display of 'classic computer' interest -- in this case, 16-bits: an Amiga dealer selling software including emulations for Windoze, Linux, and even the Apple 8-bit. (I wonder if Atari ST-ers are doing as well as this these days!?)

Since space for this show was arranged in connection with the big Dayton LANFest computer gaming event, the best that we can hope for next year is probably that Computerfest will survive but it would have to be based on the same kind of deal. If so, that portends another "conflict" with the traditional weekend of the Atari swapmeet.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

3511. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 03:58:50 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dgargu$s11$1@inews.gazeta.pl>
Source record: 9968

Vidar Olavesen napisaďż˝(a):

> I'll try that! Thanks again and take Atarian care

Hello Vidar, remember me? (express beer to Poland :))

Probably you are dealing with non-sapmaker-created saps. Unsap can deal ONLY with saps created with sapmaker (also from fox). If your sap was not created with sapmaker then unsap.pl can not convert it to its original format :/

Greetings from Poland.

PS. Type title of song that you want convert, i will look if I have it in original shape :)

3512. Re: Spartados Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 04:01:25 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dgarlo$s11$2@inews.gazeta.pl>
Source record: 9969

Michael Duffy napisaďż˝(a):

> How about "credir" Did that change also?

Use "mkdir".

Greetings

dely/taquart+blowjobb

3513. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 04:06:34 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dgarvc$s11$3@inews.gazeta.pl>
Source record: 9970

Bill Garber napisaďż˝(a):

> be $46.00 to me, then $29.00 shipping to you, plus

Could you calculate shipment to Poland?

Greetings

dely/taquart+blowjobb

3514. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 05:29:36 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <aYidnbGRr-cim7TeRVn-pQ@comcast.com>
Source record: 9971

"Daniel Ko&#65533;mi&#65533;ski" <dely@GIN.SPAMERZE.tkdami.net> wrote in message
news:dgarvc$s11$3@inews.gazeta.pl...
> Bill Garber napisa&#65533;(a):
>
>> be $46.00 to me, then $29.00 shipping to you, plus
>
> Could you calculate shipment to Poland?

Did you want one original flashback, and one flashback 2.0 ?

If so, that will be $20 for Flashback, $30 for the Flashback 2,
$35 to ship and $10 for me, for a total of $95.

Keep in mind that the 2.0 is not yet in stock, but can be preordered.

Bill Garber

3515. nifty software archives

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 05:50:31 UTC
From: bob@bob.us
Message-ID: <dgb237hps2@News.Dal.Ca>
Source record: 9972

visit the university of michigan archives at:

http://www.umich.edu/~archive

there are apple 2, atari 8bit and st stuff there. it looks like a forgotten archive so better visit it before it disppears. so many good archives are vanishing these days.

bob

3516. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 06:11:23 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <ud6dnZqHCLAskrTe4p2dnA@telenor.com>
Source record: 9973

> Hello Vidar, remember me? (express beer to Poland :))
Yeah, not drunk still I hope? ;-)

> Probably you are dealing with non-sapmaker-created saps. Unsap can deal
> ONLY with saps created with sapmaker (also from fox). If your sap was
> not created with sapmaker then unsap.pl can not convert it to its
> original format :/
>
> Greetings from Poland.
>
> PS. Type title of song that you want convert, i will look if I have it
> in original shape :)

No particular ones, I just want to be able to use them in demos or
something. The two pieces of music I would love to have is, Alternate
Reality : The City and Passionately, but I think they are in a special
format, coded note by note, by the brilliant Gilbertson (I think)

3517. Re: nifty software archives

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 07:06:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <849We.13709$p%3.58642@typhoon.sonic.net>
Source record: 9974

bob@bob.us wrote:
> visit the university of michigan archives at:

> http://www.umich.edu/~archive

> there are apple 2, atari 8bit and st stuff there. it looks like a
> forgotten archive so better visit it before it disppears. so many good
> archives are vanishing these days.

I used to maintain the Atari 8-bit section of the UMich archive, but then they closed all external accounts, so I no longer had access. I was mostly through organizing things in there, so what organization you do see is my fault. ;^)

I'm sure it'd be easy enough to mirror the UMich stuff somewhere, these days. (At least the 8-bit Atari stuff, which is what >I'd< personally care about!)

Back when I maintained it, and Shareware.com was created by C|Net, I got them to add the Atari stuff to their search index. Sadly, they lumped the Atari 8-bit in with the Atari ST stuff. *sigh*

Thus, XL Search was born. It's kinda been born again as XL Search 2.
I really need to get off my butt and finish updating all that code. :^P

http://www.newbreedsoftware.com/xlsearch/

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3518. Re: Still no luck with Unsap

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 07:29:57 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dgb7so$3ng$1@inews.gazeta.pl>
Source record: 9975

Vidar Olavesen napisaďż˝(a):

> Yeah, not drunk still I hope? ;-)

Huh ;) No, I am not :)

> I think they are in a special
> format, coded note by note

Unfortunately you are right :/

dely

3519. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 08:44:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509150135390.4936-100000@onyx.spiritone.com>
Source record: 9976
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3520. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 08:47:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509150144240.4936-100000@onyx.spiritone.com>
Source record: 9977
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari 8 Bit Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3521. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 13:56:06 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <e6vii1596ajokp3ick0to7g04cg5ea8dsm@4ax.com>
Source record: 9978

On Wed, 14 Sep 2005 16:15:28 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>
>Gee, that sounds pretty good. If there is going to be a cart port, is there
>also going to be carts produced and sold?

he implied there would be some type of cart port, but he didnt
elaborate. The FB2.0 sort of has a cart port too (at least it is
designed to accept one). I am hoping this new device has something
built in and doesnt require soldering. It will be real interesting
to see this. The last 8bit was the XEGS right? That came out in
1987/88'ish? It's been awhile.

3522. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 13:58:55 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <6dvii1175gfsi87d7dectc11e60b1icrmg@4ax.com>
Source record: 9979

On Thu, 15 Sep 2005 06:06:34 +0200, Daniel Koï¿½miï¿½ski
<dely@GIN.SPAMERZE.tkdami.net> wrote:

>Bill Garber napisaï¿½(a):
>
>> be $46.00 to me, then $29.00 shipping to you, plus
>
>Could you calculate shipment to Poland?
>
>Greetings
>
>dely/taquart+blowjobb

Hello, The flashback 1.0 is on sale where I live. If you are
interested in one or two I will charge you the retail price
(16.99+tax) + actual shipping and you can add whatever you want extra.

You will need to send the money Paypal. Thanks and contact me
at this email: kev242@gmail.com

3523. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 19:00:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <AxjWe.13788$p%3.59758@typhoon.sonic.net>
Source record: 9980

kevin <kevnospam242@gmail.com> wrote:
> he implied there would be some type of cart port, but he didnt
> elaborate. The FB2.0 sort of has a cart port too (at least it is
> designed to accept one). I am hoping this new device has something
> built in and doesnt require soldering. It will be real interesting
> to see this. The last 8bit was the XEGS right? That came out in
> 1987/88'ish? It's been awhile.

Technically speaking, the Atari 2600, Atari 5200, Atari 7800,
Atari 400/800/XL/XE/XEGS computers and Atari Lynx handheld were all '8-bit'
systems.

But, around here when we say "comp.sys._atari.8bit_", we're talking the
8-bit line of computers, starting with the 400/800 and ending with the XEGS.
(To a degree, that also includes the Atari 5200 game system, which was
more or less a stripped-down Atari 800 computer with no keyboard and
apparently very crappy controllers that were prone to breaking. :^))

So yeah, XEGS. That was really just an Atari 65XE with built-in
Missile Command, and a detachable keyboard, sold as a 'game system'
at around the time Nintendo was huge in the market. D'oh!

Anyone out here correct me if I got any of this wrong... ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3524. 9v power supply repair

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 20:55:16 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2005.09.15.20.55.15.873809@crowcastle.net>
Source record: 9981

In relation to my earlier post about my dead 800, it seems that it has died in such a way that any power supply that I've tried to use it with is now also dead. My multimeter doesn't show a short, but I have a bunch of CO17945 supplies that don't seem to put out any current now.

Is there a fuse inside or something simple that I can repair? I don't see an obvious way of opening them.

--PC

--
My posting address bounces, change it to something else when replying by email--I own the domain.

3525. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 21:49:18 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2tqji1ldu9emjas0gb88lfq5p4mvdm6onf@4ax.com>
Source record: 9982

On Thu, 15 Sep 2005 19:00:48 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Technically speaking, the Atari 2600, Atari 5200, Atari 7800,
>Atari 400/800/XL/XE/XEGS computers and Atari Lynx handheld were all '8-bit'
>systems.
>
>But, around here when we say "comp.sys._atari.8bit_",

wow talk about stating the obvious, I dont mean to sound like an AHole
but this is like the 3rd time someone has brought this up on this NG
in the last week.

And it's not just "around here" the 8bits (ie 400/800/xl/xe) were
commonly referred to as "8bit Atari's" since the 80's (in magazines,
on bbs's, etc..)

3526. Battlesphere

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 22:10:47 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.09.15.22.10.45.150818@nosspamatari-source.com>
Source record: 9983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey guys,

I know these may not be the perfect groups to ask this, but I have been dying to get my hands on a copy of Battlesphere. Now anyone who watches eBay can clearly see the prices go into the $500+ range. Now I know I'm not going to want to play this game for very long, so I feel I don't need to own it.

Therefore... I was wondering if someone could rent their copy of Battlesphere to me for a couple weeks to a month. I'd be willing to pay $20-$40 or something that's fair for this service. I imagine many jaguar owners would be willing to pay this too ;) I have references so you know you'll get it back and you know I'm good for the rental money.

I'm in the US, but that doesn't really matter much for something like this.

Thanks,
Mark
http://www.atari-source.org

3527. Re: Battlesphere

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 22:24:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <awmWe.13810$p%3.59740@typhoon.sonic.net>
Source record: 9984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In comp.sys.atari.8bit Mark D <mducksub@nosspamatari-source.com> wrote:
> Hey guys,

> I know these may not be the perfect groups to ask this, but I have been
> dying to get my hands on a copy of Battlesphere. Now anyone who watches
> eBay can clearly see the prices go into the $500+ range. Now I know I'm
> not going to want to play this game for very long, so I feel I don't need
> to own it.

alt.atari-jaguar.discussion would probably be the best place.

$500, huh? Hrm... maybe I don't _need_ two copies.

frazzle

What am I thinking!?

Anyway... :^)

> Therefore... I was wondering if someone could rent their copy of
> Battlesphere to me for a couple weeks to a month. I'd be willing to pay
> $20-$40 or something that's fair for this service. I imagine many jaguar
> owners would be willing to pay this too ;) I have references so you know
> you'll get it back and you know I'm good for the rental money.

> I'm in the US, but that doesn't really matter much for something like this.

Where in the US are you? If you're anywhere near San Fran or San Jose CA,
maybe we can meet up for a round or two. :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3528. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 22:25:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <8xmWe.13811$p%3.59927@typhoon.sonic.net>
Source record: 9985

kevin <kevnospam242@gmail.com> wrote:
> wow talk about stating the obvious,

Hehe... sorry.

I think I missed the "last" in the sentence "the last 8bit was the XEGS".

D'oh!!!

-bill!
(always happy to hear himself talk... apparently even when he's being retarded)

3529. Re: 9v power supply repair

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-15 22:42:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1126824131.082228.74940@g47g2000cwa.googlegroups.com>
Source record: 9986

Preston Crow wrote:
> In relation to my earlier post about my dead 800, it seems that it has
> died in such a way that any power supply that I've tried to use it with is
> now also dead. My multimeter doesn't show a short, but I have a bunch of
> CO17945 supplies that don't seem to put out any current now.
>
> Is there a fuse inside or something simple that I can repair? I don't see
> an obvious way of opening them.
>
> --PC
>
> --
> My posting address bounces, change it to something else when replying by
> email--I own the domain.

My 800 power pack (USA, 9 VAC) had a weird little "fuse". It was just a small piece of PCB material, about 3/8" x 1/4" in size, with a fine filament running across it. Not glass and no fuse holder. I can't remember if it was installed on the primary or secondary winding of the transformer.

My pack has been taped shut for two decades. I don't remember how I fixed it but I shutter to think what I probably did.

Today, I would repair the break where the internal fuse is and then install an external fuse holder.

There's no value on the internal fuse so I would pick a value for the replacement that would be appropriate to the rating of the transformer plus a percentage. Don't know what that value should be though.

I'm not recommending that you attempt to repair it yourself. I'm just saying that's what I WOULD DO. (There, I've covered myself. LOL).

Can anyone recommend a general method for selecting a fuse value?

Stephen Sheppard

3530. Re: Need help with 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-16 01:44:00 UTC
From: micrologix1500@yahoo.com
Message-ID: <1126835040.538064.35770@z14g2000cwz.googlegroups.com>
Source record: 9987

The printer was in your closet and it had a mud wasp nest in it?!
(must have to sleep with one eye open :)

3531. Re: Battlesphere

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-16 04:15:32 UTC
From: RobM <rmahlert@gmail.com>
Message-ID: <1126844132.164023.161960@g49g2000cwa.googlegroups.com>
Source record: 9988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Mark D wrote:
> Hey guys,
>
> I know these may not be the perfect groups to ask this, but I have been
> dying to get my hands on a copy of Battlesphere. Now anyone who watches
> eBay can clearly see the prices go into the $500+ range. Now I know I'm
> not going to want to play this game for very long, so I feel I don't need
> to own it.
>
> Therefore... I was wondering if someone could rent their copy of
> Battlesphere to me for a couple weeks to a month. I'd be willing to pay
> $20-$40 or something that's fair for this service. I imagine many jaguar
> owners would be willing to pay this too ;) I have references so you know
> you'll get it back and you know I'm good for the rental money.
>
> I'm in the US, but that doesn't really matter much for something like this.
>

I'd REALLY check those references.. then double check them. <G>

LOL

Rob
http://www.atari-users.net

3532. Re: Battlesphere

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-16 08:35:29 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1126859729.873927.290220@g49g2000cwa.googlegroups.com>
Source record: 9989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey Mark,

Get a cheap flight to the UK for the weekend 22-23 Oct, and come to
Jagfest UK. You can play Battlesphere for two days solid if you like...
;-)

Or you may be able to persuade one of the owners to part with one for
around $250 equivalent.

Coda.

3533. Re: flashback 3 will be 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-16 14:16:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432afef2220be0@comcast.net>
Source record: 9996

>I hope they include Star Raiders for the Atari 800.
>
>Ed

I would think they would since it was one of the most popular games for the
8-bit. Along with that I would like Ball Blazer and Castle Wolfenstein.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3534. Re: nifty software archives

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-16 14:17:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <432afef2220be1@comcast.net>
Source record: 9995

>visit the university of michigan archives at:
>
>http://www.umich.edu/~archive
>
>there are apple 2, atari 8bit and st stuff there. it looks like a
>forgotten archive so better visit it before it disppears. so many good
>archives are vanishing these days.
>
>bob

I have visited this site a lot in the past mostly for the 8-bit files.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

3535. ICD MIO 256

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-16 20:55:01 UTC
From: Adam Brannon <adambrannon@yahoo.com>
Message-ID: <FiGWe.4560$6e1.1975@newssvr14.news.prodigy.com>
Source record: 9990

I am looking to get a 256K MIO repaired, if possible. Does anyone have any connections to someone who would be capable of this?? Any info would be greatly appreciated. I am starting a demonstration of the origin of computers to take to classrooms and youth centers and would like the MIO to be a working piece of the collection I will be showing.

Adam
adambrannon@yahoo.com

3536. Re: 9v power supply repair

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-17 00:36:28 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <gyJWe.12609$9i4.2539@newsread2.news.atl.earthlink.net>
Source record: 9991

Those power bricks are mostly glued around the bottom and must be
broken apart for entry. Mine all had fuses inside which I
replaced with
those plastic in-line pig-tailed Radio Shack fuse holders
threaded thru
holes I put in the side of the brick. It is now accessible from
outside
with no need to break it open again.

-Jess

"Preston Crow" <pc-usenet05@crowcastle.net> wrote in message
news:pan.2005.09.15.20.55.15.873809@crowcastle.net...
> In relation to my earlier post about my dead 800, it seems that
it has
> died in such a way that any power supply that I've tried to use
it with is
> now also dead. My multimeter doesn't show a short, but I have
a bunch of
> CO17945 supplies that don't seem to put out any current now.
>
> Is there a fuse inside or something simple that I can repair?
I don't see
> an obvious way of opening them.
>
> --PC
>
> --
> My posting address bounces, change it to something else when
replying by
> email--I own the domain.
>

3537. Re: Need help with 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-17 01:27:11 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11imrrsqmjgi086@corp.supernews.com>
Source record: 9992

FireflyST wrote:
> You can disregard this, the problem was lubrication of the print head
> rail. I greased it and now it's fine.
>
Glad to know it worked. You'll have to clean and relube it periodically,
but that's a small inconvenience.

TJ

3538. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-17 04:27:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1126931248@rtfm.mit.edu>
Source record: 9993
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3539. RETRO:BYTES magazine!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-17 10:00:50 UTC
From: retrocomtoday@aol.com
Message-ID: <1126951250.905240.323470@g49g2000cwa.googlegroups.com>
Source record: 9994

Greetings all,

Just quietly announcing the new retro mag that I'm working on...
RETRO:BYTES. It's obviously going to plug the hole left by Retro Gamer,
which sadly folded recently (unless the rumours that someone is going
to buy it and relaunch it are true. If they are, then we'll have two
dedicated magazines + gamesTM - and that would be fantastic!) Anyway,
if you want to follow the making of issue one, head over to
http://www.retro-bytes.co.uk/editorslog.rtf and there's an official
forum over at http://www.retro-trader.com/forum

A temporary web site will be up and running sometime next week over at
http://www.retro-bytes.co.uk/ - please note that this will be temporary
this time around, and, apart from the fact that I'm very busy, I'm
NOT a web designer.

Any questions or comments may be posted on the forum, or if you prefer,
you may email me... if I get the chance, I'll get back to you!

Regards,

Shaun.

3540. Re: Battlesphere

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-18 01:49:24 UTC
From: cutterjohn <someone@nowhere.com>
Message-ID: <pan.2005.09.18.01.49.23.999609@nowhere.com>
Source record: 9997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

<cough>
sorry I misremembered the packin's type was cybermorh, and not
battlesphere... <cough> after I went a checked...

never mind...

3541. Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-18 07:57:30 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D51DC02DF5Aemuslor@216.196.97.136>
Source record: 9898

Jerry Fulkerson!

You may have seen Jerry post a while back that he was looking to get rid of all his 8-bit stuff prior to a move, and I was lucky enough to become the recipient of it this weekend. Except for the gas I put in my car to make the trip upstate, I got a great pile of hardware, software, and more technical manuals that I could ever read for the low low price of FREE. The guy wouldn't even take money for gas after offering to meet me partway down to save an hour from my trip. Needless to say, I couldn't wait to start going through the 9 (yes, 9) boxes when I got home. Rumor has it there may even be one more hiding somewhere in the Fulkerson garage...

I will be doing my best to pass on the favor by offering up a number of the items, such as some of my now duplicate books and carts, to anyone who is close enough to pick up or is willing to pay the shipping to get them. Right off the bat, I can tell you I'll be looking to pass the cassettes and the ANTIC magazines (and there's a lot of them) on to someone who will have more use for them than me, so give me a yell if you're interest. The rest I will post for grabs after I have finished sorting through stuff. Here's the haul:

http://www.slor.net/a8/photos

Thanks again to Jerry for the ultra-generous donation to Slor's 8-bit collection - should he happen to ever read this group again. For the rest of you, I thought I would share this excellent experience dealing with a former Atarian.

--
Slor

3542. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-18 11:31:55 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <432d502b$0$4091$91cee783@newsreader01.highway.telekom.at>
Source record: 9899

Slor wrote:

> so give me a yell if you're interest. The rest I will post for grabs
> after I have finished sorting through stuff. Here's the haul:
>
> http://www.slor.net/a8/photos
>

Hi Slor!

What is this, below the ATARI 800?

Best Regards,

Daniel Mandic

3543. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-18 15:53:30 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D56E743DD34emuslor@216.196.97.136>
Source record: 9900

Despite all prevention efforts, "Daniel Mandic" <daniel_mandic@ping.at>
wrote in news:432d502b$0$4091$91cee783@newsreader01.highway.telekom.at:

> Slor wrote:
>
>> so give me a yell if you're interest. The rest I will post for grabs
>> after I have finished sorting through stuff. Here's the haul:
>>
>> http://www.slor.net/a8/photos
>>
>
> Hi Slor!
>
>
>
> What is this, below the ATARI 800?
>

Well, there are two 800s stacked, and below them is an 800XL.

Anyone know anything about that monitor? It's a Sakata SC-100, and I had
never heard of it before.

The other item I know I don't have use for is the XMM801 printer. If
anyone has use for it (and/or the spare ribbons), let me know.

--
Slor

3544. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-18 16:37:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1127061476.836225.315340@g47g2000cwa.googlegroups.com>
Source record: 9901

Looks like it's 1980 again (except for the 800XL)! Nice score there!

My Atari joysticks are crap (except for a rare Newton Design). If you
will be parting with any of the third party joysticks I'm interested.

3545. atari flashback 3 - USB port

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-18 22:56:40 UTC
From: Mad Scientist Jr <usenet_daughter@yahoo.com>
Message-ID: <1127084200.298485.138250@g14g2000cwa.googlegroups.com>
Source record: 9902

I know this is not a trivial hack, but would it not be swell to add a USB port to the Flashback 2 so you can attach a memory card reader so you can play atari cartridge images (.BIN) on it. That would be the killer app for this, cuz then people can program their own Atari games and not have to burn any EPROMs or anything. Please request this in the Flashback 3.

3546. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-19 00:02:23 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1127086796.874395.230610@f14g2000cwb.googlegroups.com>
Source record: 9903

```
Well, it looks like you are all fixed up with joysticks... ;-)
-Larry
```

3547. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-19 00:54:48 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D5CA39CB6B5emuslor@216.196.97.136>
Source record: 9904

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1127061476.836225.315340@g47g2000cwa.googlegroups.com:

> Looks like it's 1980 again (except for the 800XL)! Nice score there!
>
> My Atari joysticks are crap (except for a rare Newton Design). If you
> will be parting with any of the third party joysticks I'm interested.
>

I imagine I can do that. It appears there are plenty. I'll get ahold of
you via email.

--
Slor

3548. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-19 15:19:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1127143181.597473.114920@g14g2000cwa.googlegroups.com>
Source record: 9906

```
Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1127061476.836225.315340@g47g2000cwa.googlegroups.com:
>
> > Looks like it's 1980 again (except for the 800XL)! Nice score there!
> >
> > My Atari joysticks are crap (except for a rare Newton Design). If you
> > will be parting with any of the third party joysticks I'm interested.
> >
>
> I imagine I can do that. It appears there are plenty. I'll get ahold of
> you via email.
>
> --
> Slor

Thanks!

Regards,

Stephen Sheppard
```

3549. XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-19 20:35:13 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <gqadnYmiS8-3vLLeRVn-rA@comcast.com>
Source record: 9907

Anybody know where you can get an XE adaptor? You use it to hook up stuff to an XE computer.

--
mqduffy@comcast.net

3550. Empty 1050 drive shells

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-19 20:42:11 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <bfGdnZquHd85v7LeRVn-jQ@comcast.com>
Source record: 9908

I have two empty 1050 drive shells I will give away for postage. When I say empty I mean the disk mechs are gone . The other electronics are intact though. They were for someone who posted here but didn't come though. Postage would be between $5 and $7. Depends on where you live.

--
mqduffy@comcast.net

3551. Supra Hard Drives for ST

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-19 21:43:56 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <rI6dnc7Q3I2ArLLeRVn-gA@comcast.com>
Source record: 9905

Can these drives work with an Atari8? They have cables coming out of them but also have connectors on the rear of the case. Can you bypass the dedicated cable and hook up your own 50 pin. I have seen a couple lately on eBay for not much money.

--
mqduffy@comcast.net

3552. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 04:08:24 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <YWLXe.385$4u4.201@newssvr19.news.prodigy.com>
Source record: 9909

"Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message > Anybody know where you can get an XE adaptor? You use it to hook up stuff to
> an XE computer.
>
I think you're talking about and ECI to PBI
adapter. It is used to attach and MIO or Black
Box to the 130XE. Is this it? The 130XE has
a ECI port. It is a cart port plus another port
that adds up to a PBI port.

3553. Re: Supra Hard Drives for ST

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 05:22:18 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1127193738.679774.142750@z14g2000cwz.googlegroups.com>
Source record: 9910

Michael Duffy wrote:
> Can these drives work with an Atari8? They have cables coming out of them
> but also have connectors on the rear of the case. Can you bypass the
> dedicated cable and hook up your own 50 pin. I have seen a couple lately on
> eBay for not much money.

Yes, but you must have the correct host adapter. I have one of these
Supra ST boxes, and it has a 3.5" Quantum SCSI drive in it. That means
that you pretty much have to have a CSS Black Box as a host adapter,
and it needs the parity option. The BB is still (IMO) the king of the
adapters, but the KMK/JZ or MyIDE adapters are definitely excellent,
lower-priced alternatives. -Larry

3554. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 05:37:53 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1127194673.336739.223630@z14g2000cwz.googlegroups.com>
Source record: 9911

> I think you're talking about and ECI to PBI
adapter. It is used to attach and MIO or Black
Box to the 130XE. Is this it? The 130XE has
a ECI port. It is a cart port plus another port
that adds up to a PBI port. <

Yes, the MIO's were designed to be attached to the PBI on the XL's (not 1200). The ICD 130XE adapter had the ECI (male) on one side and the PBI (male) on the other with *two* cart ports on top. The BB, on the other hand, is designed to mate up to the 130XE and uses a ribbon cable to attach to the XL computer. The 130XE adpters are *rare*. If you do find one, have your wallet prepared.
-Larry

3555. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 05:38:12 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <bfNXe.3222$P34.2209@okepread07>
Source record: 9912

From what I understand those are pretty rare now. I have one but i'm
currently using it on my BBS.

Thomas

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:YWLXe.385$4u4.201@newssvr19.news.prodigy.com...
>
> "Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message > Anybody know
> where you can get an XE adaptor? You use it to hook up stuff to
>> an XE computer.
>>
> I think you're talking about and ECI to PBI
> adapter. It is used to attach and MIO or Black
> Box to the 130XE. Is this it? The 130XE has
> a ECI port. It is a cart port plus another port
> that adds up to a PBI port.
>
>

3556. 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 06:22:03 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D7DE9B2864emuslor@216.196.97.136>
Source record: 9913

I've been sorting through my recent acquisitions, and below is the current list of items I'd like to pass on. Give me a yell if anything tickles your fancy:

20 program cassettes
- Claimed by Frank.

Any spare joysticks that work
- Claimed by Stephen.

ANTIC magazines (most of the issues from 1983 to 1989)
- FREE for pickup or paid media rate shipping.

Atari XMM801 printer (yet untested, missing clear plastic cover, 4 spare ribbons)
- FREE - This one is going in the trash unless someone wants it.

Books: Mapping the Atari (Revised Edition, Chadwick), Your Atari Computer (Poole), and Atari BASIC (Albrecht)
- Asking $10 + media rate shipping for all 3.

If anyone is looking for a particular hard to find program on floppy, feel free to drop me a line. I now have a LOT of disks (many of which I'll never use) with a number of utilities and games that look extremely cool. Some originals and a bunch of other stuff.

Also, if you're looking for any obscure technical or software manual, I may have it in one of the numerous binders now in my posession.

Last but not least, anyone remember the Rampower 48K memory module for the 400 by Axlon? I found info on the company, but I could not find any trace about this memory unit.

Thanks!

--
Slor

3557. Re: 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 15:50:46 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D76E55B936Bemuslor@216.196.97.136>
Source record: 9914

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns96D7DE9B2864emuslor@216.196.97.136:

> I've been sorting through my recent acquisitions, and below is the
> current list of items I'd like to pass on. Give me a yell if anything
> tickles your fancy:
>

I also have a Card?/AT printer interface I have been meaning to give away.
- FREE + shipping.

--
Slor

3558. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-20 22:55:55 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <eq0Ye.3843$_55.1191@bignews6.bellsouth.net>
Source record: 9915

Same here, only have one and need it when I use the MIO on the 130XE.

If these are in demand, it shouldn't be to difficult for someone to come
up
with a similar design.

phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:bfNXe.3222$P34.2209@okepread07...
> From what I understand those are pretty rare now. I have one but i'm
> currently using it on my BBS.
>
> Thomas
>
> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:YWLXe.385$4u4.201@newssvr19.news.prodigy.com...
>>
>> "Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message > Anybody
>> know
>> where you can get an XE adaptor? You use it to hook up stuff to
>>> an XE computer.
>>>
>> I think you're talking about and ECI to PBI
>> adapter. It is used to attach and MIO or Black
>> Box to the 130XE. Is this it? The 130XE has
>> a ECI port. It is a cart port plus another port
>> that adds up to a PBI port.
>>
>>
>
>

3559. Re: 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 02:08:58 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <u3g1j1hr0qs4rjd99q5sjah8lrqv03466m@4ax.com>
Source record: 9916

I am interested in your ANTIC Mags for shipping (don't think you are
local). If you wanted to shoot me an email, my ZIP Code is 53806 so
you can get an estimate on Shipping.

Thanks,

Corey
On Tue, 20 Sep 2005 01:22:03 -0500, Slor <semaj@rols.ten> wrote:

>I've been sorting through my recent acquisitions, and below is the
>current list of items I'd like to pass on. Give me a yell if anything
>tickles your fancy:
>
>20 program cassettes
>- Claimed by Frank.
>
>Any spare joysticks that work
>- Claimed by Stephen.
>
>ANTIC magazines (most of the issues from 1983 to 1989)
>- FREE for pickup or paid media rate shipping.
>
>Atari XMM801 printer (yet untested, missing clear plastic cover, 4 spare
>ribbons)
>- FREE - This one is going in the trash unless someone wants it.
>
>Books: Mapping the Atari (Revised Edition, Chadwick), Your Atari
>Computer (Poole), and Atari BASIC (Albrecht)
>- Asking $10 + media rate shipping for all 3.
>
>If anyone is looking for a particular hard to find program on floppy,
>feel free to drop me a line. I now have a LOT of disks (many of which
>I'll never use) with a number of utilities and games that look extremely
>cool. Some originals and a bunch of other stuff.
>
>Also, if you're looking for any obscure technical or software manual, I
>may have it in one of the numerous binders now in my posession.
>
>Last but not least, anyone remember the Rampower 48K memory module for
>the 400 by Axlon? I found info on the company, but I could not find any
>trace about this memory unit.
>
>Thanks!

3560. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 02:16:54 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <vo3Ye.3843$P34.2616@okepread07>
Source record: 9917

No.. in fact if you look at the design it's a single layer pcb with no ic's
or anything..Looks VERY simple.

Thomas

"Phantom" <phantomm@bellsouth.net> wrote in message
news:eq0Ye.3843$_55.1191@bignews6.bellsouth.net...
>
> Same here, only have one and need it when I use the MIO on the 130XE.
>
> If these are in demand, it shouldn't be to difficult for someone to come
> up
> with a similar design.
>
> phantomm@bellsouth.net
>
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:bfNXe.3222$P34.2209@okepread07...
>> From what I understand those are pretty rare now. I have one but i'm
>> currently using it on my BBS.
>>
>> Thomas
>>
>> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
>> news:YWLXe.385$4u4.201@newssvr19.news.prodigy.com...
>>>
>>> "Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message > Anybody
>>> know
>>> where you can get an XE adaptor? You use it to hook up stuff to
>>>> an XE computer.
>>>>
>>> I think you're talking about and ECI to PBI
>>> adapter. It is used to attach and MIO or Black
>>> Box to the 130XE. Is this it? The 130XE has
>>> a ECI port. It is a cart port plus another port
>>> that adds up to a PBI port.
>>>
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>

3561. Typical problems with 850s?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 03:09:30 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D7E168BFD09emuslor@216.196.97.136>
Source record: 9918

I had two 850s, neither of which I could get to work with my communications software. I figured it was not likely they were BOTH bad, but I have proven myself wrong by seeing a third finally work. Is there a typical thing known to go wrong with these that I might be able to fix in order to revive one of the bad ones?

thanks

--
Slor

3562. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 14:25:28 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <EoKdnYkC4aP28KzeRVn-1A@comcast.com>
Source record: 9919

Is there a "schematic' of it somewhere?

"Docrotcod" <rahbart@cox.net> wrote in message
news:vo3Ye.3843$P34.2616@okepread07...
> No.. in fact if you look at the design it's a single layer pcb with no
> ic's or anything..Looks VERY simple.
>
> Thomas
>
> "Phantom" <phantomm@bellsouth.net> wrote in message
> news:eq0Ye.3843$_55.1191@bignews6.bellsouth.net...
>>
>> Same here, only have one and need it when I use the MIO on the 130XE.
>>
>> If these are in demand, it shouldn't be to difficult for someone to come
>> up
>> with a similar design.
>>
>> phantomm@bellsouth.net
>>
>>
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:bfNXe.3222$P34.2209@okepread07...
>>> From what I understand those are pretty rare now. I have one but i'm
>>> currently using it on my BBS.
>>>
>>> Thomas
>>>
>>> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
>>> news:YWLXe.385$4u4.201@newssvr19.news.prodigy.com...
>>>>
>>>> "Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message > Anybody
>>>> know
>>>> where you can get an XE adaptor? You use it to hook up stuff to
>>>>> an XE computer.
>>>>>
>>>> I think you're talking about and ECI to PBI
>>>> adapter. It is used to attach and MIO or Black
>>>> Box to the 130XE. Is this it? The 130XE has
>>>> a ECI port. It is a cart port plus another port
>>>> that adds up to a PBI port.
>>>>
>>>>

>>>
>>>
>>
>>
>
>

3563. Re: Supra Hard Drives for ST

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 14:27:46 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <msWdnQHA3_Zq8KzeRVn-qA@comcast.com>
Source record: 9920

I have a Supra interface for the Atari8. Would this work with a hard drive
for the ST?

"Larry" <LLppwhite@aol.com> wrote in message
news:1127193738.679774.142750@z14g2000cwz.googlegroups.com...
> Michael Duffy wrote:
>> Can these drives work with an Atari8? They have cables coming out of them
>> but also have connectors on the rear of the case. Can you bypass the
>> dedicated cable and hook up your own 50 pin. I have seen a couple lately
>> on
>> eBay for not much money.
>
> Yes, but you must have the correct host adapter. I have one of these
> Supra ST boxes, and it has a 3.5" Quantum SCSI drive in it. That means
> that you pretty much have to have a CSS Black Box as a host adapter,
> and it needs the parity option. The BB is still (IMO) the king of the
> adapters, but the KMK/JZ or MyIDE adapters are definitely excellent,
> lower-priced alternatives. -Larry
>

3564. Re: Supra Hard Drives for ST

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 15:06:59 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1127315219.484931.106980@g49g2000cwa.googlegroups.com>
Source record: 9921

> I have the Supra interface... <

Hi Michael-
The short answer to this is "very, very unlikely." Virtually all
3-1/2" SCSI drives have default 512-byte sectors. I don't believe that
the Supra interface was ever successful in getting past 256-byte
sectors. The Supra supposedly could use the Seagate 225N (5-1/4"
imbedded SCSI), because some variations of that could be formatted down
to 256-byte sectors.

Now it gets more complicated -- there are SCSI software tools available
that will *supposedly* allow formatting *any* SCSI drive down to
256-byte sectors. Personally, I've had no luck doing this for the MIO
(also 256-byte sectors). And that still doesn't take into account
other technical issues with "modern" drives. But good luck if you try!
-Larry

3565. Atari 400 Popcorn by J-vibe

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 17:18:27 UTC
From: Gary Italo <--gitalo@musica.it>
Message-ID: <DBgYe.1496$oc.1149@newsread2.news.pas.earthlink.net>
Source record: 9922

I found this online and like it. Simple and clean like early Italo.
Reminds me
when synth playing was focused on the melody and emotion.He used an Atari
400 for the main lead
sounds.
http://www.ebboy.com/audio/mp3/popcorn-jvibe-ebboy.com.mp3

3566. Re: Typical problems with 850s?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 18:39:39 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <LNhYe.19473$Yu2.5982@trnddc02>
Source record: 9923

In my past experience in fixing 850's I remember finding a bad transistor or two that inhibited SIO communication to the computer. This was usually related to the computer not able to load the R: handler from the 850. There's a 2N3904 transitor (Q103) and a transistor array (A109) CA3086 (Atari Part # CO10174).

Sometimes the 6507 that's used in them goes bad.

It's been over 10 years since I repaired a bunch of them. That's about what I can recall of the more common stuff that goes bad in them.

Glenn

"Slor" <semaj@rols.ten> wrote in message
news:Xns96D7E168BFD09emuslor@216.196.97.136...
>I had two 850s, neither of which I could get to work with my communications
> software. I figured it was not likely they were BOTH bad, but I have
> proven myself wrong by seeing a third finally work. Is there a typical
> thing known to go wrong with these that I might be able to fix in order to
> revive one of the bad ones?
>
> thanks
>
> --
> Slor

3567. Best Database from command line

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 23:47:06 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <bZidnZaQK_hrbazeRVn-uQ@comcast.com>
Source record: 9924

--
mqduffy@comcast.net

3568. Best database from the command line

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-21 23:49:16 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <pJednb043N3lbKzeRVn-uQ@comcast.com>
Source record: 9925

What's the best Database I can run from the Spartados command line?

--
mqduffy@comcast.net

3569. Re: 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 02:17:40 UTC
From: stephensheppard@hotmail.com
Message-ID: <1127355460.897255.113290@g44g2000cwa.googlegroups.com>
Source record: 9926

Do you mean it's an IBM AT style printer interface? If so can it be
configured as LPT2:

I've been wondering if the PPJoy driver will support a second Atari
Joystick via a second printer port.

PPjoy works great in Atari800Win Plus (and pretty good for MAME).

Stephen Sheppard

3570. Re: 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 02:35:57 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D8DBB8C400Eemuslor@216.196.97.136>
Source record: 9927

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1127355460.897255.113290@g44g2000cwa.googlegroups.com:

> Do you mean it's an IBM AT style printer interface? If so can it be
> configured as LPT2:
>

It's actually called "Card?/AT". It's made by MPP, has SIO plug on one end
and standard Centronix printer interface on other. No switches like the
Graphics AT had.

--
Slor

3571. Re: Typical problems with 850s?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 02:45:06 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D8DD45ABE99emuslor@216.196.97.136>
Source record: 9928

Despite all prevention efforts, "Glenn" <noemail@nospam.com> wrote in
news:LNhYe.19473$Yu2.5982@trnddc02:

> In my past experience in fixing 850's I remember finding a bad
> transistor or two that inhibited SIO communication to the computer.
> This was usually related to the computer not able to load the R:
> handler from the 850. There's a 2N3904 transitor (Q103) and a
> transistor array (A109) CA3086 (Atari Part # CO10174).
>
> Sometimes the 6507 that's used in them goes bad.
>

I don't suppose there's any way to tell from a visual inspection of the
board... I don't have the tools to figure much out otherwise, so perhaps
I'll try mixing and matching some parts from the two of them and hope to
find a working combination. :)

If I can get one back working, I'm thinking of experimenting a little to
see if I can link the 850 together with a MyIDE so I have a little all-in-
one unit stuffed into the 850 casing.

--
Slor

3572. Re: Typical problems with 850s?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 06:29:41 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D9F35158A6emuslor@216.196.97.136>
Source record: 9929

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns96D8DD45ABE99emuslor@216.196.97.136:

>
> If I can get one back working, I'm thinking of experimenting a little
> to see if I can link the 850 together with a MyIDE so I have a little
> all-in- one unit stuffed into the 850 casing.
>

Then again... It's been so long since I looked at the MyIDE, I forgot it
requires connection to the CPU. Was thinking it only needed SIO pins.
D'oh! :) Shows you how much Slor knows about hardware.

--
Slor

3573. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 08:12:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509220109430.14263-100000@onyx.spiritone.com>
Source record: 9930
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3574. AD: 25% off any Atari Games/Software!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 08:22:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509220113090.14263-100000@onyx.spiritone.com>
Source record: 9931
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Buy 2 Jaguar Games and get one FREE! 1st come, 1st serve. While they last!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games:
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or else give yourself a 25% off on any Atari Games/Software!

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http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3575. Re: 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 10:29:54 UTC
From: redraven@libertysurf.fr
Message-ID: <1127384994.366739.123290@g43g2000cwa.googlegroups.com>
Source record: 9932

8-Bit Classics a écrit :

> I am interested in your ANTIC Mags for shipping (don't think you are
> local). If you wanted to shoot me an email, my ZIP Code is 53806 so
> you can get an estimate on Shipping.
>
> Thanks,
Hi,
me too!!!
I'M from france.
so If 8-bit classics don't wan't all, drop me a line too...
TIA

REDRAVEN

3576. Re: 8-bit stuff to unload...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 15:26:40 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96D96A3FE45E9emuslor@216.196.97.136>
Source record: 9933

Despite all prevention efforts, redraven@libertysurf.fr wrote in
news:1127384994.366739.123290@g43g2000cwa.googlegroups.com:

>
> 8-Bit Classics a crit :
>
>> I am interested in your ANTIC Mags for shipping (don't think you are
>> local). If you wanted to shoot me an email, my ZIP Code is 53806 so
>> you can get an estimate on Shipping.
>>
>> Thanks,
> Hi,
> me too!!!
> I'M from france.
> so If 8-bit classics don't wan't all, drop me a line too...
> TIA
>
> REDRAVEN
>
>

I believe the ANTICs will be picked up next weekend. Sorry. :)

Got a couple more books for FREE:
- Every Kid's Guid to Robotics and Computers (at least, that's a close as I
can remember the title right now)
- 49 1/2 Fun Projects for Your Atari

--
Slor

3577. Re: Atari 400 Popcorn by J-vibe

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 21:54:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <5KFYe.54$3o.103@typhoon.sonic.net>
Source record: 9934

Gary Italo <--gitalo@musica.it> wrote:
> I found this online and like it. Simple and clean like early Italo.

Neat version. Popcorn's actually a Jean-Michel Jarre song.
I've heard it on the Atari a bunch of times, in fact. (Probably the first
time I heard any of his music.) Tetrix has some of his tunes, in fact.
I've also got a collection of Amiga MOD music files of various interpretations
of "Popcorn." :^)

> Reminds me
> when synth playing was focused on the melody and emotion.He used an Atari
> 400 for the main lead
> sounds.

That's cool.

> http://www.ebboy.com/audio/mp3/popcorn-jvibe-ebboy.com.mp3

Cya!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3578. Re: Atari 400 Popcorn by J-vibe

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-22 22:21:37 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.09.22.22.21.35.884119@pianosa.freeserve.co.uk>
Source record: 9935

On Thu, 22 Sep 2005 21:54:09 +0000, William Kendrick wrote:

> Neat version. Popcorn's actually a Jean-Michel Jarre song.

He covered it, yes. Composed by Gershon Kingsley for his LP "Music to
Moog By" in 1969. I recall hearing not long after that. Probably early
1970, I'd have been 9 at the time.

Source: http://en.wikipedia.org/wiki/Popcorn_(song)

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

3579. Re: Best database from the command line

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-23 09:17:52 UTC
From: Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>
Message-ID: <slrndj7i20.pm8.steve@randy.dedrat.com>
Source record: 9936

On 2005-09-21, Michael Duffy <mqduffy@comcast.net> wrote:
> What's the best Database I can run from the Spartados command line?

I'm not sure whether it was ever cracked to .COM type format but
the best Atari 8 bit database always used to be SynFile+.

I have been playing a little with the 6502 cross compiler CC65
which creates .COMs from C source and its quite possible some
open source C database (or an old MSDOS one) could be compiled
with minor alterations, although disk and memory is limited on
the 8 bits.

--
Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>

3580. Re: Atari 400 Popcorn by J-vibe

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-23 17:31:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <FZWYe.152$3o.3430@typhoon.sonic.net>
Source record: 9937

Brad Rogers <brad@pianosa.freeserve.co.uk> wrote:
> On Thu, 22 Sep 2005 21:54:09 +0000, William Kendrick wrote:

>> Neat version. Popcorn's actually a Jean-Michel Jarre song.

> He covered it, yes.

Well I'll be! :)

> Composed by Gershon Kingsley for his LP "Music to
> Moog By" in 1969. I recall hearing not long after that. Probably early
> 1970, I'd have been 9 at the time.

> Source: http://en.wikipedia.org/wiki/Popcorn_(song)

Cool, thx! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3581. Re: RETRO:BYTES magazine!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-23 19:53:14 UTC
From: retrocomtoday@aol.com
Message-ID: <1127505194.532810.225660@g43g2000cwa.googlegroups.com>
Source record: 9938

Alright, a mock cover has been uploaded to the site and things are moving along nicely.

Take a look and please feel free to ask any questions, post any comments etc...

Regards,

Shaun.

3582. OT: Cellphone game!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-24 00:45:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ok1Ze.31$Aw.521@typhoon.sonic.net>
Source record: 9939

Okay, so it's nothing very Atari-esque, but it's my first successful
(in the US) cellphone game. Thanks to all my Atari pals for helping me
through figuring out how to program cleverly over the years. :^)

http://www.penultimate.com/wordnerd/

Here's a pretty nice review it got, too!

http://www.wgamer.com/gamedir/game-5984&page=REVIEW

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3583. Re: Atari 400 Popcorn by J-vibe

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-24 10:28:20 UTC
From: Brad Rogers <brad@pianosa.freeserve.co.uk>
Message-ID: <pan.2005.09.24.10.28.19.311868@pianosa.freeserve.co.uk>
Source record: 9940

On Fri, 23 Sep 2005 17:31:17 +0000, William Kendrick wrote:

>> Source: http://en.wikipedia.org/wiki/Popcorn_(song)
> Cool, thx! :)

You're welcome.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

3584. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-24 10:57:36 UTC
From: none <"jim\\@(none)">
Message-ID: <43353125@news.eftel.com>
Source record: 9941

Slor wrote:
> Jerry Fulkerson!
>
> You may have seen Jerry post a while back that he was looking to get rid of
> all his 8-bit stuff prior to a move, and I was lucky enough to become the
> recipient of it this weekend. Except for the gas I put in my car to make
> the trip upstate, I got a great pile of hardware, software, and more
> technical manuals that I could ever read for the low low price of FREE.
> The guy wouldn't even take money for gas after offering to meet me partway
> down to save an hour from my trip. Needless to say, I couldn't wait to
> start going through the 9 (yes, 9) boxes when I got home. Rumor has it
> there may even be one more hiding somewhere in the Fulkerson garage...
>
> I will be doing my best to pass on the favor by offering up a number of the
> items, such as some of my now duplicate books and carts, to anyone who is
> close enough to pick up or is willing to pay the shipping to get them.
> Right off the bat, I can tell you I'll be looking to pass the cassettes and
> the ANTIC magazines (and there's a lot of them) on to someone who will have
> more use for them than me, so give me a yell if you're interest. The rest
> I will post for grabs after I have finished sorting through stuff. Here's
> the haul:
>
> http://www.slor.net/a8/photos
>
> Thanks again to Jerry for the ultra-generous donation to Slor's 8-bit
> collection - should he happen to ever read this group again. For the rest
> of you, I thought I would share this excellent experience dealing with a
> former Atarian.
>
is that a couple of INDUS GTś on the left there?

JAmes

3585. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-24 18:07:47 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <t07ui1542aciru81tsffvdflm4jip31qst@4ax.com>
Source record: 9942

Docrotcod a ï¿½crit:

>> Just wanted to let everyone know that Wal-Mart has some Atari Flashback
>>units (1st rev) on clearance for $15.00
>>
euh..newbie question:what is an "Atari Flashback" ?

tnx in advance.

T0M

3586. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-24 20:07:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <PliZe.3153$oc.404@newsread2.news.pas.earthlink.net>
Source record: 9943

T0M wrote:
> Docrotcod a ï¿½crit:
>
>
>>> Just wanted to let everyone know that Wal-Mart has some Atari Flashback
>>>units (1st rev) on clearance for $15.00
>>>
>
> euh..newbie question:what is an "Atari Flashback" ?
>
> tnx in advance.

Simple answer is an inexpensive clone game box that lets you play old Atari games.

Complex answer is how they do it. Pirate Nintendo on a chip emulating an Atari 2600. People have hacked cartridge ports onto these things so they can play NES cartridges. Rumor is next round will be a native Atari 8bit on a chip.

3587. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 01:38:20 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <dnvbj1t4m2fmp2htl8fr47ga0737gkek43@4ax.com>
Source record: 9944

On Sat, 24 Sep 2005 20:07:11 GMT, Rick Cortese
<ricortes@earthlink.net> wrote:

>Complex answer is how they do it. Pirate Nintendo on a chip emulating an
>Atari 2600. People have hacked cartridge ports onto these things so they
>can play NES cartridges. Rumor is next round will be a native Atari 8bit
>on a chip.

This answer is misleading. I know of noone that has hacked a NES
cart slot on a flashback. There are 2 versions currently. V1.o was
rushed to market and it is as you say a NES on a chip with ported 2600
games. The FB 2.0 is a 2600 on a chip and many hacks exist for this
model that allow you to add a cart port and run 2600 games.

The FB 3.0 will be some type of 8bit (400/800/xl/xe/5200) on a chip.

3588. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 03:28:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <5PoZe.7210$P34.345@okepread07>
Source record: 9945

Let's hope the 8bit version (i'm most excited about this one) includes
ability to hack and add sio port and maybe even pbi.

Thomas

"kevin" <kevnospam242@gmail.com> wrote in message
news:dnvbj1t4m2fmp2htl8fr47ga0737gkek43@4ax.com...
> On Sat, 24 Sep 2005 20:07:11 GMT, Rick Cortese
> <ricortes@earthlink.net> wrote:
>
>>Complex answer is how they do it. Pirate Nintendo on a chip emulating an
>>Atari 2600. People have hacked cartridge ports onto these things so they
>>can play NES cartridges. Rumor is next round will be a native Atari 8bit
>>on a chip.
>
> This answer is misleading. I know of noone that has hacked a NES
> cart slot on a flashback. There are 2 versions currently. V1.o was
> rushed to market and it is as you say a NES on a chip with ported 2600
> games. The FB 2.0 is a 2600 on a chip and many hacks exist for this
> model that allow you to add a cart port and run 2600 games.
>
> The FB 3.0 will be some type of 8bit (400/800/xl/xe/5200) on a chip.
>
>
>
>
>

3589. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 05:06:53 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <NfqZe.3561$0m6.1210@newsread3.news.pas.earthlink.net>
Source record: 9946

kevin wrote:
> On Sat, 24 Sep 2005 20:07:11 GMT, Rick Cortese
> <ricortes@earthlink.net> wrote:
>
>
>>Complex answer is how they do it. Pirate Nintendo on a chip emulating an
>>Atari 2600. People have hacked cartridge ports onto these things so they
>>can play NES cartridges. Rumor is next round will be a native Atari 8bit
>>on a chip.
>
>
> This answer is misleading. I know of noone that has hacked a NES
> cart slot on a flashback. There are 2 versions currently. V1.o was
> rushed to market and it is as you say a NES on a chip with ported 2600
> games. The FB 2.0 is a 2600 on a chip and many hacks exist for this
> model that allow you to add a cart port and run 2600 games.
>
> The FB 3.0 will be some type of 8bit (400/800/xl/xe/5200) on a chip.
>

Was done on a NOAC.
http://img294.echo.cx/img294/8437/portendochip6lb.jpg

3590. Looking for PL65 language for Atari 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 12:10:04 UTC
From: toomyem@gmail.com
Message-ID: <1127650204.955302.170770@g49g2000cwa.googlegroups.com>
Source record: 9947

Does anyone know anything about this PL65 language for Atari 8-bit
computers? Anyone had been using it? Has a copy of this compiler?

Regards,
tomekM

3591. Re: Atari Flashback

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 13:26:13 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <hh8dj1djbhrvh4ukf3jjr5tj6h530qrvsu@4ax.com>
Source record: 9848

tnx so much to everyone for your answers !

T0M

3592. Re: Looking for PL65 language for Atari 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 15:43:30 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <d4hdj1peomhuorj8bnl5j1c1lqqfbnlnb6@4ax.com>
Source record: 9849

On 25 Sep 2005 05:10:04 -0700, toomyem@gmail.com wrote:

>Does anyone know anything about this PL65 language for Atari 8-bit
>computers? Anyone had been using it? Has a copy of this compiler?

You probably found this in the FAQ (section kept by Freddy Offenga):

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package..... : compiler, editor, library, sample game
features..... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3593. [ANNC] Dis6502 1.9 released

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-25 16:48:26 UTC
From: Slor <semaj@rols.ten>
Message-ID: <1127666906.f44d8cc8a51f2d63da0b6ccf88ed0175@teranews>
Source record: 9850

```
This is a major release and perhaps the last for a bit, including
segment and byte modification as well as a small assembler:

http://sourceforge.net/project/showfiles.php?group_id=145747

New features:
- Bytes in the dump window can be edited.
- A small assembler is included in the dump window.
- A log window displays log and error messages. No more message box.
- Segment properties (start address and type) can be modified.
- Added an option to split a segment
- Added an optin to remove bad segments (generated by xmodem padding).
- Ability to generate relative labels for an address range
- New dialog box to customize default path for all kind of files.
- Output format is now saved in INI file
- The address of a label is displayed as a comment when selecting a
line in the disassembly window.

--
Slor
```

3594. Re: Slor's 2005 "Nice Guy of the Year" award goes to...

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-26 01:12:26 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96DCCD90714CBemuslor@216.196.97.136>
Source record: 9851

Despite all prevention efforts, none <""jim\"@(none)"> wrote in
news:43353125@news.eftel.com:

>>
> is that a couple of INDUS GTś on the left there?
>

You are correct. One of them has been modified as well with normal/slow
toggle, knob for slow speed adjust, and a note by the dips that reads "aux
4 up protect off" (as if the dip switch functionality has been changed to
suit another purpose).

--
Slor

3595. Re: Looking for PL65 language for Atari 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-26 08:37:48 UTC
From: Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>
Message-ID: <slrndjfcqs.81m.steve@randy.dedrat.com>
Source record: 9852

On 2005-09-25, toomyem@gmail.com <toomyem@gmail.com> wrote:
> Does anyone know anything about this PL65 language for Atari 8-bit
> computers? Anyone had been using it? Has a copy of this compiler?

A quick google finds

<http://www.atariage.com/forums/index.php?showtopic=62502>

--
Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>

3596. name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 10:56:56 UTC
From: lateseptemberdog@gmx.net
Message-ID: <1127818616.757605.18390@g47g2000cwa.googlegroups.com>
Source record: 9853

Hi,

i just remembered a scene from a game which i played 15 years ago on my good old XL. The problem is, i cant remember much.

I think it was something in a human body and the player was fighting against a virus or something.

Has anybody an idea?

greetz falko

3597. name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 10:57:02 UTC
From: lateseptemberdog@gmx.net
Message-ID: <1127818622.927847.166520@o13g2000cwo.googlegroups.com>
Source record: 9854

Hi,

i just remembered a scene from a game which i played 15 years ago on my good old XL. The problem is, i cant remember much.

I think it was something in a human body and the player was fighting against a virus or something.

Has anybody an idea?

greetz falko

3598. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 12:10:49 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <dhbcsa$917$1@news.al.sw.ericsson.se>
Source record: 9855

<lateseptemberdog@gmx.net> wrote in message
news:1127818616.757605.18390@g47g2000cwa.googlegroups.com...
> Hi,
>
> i just remembered a scene from a game which i played 15 years ago on my
> good old XL. The problem is, i cant remember much.
>
> I think it was something in a human body and the player was fighting
> against a virus or something.
>
> Has anybody an idea?

Probably "Bio Defense".

The version I played had speech.

Anders

3599. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 12:33:14 UTC
From: lateseptemberdog@gmx.net
Message-ID: <1127824394.732798.228110@g43g2000cwa.googlegroups.com>
Source record: 9856

That is the game! Thank you very much!

greetz Falko

3600. *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 14:05:36 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1127829936.761164.135220@z14g2000cwz.googlegroups.com>
Source record: 9857

my question:
http://www.lawguru.com/cgi/bbs/mesg.cgi?i=646134828

their reply:
http://www.lawguru.com/cgi/bbs/mesg.cgi?i=226057143

in other words, just as i had suspected, Lance Rhenquist would need to establish copyright ownership for which he obviously has not and cannot; that bill of sale from Bob Klaas to Lance Rhenquist only specifies BBS Express Pro and certain (only certain but not a blanket coverage) source code written for SpartaDOS 3.3 including code written by Bob Klaas, Chris King, Steve Carden, and others mentioned in the bill of sale. Lance Rhenquist not only does not hold the copyrights to any FTe or ICD products nor is he the copyright owner of said software as he has not been able to establish ownership. As I stated before, I don't even think he has the source code to any FTe or ICD softwares excluding that particular code written by Bob Klaas for SpartaDOS 3.3

Somehow I do not think Mike Hohman is going to come after me or anyone else who uses or disects or enhances SpartaDOS, Action, or anyother FTe or ICD softwares; but if Mike were to come after me, he'd also be able to go after Lance as well, correct? After all, if we want to get picky, Lance maybe illegally copying ICD and or FTe softwares and selling it for a profit (and at the same time claiming false copyright ownership).

Lance has nothing on me (or anyone else who chooses to "hack" SpartaDOS), nor has he any ICD or FTe source code as he has claimed.

This matter is now put to rest; Do not be afraid to do with SpartaDOS or Action! or BASIC XE or other ICD / FTe softwares as you will (i guess so, or at least until the true Mike Hohman or true copyright owner speaks up and requests a stop to this)

Woodzy
http://www.rtdos.com

3601. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 19:52:19 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Tph_e.147207$dP1.504138@newsc.telia.net>
Source record: 9858

<lateseptemberdog@gmx.net> skrev i meddelandet
news:1127824394.732798.228110@g43g2000cwa.googlegroups.com...
> That is the game! Thank you very much!

You're welcome!

Here is a link to an info page about this game:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=635

Anders

3602. Games with speech synthesis? (was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 21:11:24 UTC
From: Thorsten Günther <guenther@dilgar.de>
Message-ID: <1foavug4gtwah.dlg@dilgar.de>
Source record: 9859

On Tue, 27 Sep 2005 14:10:49 +0200 Anders Skelander <ansk@hotmail.com>
wrote:
> <lateseptemberdog@gmx.net> wrote in message
> news:1127818616.757605.18390@g47g2000cwa.googlegroups.com...
>> i just remembered a scene from a game which i played 15 years ago on my
>> good old XL. The problem is, i cant remember much.
>>
>> I think it was something in a human body and the player was fighting
>> against a virus or something.
>>
>> Has anybody an idea?
>
> Probably "Bio Defense".
>
> The version I played had speech.

Reminds me: is there a complete list of Atari 8bit games with speech
synthesis?

The titles I had known yet: Castle Wolfenstein, Tumble Bugs, Kennedy
Approach (great!).

Thorsten

3603. Re: Games with speech synthesis? (was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 21:59:22 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <vIWdnaQCq8JKIqTe4p2dnA@telenor.com>
Source record: 9860

> The titles I had known yet: Castle Wolfenstein, Tumble Bugs, Kennedy
> Approach (great!).
>
> Thorsten

Wasn't there some in Whomper Stomper (I think it was?). Also opening of Ghostbusters, A8 version lacks the in game speech the C64 had, sadly. Poker Sam (well, if Tumble Bugs counts)

3604. Re: Games with speech synthesis? (was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 22:00:33 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <c6gjj1ddp38a8qregv3thelo25gh7vnsq3@4ax.com>
Source record: 9862

On Tue, 27 Sep 2005 23:11:24 +0200, Thorsten Gï¿½nther
<guenther@dilgar.de> wrote:

>Reminds me: is there a complete list of Atari 8bit games with speech
>synthesis?
>
>The titles I had known yet: Castle Wolfenstein, Tumble Bugs, Kennedy
>Approach (great!).

Blackjack "Place yer bet"

how about ET "et phone home et phone home!"

3605. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 22:01:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <0_GdnY2S1s_cXaTeRVnzvA@telenor.com>
Source record: 9861

Hi, Anders!

Still Atari for you too? Long time. Still got hardware or are you using
emulators?

How is Sweden for Atari 8-bits? Anywhere to buy stuff or any clubs or
something?

Take Atarian care

"Anders Skelander" <ansk@hotmail.com> skrev i melding
news:Tph_e.147207$dP1.504138@newsc.telia.net...
>
> <lateseptemberdog@gmx.net> skrev i meddelandet
> news:1127824394.732798.228110@g43g2000cwa.googlegroups.com...
> > That is the game! Thank you very much!
>
> You're welcome!
>
> Here is a link to an info page about this game:
>
> http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=635
>
> Anders
>
>

3606. Re: Games with speech synthesis? (was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 22:01:28 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <f8gjj19bor1p4vv5lk5hbvafs92o223hoa@4ax.com>
Source record: 9863

On Tue, 27 Sep 2005 18:00:33 -0400, kevin <kevnospam242@gmail.com>
wrote:

>Blackjack "Place yer bet"
>
>how about ET "et phone home et phone home!"

oh and Bezerk talked as well.. also the recently uncovered Sinistar
prototype (I know doesnt really count) that is all I can think of.

3607. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-27 22:44:23 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <5lijj15u2bag9pv08k5bkvm1sjc1os07gv@4ax.com>
Source record: 9864

On 27 Sep 2005 07:05:36 -0700, "*ProteanThread*" <rtdos@rtdos.com>
wrote:

>my question:
>http://www.lawguru.com/cgi/bbs/mesg.cgi?i=646134828
>
>their reply:
>http://www.lawguru.com/cgi/bbs/mesg.cgi?i=226057143
>
>in other words, just as i had suspected, Lance Rhenquist would need to
>establish copyright ownership for which he obviously has not and
>cannot; that bill of sale from Bob Klaas to Lance Rhenquist only
>specifies BBS Express Pro and certain (only certain but not a blanket
>coverage) source code written for SpartaDOS 3.3 including code written
>by Bob Klaas, Chris King, Steve Carden, and others mentioned in the
>bill of sale. Lance Rhenquist not only does not hold the copyrights to
>any FTe or ICD products nor is he the copyright owner of said software
>as he has not been able to establish ownership. As I stated before, I
>don't even think he has the source code to any FTe or ICD softwares
>excluding that particular code written by Bob Klaas for SpartaDOS 3.3
>
>Somehow I do not think Mike Hohman is going to come after me or anyone
>else who uses or disects or enhances SpartaDOS, Action, or anyother FTe
>or ICD softwares; but if Mike were to come after me, he'd also be able
>to go after Lance as well, correct? After all, if we want to get
>picky, Lance maybe illegally copying ICD and or FTe softwares and
>selling it for a profit (and at the same time claiming false copyright
>ownership).
>
>Lance has nothing on me (or anyone else who chooses to "hack"
>SpartaDOS), nor has he any ICD or FTe source code as he has claimed.
>
>This matter is now put to rest; Do not be afraid to do with SpartaDOS
>or Action! or BASIC XE or other ICD / FTe softwares as you will (i
>guess so, or at least until the true Mike Hohman or true copyright
>owner speaks up and requests a stop to this)
>
>
>Woodzy
>http://www.rtdos.com

Well that is good news since I sell AtariMax's cart versions of OSS
programming software like Mac/65, Action, BASIC XL, and BASIC XE. I

was under the assumption that these were in the public domain now?

I have also reproduced the BASIC XL manual in PDF form and will be selling repro's of the PDF in printed format. Currently working on Action!, then Mac/65, then finally BASIC XE. PDF is available free from the site, the the manuals will be for sale minimally over the cost of printing.

Corey
8-Bit Classics

3608. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 00:02:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <t4l_e.502$Aw.7807@typhoon.sonic.net>
Source record: 9865

Vidar Olavesen <olavese@online.no> wrote:
> Wasn't there some in Whomper Stomper (I think it was?). Also opening of
> Ghostbusters, A8 version lacks the in game speech the C64 had, sadly. Poker
> Sam (well, if Tumble Bugs counts)

Are we talking _synthesis_ or _digitization_? :)

For example, Poker Sam was synthesized, whereas Ghostbusters was digitized.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3609. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 00:53:56 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Rq2dnY5lXIZcdaTe4p2dnA@telenor.com>
Source record: 9866

> Are we talking _synthesis_ or _digitization_? :)
>
> For example, Poker Sam was synthesized, whereas Ghostbusters was
digitized.

Yes, that's why I said if Tumble Bugs counts, cause that's synthesized also.

And an obvious I forgot, Pop'N'Rocker (Parrot program) has digitized sounds.

3610. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 01:38:30 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <jvsjj15gu2v1qpoemg3f7elsoft2ngaoin@4ax.com>
Source record: 9867

On Wed, 28 Sep 2005 02:53:56 +0200, "Vidar Olavesen"
<olavese@online.no> wrote:

>> Are we talking _synthesis_ or _digitization_? :)
>>
>> For example, Poker Sam was synthesized, whereas Ghostbusters was
>digitized.
>
>Yes, that's why I said if Tumble Bugs counts, cause that's synthesized also.
>
>And an obvious I forgot, Pop'N'Rocker (Parrot program) has digitized sounds.
>

digitized? well then... Whomper Stomper and Et Phone Home are the
only ones that come to mind.

3611. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 05:14:33 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <1o8kj1h27grj0ljl0t8pof4t7s4rv00vbj@4ax.com>
Source record: 9868

8-Bit Classics <corey@8bitclassics.com>:

>Well that is good news since I sell AtariMax's cart versions of OSS
>programming software like Mac/65, Action, BASIC XL, and BASIC XE. I
>was under the assumption that these were in the public domain now?

Nope, not unless they were put into the public domain by the copyright
holders.

They probably fall more into the realm of AbadonWare. Copyright laws (in
the US and any country under the Berne Convention <IIRC>) extend for at
about 75 years (depends on a number of factors) and they could bring a
lawsuit at any time. It's different than trademark law where you have to
protect your trademark or risk losing it.

There is the issue of damages though... not too much money changing hands
with this old software. Still, you are taking a certain risk selling
someone else's work.

Don't get the wrong impression-this is all just information. I'm all for
keeping the 8-bit alive.

Shawn Jefferson
(fix reply to for email)

3612. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 05:19:12 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <6s9kj1t10a3b3c23a9fa1n7fu0qhgm3nq0@4ax.com>
Source record: 9869

```
Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>:

>They probably fall more into the realm of AbadonWare.

err.. AbandonWare. :)

---
Shawn Jefferson
(fix reply to for email)
```

3613. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 08:05:49 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dhdistkvn1@mamenchi.zrz.TU-Berlin.DE>
Source record: 9870

Hi,

> > Wasn't there some in Whomper Stomper (I think it was?). Also opening of
> > Ghostbusters, A8 version lacks the in game speech the C64 had, sadly. Poker
> > Sam (well, if Tumble Bugs counts)

> Are we talking _synthesis_ or _digitization_? :)

> For example, Poker Sam was synthesized, whereas Ghostbusters was digitized.

Sorry, but that's not correct. The "enhanced" version of Ghostbusters
uses the same speech engine that Kennedy Approach uses ("Electronic Speech
Systems Berkeley" IIRC), it's both (mostly) synthesized.

Another game - though most likely only available in germany - was "Nadral".
This one was digitized speech.

So long,
Thomas

3614. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 08:20:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <pns_e.553$Aw.8358@typhoon.sonic.net>
Source record: 9871

kevin <kevnospam242@gmail.com> wrote:
> digitized? well then... Whomper Stomper and Et Phone Home are the
> only ones that come to mind.

Ghostbusters! :)

And somewhat more recently, Mirax Force and Megablast.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3615. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 08:21:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <Xns_e.554$Aw.8249@typhoon.sonic.net>
Source record: 9872

Thomas Richter <thor@mersenne.math.tu-berlin.de> wrote:
> Sorry, but that's not correct. The "enhanced" version of Ghostbusters
> uses the same speech engine that Kennedy Approach uses ("Electronic Speech
> Systems Berkeley" IIRC), it's both (mostly) synthesized.

Whoops! Then I remembered what it sounded like incorrectly. Sorry :)
sigh

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3616. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 09:07:37 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <dhdmgq$6gk$1@news.al.sw.ericsson.se>
Source record: 9873

"Vidar Olavesen" <olavese@online.no> wrote in message
news:0_GdnY2S1s_cXaTeRVnzvA@telenor.com...
> Hi, Anders!
>
> Still Atari for you too? Long time. Still got hardware or are you using
> emulators?
>
> How is Sweden for Atari 8-bits? Anywhere to buy stuff or any clubs or
> something?
>
> Take Atarian care

Hi there Vidar,

I am happy with my quite large collection of Atari stuff, the favourite is probably the Atari 800, which with its 810 disk drive looks super cool. It is the perfect style item representing year 1980.

I use it to write assembler programs occasionally.

Sadly, most of the collection is packed in large boxes, waiting for the day that never comes, when I can open a mini museum. Museum sounds boring, doesn't it? It should definitely be an action filled museum.

There probably is at least one Atari club in Sweden, but I am a lone Atari ranger.

From 1995-2000 I bought lots of Atari items on flea markets. Today almost everything is gone. The only thing I can find is broken Sega Megadrives (Genesis).

Anders

3617. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 11:28:33 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2hvkj1paq0anl8kk0ecgtg3t088am5ttjs@4ax.com>
Source record: 9874

On Wed, 28 Sep 2005 08:20:37 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Ghostbusters! :)

My copy of GB didnt talk, it did have good sound, but I distinctly rem it not talking (as apposed to the c64 version). All my stuff was pirated so maybe I had a prototype version...

3618. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 12:21:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <433ab7ca14d842@comcast.net>
Source record: 9877

>Vidar Olavesen <olavese@online.no> wrote:
>> Wasn't there some in Whomper Stomper (I think it was?). Also opening of
>> Ghostbusters, A8 version lacks the in game speech the C64 had, sadly. Poker
>> Sam (well, if Tumble Bugs counts)
>
>Are we talking _synthesis_ or _digitization_? :)
>
>For example, Poker Sam was synthesized, whereas Ghostbusters was digitized.

My favorite is Castle Wolfenstein.

3619. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 19:49:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <8tC_e.605$Aw.9062@typhoon.sonic.net>
Source record: 9875

```
Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>:
>>They probably fall more into the realm of AbadonWare.
> err.. AbandonWare. :)

Heh, just say you had a cold when you typed it. :)

-bill!
```

3620. Re: Games with speech synthesis?

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 20:55:04 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Z_OdnR1Ox4Hdn6be4p2dnA@telenor.com>
Source record: 9876

> My copy of GB didnt talk, it did have good sound, but I distinctly rem
> it not talking (as apposed to the c64 version). All my stuff was
> pirated so maybe I had a prototype version...

It was only before the music, it says Ghostbusters and laughs. That's it, no
"You slimed me"

3621. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-28 23:15:45 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <8r8mj1d9os88kuukjku69o9riliv5d03qe@4ax.com>
Source record: 9878

On Wed, 28 Sep 2005 19:49:24 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
>> Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>:
>>>They probably fall more into the realm of AbadonWare.
>> err.. AbandonWare. :)
>
>Heh, just say you had a cold when you typed it. :)
>
>-bill!

I don't have a problem getting permission, as I have received permission for reproductions on couple other items. Don't even have a problem paying for the use on items also as long as it is fair. But until them, specifically on these items, it will be a wait and see I guess. I have had so many requests, finally got some people to send me their copies of the manuals to reproduce. Just decided to offer printed versions for those who don't like reading on the screen. Just ordered a copy for myself to view before make it public.

Corey

3622. Re: Need help with 1025 printer

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-29 02:04:47 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <ubKdnTUeFoIk1qbeRVn-ig@comcast.com>
Source record: 9879

<micrologix1500@yahoo.com> wrote in message
news:1126835040.538064.35770@z14g2000cwz.googlegroups.com...
> The printer was in your closet and it had a mud wasp nest in it?!
> (must have to sleep with one eye open :)

(sorry for the slow reply)

Lol, it wasn't exactly stored in a closet... I stuffed it in a shed at my parents place several years ago after being evicted from my rental house. The landlord died, and his kids kicked me out. I had nowhere to put my beloved atari equipment, so it got stuck in a shed, exposed to high humidity, extreme summer heat, and bone chilling winter cold. Only thing that was in need of cleaning was the 1025, but all the pens for my 1020 dried out. :(

Considering the lousy location I stored itin, i think I was incredibly lucky all I had was a wad of mud in the drive belt.

--
David Bowden

3623. Re: Games with speech synthesis? (was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-29 05:25:59 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <59316$433b7adb$50ab0760$29929@news1.surfino.com>
Source record: 9880

Hi there!

"Grand Prix Simulator" by Code Masters and "Bop'n'Wrestle" by Mindscape
have digitised speech as well.

Cheers,

Frank

3624. Looking for RAM upgrade for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-29 08:19:56 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <EZKdndUoLNwwPqbeRVn-jg@comcast.com>
Source record: 9881

I have a 130XE with various mods already performed to it, and I am ready to upgrade the memory.

After reading an article in Antic Vol. 7, #7 by Dr. Brilliant, I noticed you start loosing things after the 320K mark. At 576, you loose the built in self test (big friggin deal), but the 1088K mod kills the built in ROM BASIC.

I would like to retain my built in BASIC, but could care less about the self test.

Anywhere I can buy the 576K upgrade? Or find a schematic & component list to build my own, and maybe a place where I can buy the shit I need for it.

--
David Bowden

3625. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-29 10:17:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509290314140.24008-100000@onyx.spiritone.com>
Source record: 9882
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3626. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-29 10:24:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com>
Source record: 9883
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
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http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3627. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-30 02:41:39 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Nz1%e.4488$ST1.1086@bignews4.bellsouth.net>
Source record: 9884

I don't know of any.

But it maybe on the net somewhere.

I've tried to contact ICD, but get no reply regarding Atari stuff.

If not, someone who has one with the right knowledge and time could
come up with a diagram or schematic.

I wonder since it has 2 cart ports if more than 2 could be made in a
design?

Not sure if it would be useful or not.

phantomm@bellsouth.net

"Michael Duffy" <mqduffy@comcast.net> wrote in message
news:EoKdnYkC4aP28KzeRVn-1A@comcast.com...
> Is there a "schematic' of it somewhere?
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:vo3Ye.3843$P34.2616@okepread07...
>> No.. in fact if you look at the design it's a single layer pcb with
>> no ic's or anything..Looks VERY simple.
>>
>> Thomas
>>
>> "Phantom" <phantomm@bellsouth.net> wrote in message
>> news:eq0Ye.3843$_55.1191@bignews6.bellsouth.net...
>>>
>>> Same here, only have one and need it when I use the MIO on the
>>> 130XE.
>>>
>>> If these are in demand, it shouldn't be to difficult for someone to
>>> come up
>>> with a similar design.
>>>
>>> phantomm@bellsouth.net
>>>
>>>
>>>
>>> "Docrotcod" <rahbart@cox.net> wrote in message
>>> news:bfNXe.3222$P34.2209@okepread07...
>>>> From what I understand those are pretty rare now. I have one but
>>>> i'm currently using it on my BBS.
>>>>

>>>> Thomas
>>>>
>>>> "russg" <russgilb@MUNGEsbcglobal.net> wrote in message
>>>> news:YWLXe.385$4u4.201@newssvr19.news.prodigy.com...
>>>>>
>>>>> "Michael Duffy" <mqduffy@MUNGEcomcast.net> wrote in message >
>>>>> Anybody know
>>>>> where you can get an XE adaptor? You use it to hook up stuff to
>>>>>> an XE computer.
>>>>>>
>>>>> I think you're talking about and ECI to PBI
>>>>> adapter. It is used to attach and MIO or Black
>>>>> Box to the 130XE. Is this it? The 130XE has
>>>>> a ECI port. It is a cart port plus another port
>>>>> that adds up to a PBI port.
>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>
>>
>
>

3628. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-30 16:58:59 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <n9e%e.5010$zQ3.1690@newsread1.news.pas.earthlink.net>
Source record: 9885

Phantom wrote:
> I don't know of any.
>
> But it maybe on the net somewhere.
>
> I've tried to contact ICD, but get no reply regarding Atari stuff.
>
> If not, someone who has one with the right knowledge and time could
> come up with a diagram or schematic.

A problem with the old ICD stuff is small market and obsolete designs.

Just as a for instance, you would want an XE adaptor *IF* you had a MIO. The MIO's were designed to use Zip<?> RAM which I doubt is still being manufactured. No one will ever make the old MIO's again. Not trying to be brutal, but the way to do it would be buy an 800XL to use any old MIO someone finds because it would be cheaper then trying to get a run of XE adapters made.

I think a good test for viability would be: Would a good designer use the same parts today? There was some stuff like a 6551 in the MIO that was good'nuff to still be used, but the way RAM expansion and a scuzzy hard drive were added is very questionable.

Faster/cheaper/lower current/static CMOS memory is available that eliminates the need for refresh. IDE is ubiquitous and is the way to go.

About the only thing it would change in the way we work is to have huge battery backed up RAMdisks so we wouldn't have to reload whatever we wanted to work with that day.

3629. How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-30 22:47:27 UTC
From: ruby <garyrubinstein@yahoo.com>
Message-ID: <1128120447.739043.155620@g47g2000cwa.googlegroups.com>
Source record: 9886

Hi there,

I'm running DOS 2.5 on an emulator and I have a disk image with a bunch of games on it. When I do 'A return return, I see all the names of the games, but then when I type 'L' and it asks for the name and I type SHAMUS or SHAMUS.BIN or even SHAM* I get an error 164. What is that?

Thanks

3630. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-30 23:14:56 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <BEj%e.13845$yl.5924@bignews1.bellsouth.net>
Source record: 9887

Regarding FTE,

Has anyone had any contact with the owner(s) of FTE regarding the ICD
Atari
8-bit items that they suppose to now own?

I would like to know if they (FTE) have any plans to sell now or in the
future any of the ICD Atari 8-bit products that they got from ICD, if
they
have anything left??

I would like to see SpartaDOS X supported and improved upon if
possible. As well as some of the other software and hardware.

phantomm@bellsouth.net

"*ProteanThread*" <rtdos@rtdos.com> wrote in message
news:1127829936.761164.135220@z14g2000cwz.googlegroups.com...
> my question:
> http://www.lawguru.com/cgi/bbs/mesg.cgi?i=646134828
>
> their reply:
> http://www.lawguru.com/cgi/bbs/mesg.cgi?i=226057143
>
> in other words, just as i had suspected, Lance Rhenquist would need to
> establish copyright ownership for which he obviously has not and
> cannot; that bill of sale from Bob Klaas to Lance Rhenquist only
> specifies BBS Express Pro and certain (only certain but not a blanket
> coverage) source code written for SpartaDOS 3.3 including code written
> by Bob Klaas, Chris King, Steve Carden, and others mentioned in the
> bill of sale. Lance Rhenquist not only does not hold the copyrights
> to
> any FTe or ICD products nor is he the copyright owner of said software
> as he has not been able to establish ownership. As I stated before, I
> don't even think he has the source code to any FTe or ICD softwares
> excluding that particular code written by Bob Klaas for SpartaDOS 3.3
>
> Somehow I do not think Mike Hohman is going to come after me or anyone
> else who uses or disects or enhances SpartaDOS, Action, or anyother
> FTe
> or ICD softwares; but if Mike were to come after me, he'd also be able
> to go after Lance as well, correct? After all, if we want to get
> picky, Lance maybe illegally copying ICD and or FTe softwares and
> selling it for a profit (and at the same time claiming false copyright

> ownership).
>
> Lance has nothing on me (or anyone else who chooses to "hack"
> SpartaDOS), nor has he any ICD or FTe source code as he has claimed.
>
> This matter is now put to rest; Do not be afraid to do with SpartaDOS
> or Action! or BASIC XE or other ICD / FTe softwares as you will (i
> guess so, or at least until the true Mike Hohman or true copyright
> owner speaks up and requests a stop to this)
>
>
> Woodzy
> http://www.rtdos.com
>

3631. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-09-30 23:18:23 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <3Jj%e.1740$OH3.1239@newssvr23.news.prodigy.net>
Source record: 9888

"ruby" <garyrubinstein@MUNGEahoo.com> wrote in message > Hi there,
>
> I'm running DOS 2.5 on an emulator and I have a disk image with a bunch
> of games on it. When I do 'A return return, I see all the names of the
> games, but then when I type 'L' and it asks for the name and I type
> SHAMUS or SHAMUS.BIN or even SHAM* I get an error 164. What is that?
>
> Thanks
I find 'File number mis-match' for 164. Could be
the ATR is corrupted. Seems like you have to say... D:SHAMUS.BIN or
D1:SHAMUS.BIN
I'm not sure.

3632. Re: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 00:04:08 UTC
From: techie_alison <techie_alison2000@yahoo.co.uk>
Message-ID: <dhkjpndan1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9889
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com...

> Atari Books, 20% off. E-Mail or call (503)256-9974!

Hi Ben,

Have been trying to mail you but your replies comes back as emails with
nothing in them (getting paranoid). I'm interested in one of your books
and trying to find out the UK postage costs or if you'd be interested in
doing a straight swap for one of the PeST mouse interfaces.
http://www.retro.dial.pipex.com/pest/

Thanks,

Aly

3633. Re: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 00:27:37 UTC
From: techie_alison <techie_alison2000@yahoo.com>
Message-ID: <dhkl5ngvo1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9890
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"techie_alison" <techie_alison2000@yahoo.co.uk> wrote in message
news:dhkjpndan1@nwrdmz02.dmz.ncs.ea.ibs-infra.bt.com...
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com...
>
> > Atari Books, 20% off. E-Mail or call (503)256-9974!
>
> Hi Ben,
>
> Have been trying to mail you but your replies comes back as emails with..
>

Hi again Ben,

Have just picked up your messages, eventually telnetted into the POP3 server
as my provider recently overhauled their web client to make things
easier....

Awww, really dissapointed. Have been hunting for that book for ages :-)

<<ST Disk Drives:Inside and Out>>

Is earmarked for Exxos's and my next embedded ST project.

Thanks again for replying several times, apols. Keep up the good work. :-)

Friendly regards,

Aly

3634. Re: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 00:35:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0509301716500.9072-100000@onyx.spiritone.com>
Source record: 9891
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Sorry alison, I replied but you did not receive it. I'm sorry to report
the Book has been sold. Sorry! ===Ben===

On Sat, 1 Oct 2005, techie_alison wrote:

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0509290317420.24008-100000@onyx.spiritone.com...
>
> > Atari Books, 20% off. E-Mail or call (503)256-9974!
>
> Hi Ben,
>
> Have been trying to mail you but your replies comes back as emails with
> nothing in them (getting paranoid). I'm interested in one of your books
> and trying to find out the UK postage costs or if you'd be interested in
> doing a straight swap for one of the PeST mouse interfaces.
> http://www.retro.dial.pipex.com/pest/
>
> Thanks,
>
> Aly

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3635. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 01:15:27 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Nql%e.8433$P34.3471@okepread07>
Source record: 9892

The circuit design is very simple. I think it could be fabricated with
ease.

Thomas

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:n9e%e.5010$zQ3.1690@newsread1.news.pas.earthlink.net...
> Phantom wrote:
>> I don't know of any.
>>
>> But it maybe on the net somewhere.
>>
>> I've tried to contact ICD, but get no reply regarding Atari stuff.
>>
>> If not, someone who has one with the right knowledge and time could
>> come up with a diagram or schematic.
>
> A problem with the old ICD stuff is small market and obsolete designs.
>
> Just as a for instance, you would want an XE adaptor *IF* you had a MIO.
> The MIO's were designed to use Zip<?> RAM which I doubt is still being
> manufactured. No one will ever make the old MIO's again. Not trying to be
> brutal, but the way to do it would be buy an 800XL to use any old MIO
> someone finds because it would be cheaper then trying to get a run of XE
> adapters made.
>
> I think a good test for viability would be: Would a good designer use the
> same parts today? There was some stuff like a 6551 in the MIO that was
> good'nuff to still be used, but the way RAM expansion and a scuzzy hard
> drive were added is very questionable.
>
> Faster/cheaper/lower current/static CMOS memory is available that
> eliminates the need for refresh. IDE is ubiquitous and is the way to go.
>
> About the only thing it would change in the way we work is to have huge
> battery backed up RAMdisks so we wouldn't have to reload whatever we
> wanted to work with that day.

3636. FS : Many boxed+new ATARI 2600/800 XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 02:33:54 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1128134034.881653.54120@g47g2000cwa.googlegroups.com>
Source record: 9893

Hello,

I can offer these games, boxed + instructions, still sealed in some cases.

I can ship worldwide and I'll accept paypal.

Most of the games are PAL versions, if NTSC is not mentioned.ATARI 800 XL/XE cartridges are NTSC, but also work on PAL machines.

Please note that I'm in Germany and shipping can be expensive.

Because of the high shipping costs etc., please try to buy games for at

least 30.- , because I cannot send single games for 1,50 or 2.- / package materials are too expensive for small packages.

It's possible to send up to 150 games in 1 package, please ask if you're interested.

I can give you pictures/scans of the games, if you want.

email : ulrich_sternaxe@gmx.de

MG

ATARI 2600 :

5.00 Acid Drop (Salu)
5.00 Alpha Beam with Ernie (ATARI) Kids Controller req.
4.00 Armour Ambush (Telegames)
1.80 * Astro Blast (Telegames)
1.50 * Big Bird's Egg Catch (ATARI) Kids Controller req
4.00 Bobby geht heim (Bit Corp.) very few copies left

3.00 * Bogey Blaster (Telegames)
1.80 * Bump 'n' Jump (Telegames)
2.50 * Chess

5.00 Circus ATARI (ATARI) Paddles req.
4.00 Circus Paddles req.
5.00 Commando (Activision)
1.50 * Cookie Monster (ATARI) Kids Controller req.
4.00 Dancing Plates (Bit Corp.)
4.00 Deadly Discs (Telegames)
4.00 Decathlon (Activision)
5.00 Double Dragon (Activision)

8.00 Fatal Run (ATARI) only 1 copy left

3.00 Football (Telegames)
9.00 Forest (Sancho)

2.50 * Galaxian (ATARI) NTSC
2.00 * International Soccer (Telegames)
3.00 Jungle Hunt (ATARI) NTSC
5.00 * Keyboard Controllers
5.00 Keystone Kapers (Activision)
1.50 * KF Superkicks (Telegames)
4.00 Kung Fu Master (Activision)
3.00 Lock 'n' Chase (Telegames)
3.00 * Mission 3000 (Bit Corp.)
5.00 Moon Patrol (ATARI) NTSC
3.00 * My Golf (Salu)
5.00 Oscar's Trash Race (ATARI) Kids Controller req.
4.00 * Phantom Panzer (Bit Corp.)
1.50 * Pick 'n' Pile (UBI Soft)
1.80 * Quest for Quintana Roo (Telegames) boxes damaged
5.00 Rampage (Activision)
1.80 * RealSports Football (ATARI) NTSC

1.80 * Realsports Tennis (ATARI) PAL or NTSC

1.80 * RealSports Volleyball (ATARI) NTSC

5.00 River Raid 2 (HES, Activision)
4.00 * Schnecke gegen Eichhörnchen (Bit Corp.)

4.00 Sea Monster (Bit Corp.)
4.00 Sesam öffne dich (Bit Corp.)
5.00 Smurf (CBS)
4.00 Space Attack (Telegames)
1.50 * Super Breakout (ATARI) Paddles req-

3.00 Tennis (Activision)
3.00 * Title Match Pro Wrestling (Absolute)

3.00 * Tomcat - F14 Fighter (Absolute)
4.00 * Universal Chaos (Telegames)
4.00 * Weltraum Tunnel (Bit Corp.)
5.00 Winter Games (Epyx)
3.00 World Championship Baseball (Telegames)

1.50 * Mat Mania ATARI 7800
1.50 * Sentinel ATARI 7800

ATARI 800 XL/XE Carts :

3.00 * Ballblazer
3.00 * Crossbow (Lightgun)
3.00 * Hardball
3.00 * One on One
4.00 Star Raiders 2
3.00 * Thunderfox

5.00 Pole Position

XL carts

3.00 * Tennis

XL Disk (48K)

3.00 * Mickey in the Great Outdoors

3637. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 02:51:47 UTC
From: ruby <garyrubinstein@yahoo.com>
Message-ID: <1128135106.990772.166680@g44g2000cwa.googlegroups.com>
Source record: 9894

Neither of those seems to work either. I notice that the names when I view the directory seem pretty long, things like FLIPANDFLOP. Are those names too long for 2.5? I'm using Atari800Win 800 OSB. Should I be emulating on a newer model?

3638. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 03:14:47 UTC
From: ruby <garyrubinstein@yahoo.com>
Message-ID: <1128136487.480380.288380@f14g2000cwb.googlegroups.com>
Source record: 9895

Now I think the problem is that I'm using a big .ATR file (its not the standard 720 sectors) Might I need a better DOS? Where can I get one?

3639. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 04:43:09 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <vto%e.8436$P34.6992@okepread07>
Source record: 9896

Sounds like you need to use MyDOS or SpartaDOS

Thomas

"ruby" <garyrubinstein@yahoo.com> wrote in message
news:1128136487.480380.288380@f14g2000cwb.googlegroups.com...
> Now I think the problem is that I'm using a big .ATR file (its not the
> standard 720 sectors) Might I need a better DOS? Where can I get one?
>

3640. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 05:27:58 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <XL2dnYid173Bg6PeRVn-og@comcast.com>
Source record: 9897

"ruby" <garyrubinstein@yahoo.com> wrote in message
news:1128136487.480380.288380@f14g2000cwb.googlegroups.com...
> Now I think the problem is that I'm using a big .ATR file (its not the
> standard 720 sectors) Might I need a better DOS? Where can I get one?

In my experience, almost all games on ATRs are configured as a SS/SD dos
2.0/810 drive (719 sectors, with 707 usable), or as a dos SS/ED dos 2.5/1050
drive (1023 sectors with 1010 usable).

So if your using DOS 2.5, you should be fine, but if not...

http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm (appears to be
down at the moment. I hope it's just temporary.)

https://www.chebucto.ns.ca/Services/PDA/mydos453.dcm Dunno which emulator
you're using, but you might be able to use dcm images with it. If not,
you'll need to convert it to an ATR. Here's one of Mr. Tucker's utilities to
do just that: http://www.atarimax.com/imagic/download/imagic95.zip

ftp://ftp.atari.art.pl/stuff/mirror/homepages.paradise.net.nz/atari/atari/atr/apps/Mydos%2
04.53.zip
(thanks to XLSearch & Bill Kendrick!)

Also, if you download APE from www.atarimax.com it comes with several ATRs
and at least one ATR of MyDOS 4.53 and SpartaDos.

MyDOS is so very close to DOS 2.0 & 2.5 that you should just be able to fire
it up and run. If you need to know anything else, check out Mathy's page
above, when it comes back up.

Good luck with that.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

3641. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 13:59:07 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <LCw%e.1086$056.415@newssvr19.news.prodigy.com>
Source record: 9748

"ruby" <garyrubinstein@MUNGEyahoo.com> wrote in message news:> Neither of
those seems to work either. I notice that the names when I
> view the directory seem pretty long, things like FLIPANDFLOP. Are
> those names too long for 2.5? I'm using Atari800Win 800 OSB. Should I
> be emulating on a newer model?
Ahh, Yes. DOS 2.5 can't do a large ATR. You need
SpartaDOS, maybe MyDOS, or a boot loader image.
FLIPANDFLOP is legal, it is 8+3, you just don't see
the FLIPANDF.LOP the period. I don't think any DOS
does more than 8+3. Many game files can't load from DOS,
therefore, you need a menu or boot loader image.

3642. Hero and Keystone Kapers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 18:22:20 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <wtA%e.5697$hP.666@newsfe2-gui.ntli.net>
Source record: 9749

I have the original carts of both these, but have wiped over my disk, which I use instead of the carts, can anyone help ? Preferably the multiboot format?

Thanks

3643. 130xe diy memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 20:10:13 UTC
From: "bejueii.synchro.net" <lwblack@gmail.com>
Message-ID: <1128197413.913087.181960@g43g2000cwa.googlegroups.com>
Source record: 9750

For David and others wanting to diy upgrades on their Atari 130xe computer, follow the link http://www.textfiles.com/magazines/ZNET/0041.txt. This is an old zmag text file of how to do it. I have personally performed the Peterson upgrade and found it to be very reliable as long as you keep your soldering puddles under control. It may get tedious at times unsoldering/resoldering so dont rush the effort. Take your time on each and every chip and follow instructions exactly as shown. Hope you find this useful.

3644. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-01 23:43:17 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-A2B277.01431702102005@azure.qinip.net>
Source record: 9751

Howdy Rick, folks

> Just as a for instance, you would want an XE adaptor *IF* you had a MIO.

I never had a MIO, but I ordered an XE adaptor way back when I needed
some cables for my 850. I now use it with my BlackBox. That way, I
have a flexible connection between by BlackBox and my XE. This makes it
easier to move the XE around a little without damaging the
traces/connector.

CU Mathy

3645. Re: 130xe diy memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-02 16:16:30 UTC
From: qwert <pgz@o2.pl>
Message-ID: <pan.2005.10.02.16.16.30.636591@o2.pl>
Source record: 9752

Dnia Sat, 01 Oct 2005 13:10:13 -0700, bejueii.synchro.net napisaďż˝(a):

> For David and others wanting to diy upgrades on their Atari 130xe
> computer, follow the link
> http://www.textfiles.com/magazines/ZNET/0041.txt. This is an old zmag
> text file of how to do it. I have personally performed the Peterson
> upgrade and found it to be very reliable as long as you keep your
> soldering puddles under control. It may get tedious at times
> unsoldering/resoldering so dont rush the effort. Take your time on each
> and every chip and follow instructions exactly as shown. Hope you find
> this useful.

I thing that better is upgrade to 1mb on simm module by pasiu/ssg
http://hardware.atari8.info/

3646. Re: 130xe diy memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-02 16:31:15 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <tp20k1tifo12jjaamohuchhca5g6bbqm61@4ax.com>
Source record: 9753

On Sun, 02 Oct 2005 18:16:30 +0200, qwert <pgz@o2.pl> wrote:

>I thing that better is upgrade to 1mb on simm module by pasiu/ssg
>http://hardware.atari8.info/

nice but I wish there was an english version of this site!!!

3647. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-02 20:41:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <rCX%e.980$Aw.17171@typhoon.sonic.net>
Source record: 9754

ruby <garyrubinstein@yahoo.com> wrote:
> Neither of those seems to work either. I notice that the names when I
> view the directory seem pretty long, things like FLIPANDFLOP.

Nah, they just named the file "FLIPANDF.LOP"

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3648. Re: 130xe diy memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-02 21:16:43 UTC
From: qwert <pgz@o2.pl>
Message-ID: <pan.2005.10.02.21.16.43.523437@o2.pl>
Source record: 9755

Dnia Sun, 02 Oct 2005 12:31:15 -0400, kevin napisaďż˝(a):

> On Sun, 02 Oct 2005 18:16:30 +0200, qwert <pgz@o2.pl> wrote:
>
>>I thing that better is upgrade to 1mb on simm module by pasiu/ssg
>>http://hardware.atari8.info/
>
> nice but I wish there was an english version of this site!!!

there is a similar project done by Sanantronic
site is in english:
http://atari.sk/satantronic/1MBRAM_SMMMU/index.htm

3649. Re: Looking for RAM upgrade for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-02 23:17:23 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-53CE87.01172303102005@azure.qinip.net>
Source record: 9756

Howdy David

In article <EZKdndUoLNwwPqbeRVn-jg@comcast.com>,
"David Bowden" <nospam@spamsux.org> wrote:

> I have a 130XE with various mods already performed to it, and I am ready to
> upgrade the memory.
>
> After reading an article in Antic Vol. 7, #7 by Dr. Brilliant, I noticed you
> start loosing things after the 320K mark. At 576, you loose the built in
> self test (big friggin deal), but the 1088K mod kills the built in ROM
> BASIC.
>
> I would like to retain my built in BASIC, but could care less about the self
> test.
>
> Anywhere I can buy the 576K upgrade? Or find a schematic & component list to
> build my own, and maybe a place where I can buy the shit I need for it.

Check out: http://www.holyoak.com/atari/8bitcomp.html (first 2 links
below computers) and http://www.myatari.net/issues/may2001/memory.htm

I'm not finished yet, the week Phi2 signal in some XE's is causing
problems with some 8 bit Atari computers. But you don't loose anything.

CU Mathy

3650. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-03 01:31:02 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <sJOdnbrDdq9QFN3eRVn-sg@comcast.com>
Source record: 9757

You have a very good argument. I have a Supra hard drive interface and do use it with an 800XL. An adaptor would just enable me to switch to an XE (if I wished). I just wondered if there was any around. Without damage they should last a very long time (unlike the peripherals that used it). Thanks Mike.

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:n9e%e.5010$zQ3.1690@newsread1.news.pas.earthlink.net...
> Phantom wrote:
>> I don't know of any.
>>
>> But it maybe on the net somewhere.
>>
>> I've tried to contact ICD, but get no reply regarding Atari stuff.
>>
>> If not, someone who has one with the right knowledge and time could
>> come up with a diagram or schematic.
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> A problem with the old ICD stuff is small market and obsolete designs.
>
> Just as a for instance, you would want an XE adaptor *IF* you had a MIO.
> The MIO's were designed to use Zip<?> RAM which I doubt is still being
> manufactured. No one will ever make the old MIO's again. Not trying to be
> brutal, but the way to do it would be buy an 800XL to use any old MIO
> someone finds because it would be cheaper then trying to get a run of XE
> adapters made.
>
> I think a good test for viability would be: Would a good designer use the
> same parts today? There was some stuff like a 6551 in the MIO that was
> good'nuff to still be used, but the way RAM expansion and a scuzzy hard
> drive were added is very questionable.
>
> Faster/cheaper/lower current/static CMOS memory is available that
> eliminates the need for refresh. IDE is ubiquitous and is the way to go.
>
> About the only thing it would change in the way we work is to have huge
> battery backed up RAMdisks so we wouldn't have to reload whatever we
> wanted to work with that day.

3651. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-03 01:31:59 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <p8WdnXjsNZQzFt3eRVn-ug@comcast.com>
Source record: 9758

I agree!!

"Phantom" <phantomm@bellsouth.net> wrote in message
news:BEj%e.13845$yl.5924@bignews1.bellsouth.net...
> Regarding FTE,
>
> Has anyone had any contact with the owner(s) of FTE regarding the ICD
> Atari
> 8-bit items that they suppose to now own?
>
> I would like to know if they (FTE) have any plans to sell now or in the
> future any of the ICD Atari 8-bit products that they got from ICD, if they
> have anything left??
>
> I would like to see SpartaDOS X supported and improved upon if
> possible. As well as some of the other software and hardware.
>
> phantomm@bellsouth.net
>
>
>
>
>
> "*ProteanThread*" <rtdos@rtdos.com> wrote in message
> news:1127829936.761164.135220@z14g2000cwz.googlegroups.com...
>> my question:
>> http://www.lawguru.com/cgi/bbs/mesg.cgi?i=646134828
>>
>> their reply:
>> http://www.lawguru.com/cgi/bbs/mesg.cgi?i=226057143
>>
>> in other words, just as i had suspected, Lance Rhenquist would need to
>> establish copyright ownership for which he obviously has not and
>> cannot; that bill of sale from Bob Klaas to Lance Rhenquist only
>> specifies BBS Express Pro and certain (only certain but not a blanket
>> coverage) source code written for SpartaDOS 3.3 including code written
>> by Bob Klaas, Chris King, Steve Carden, and others mentioned in the
>> bill of sale. Lance Rhenquist not only does not hold the copyrights to
>> any FTe or ICD products nor is he the copyright owner of said software
>> as he has not been able to establish ownership. As I stated before, I
>> don't even think he has the source code to any FTe or ICD softwares
>> excluding that particular code written by Bob Klaas for SpartaDOS 3.3
>>

>> Somehow I do not think Mike Hohman is going to come after me or anyone
>> else who uses or disects or enhances SpartaDOS, Action, or anyother FTe
>> or ICD softwares; but if Mike were to come after me, he'd also be able
>> to go after Lance as well, correct? After all, if we want to get
>> picky, Lance maybe illegally copying ICD and or FTe softwares and
>> selling it for a profit (and at the same time claiming false copyright
>> ownership).
>>
>> Lance has nothing on me (or anyone else who chooses to "hack"
>> SpartaDOS), nor has he any ICD or FTe source code as he has claimed.
>>
>> This matter is now put to rest; Do not be afraid to do with SpartaDOS
>> or Action! or BASIC XE or other ICD / FTe softwares as you will (i
>> guess so, or at least until the true Mike Hohman or true copyright
>> owner speaks up and requests a stop to this)
>>
>>
>> Woodzy
>> http://www.rtdos.com
>>
>
>

3652. Re: 130xe diy memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-03 09:01:55 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <CfednfJ3yIzjbt3eRVn-iA@comcast.com>
Source record: 9759

"qwert" <pgz@o2.pl> wrote in message
news:pan.2005.10.02.21.16.43.523437@o2.pl...
> Dnia Sun, 02 Oct 2005 12:31:15 -0400, kevin napisa(a):
>
>> On Sun, 02 Oct 2005 18:16:30 +0200, qwert <pgz@o2.pl> wrote:
>>
>>>I thing that better is upgrade to 1mb on simm module by pasiu/ssg
>>>http://hardware.atari8.info/
>>
>> nice but I wish there was an english version of this site!!!
>
> there is a similar project done by Sanantronic
> site is in english:
> http://atari.sk/satantronic/1MBRAM_SMMMU/index.htm
>
>

Slick! That one looks to be about the easiest one to do. I'll have to look into doing that when I have some spare time. Been way too busy at work lately.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

3653. Re: Looking for RAM upgrade for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-03 09:18:27 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <EsCdnU5G_IrDat3eRVn-jQ@comcast.com>
Source record: 9760

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:firstname-53CE87.01172303102005@azure.qinip.net...
> Howdy David
>
> In article <EZKdndUoLNwwPqbeRVn-jg@comcast.com>,
> "David Bowden" <nospam@spamsux.org> wrote:
>
>> I have a 130XE with various mods already performed to it, and I am ready
>> to
>> upgrade the memory.
>>
>> After reading an article in Antic Vol. 7, #7 by Dr. Brilliant, I noticed
>> you
>> start loosing things after the 320K mark. At 576, you loose the built in
>> self test (big friggin deal), but the 1088K mod kills the built in ROM
>> BASIC.
>>
>> I would like to retain my built in BASIC, but could care less about the
>> self
>> test.
>>
>> Anywhere I can buy the 576K upgrade? Or find a schematic & component list
>> to
>> build my own, and maybe a place where I can buy the shit I need for it.
>
> Check out: http://www.holyoak.com/atari/8bitcomp.html (first 2 links
> below computers) and http://www.myatari.net/issues/may2001/memory.htm
>
> I'm not finished yet, the week Phi2 signal in some XE's is causing
> problems with some 8 bit Atari computers. But you don't loose anything.
>
> CU Mathy

Hm... That looks very tempting, but appears to be somewhat risky. If I had another 130XE to just screw around with, I'd give it a whirl. When it gets to a point beyond the beta stage, I may try it.

For the time being, I may buy another one for expieremention. I found one in a used electronics/computer store about a week ago for 10 bucks. No cables, and in unknown condition. But for 10 bucks, it'd make a good donor machine at least.

3654. Re: OT: Cellphone game!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-03 15:06:20 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1128351980.189151.222260@g43g2000cwa.googlegroups.com>
Source record: 9761

Bill,
Congratulations. Between this and the games I see all the time on
the Knoppix discs with your name, I think I am going to have to request
an autograph. The game looks really cool. Great work with the
networking portion. I'll be attempting to get it to my phone here asap.
Thanks and keep us posted on your next creation,
Isaac Davis

3655. Re: How to use DOS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-04 05:07:51 UTC
From: ruby <garyrubinstein@yahoo.com>
Message-ID: <1128402471.498819.114720@g14g2000cwa.googlegroups.com>
Source record: 9762

Thanks for all the suggestions. I got the boot loader from APE and its working fine now.

3656. Movie Maker ATR file

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-04 12:45:14 UTC
From: ruby <garyrubinstein@yahoo.com>
Message-ID: <1128429914.583518.104910@f14g2000cwb.googlegroups.com>
Source record: 9763

I located a copy of moviemaker.atr, but it is the 130K XL version. I just made an image of some movie files I made 20 years ago, but my Movie Maker disks are corrupted. Does anyone know where I can get or buy a working copy of Movie Maker for the 800?

3657. 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-04 13:23:32 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1128432212.446727.132660@g14g2000cwa.googlegroups.com>
Source record: 9764

Has anyone heard any news/progress/updates on these accelerated Ataris?
The last info that I saw was in March or April.
-Larry

3658. Re: Movie Maker ATR file

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-04 15:20:35 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96E56937B8717emuslor@216.196.97.136>
Source record: 9765

Despite all prevention efforts, "ruby" <garyrubinstein@yahoo.com> wrote in
news:1128429914.583518.104910@f14g2000cwb.googlegroups.com:

> I located a copy of moviemaker.atr, but it is the 130K XL version. I
> just made an image of some movie files I made 20 years ago, but my
> Movie Maker disks are corrupted. Does anyone know where I can get or
> buy a working copy of Movie Maker for the 800?
>
>

Yep - I'll send you one.

--
Slor

3659. Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-04 18:27:33 UTC
From: Robert Berry <dont.look@my-ar.se>
Message-ID: <pQz0f.14154$0w.9852@newsfe5-gui.ntli.net>
Source record: 9766

Chaps,

I'm the proud owner of this on tape and as we all know, loading any game from tape isn't exactly a speedy process. To date, I've not found it available on floopy and suspect it was never made availsble for sale on disk (PLEASE enlighten me if you know differently and can tell me where I can buy it!!!)

So do any of you know ehere I could locate a copy of the file needed to play it via Atari800WinPlus? I can be damned if I can find it, and even the author Kevin Toms doesn't list it as available on his own website and he probably wrote the damn thing!!!

Please help, otherwise I'll be forced into running a ZX Sprecrum Emulator and that will never do!!

Rob

3660. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-04 23:15:59 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <P2E0f.306$E46.199@newssvr23.news.prodigy.net>
Source record: 9767

"Robert Berry" <dont.look@my-ar.se> wrote in message
news:pQz0f.14154$0w.9852@newsfe5-gui.ntli.net...
> Chaps,
>
> I'm the proud owner of this on tape and as we all know, loading any game
> from tape isn't exactly a speedy process. To date, I've not found it
> available on floopy and suspect it was never made availsble for sale on
disk
> (PLEASE enlighten me if you know differently and can tell me where I can
buy
> it!!!)
>
> So do any of you know ehere I could locate a copy of the file needed to
play
> it via Atari800WinPlus? I can be damned if I can find it, and even the
> author Kevin Toms doesn't list it as available on his own website and he
> probably wrote the damn thing!!!
>
> Please help, otherwise I'll be forced into running a ZX Sprecrum Emulator
> and that will never do!!
>
> Rob
I think this was on ST. But you say you have a tape of it, I don't think
the ST had a tape drive. The author's site doesn't mention 8-bit Atari,
but it was for C=64. I've never seen it and can't find it in my archives.
There are some utilities to get the program from tape to a .cas file that
is usable with some emulators.

3661. Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 03:25:03 UTC
From: lbaeza@usa.net
Message-ID: <1128482703.661722.101570@o13g2000cwo.googlegroups.com>
Source record: 9768

Hi

I'm looking for any of these Atari 800 RAM/ROM modules:

http://img.photobucket.com/albums/v660/lbaeza/Atari/atari800c.jpg

If, by any chance, you have some of them, and want to give away (or sell) I'd like to hear from you.

Please contact me right here or send a mail to lbaeza (at) yahoo (dot) com.

Regards

3662. Re: Movie Maker ATR file

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 13:06:13 UTC
From: ruby <garyrubinstein@yahoo.com>
Message-ID: <1128517573.842969.177620@g43g2000cwa.googlegroups.com>
Source record: 9769

Sorry about that. I'll keep future posts on a technical level.

3663. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 14:11:23 UTC
From: walter.lojek@web.de
Message-ID: <1128521483.149495.304420@g14g2000cwa.googlegroups.com>
Source record: 9770

Agreed, indeed!

It is a pity, but this Mike Hohman disappeared without traces, it seems
...

We from ABBUC in Germany tried for years to locate this guy for getting
permission to keep the outstanding products from OSS/ICD alive. But
maybe he lost so much many on that, he will never show up again ...

In the meantime "everybody" around the globe re-produced and still
re-produces some of those products. Personally, I put MAC65, ACTION!,
BXE & BXL in one cart and provided this hack to others as well. You
might find it on the net together with digitized original manuals as
well as German translations of some stuff ...

>From Poland you can get re-engineered SpartaDOS X carts and Indus GT
drives (called CA 200X) which work as perfect as the original versions.

The risk to get sued - I consider it to be zero as long as there is no
big company envolved and you are doing it to keep the ATARI 8-bit scene
alive and kicking.
If someone might start to make big money out of it, he or she can get
shot ...

To all those who had successfully re-produced manuals and software:

Not only selling re-prints and copied disks or images but offering free
downloads might be more effective. Have a look at ABBUC InfoThek
(http://www.atari-portal.net/iframe.php?file=http://www.strotmann.de/twiki/bin/view/Infoth
ek/WebHome)
to get a glimpse of what I mean.

Register there and upload it for the community's sake.

Gx & GoodByte

3664. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 18:09:45 UTC
From: Robert Berry <dont.look@my-ar.se>
Message-ID: <JFU0f.16358$O%.3794@newsfe1-gui.ntli.net>
Source record: 9771

"Russ Gilbert" kindly wrote in message ...
> I think this was on ST. But you say you have a tape of it, I don't think
> the ST had a tape drive. The author's site doesn't mention 8-bit Atari,
> but it was for C=64. I've never seen it and can't find it in my archives.
> There are some utilities to get the program from tape to a .cas file that
> is usable with some emulators.

It was available as you'll see from
http://www.vintagecomputer.co.uk/vcshop/scripts/prodView.asp?idProduct=3447.
I can only assume the author forgot he wrote it!! It's also likely it was a
UK only release. I've already tried creating a .cas file without success.
Thanks for the reply though.

Anybody else got any ideas at all?

Rob

3665. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 19:36:56 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <82f55$43442b4b$50ab09aa$9252@news1.surfino.com>
Source record: 9772

> I'm the proud owner of this on tape and as we all know, loading any game
> from tape isn't exactly a speedy process. To date, I've not found it
> available on floopy and suspect it was never made availsble for sale on
> disk

I have an original copy of Football Manager on tape right here before me.
The manual says it's to be loaded with RUN "C:". You could try CLOAD and
save it back to disk, but I guess the program is somehow protected against
such a simple technique.

Or you could try to copy the cassette file from DOS (or any other file
transfer program) to disk. Under DOS use C C:,D1:
Afterwards you could probalby RUN D: it fom disk.

All this won't help, of course, if FM has a loader which then runs the game
itself.

If I have the time this coming weekend, I will try some other things
including various CAS to DISK copier or CSIMS, if nobody comes up with a
solution in the meantime.

Cheers,

Frank

3666. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 19:46:30 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <2f0cc$43442d89$50ab09aa$10636@news1.surfino.com>
Source record: 9773

> If I have the time this coming weekend, I will try some other things
> including various CAS to DISK copier or CSIMS, if nobody comes up with a
> solution in the meantime.

Or I could save myself a lot of time looking here:

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2041

(-;

Frank

3667. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 21:02:53 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <1cX0f.10631$q1.7762@newsread3.news.atl.earthlink.net>
Source record: 9774

Assuming it was a single boot tape, did you ever try the
utilities which might
convert it to a boot disk or possibly a bunary file? That could
be a step
toward transfer into an emulator.

Jess

"Robert Berry" <dont.look@my-ar.se> wrote in message
news:pQz0f.14154$0w.9852@newsfe5-gui.ntli.net...
> Chaps,
>
> I'm the proud owner of this on tape and as we all know, loading
any game
> from tape isn't exactly a speedy process. To date, I've not
found it
> available on floopy and suspect it was never made availsble for
sale on disk
> (PLEASE enlighten me if you know differently and can tell me
where I can buy
> it!!!)
>
> So do any of you know ehere I could locate a copy of the file
needed to play
> it via Atari800WinPlus? I can be damned if I can find it, and
even the
> author Kevin Toms doesn't list it as available on his own
website and he
> probably wrote the damn thing!!!
>
> Please help, otherwise I'll be forced into running a ZX
Sprecrum Emulator
> and that will never do!!
>
> Rob

3668. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 22:52:26 UTC
From: stephensheppard@hotmail.com
Message-ID: <1128552746.691172.134920@o13g2000cwo.googlegroups.com>
Source record: 9775

Robert Berry wrote:
> Chaps,
>
> I'm the proud owner of this on tape and as we all know, loading any game
> from tape isn't exactly a speedy process. To date, I've not found it
> available on floopy and suspect it was never made availsble for sale on disk
> (PLEASE enlighten me if you know differently and can tell me where I can buy
> it!!!)
>
> So do any of you know ehere I could locate a copy of the file needed to play
> it via Atari800WinPlus? I can be damned if I can find it, and even the
> author Kevin Toms doesn't list it as available on his own website and he
> probably wrote the damn thing!!!
>
> Please help, otherwise I'll be forced into running a ZX Sprecrum Emulator
> and that will never do!!
>
> Rob

WWW.Atarimania.com has Football Manager. The version they have has
been converted to a self-booting DOS ATR. This is unusual for
Atarimania who prefers CAS files and new DISK or ROM dumps (but I guess
they'll take anything if they don't alreay have it).

To run Football Manager on Atari800Win Plus first enable BASIC and then
load D1: with the Football Manager ATR and reboot.

It seems to work but I know nothing about UK football (soccer).

To get Football Manager go to www.atarimania.com, click on "8-bit",
search for football manager, and you will find it.

Enjoy.

Steve Sheppard

3669. Re: Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-05 23:35:38 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <avqdnYRtnZ3X_tneRVn-sw@comcast.com>
Source record: 9776

<lbaeza@usa.net> wrote in message
news:1128482703.661722.101570@o13g2000cwo.googlegroups.com...
> Hi
>
> I'm looking for any of these Atari 800 RAM/ROM modules:
>
> http://img.photobucket.com/albums/v660/lbaeza/Atari/atari800c.jpg
>
> If, by any chance, you have some of them, and want to give away (or
> sell) I'd like to hear from you.
>
> Please contact me right here or send a mail to lbaeza (at) yahoo (dot)
> com.

I have a dozen Microtek AMB-32 boards, unpopulated, 32K memory
boards, which I could populate one and send you to test in the
Atari 800. I'm told they may not work without some kind of mod
but I am willing to load one with parts and let you have it to
try out. Then if it does work, you can buy the bare boards, or
I can populate them for you. I'll have to work up a price, but,
let's see if they work. I only have a 400 and 800XL, so that
makes it hard for me to test them. Let me know if this is ok
for you. Thanks.

Bill Garber

3670. Re: Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 13:33:22 UTC
From: lbaeza@usa.net
Message-ID: <1128605602.326846.128040@g49g2000cwa.googlegroups.com>
Source record: 9777

Hi Bill

Thanks for your offering, but I'm looking for the modules produced by
Atari in the 80's.

It's good to know of alternate sources though, these boards are getting
scarce.

Regards

Bill Garber ha escrito:

> I have a dozen Microtek AMB-32 boards, unpopulated, 32K memory
> boards, which I could populate one and send you to test in the
> Atari 800. I'm told they may not work without some kind of mod
> but I am willing to load one with parts and let you have it to
> try out. Then if it does work, you can buy the bare boards, or
> I can populate them for you. I'll have to work up a price, but,
> let's see if they work. I only have a 400 and 800XL, so that
> makes it hard for me to test them. Let me know if this is ok
> for you. Thanks.
>
> Bill Garber

3671. Re: Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 16:27:27 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <zqednVCstbTwzdjeRVn-hw@comcast.com>
Source record: 9778

<lbaeza@usa.net> wrote in message
news:1128605602.326846.128040@g49g2000cwa.googlegroups.com...
> Hi Bill
>
> Thanks for your offering, but I'm looking for the modules produced by
> Atari in the 80's.
>
> It's good to know of alternate sources though, these boards are getting
> scarce.

Near the bottom of the parts block list.

http://www.best-electronics-ca.com/800.htm

Might just be the cards without the casing,
but still, I always removed the casing for
the dissipation of heat anyway. Wish I had
an 800 to test these ram cards in. Difficult
to test things without the proper machine.

Bill Garber

3672. Action! Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 17:37:15 UTC
From: Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>
Message-ID: <slrndkao6b.pjq.steve@randy.dedrat.com>
Source record: 9779

Does any machine readable (HTML or PDF) version of the original OSS
Action! manual exist?

(I have the Toolkit PDF but not the original cartridge manual).

--
Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>

3673. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 17:40:44 UTC
From: Robert Berry <dont.look@my-ar.se>
Message-ID: <wkd1f.11845$hP.6474@newsfe2-gui.ntli.net>
Source record: 9780

"fsh" wrote in message ...
> Or I could save myself a lot of time looking here:
>
> http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2041
>

Frank, you're a star thank you. In fact thank you all for all of your replies, they are very much appreciated. Now to get York City into the First Division.....

Rob

3674. Re: Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 17:51:54 UTC
From: lbaeza@usa.net
Message-ID: <1128621114.506882.80480@z14g2000cwz.googlegroups.com>
Source record: 9781

Hi Bill

> Might just be the cards without the casing,
> but still, I always removed the casing for
> the dissipation of heat anyway.

I've read that 800s had a 'freezing' problem because of the casing not allowing proper ventilation of the modules. My 800 came with the bare board modules, no casing. I'm looking for the ones with casing, because I feel those have the 'look and feel' of the 400/800 line. I don't like to see those bare boards into the 800...

> Wish I had an 800 to test these ram cards in.

What kind of mods have compatibility issues with the boards you build?

Regards

3675. Re: Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 20:39:33 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ZLOdnYBIB4AYFtjeRVn-gg@comcast.com>
Source record: 9782

<lbaeza@usa.net> wrote in message
news:1128621114.506882.80480@z14g2000cwz.googlegroups.com...
> Hi Bill
>
>> Might just be the cards without the casing,
>> but still, I always removed the casing for
>> the dissipation of heat anyway.
>
> I've read that 800s had a 'freezing' problem because of the casing not
> allowing proper ventilation of the modules. My 800 came with the bare
> board modules, no casing. I'm looking for the ones with casing, because
> I feel those have the 'look and feel' of the 400/800 line. I don't like
> to see those bare boards into the 800...
>
>> Wish I had an 800 to test these ram cards in.
>
> What kind of mods have compatibility issues with the boards you build?

They aren't boards I build, they are boards I bought
accidently thinking they were something else entirely.
Now that I know what they are, I've asked around and
have been told there may be problems with these boards.
If and when I get a chance to build and test one, and
find that they don't work, the people I asked will tell
me what to do to them to possibly make them work.

Bill Garber

3676. Re: Action! Manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 21:26:54 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <cd5bk11lls93m5sgeg6b3qb4dcc67ue8uh@4ax.com>
Source record: 9783

I am currently reproducing the ACTION! manual and about 33% done. It
will be available in PDF and print if people want to purchase a copy.
I just finished the OSS BASIC XL manual and is available for download
and purchase also.

Download:

http://www.8bitclassics.com/product_info.php?cPath=24_33_62&products_id=527

Purchase:

http://www.cafepress.com/8bitclassics

ACTION! should be done in couple weeks hopefully, and after that will
be probably Mac/65, then BASIC XE. I will also be adding the Toolkit
text to the ACTION! manual.

If any questions, please feel free to reply here or preferably shoot
me an email at corey@8bitclassics.com.

Thanks,

Corey
8-Bit Classics

On Thu, 6 Oct 2005 18:37:15 +0100 (BST), Steve Mynott
<steve@tightrope.remove_this_part.demon.co.uk> wrote:

>Does any machine readable (HTML or PDF) version of the original OSS
>Action! manual exist?
>
>(I have the Toolkit PDF but not the original cartridge manual).

3677. Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 21:33:56 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <3v5bk1hmmjhrh4qro5g8p2jd5ermeejpu1@4ax.com>
Source record: 9784

While I am posting, I took part of the BASIC XL book that I redid (ATASCII part in the appendix), and made up a conversion sheet (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed back to back. Can be downloaded at:

http://www.8bitclassics.com/forum/viewtopic.php?t=27

Thanks,

Corey

3678. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 21:56:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510061448200.16935-100000@onyx.spiritone.com>
Source record: 9785
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3679. Re: Football Manager by Addictive Software

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-06 23:46:53 UTC
From: stephensheppard@hotmail.com
Message-ID: <1128642413.589582.58040@z14g2000cwz.googlegroups.com>
Source record: 9786

fsh wrote:
> > If I have the time this coming weekend, I will try some other things
> > including various CAS to DISK copier or CSIMS, if nobody comes up with a
> > solution in the meantime.
>
>
> Or I could save myself a lot of time looking here:
>
> http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2041
>
>
> (-;
>
> Frank

Darn Usenet lag! Your post would have saved me some time too if only it
was available when I replied two hours later!

LOL!!!

3680. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-07 05:44:26 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1128663865.978375.175950@g14g2000cwa.googlegroups.com>
Source record: 9787

> ...You have a very good argument. I have a Supra hard drive interface and do use it with an 800XL. An adaptor would just enable me to switch to an XE (if I wished). I just wondered if there was any around. <

Just out of curiosity, what hard size/drive(s) do you use with your Supra interface? Do you use a Bridge Board (SCSI adapter) or an imbedded SCSI drive, and did you get an original Supra or a later Klaas version?

I looked (briefly) at making/selling a new cart expander + adapter. No problem making 1 or 2 hand-made prototypes, but to get commercial quality boards, etc, it was several hundred dollars for a couple of prototypes + then a minimum run of several hundred units to get commercial quantities to sell. I would estimate that 100 would be a "lifetime supply." To say the least, the economics look unfavorable. But perhaps could be done less expensively elsewhere. -Larry

3681. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-07 13:27:33 UTC
From: RoyE <r-dean@wcox.net>
Message-ID: <_lu1f.15397$WR2.5028@fed1read03>
Source record: 9788

"8-Bit Classics" <corey@8bitclassics.com> wrote in message
news:3v5bk1hmmjhrh4qro5g8p2jd5ermeejpu1@4ax.com...
| While I am posting, I took part of the BASIC XL book that I redid
| (ATASCII part in the appendix), and made up a conversion sheet
| (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed
| back to back. Can be downloaded at:
|
| http://www.8bitclassics.com/forum/viewtopic.php?t=27
|
| Thanks,
|
| Corey

Hi,
I seem to be partially blind and could not find a download link on the above
link.
RoyE

3682. Atari 8-bt emu for pocket pc?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-07 21:49:24 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <feWdnYZzeOHxcNveRVn-gA@comcast.com>
Source record: 9789

Anyone uses a pocket pc with an atari 8-bit emu? reccomendations?

3683. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-07 22:42:48 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <eeudk1d1hu40cg79m1q0gnjq9afl8srvpm@4ax.com>
Source record: 9790

On Fri, 7 Oct 2005 06:27:33 -0700, "RoyE" <r-dean@ wcox.net> wrote:

>
>"8-Bit Classics" <corey@8bitclassics.com> wrote in message
>news:3v5bk1hmmjhrh4qro5g8p2jd5ermeejpu1@4ax.com...
>| While I am posting, I took part of the BASIC XL book that I redid
>| (ATASCII part in the appendix), and made up a conversion sheet
>| (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed
>| back to back. Can be downloaded at:
>|
>| http://www.8bitclassics.com/forum/viewtopic.php?t=27
>|
>| Thanks,
>|
>| Corey
>
>Hi,
>I seem to be partially blind and could not find a download link on the above
>link.
>RoyE
>

Since you registered, you should see it, but I fixed it so you don't
have to register.

Corey

3684. Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-08 01:58:19 UTC
From: OmicronDelta <david_corey_whyte@hotmail.com>
Message-ID: <1128736699.517042.323510@g14g2000cwa.googlegroups.com>
Source record: 9791

Anyone know where I can find a cart dump or executable of Atari Pilot?

3685. Re: Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-08 03:03:42 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <iGG1f.1259$GA1.270@newssvr17.news.prodigy.com>
Source record: 9792

"OmicronDelta" <david_corey_whyte@hotmail.com> wrote in message
news:1128736699.517042.323510@g14g2000cwa.googlegroups.com...
> Anyone know where I can find a cart dump or executable of Atari Pilot?
>
You can find the cart at www.myatari.com. (B&C Computervisions).

3686. Re: Atari Pilot

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-08 03:07:55 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <fKG1f.1261$GA1.1016@newssvr17.news.prodigy.com>
Source record: 9793

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:iGG1f.1259$GA1.270@newssvr17.news.prodigy.com...
>
> "OmicronDelta" <david_corey_whyte@hotmail.com> wrote in message
> news:1128736699.517042.323510@g14g2000cwa.googlegroups.com...
> > Anyone know where I can find a cart dump or executable of Atari Pilot?
> >
> You can find the cart at www.myatari.com. (B&C Computervisions).
>
I see one for $19.95, which I guess is the cart and some documentation.
Then there's just the cart for $9.95. There may be a minimum puchase
and sure there is ship and handle.

3687. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-08 11:34:42 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2005.10.08.11.34.40.902277@fineby.me.uk>
Source record: 9794

On Fri, 07 Oct 2005 17:42:48 -0500, 8-Bit Classics wrote:

>>| http://www.8bitclassics.com/forum/viewtopic.php?t=27
>>I seem to be partially blind and could not find a download link on the above
>>link.
> Since you registered, you should see it, but I fixed it so you don't
> have to register.

Ah, that's why I couldn't find it either. Thanks for the de-restriction.

Mind you, with red and grey text on a black background, on a 1280x1024
screen, it can be hard to read at times.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

3688. Re: Atari 8-bt emu for pocket pc?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 01:44:46 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5ftgk1h8ftgitqn7if28nf7fkiumj4k7ih@4ax.com>
Source record: 9795

On Fri, 7 Oct 2005 17:49:24 -0400, "Lion Of Judah" <sonman1@comcast.net>
wrote:

>Anyone uses a pocket pc with an atari 8-bit emu? reccomendations?

There's this web site:

http://pocketatari.retrogames.com/

-Michael
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3689. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 13:53:28 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <s38ik1t4nb53mgr07p2ekkh6ur3nh9frc8@4ax.com>
Source record: 9796

On Sat, 08 Oct 2005 12:34:42 +0100, Brad Rogers <brad@fineby.me.uk>
wrote:

>On Fri, 07 Oct 2005 17:42:48 -0500, 8-Bit Classics wrote:
>
>>>| http://www.8bitclassics.com/forum/viewtopic.php?t=27
>>>I seem to be partially blind and could not find a download link on the above
>>>link.
>> Since you registered, you should see it, but I fixed it so you don't
>> have to register.
>
>Ah, that's why I couldn't find it either. Thanks for the de-restriction.
>
>Mind you, with red and grey text on a black background, on a 1280x1024
>screen, it can be hard to read at times.
Must have missed that one when I fixed the rest. Glad it is helpful.
I might be adding the key commands to reproduce in the future also.

Yeah, I understand on the colors, but wanted something that matched my
site and that was the best one I could find.

Corey

3690. DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 16:30:38 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1128875433.25491.0@lotis.uk.clara.net>
Source record: 9797

Hello All,

I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.) gold-plated mono TV cables, with prices starting at US$2.50 including shipping to any country. These plug in to the Atari's monitor socket, and deliver far superior video and audio quality than the standard RF modulator. All you need is a TV (or monitor) with RCA inputs (virtually all TV sets, even the cheap ones, should have at least one set of these).

Full details, with PayPal order buttons (you can pay directly from your PayPal account if you prefer) can be found on the website. This offer is only for readers of comp.sys.atari.8bit, so go directly to the offer page at:

3691. DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 16:32:40 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1128875681.25577.0@lotis.uk.clara.net>
Source record: 9798

Hello All,

I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.) gold-plated mono TV cables, with prices starting at US$2.50 including shipping to any country. These plug in to the Atari's monitor socket, and deliver far superior video and audio quality than the standard RF modulator. All you need is a TV (or monitor) with RCA inputs (virtually all TV sets, even the cheap ones, should have at least one set of these).

Full details, with PayPal order buttons (you can pay directly from your PayPal account if you prefer) can be found on the website. This offer is only for readers of comp.sys.atari.8bit, so go directly to the offer page at:

http://www.dgs.clara.net/a8-offer-cables.htm

Dean Garraghty

3692. Re: DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 19:39:56 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <gme2f.103$4_.29@newssvr33.news.prodigy.com>
Source record: 9799

"Dean Garraghty" <dgs@MUNGEclara.net> wrote in message news:
> Hello All,
>
> I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.) gold-plated
> mono TV cables, with prices starting at US$2.50 including shipping to any
> country. These plug in to the Atari's monitor socket, and deliver far
> superior video and audio quality than the standard RF modulator. All you
> need is a TV (or monitor) with RCA inputs (virtually all TV sets, even the
> cheap ones, should have at least one set of these).
>
> Full details, with PayPal order buttons (you can pay directly from your
> PayPal account if you prefer) can be found on the website. This offer is
> only for readers of comp.sys.atari.8bit, so go directly to the offer page
> at:
>
>
> http://www.dgs.clara.net/a8-offer-cables.htm
>
> Dean Garraghty
Uhm. I went to site, the purchase buttons are $4.00 for 1, $6.00 for two.
Seems like should be $2.50/$5.00?

3693. Re: DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 19:53:25 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <V7udnaaI-LPe6NTenZ2dnUVZ_sqdnZ2d@comcast.com>
Source record: 9800

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:gme2f.103$4_.29@newssvr33.news.prodigy.com...
>
> "Dean Garraghty" <dgs@MUNGEclara.net> wrote in message news:
>> Hello All,
>>
>> I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.)
>> gold-plated
>> mono TV cables, with prices starting at US$2.50 including shipping to any
>> country. These plug in to the Atari's monitor socket, and deliver far
>> superior video and audio quality than the standard RF modulator. All you
>> need is a TV (or monitor) with RCA inputs (virtually all TV sets, even
>> the
>> cheap ones, should have at least one set of these).
>>
>> Full details, with PayPal order buttons (you can pay directly from your
>> PayPal account if you prefer) can be found on the website. This offer is
>> only for readers of comp.sys.atari.8bit, so go directly to the offer page
>> at:
>>
>>
>> http://www.dgs.clara.net/a8-offer-cables.htm
>>
>> Dean Garraghty
> Uhm. I went to site, the purchase buttons are $4.00 for 1, $6.00 for two.
> Seems like should be $2.50/$5.00?

Hmmm looking over his message, he says pricing starting at $2.50...it may be
a quantity discount.

3694. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 20:43:10 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2005.10.09.20.43.10.151106@fineby.me.uk>
Source record: 9801

On Sun, 09 Oct 2005 08:53:28 -0500, 8-Bit Classics wrote:

> Yeah, I understand on the colors, but wanted something that matched my
> site and that was the best one I could find.

I can work around it by upping the font size temporarily. It's just that
I often forget to drop it back.

Memory like a, err, you know, thing with holes in.....

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

3695. Re: DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 20:47:15 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1128890835.6854.0@eunomia.uk.clara.net>
Source record: 9802

I said 'starting' from US$2.50. If you buy a pack of three, the price is $7.50, which makes them $2.50 each. There is a base shipping cost with the Royal Mail, which means it costs the same to ship 10 grams as 100 grams. That's why buying a single cable costs more (per cable) than buying three. Once you've gone past the base charge, the cost per extra 100 grams is a lot less. That's why shipping more costs less per cable.

Dean Garraghty

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:gme2f.103$4_.29@newssvr33.news.prodigy.com...
>
> "Dean Garraghty" <dgs@MUNGEclara.net> wrote in message news:
> > Hello All,
> >
> > I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.) gold-plated
> > mono TV cables, with prices starting at US$2.50 including shipping to any
> > country. These plug in to the Atari's monitor socket, and deliver far
> > superior video and audio quality than the standard RF modulator. All you
> > need is a TV (or monitor) with RCA inputs (virtually all TV sets, even the
> > cheap ones, should have at least one set of these).
> >
> > Full details, with PayPal order buttons (you can pay directly from your
> > PayPal account if you prefer) can be found on the website. This offer is
> > only for readers of comp.sys.atari.8bit, so go directly to the offer page
> > at:
> >
> >
> > http://www.dgs.clara.net/a8-offer-cables.htm
> >
> > Dean Garraghty
> Uhm. I went to site, the purchase buttons are $4.00 for 1, $6.00 for two.
> Seems like should be $2.50/$5.00?
>
>

3696. Re: DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 20:59:29 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <5sWdnUOSMcYsHtTeRVnzvA@telenor.com>
Source record: 9803

Either way, it's ridiculously cheap. It includes shipping, it's almost, if not free. Dean rules!

"Dean Garraghty" <dgs@clara.net> skrev i melding news:1128890835.6854.0@eunomia.uk.clara.net...
> I said 'starting' from US$2.50. If you buy a pack of three, the price is
> $7.50, which makes them $2.50 each. There is a base shipping cost with the
> Royal Mail, which means it costs the same to ship 10 grams as 100 grams.
> That's why buying a single cable costs more (per cable) than buying three.
> Once you've gone past the base charge, the cost per extra 100 grams is a lot
> less. That's why shipping more costs less per cable.
>
> Dean Garraghty
>
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:gme2f.103$4_.29@newssvr33.news.prodigy.com...
> >
> > "Dean Garraghty" <dgs@MUNGEclara.net> wrote in message news:
> > > Hello All,
> > >
> > > I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.)
> gold-plated
> > > mono TV cables, with prices starting at US$2.50 including shipping to
> any
> > > country. These plug in to the Atari's monitor socket, and deliver far
> > > superior video and audio quality than the standard RF modulator. All
you
> > > need is a TV (or monitor) with RCA inputs (virtually all TV sets, even
> the
> > > cheap ones, should have at least one set of these).
> > >
> > > Full details, with PayPal order buttons (you can pay directly from
your
> > > PayPal account if you prefer) can be found on the website. This offer
is
> > > only for readers of comp.sys.atari.8bit, so go directly to the offer
> page
> > > at:
> > >
> > >
> > > http://www.dgs.clara.net/a8-offer-cables.htm

> > >
> > > Dean Garraghty
> > Uhm. I went to site, the purchase buttons are $4.00 for 1, $6.00 for
two.
> > Seems like should be $2.50/$5.00?
> >
> >
>
>

3697. Retroputing Forums/Particles! BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-09 23:12:08 UTC
From: Brian Green <icenospace@particlesnospamdot.org>
Message-ID: <BF6F0DF8.3686%icenospace@particlesnospamdot.org>
Source record: 9804

Particles! BBS has been online, more or less, since 1992. We feature:

- USENET and DoveNet
- 10000's of Classic Gaming Files (C64, Apple II, Amiga and many more)
- Active online games, LORD, TW, and much, much more.

The BBS is online 24/7 though down when we have the big thunderstorms come through the area :)

Check us out at:

telnet://particlesbbs.dyndns.org

Or you can visit via Java telnet program on the main website.

Retroputing:

The forums are dedicated towards the discussion of older computers, ie, "retroputing". Though there are many sites dedicated towards conversations and information sharing on the topic of classic gaming consoles, there didn't appear to be much in the way of forums of all old computers - normally sites are dedicated to a single system. I'm hoping to change that and create a bit of a community for all fans of older computers. Hopefully you'll check it out. Thanks for your time!

Brian
http://www.particles.org
http://www.retroputing.net

3698. Re: DGS Atari 8-bit Special: 2m Atari to RCA cables from US$2.50 DELIVERED!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-10 02:14:07 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <P7k2f.89$NN.1@newssvr23.news.prodigy.net>
Source record: 9805

"Dean Garraghty" <dgs@clara.net> wrote in message news:> I said 'starting'
from US$2.50. If you buy a pack of three, the price is
> $7.50, which makes them $2.50 each. There is a base shipping cost with the
> Royal Mail, which means it costs the same to ship 10 grams as 100 grams.
> That's why buying a single cable costs more (per cable) than buying three.
> Once you've gone past the base charge, the cost per extra 100 grams is a
lot
> less. That's why shipping more costs less per cable.
>
> Dean Garraghty

> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:gme2f.103$4_.29@newssvr33.news.prodigy.com...
> >
> > "Dean Garraghty" <dgs@MUNGEclara.net> wrote in message news:
> > > Hello All,
> > >
> > > I am clearing an overstock of Atari to RCA (phono) 2m (6.5ft.)
> gold-plated
> > > mono TV cables, with prices starting at US$2.50 including shipping to
> any
> > > country. These plug in to the Atari's monitor socket, and deliver far
> > > superior video and audio quality than the standard RF modulator. All
you
> > > need is a TV (or monitor) with RCA inputs (virtually all TV sets, even
> the
> > > cheap ones, should have at least one set of these).
> > >
> > > Full details, with PayPal order buttons (you can pay directly from
your
> > > PayPal account if you prefer) can be found on the website. This offer
is
> > > only for readers of comp.sys.atari.8bit, so go directly to the offer
> page
> > > at:
> > > http://www.dgs.clara.net/a8-offer-cables.htm
> > >
> > > Dean Garraghty
> > Uhm. I went to site, the purchase buttons are $4.00 for 1, $6.00 for
two.
> > Seems like should be $2.50/$5.00?
> >
I see $7.50 for three. Sure, cover the shipping. Sorry. Yes, a great

deal,
and I would never use a RF connection.

3699. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-10 03:22:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <j8l2f.1828$Aw.31712@typhoon.sonic.net>
Source record: 9806

8-Bit Classics <corey@8bitclassics.com> wrote:
> While I am posting, I took part of the BASIC XL book that I redid
> (ATASCII part in the appendix), and made up a conversion sheet
> (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed
> back to back. Can be downloaded at:
>
> http://www.8bitclassics.com/forum/viewtopic.php?t=27

Up on my wall! ;) Hopefully I'll get some use out of it some day soon.
(Poor, neglected Atari!)

Thx!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3700. VINTAGE COMPUTER FESTIVAL 8.0 - November 5-6

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-10 09:47:49 UTC
From: sellam@vintagetech.com
Message-ID: <1128937669.297196.233480@o13g2000cwo.googlegroups.com>
Source record: 9807

```
A>PIP TTY:=VCF8.DAT

_____________________________________________
/ \ \
| | |
\__/| * VINTAGE COMPUTER FESTIVAL 8.0 * |
| |
| NOVEMBER 5-6, 2005 |
| COMPUTER HISTORY MUSEUM |
| MOUNTAIN VIEW, CALIFORNIA |
| |
| HTTP://WWW.VINTAGE.ORG |
| |
| * * * |
| |
| AT VCF 8.0 YOU WILL: |
| |
| * SEE OLD COMPUTERS |
| * SEE PEOPLE TALKING ABOUT OLD COMPUTERS |
| * SEE PEOPLE SELLING OLD COMPUTERS |
| * . . . AND MORE!!! |
| |
| |
| COME JOIN THE FUN AS WE CELEBRATE THE |
| COMPUTERS OF YORE ALL OVER AGAIN. |
| |
| |
| * EVENT NEWS AND INFORMATION |
| * VCF 8.0 BBS |
| * EXHIBITORS WANTED! |
| |
| HTTP://WWW.VINTAGE.ORG/2005/MAIN/ |
| |
| |
| _____________________________________|__
|/ \ \
| | |
\__/_____________________________________/
```

3701. Re: 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-10 12:55:52 UTC
From: voy <voydial@wp.pl>
Message-ID: <1128948952.683123.143640@g47g2000cwa.googlegroups.com>
Source record: 9808

Larry napisal(a):
> Has anyone heard any news/progress/updates on these accelerated Ataris?
> The last info that I saw was in March or April.
> -Larry

Yes, I've heard :). Look at this link: http://pasiu.krap.pl/ ... My brother (Pasiu/SSG - author of the Project F7 accelerator) has announced that this card will be released on spring next year.

http://pasiu.krap.pl is in Polish language only - English version will be soon, I hope ;)...

3702. ATASCII Animation from A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 00:06:36 UTC
From: OmicronDelta <david_corey_whyte@hotmail.com>
Message-ID: <1128989196.959079.18710@g43g2000cwa.googlegroups.com>
Source record: 9809

Anyone remember a type in from A.N.A.L.O.G. called ATASCII Animation?
I used this program quite a bit in my youth, but Cyberroach's site is a
little limited (not one A.N.A.L.O.G. I owned is on his site).

I've tried looking for it on various ftp's and sites but to no avail.

The reason I'm asking is beacause I'm porting some of my favorite basic
apps from mags to Action!

Another program from A.N.A.L.O.G. that I'm looking for is a calender
type program. All I remember is, is that I used it lots, had green
screen with overlaying menus and input dialogs.... I think it was in
the same mag as the V: handler..

Can anyone help me out?

3703. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 00:29:11 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <dn1mk1pkp2qafg4otvm38r8r6rbi4e9vfl@4ax.com>
Source record: 9810

On Mon, 10 Oct 2005 03:22:55 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>8-Bit Classics <corey@8bitclassics.com> wrote:
>> While I am posting, I took part of the BASIC XL book that I redid
>> (ATASCII part in the appendix), and made up a conversion sheet
>> (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed
>> back to back. Can be downloaded at:
>>
>> http://www.8bitclassics.com/forum/viewtopic.php?t=27
>
>Up on my wall! ;) Hopefully I'll get some use out of it some day soon.
>(Poor, neglected Atari!)
>
>Thx!
No prob, if anybody can think of something else that would be useful, let me know. Preferably via email.

Started moving again on the ACTION! manual, try and get that done soon. Just busy with everything. I am hoping to retain some of it so I can maybe make a game with it. Same goes with the Mac/65 manual :)

Anyway, glad it is coming to some use. Been downloaded a few times and did post it up on AtariAge.

Corey

3704. Re: ATASCII Animation from A.N.A.L.O.G.

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 07:19:07 UTC
From: OmicronDelta <david_corey_whyte@hotmail.com>
Message-ID: <1129015147.547899.85130@g44g2000cwa.googlegroups.com>
Source record: 9811

When I start posting these projects _when_ I eventually complete them,
I think the site will be called "20 Years To Early"!

.....

Kokanee..... the best beer on the planet.... brewed from a glacier....

Night.....

3705. Re: 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 17:42:02 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1129052522.888726.130450@f14g2000cwb.googlegroups.com>
Source record: 9812

Thanks, voy. That is terrific news!
-Larry

3706. Re: Atari 8-bt emu for pocket pc?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 20:28:41 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <nrKdnWP01vUSvdHeRVn-hA@comcast.com>
Source record: 9813

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:5ftgk1h8ftgitqn7if28nf7fkiumj4k7ih@4ax.com...
> On Fri, 7 Oct 2005 17:49:24 -0400, "Lion Of Judah" <sonman1@comcast.net>
> wrote:
>
>>Anyone uses a pocket pc with an atari 8-bit emu? reccomendations?
>
> There's this web site:
>
> http://pocketatari.retrogames.com/

Thanks. I was hoping for some hands on expereince with someone in the group,
and how it compares to the atari win plus 4.0 or atari++.

I will have to give it a try. I've also heard rave reviews regarding the c64
emu on the pocket pc. Playing Pirates would be great on pocket pc using the
pocket 64.

Looking forward to trying star raiders on the pocket atari, and also
Interstel's Star Fleet II..

>
> -Michael
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3707. Re: Atari 8-bt emu for pocket pc?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 20:30:03 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <opOdnSWN0YFBvdHeRVn-tA@comcast.com>
Source record: 9814

"Lion Of Judah" <sonman1@comcast.net> wrote in message
news:nrKdnWP01vUSvdHeRVn-hA@comcast.com...
> "Michael Current" <hunmanik@earthlink.net> wrote in message
> news:5ftgk1h8ftgitqn7if28nf7fkiumj4k7ih@4ax.com...
>> On Fri, 7 Oct 2005 17:49:24 -0400, "Lion Of Judah" <sonman1@comcast.net>
>> wrote:
>>
>>>Anyone uses a pocket pc with an atari 8-bit emu? reccomendations?
>>
>> There's this web site:
>>
>> http://pocketatari.retrogames.com/
>
> Thanks. I was hoping for some hands on expereince with someone in the
> group, and how it compares to the atari win plus 4.0 or atari++.
>
> I will have to give it a try. I've also heard rave reviews regarding the
> c64 emu on the pocket pc. Playing Pirates would be great on pocket pc
> using the pocket 64.
>
> Looking forward to trying star raiders on the pocket atari, and also
> Interstel's Star Fleet II..

Not to mention ultima 3 and alternate reality if it works.

>
>>
>> -Michael
>> Michael Current, mailto:hunmanik@earthlink.net
>> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
>> St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>
>

3708. Re: 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-11 22:11:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ad3b7@familynet-international.org>
Source record: 9816

FamilyNet International Newsgate

> From: "Larry" <LLppwhite@aol.com>

> Thanks, voy. That is terrific news!
> -Larry

That is great news!! I might have to get a XE and get that ready for that.
A 14 mhz 8-bit... could be fun. :D

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3709. Finally

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 03:51:21 UTC
From: You <you@cogeco.ca>
Message-ID: <BF720079.450A%you@cogeco.ca>
Source record: 9815

Finally!

I finally managed to scrounge a TV tuner/video input card for my Performa 5200. What does this mean? It means that I now have a monitor for my trusty old Atari 800XL! As a matter of fact, I have my Atari 800XL hooked up to the 'video in' port on the back of my Performa as I type this.

It's really quite clear! I'm amazed! I wrote a rinky-dink little Basic program (five or six lines - nothing special) just to get an idea of the image clarity of this card. Ya know what? It looks pretty damn good! Of course, I have to reach over and press the space bar every once in a while because attract mode kicks in.

Heck, it's been so long since I've actually done anything with the old boy that I'm thoroughly surprised that I remembered to poke 752,1 to hide the cursor! Looks like I'm gonna have to break out the old 1050 floppy drive and the 300 or so 5.25" floppy disks that i have kicking around. Yeah!

Oh yeah, and I finally managed to get BSD installed on my Quadra 700. I'm thinking about doing a BSD install on an LC III and putting it online. Why? For people to hack! Come try to hack into my LC III running NetBSD 2.0!!!

I'll keep ya posted...

Regards,

William

3710. Re: 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 05:43:19 UTC
From: damage_x@hotmail.com
Message-ID: <1129095799.673299.128310@g49g2000cwa.googlegroups.com>
Source record: 9817

Larry wrote:
> Thanks, voy. That is terrific news!
> -Larry

yes, I'm looking forward to it also :)

3711. need some atari 8 bit software!?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 08:52:23 UTC
From: Daniel Boer <danny_boer@hotmail.com>
Message-ID: <434ccec2$0$782$3a628fcd@reader20.nntp.hccnet.nl>
Source record: 9818

If you are searching for some atari 8 bit software, in most casses I think i have it. Write me an mail and i'l see what I can do.

danny_boer@hotmail.com

3712. Re: 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 12:05:28 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1129118728.788161.147310@f14g2000cwb.googlegroups.com>
Source record: 9819

I read that the demos were made with the "slow" version of the accelerator. The faster version was to have a cache to further enhance performance. I don't know which the final version will be, but either way, it will be a tremendous accomplishment.

Now all we need is a good 80-column adapter, and we'll be ready for the big leagues! ;-) -Larry

3713. HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 16:18:03 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <omdqk1pjnmte09ufv4mri5hi6q85ujted8@4ax.com>
Source record: 9820

I was just reading about HIP and RIP mode on the 8bit Atari's
(400/800/xl/xe) and it sound's pretty cool! Does anyone have a link
or a picture they could send me of what it looks like in one of these
modes on an 8bit?

3714. Re: HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 17:57:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <k8c3f.2175$Aw.38904@typhoon.sonic.net>
Source record: 9821

kevin <kevnospam242@gmail.com> wrote:
> I was just reading about HIP and RIP mode on the 8bit Atari's
> (400/800/xl/xe) and it sound's pretty cool! Does anyone have a link
> or a picture they could send me of what it looks like in one of these
> modes on an 8bit?

Here are some HIP screenshots (presumably from an emulator) of A8JDPEG,
an Atari 8-bit JPEG decoder/viewer:

http://www.myatari.net/issues/may2001/jinks.htm

I spent a coupla minutes Googling, but it's hard to come up with good
links quickly. Good luck! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3715. Re: HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 18:05:33 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Nfc3f.12$RI2.1@newssvr23.news.prodigy.net>
Source record: 9822

William Kendrick wrote:
>
> Here are some HIP screenshots (presumably from an emulator) of A8JDPEG,
> an Atari 8-bit JPEG decoder/viewer:
>
> http://www.myatari.net/issues/may2001/jinks.htm
>
> I spent a coupla minutes Googling, but it's hard to come up with good
> links quickly. Good luck! :)

Nice find. It should be noted that HIP looks much better on a real
television that it does in the emulator screen shots.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3716. Re: need some atari 8 bit software!?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 18:18:21 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <9ZudncT6fYbpz9DeRVnzvA@telenor.com>
Source record: 9823

I still look for Dino Eggs, seems like this has been lost forever. Sigh

"Daniel Boer" <danny_boer@hotmail.com> skrev i melding
news:434ccec2$0$782$3a628fcd@reader20.nntp.hccnet.nl...
> If you are searching for some atari 8 bit software, in most casses I think
i
> have it. Write me an mail and i'l see what I can do.
>
> danny_boer@hotmail.com
>
>

3717. Re: HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 19:02:33 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <bbnqk1p0am4pdr2vrfm4dmbibshpmpg0on@4ax.com>
Source record: 9824

On Wed, 12 Oct 2005 17:57:36 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>
>Here are some HIP screenshots (presumably from an emulator) of A8JDPEG,
>an Atari 8-bit JPEG decoder/viewer:
>
> http://www.myatari.net/issues/may2001/jinks.htm
>

thanks...

>I spent a coupla minutes Googling, but it's hard to come up with good
>links quickly. Good luck! :)

I know I know! I found alot of dead links and more info... too bad I dont have a SIO2PC for my 65xe yet or I would try some of the demo's out myself. Just wanted to get an idea how it looked. Judging from the pics you linked too I would say not too good, but then emulators never look as good as the real thing...

3718. Re: need some atari 8 bit software!?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-12 22:13:09 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <se2rk1df5v2be5u721uf7bafdq6pe8hbs2@4ax.com>
Source record: 9825

A game I remember called "Ithix"
I seem to be the only one in the world to have a memory of it...which
doesn't seem possible.

On Wed, 12 Oct 2005 10:52:23 +0200, "Daniel Boer"
<danny_boer@hotmail.com> wrote:

>If you are searching for some atari 8 bit software, in most casses I think i
>have it. Write me an mail and i'l see what I can do.
>
>danny_boer@hotmail.com
>

3719. Re: need some atari 8 bit software!?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-13 05:15:35 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <v4SdnbJ8rPvjcdDeRVnzvA@telenor.com>
Source record: 9826

I think I have that. A car racing game, is it? I will look through my disks
and try to find it.

"RM" <SPAMrmorMErisoNOT@shaw.ca> skrev i melding
news:se2rk1df5v2be5u721uf7bafdq6pe8hbs2@4ax.com...
> A game I remember called "Ithix"
> I seem to be the only one in the world to have a memory of it...which
> doesn't seem possible.

3720. WTB: 1200XL Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-13 06:00:58 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <uKm3f.41$NJ.30@newssvr17.news.prodigy.com>
Source record: 9827

I'm looking for some more 1200XL computers. If you have any for sale
please drop me an e-mail.

They dont need to work and non-functional (but physically intact)
keyboards are ok. They just need to be intact, no missing internal parts,
no missing/broken off keycaps, no missing plastics or chrome parts.

Thanks

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3721. Re: HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-13 20:41:44 UTC
From: rjespino@gmail.com
Message-ID: <1129236104.923518.16000@g14g2000cwa.googlegroups.com>
Source record: 9828

kevin wrote:
> I know I know! I found alot of dead links and more info... too bad I
> dont have a SIO2PC for my 65xe yet or I would try some of the demo's
> out myself. Just wanted to get an idea how it looked. Judging from
> the pics you linked too I would say not too good, but then emulators
> never look as good as the real thing...

Have you seen these?
http://www.angelfire.com/80s/rjespino/8bit/a8jdpeg/gallery.html

There are several HIP images there, they're good enough to easily
recognise the people in the photos (if you know who they are of course
;).

The quality varies with the image used, images with a lot of small
details don't come out as well, portraits and Anime style images tend
to work better.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

3722. Re: Wanted: Atari RAM/ROM modules

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 02:00:12 UTC
From: You <you@cogeco.ca>
Message-ID: <BF74896C.4566%you@cogeco.ca>
Source record: 9829

I have the RAM and ROM modules for the Atari 400 computer. They're nothing special, just the stock Atari units that shipped with the 400s. If you're a bird, you can have them for a song. Barring that, you can make me an offer.

Regards,

William Reynolds

ps. My last name isn't really Reynolds. I just typed that because I'm a born liar... Not!

> From: lbaeza@usa.net
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 6 Oct 2005 06:33:22 -0700
> Subject: Re: Wanted: Atari RAM/ROM modules
>
> Hi Bill
>
> Thanks for your offering, but I'm looking for the modules produced by
> Atari in the 80's.
>
> It's good to know of alternate sources though, these boards are getting
> scarce.
>
> Regards
>
>
> Bill Garber ha escrito:
>
>> I have a dozen Microtek AMB-32 boards, unpopulated, 32K memory
>> boards, which I could populate one and send you to test in the
>> Atari 800. I'm told they may not work without some kind of mod
>> but I am willing to load one with parts and let you have it to
>> try out. Then if it does work, you can buy the bare boards, or
>> I can populate them for you. I'll have to work up a price, but,
>> let's see if they work. I only have a 400 and 800XL, so that
>> makes it hard for me to test them. Let me know if this is ok
>> for you. Thanks.
>>
>> Bill Garber
>

3723. Re: HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 03:07:58 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <h78uk1pi09epd9nk56qjam9a06so7vo584@4ax.com>
Source record: 9830

On 13 Oct 2005 13:41:44 -0700, rjespino@gmail.com wrote:

>Have you seen these?
>http://www.angelfire.com/80s/rjespino/8bit/a8jdpeg/gallery.html
>
>There are several HIP images there, they're good enough to easily
>recognise the people in the photos (if you know who they are of course
>;).
>
>The quality varies with the image used, images with a lot of small
>details don't come out as well, portraits and Anime style images tend
>to work better.

that is excactly what I was looking for! Impressive! Do the RIP
images look as good?

3724. Re: need some atari 8 bit software!?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 04:47:23 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <9uduk19ctdqc73ku5rut14t317u7ni7sif@4ax.com>
Source record: 9831

That would be fantastic!
I've been watching for this one for years.

RM

On Thu, 13 Oct 2005 07:15:35 +0200, "Vidar Olavesen"
<olavese@online.no> wrote:

>I think I have that. A car racing game, is it? I will look through my disks
>and try to find it.
>
>"RM" <SPAMrmorMErisoNOT@shaw.ca> skrev i melding
>news:se2rk1df5v2be5u721uf7bafdq6pe8hbs2@4ax.com...
>> A game I remember called "Ithix"
>> I seem to be the only one in the world to have a memory of it...which
>> doesn't seem possible.
>

3725. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 11:44:30 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <jqqdnRXnoKW4B9LeRVn-sw@comcast.com>
Source record: 9832

"8-Bit Classics" <corey@8bitclassics.com> wrote in message
news:dn1mk1pkp2qafg4otvm38r8r6rbi4e9vfl@4ax.com...
> On Mon, 10 Oct 2005 03:22:55 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:
>
>>8-Bit Classics <corey@8bitclassics.com> wrote:
>>> While I am posting, I took part of the BASIC XL book that I redid
>>> (ATASCII part in the appendix), and made up a conversion sheet
>>> (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed
>>> back to back. Can be downloaded at:
>>>
>>> http://www.8bitclassics.com/forum/viewtopic.php?t=27
>>
>>Up on my wall! ;) Hopefully I'll get some use out of it some day soon.
>>(Poor, neglected Atari!)
>>
>>Thx!
> No prob, if anybody can think of something else that would be useful,
> let me know. Preferably via email.
>
> Started moving again on the ACTION! manual, try and get that done
> soon. Just busy with everything. I am hoping to retain some of it so
> I can maybe make a game with it. Same goes with the Mac/65 manual :)

Do you have the Mac/65 toolkit manual also? I have it in storage. If you
need it, let me know I'll make a copy.

>
> Anyway, glad it is coming to some use. Been downloaded a few times
> and did post it up on AtariAge.
>
> Corey
>

3726. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 12:18:02 UTC
From: Gork <nokraygienspam@hotmail.com>
Message-ID: <11kv8g2b3l1q0a2@corp.supernews.com>
Source record: 9833

Very nice - thank you for sharing.

"8-Bit Classics" <corey@8bitclassics.com> wrote in message
news:3v5bk1hmmjhrh4qro5g8p2jd5ermeejpu1@4ax.com...
> While I am posting, I took part of the BASIC XL book that I redid
> (ATASCII part in the appendix), and made up a conversion sheet
> (decimal/hexadecimal). Prints off as 8 1/2 x 11 and is great printed
> back to back. Can be downloaded at:
>
> http://www.8bitclassics.com/forum/viewtopic.php?t=27
>
> Thanks,
>
> Corey

3727. Re: Atari 8-bt emu for pocket pc?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 13:23:58 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <m9cvk113t8fhdaids61n9n5d05pp1har4n@4ax.com>
Source record: 9834

On Fri, 7 Oct 2005 17:49:24 -0400, "Lion Of Judah"
<sonman1@comcast.net> wrote:

>Anyone uses a pocket pc with an atari 8-bit emu? reccomendations?
>

Not exactly pocket pc, but atari800 (http://atari800.atari.org) has a
build for smartphone 2002 cell phones (maintained by my brother :))

--
George Nakos AKA GGN/KάA software productions - Atari or buST!
Real programmers disdain structured programming. Structured
programming is for compulsive neurotics who were prematurely toilet-
trained. They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

3728. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 19:46:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510141243300.8243-100000@onyx.spiritone.com>
Source record: 9835
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3729. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 22:28:12 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <o5c0l1d4gfjr1bbbrp5ogecfkhq7v21vvq@4ax.com>
Source record: 9836

Don't have any Mac/65 manuals yet except the one I found on the net
which I will be replacing. If you would like to make a copy, that
would be great!

Will do the same then for the Mac/65, add the toolkit manual as part
of the original manual.

Corey

3730. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-14 23:59:26 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <7bydneMog4f6283eRVn-jg@comcast.com>
Source record: 9837

"8-Bit Classics" <corey@8bitclassics.com> wrote in message
news:o5c0l1d4gfjr1bbbrp5ogecfkhq7v21vvq@4ax.com...
> Don't have any Mac/65 manuals yet except the one I found on the net
> which I will be replacing. If you would like to make a copy, that
> would be great!
>
> Will do the same then for the Mac/65, add the toolkit manual as part
> of the original manual.

What I will do is make some high quality scans turn them into jpegs and put
them on my website. I should have it done before end of month and will post
the links here.

>
> Corey

3731. Re: Atari ATASCII Character Set Conversion Sheet Available for Download

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 03:53:33 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <e9v0l15gbtcot2qr0n1m6kn1nrdn8qi32h@4ax.com>
Source record: 9838

Sounds good, thanks for the help!

Corey

3732. Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 06:52:06 UTC
From: Cartrivision1 <doidy1@juno.com>
Message-ID: <1129359126.365878.263790@o13g2000cwo.googlegroups.com>
Source record: 9839
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

My brother is auctioning off his collection of vintage computers and
related stuff. He asked me to post a link to the auction to a few
related newsgroups. Please feel free to take a look at the auction
below:

http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717Q
QcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

thanks,
CTV

3733. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 12:39:18 UTC
From: Lige Hensley <ligeh.take.this.part.out@yahoo.com>
Message-ID: <d3u1l15rlvt32gts7b04b7gbiuae6t0qud@4ax.com>
Source record: 9840
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

You may want to take some pictures that show the equipment...

On 14 Oct 2005 23:52:06 -0700, "Cartrivision1" <doidy1@juno.com>
wrote:

>My brother is auctioning off his collection of vintage computers and
>related stuff. He asked me to post a link to the auction to a few
>related newsgroups. Please feel free to take a look at the auction
>below:
>
>
>
>http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717
QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
>
>
>
>thanks,
>CTV

3734. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 14:24:57 UTC
From: Brandon <->
Message-ID: <435110ff$0$5872$9a6e19ea@unlimited.newshosting.com>
Source record: 9841
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Cartrivision1" <doidy1@juno.com> wrote in message
news:1129359126.365878.263790@o13g2000cwo.googlegroups.com
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ870842071
7QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

Your brother really should take the equipment out of the locker and take
some photos of it.

--
Brandon Staggs
http://www.brandonstaggs.com
http://www.swordsearcher.com
http://www.akamaisoftware.com

3735. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 16:33:40 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <nba4f.10190$MN6.9105@fed1read04>
Source record: 9842
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Cartrivision1 wrote:
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

You gotta be pretty lazy to auction off your entire collection with just
one photograph taken from a distance. You can't even see anything except
for ~ 5 pieces of equipment.
At least take a few pics from inside the locker. The guy obviously
doesn't care about getting market value for his items, as this auction
raises a big ol' red flag.
My prediction of final selling price: $112

Anyone else wanna make a guess?

3736. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 16:34:01 UTC
From: larry@portcommodore.com
Message-ID: <1129394041.388073.83500@z14g2000cwz.googlegroups.com>
Source record: 9843
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I agree with the other posters, your brother needs more pictures to back up the descriptions, also pics of the misc cables, books and stuff.

(I'm glad my storage isn't that piled up... Though it is getting there...)

Larry

3737. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 16:58:38 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <nfCdnZpdC9rdqMzeRVn-rQ@comcast.com>
Source record: 9844
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

That looks like just a bunch of old clothes and diapers. Yuck! Good
luck to you.

Brandon wrote:
> "Cartrivision1" <doidy1@juno.com> wrote in message
> news:1129359126.365878.263790@o13g2000cwo.googlegroups.com
>> My brother is auctioning off his collection of vintage computers and
>> related stuff. He asked me to post a link to the auction to a few
>> related newsgroups. Please feel free to take a look at the auction
>> below:
>>
>>
>>
>> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ87084207
17QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
> Your brother really should take the equipment out of the locker and take
> some photos of it.
>

3738. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 17:05:59 UTC
From: Colin <colmac14@gmail.com>
Message-ID: <435136dd$0$30055$afc38c87@news.optusnet.com.au>
Source record: 9845
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Cartrivision1" <doidy1@juno.com> wrote in message
news:1129359126.365878.263790@o13g2000cwo.googlegroups.com...
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
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>
http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717Q
QcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmd
ZViewItem
>
>
>
>
> thanks,
> CTV
>

Fell off the back of a (garbage) truck?

3739. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 20:30:19 UTC
From: computerseum <dickfitzgood@gmail.com>
Message-ID: <1129408219.626431.169250@g43g2000cwa.googlegroups.com>
Source record: 9846
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

This is my collection. I would be willing to bet that none of you have ever had to acquire, store, pay for, protect and maintain a collection this large for five years. Looking at the picture do you believe that I have instant access to prime pieces to photograph them? Don't you already know what they all look like anyway? Do you think I am lying? Anybody can get pictures from somewhere else and claim that they are their machines. If I was to post a couple of pictures of Macintoshes and cables and would you feel better? I can't take pictures inside the locker because I can't get into the locker. It's too full! And it doesn't make sense for me to start ripping packages open (as you would know if you read the whole eBay description) because as they sit now they are protected. It is just not feasible (due to the fact the stuff stacked almost ten feet high ten feet deep, the primary purpose of the photograph which is also explained in the description) to start tearing the place apart looking for a needle in a haystack. As the description says I am not selling anything super rare. If you know anything at all about vintage computers you should be very familiar with what I have listed and shouldn't need to see a picture, if you do there is plenty of that kind of stuff on the Internet. If you want to come see it in person by all means I will show it to you. I am protecting these computers as best I can. As the collection grew I was forced to rent a storage locker, as I was not considering selling the collection I did not take into account that I should pack it in any other manner other than the most space efficient and protective. Considering the circumstances this is the best I can do. It's easy to be critical. If you have the practical experience and you could do better by all means let me know.

S :-)

http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717QQcategoryZ4193QQrdZ1QQcmdZViewItem

3740. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 20:31:57 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1129408317.752105.249020@g14g2000cwa.googlegroups.com>
Source record: 9847
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

One dollar US! - Didn't even look!

3741. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 21:59:36 UTC
From: Dan Mazurowski <kingsmedley@yahoo.com>
Message-ID: <1129413576.847763.176190@g47g2000cwa.googlegroups.com>
Source record: 9698
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

>This is my collection. I would be willing to bet that none of you have
>ever had to acquire, store, pay for, protect and maintain a collection
>this large for five years. Looking at the picture do you believe that I
>have instant access to prime pieces to photograph them? Don't you
>already know what they all look like anyway? Do you think I am lying?

The problem is, we have to take your word for it. What I see in the picture is a big pile of boxes and plastic bags. I see in Apple II wedged in next to the bicycle, and I think I can see two Apple II era monitors. We all know what it takes to store such items, but when it comes to buying something we need some assurances. This is clearly a huge pile of stuff, but I see nothing in the picture I want to own. Furthermore, you make no assurances regarding physical condition, or if any of it actually works. You even admit in the description that you don't know everything that you have stuffed in there.

You probably will not get a bid anywhere near the market value of all this stuff, because your buyers cannot get a clear idea of what you have for sale. Besides, if you really want to get top dollar for this, break it up into bundles. Hell, you could probably get enough for the Apple II and the two monitors (assuming they work and you clean them up real nice) by themselves to pay for another month's rent on the storage unit, which would in turn allow you to dig into the first layer of boxes and put together a few more bundles. It's a huge job, but I think you'd be happy with the extra cash. That is, unless everything is in such bad condition (or simply non-working) that such close scrutiny by your bidders would be counter productive.

3742. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 22:07:38 UTC
From: larry@portcommodore.com
Message-ID: <1129414058.423024.160860@g49g2000cwa.googlegroups.com>
Source record: 9699
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Dude, most of us here are just trying to be helpful, sure it's critisim
but no one here (except for one poster) thinks your auction is bogus.
Just that we could see you could do better if you had a better
presentation is all.

I wish you luck on the auction, certainly it's a lot of cool stuff you
have listed.

3743. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 23:08:01 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com>
Source record: 9700
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
wrote:

>This is my collection. I would be willing to bet that none of you have
>ever had to acquire, store, pay for, protect and maintain a collection
>this large for five years. Looking at the picture do you believe that I
>have instant access to prime pieces to photograph them? Don't you
>already know what they all look like anyway?

Sure I know what most of the items you list in your auction look like,
but without pictures how can I know what condition they are in? I
would pay alot for mint condition Atari 800xl's and Apple II's but
hardly anything if they are in poor condition.

3744. NEW GUI for 8bit/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 23:31:30 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <p943l1tn03b3rvj8qcq8vqjap6983s7a9j@4ax.com>
Source record: 9701

this look's pretty cool! check it out:

http://www.atari8.info/trsdesktop.php

3745. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 23:42:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <1POdnUMc5qVHDszenZ2dnUVZ_s6dnZ2d@comcast.com>
Source record: 9702
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"kevin" <kevnospam242@gmail.com> wrote in message
news:ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com...
> On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
> wrote:
>
>>This is my collection. I would be willing to bet that none of you have
>>ever had to acquire, store, pay for, protect and maintain a collection
>>this large for five years. Looking at the picture do you believe that I
>>have instant access to prime pieces to photograph them? Don't you
>>already know what they all look like anyway?
>
>
> Sure I know what most of the items you list in your auction look like,
> but without pictures how can I know what condition they are in? I
> would pay alot for mint condition Atari 800xl's and Apple II's but
> hardly anything if they are in poor condition.

Surely bidders are going to consider the "Sight Unseen" factor,
and the "work involved" factor as well, but, the "what-if" part
is intriguing, even to me, but I'm in PA so this is out of the
question for me entirely anyway. Had I been in the local area and
possess the space to store this stuff, I'd consider bidding and
should the list even remotely describe what "is" there, it truly
could be the Gold Mine that is being offered. The person who is
auctioning off this stuff, however, is inveritibly, "The Loser".
Broken down and sold in separate lots surely would bring loads
of cash, but this way, it is just a garage sale at best. :o)

Bill Garber

3746. Re: NEW GUI for 8bit/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 23:44:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <T7ydnZx0X-TyCczeRVn-uA@comcast.com>
Source record: 9703

"kevin" <kevnospam242@gmail.com> wrote in message
news:p943l1tn03b3rvj8qcq8vqjap6983s7a9j@4ax.com...
> this look's pretty cool! check it out:
>
> http://www.atari8.info/trsdesktop.php

Looks kind of like "Contiki" for the C64 and Apple II.

Bill Garber

3747. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-15 23:55:48 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <peSdneC4EJ87C8zenZ2dnUVZ_sidnZ2d@csinet.net>
Source record: 9704
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

As a collector (of a quite a large amount of vintage computers and game systems) I think its 'BLASPHEMY' to treat your collection like this and just stack and pile it to the ceiling with no rhyme or reason!

One has no respect at all if they treat their prized collection like this.

Still would be cool to go through... feel sorry for whats on the bottom though (sigh)

I wish I had that much money where I could just not care and sell everything in one huge pile on eBay. People don't realise if took the type and tested and took photos of everything that one could make a killing on eBay instead of a bulk deal for stuff.

I will cherish that photo though thats funny but sad give the collection to me... I will air it out and add it my 'shrine' of gaming.

VastFear

"computerseum" <dickfitzgood@gmail.com> wrote in message news:1129408219.626431.169250@g43g2000cwa.googlegroups.com...
> This is my collection. I would be willing to bet that none of you have
> ever had to acquire, store, pay for, protect and maintain a collection
> this large for five years. Looking at the picture do you believe that I
> have instant access to prime pieces to photograph them? Don't you
> already know what they all look like anyway? Do you think I am lying?
> Anybody can get pictures from somewhere else and claim that they are
> their machines. If I was to post a couple of pictures of Macintoshes
> and cables and would you feel better? I can't take pictures inside
> the locker because I can't get into the locker. It's too full! And
> it doesn't make sense for me to start ripping packages open (as you
> would know if you read the whole eBay description) because as they sit
> now they are protected. It is just not feasible (due to the fact the
> stuff stacked almost ten feet high ten feet deep, the primary purpose
> of the photograph which is also explained in the description) to start
> tearing the place apart looking for a needle in a haystack. As the
> description says I am not selling anything super rare. If you know
> anything at all about vintage computers you should be very familiar
> with what I have listed and shouldn't need to see a picture, if you
> do there is plenty of that kind of stuff on the Internet. If you want
> to come see it in person by all means I will show it to you. I am
> protecting these computers as best I can. As the collection grew I was
> forced to rent a storage locker, as I was not considering selling the
> collection I did not take into account that I should pack it in any
> other manner other than the most space efficient and protective.

> Considering the circumstances this is the best I can do. It's easy to
> be critical. If you have the practical experience and you could do
> better by all means let me know.
>
> S :-)
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420717QQcategoryZ4193QQrdZ1QQcmdZViewItem
>

3748. Re: NEW GUI for 8bit/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 00:04:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <6aOdnfrZeoJqCsze4p2dnA@telenor.com>
Source record: 9705

"kevin" <kevnospam242@gmail.com> skrev i melding
news:p943l1tn03b3rvj8qcq8vqjap6983s7a9j@4ax.com...
> this look's pretty cool! check it out:
>
> http://www.atari8.info/trsdesktop.php

Looks very nice. That is one crisp looking 80 column display

3749. Re: NEW GUI for 8bit/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 00:05:45 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <4963l1psgmebbikovleda2ln9qcpdf0seg@4ax.com>
Source record: 9706

On Sat, 15 Oct 2005 19:44:51 -0400, "Bill Garber"
<willy46pa@comcast.net> wrote:

>Looks kind of like "Contiki" for the C64 and Apple II.

there is a Contiki for the 8bit already. You'll notice this desktop
looks much better! Altho I dont think it has netwroking
functionality.

3750. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 00:36:05 UTC
From: computerseum <dickfitzgood@gmail.com>
Message-ID: <1129422965.770187.174690@g44g2000cwa.googlegroups.com>
Source record: 9707
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I was a compulsive hoarder, I bought most everything I came into
contact with thinking it was going to be valuable/needed/useful
someday. I (foolishly) envisioned that I could save this stuff until I
retired and then it would be the basis for a hobby. I rarely if ever
tested what I bought; I figured I would do that as my hobby. If
something didn't work I would (and do) have multiple examples from
which I could get parts. I assume most of the stuff I bought worked; I
have no reason to believe it doesn't. I assume some of the stuff has
problems. The collection is obviously being sold as is, like I said if
something doesn't work there is a good chance there is another
example that does. There is a reason I am selling it the way I am, I do
not have the time or the resources to break the collection down and
sell it bit by bit over eBay - THERE IS TOO MUCH! If I don't get a
reasonable offer I will donate the majority for a tax write-off and
keep only the cream of the crop. A lot of people seem to be taking this
personally. Don't, it doesn't involve you. This auction is not for
everyone. It takes a large commitment (I pay $100 dollars a month to
store it) and most people will not be in a position to handle it. As
far as having to take my word for it, I imagine you've noticed
that's how eBay works; a lot of it is on faith. Once again (If you
read the full description) you'll notice I referenced my feedback
(much of it gained from buying stuff in the collection), it is
impeccable. Tomorrow I will go out there and rip some packages open and
take some pictures, I don't think this is really going to give much
insight into the vast majority of the collection, but it's what the
people want. Please know that I do appreciate the constructive
criticism, it's the ignorant blowhards I could do without.

S:-)

> > http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ8708420
717QQcategoryZ4193QQrdZ1QQcmdZViewItem
> >

3751. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 00:56:24 UTC
From: Brandon <->
Message-ID: <4351a538$0$5367$9a6e19ea@unlimited.newshosting.com>
Source record: 9708
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"computerseum" <dickfitzgood@gmail.com> wrote in message
news:1129422965.770187.174690@g44g2000cwa.googlegroups.com

> sell it bit by bit over eBay - THERE IS TOO MUCH! If I don't get a
> reasonable offer I will donate the majority for a tax write-off and
> keep only the cream of the crop. A lot of people seem to be taking

Um, does this mean you plan to renig on your auction if you don't like the
final price? You did not set a reserve.

--
Brandon Staggs
http://www.brandonstaggs.com/c64.html

3752. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 01:14:47 UTC
From: Al <XnospamX@optonline.net>
Message-ID: <gQh4f.1111$vV4.426@fe08.lga>
Source record: 9709
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

computerseum wrote:
>.... If I don't get a reasonable offer I will donate the majority for a tax write-off and
> keep only the cream of the crop.

You listed with no reserve and you have a bid - you don't get to keep or
donate anything.

>..... my feedback (much of it gained from buying stuff in the collection), it is
> impeccable.

won't be for long if you reneg on your auction.

3753. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 02:15:54 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2td3l1pscchsh2snmej81p4op4imvdtakb@4ax.com>
Source record: 9710
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 15 Oct 2005 21:14:47 -0400, Al <XnospamX@optonline.net> wrote:

>computerseum wrote:
>>.... If I don't get a reasonable offer I will donate the majority for a tax write-off and
>> keep only the cream of the crop.

Oh so now you will decide depending on the winning bid what the person
gets? This doesnt sound right at all. Personally I would stay away
from your auction.

3754. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 04:21:43 UTC
From: computerseum <dickfitzgood@gmail.com>
Message-ID: <1129436503.844536.281950@z14g2000cwz.googlegroups.com>
Source record: 9711
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I am not legally obligated to give away for next to nothing something I
have thousands of dollars and years of effort sunk into. If I was to
end my auction early (emphasis on my, it's meant to serve my purposes,
I'm the paying customer), I would be well within eBays rules
(http://pages.ebay.com/help/sell/policies.html). They are only
concerned with "Chronically" ending items early. If I were to do
it, it would be the first time ever. S:-)

3755. Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 04:49:14 UTC
From: nickb@eris.io.com
Message-ID: <8_KdnV7ZN-NXRszeRVn-gg@io.com>
Source record: 9712
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I grew up initially with several computers in the Atari 8-bit series.
After my 130XE died, I got my grandfather's Commodore 64. They had
one thing in common: wacky dissociation between screen memory and
their OS's idea of ASCII.

With both computers, you could display letters on the screen with a
POKE to video memory. However, the number you POKEd was almost never
the same number you would put into a CHR$ function to print that
character.

For example, to get an uppercase A, you would:
(a) PRINT CHR$(65) (assuming uppercase mode if C64)
(b) POKE 1024,1 (Commodore 64)
(c) POKE 40000,33 (48k Atari 8-bit)

Is there any reason the screen memory was set up this way? Why wouldn't all three be 65?

Also, what's the deal with the backspace? In PETSCII, it's CHR$(20),
even though CHR$(8) is right there doing nothing. In ATASCII, it's
CHR$(126). I understand that ATASCII puts graphics tiles in its
first 27 characters, so it can't use CHR$(8) for backspace or
CHR$(13) for CR. But ASCII DEL, at CHR$(127), is RIGHT NEXT DOOR,
but ATASCII puts the tab there instead.

There's one peculiarity that's specific to the Commodore 64. It
seems that PETSCII allocates graphics characters nearly at random.
For example, the ASCII values of C=A, C=B and C=C are 176, 191 and
118, respectively. The color control codes are even more haphazard.
If I ever want to use the CHR$ function or a hex number to specify
one of those graphics characters, you pretty much have to look it
up every time. Is there a pattern I'm not seeing?

I wonder if there's any hidden wisdom behind these decisions.

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

3756. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 05:09:22 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0510160105260.30826@static-141-149-129-16.buff.east.verizon.net>
Source record: 9713
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On Sat, 15 Oct 2005, Nick Bensema wrote:

> I grew up initially with several computers in the Atari 8-bit series.
> After my 130XE died, I got my grandfather's Commodore 64. They had
> one thing in common: wacky dissociation between screen memory and
> their OS's idea of ASCII.
>
> With both computers, you could display letters on the screen with a
> POKE to video memory. However, the number you POKEd was almost never
> the same number you would put into a CHR$ function to print that
> character.
>
> For example, to get an uppercase A, you would:
> (a) PRINT CHR$(65) (assuming uppercase mode if C64)
> (b) POKE 1024,1 (Commodore 64)
> (c) POKE 40000,33 (48k Atari 8-bit)
>
> Is there any reason the screen memory was set up this way? Why wouldn't
> all three be 65?

Heh. Try the Apple][(where, thankfully, it's much simpler)...

```
]? chr$(65)
A

]poke 1024,193

]
```

At least it's as easy as adding a 128 on the Apple.

> Also, what's the deal with the backspace? In PETSCII, it's CHR$(20),
> even though CHR$(8) is right there doing nothing. In ATASCII, it's
> CHR$(126). I understand that ATASCII puts graphics tiles in its
> first 27 characters, so it can't use CHR$(8) for backspace or
> CHR$(13) for CR. But ASCII DEL, at CHR$(127), is RIGHT NEXT DOOR,
> but ATASCII puts the tab there instead.

Thankfully on the Apple it's 127. (8 is Left Arrow, which made keyboard handling a nightmare in the original Dapple. 9 is of course Tab. Apple used ASCII quite straightforwardly in their computers, thank God.)

-uso.

3757. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 05:27:12 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <xKOdnbw6RZcxeczeRVn-qA@comcast.com>
Source record: 9714
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

This is directly from eBay seller policies.

Ending Your Listing Early

Sometimes something goes wrong and you can't complete your listing as planned. If needed, you can choose to end your listing before the scheduled date. If there are bids on your item, you can cancel them.

Reasons for ending listings early include:
Note: Your account will still be charged listing fees (such as the Insertion Fee) if you end your listing early. Consider revising your listing first if there are aspects of it you want to change or improve.

a.. The item is no longer available for sale.
b.. There was an error in the starting price or reserve amount.
c.. There was an error in the listing.
d.. The item was lost or broken.
Timing Matters
When there are 12 hours or fewer remaining and the item has a winning bid, including a reserve met bid, sellers may not make any changes to the listing, including:
a.. ending the item early. Sellers may cancel bids, but not end the item unless the item is being sold to the high bidder
b.. adding to or changing the item description
c.. converting the item to pre-approved bidder
Canceling bids or making changes to a listing with bids when there are 12 hours or fewer remaining damages the buyer experience and can undermine trust in the marketplace.
To end your listing early, follow these steps:

1.. Type your item number into the End My Listing Early form. (You can get this number on your listing, on your confirmation email, or on your My eBay page.)
2.. If there are bids on your item, choose between:
a. Cancel bids and end listing early
or
b. Sell item to high bidder(s) and end listing early
If your item has no bids, you'll skip this step.
3.. Choose the reason you're ending your listing early.
4.. Now your listing will end and will no longer be displayed on eBay. If there were bidders, they will be emailed that their bid was canceled and the listing ended early.
Note: Sellers are not permitted to cancel bids and end listings early in order to avoid selling an item that did not meet the desired sale price. This is considered to be reserve fee circumvention. Although there are

legitimate reasons for ending a listing early, abuse of this option will be investigated.

Bill Garber

3758. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 05:28:05 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1129440485.649003.279660@g47g2000cwa.googlegroups.com>
Source record: 9715
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

VastFear wrote:
> As a collector (of a quite a large amount of vintage computers and game
> systems) I think its 'BLASPHEMY' to treat your collection like this and just
> stack and pile it to the ceiling with no rhyme or reason!
>
> One has no respect at all if they treat their prized collection like this.
>
> Still would be cool to go through... feel sorry for whats on the bottom
> though (sigh)
>
> I wish I had that much money where I could just not care and sell everything
> in one huge pile on eBay. People don't realise if took the type and tested
> and took photos of everything that one could make a killing on eBay instead
> of a bulk deal for stuff.
>
> I will cherish that photo though thats funny but sad give the collection to
> me... I will air it out and add it my 'shrine' of gaming.

please post pictures of you shrine i would like to see it.

3759. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 05:31:16 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1129440676.708788.246970@g49g2000cwa.googlegroups.com>
Source record: 9716
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

computerseum wrote:
> I am not legally obligated to give away for next to nothing something I
> have thousands of dollars and years of effort sunk into. If I was to
> end my auction early (emphasis on my, it's meant to serve my purposes,
> I'm the paying customer), I would be well within eBays rules
> (http://pages.ebay.com/help/sell/policies.html). They are only
> concerned with "Chronically" ending items early. If I were to do
> it, it would be the first time ever. S:-)

NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
BID IS OR ELSE YOU ARE A CROOK.

3760. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 05:36:04 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-JKdnWfSc_Rde8zeRVn-oQ@comcast.com>
Source record: 9717
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"The Space Boss" <drsmith666@aol.com> wrote in message
news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>
> computerseum wrote:
>> I am not legally obligated to give away for next to nothing something I
>> have thousands of dollars and years of effort sunk into. If I was to
>> end my auction early (emphasis on my, it's meant to serve my purposes,
>> I'm the paying customer), I would be well within eBays rules
>> (http://pages.ebay.com/help/sell/policies.html). They are only
>> concerned with "Chronically" ending items early. If I were to do
>> it, it would be the first time ever. S:-)
>
> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
> BID IS OR ELSE YOU ARE A CROOK.

You are wrong. Please read my previous post on ending early.

Bill Garber

3761. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 06:26:46 UTC
From: christianlott1 <christianlott1@yahoo.com>
Message-ID: <1129444006.080707.55240@g44g2000cwa.googlegroups.com>
Source record: 9718
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I haven't seen a N Bensema post in ages.

3762. Atari SX Express

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 06:48:10 UTC
From: TJ <tjlazer@crapmail.com>
Message-ID: <11l3tt9i8qnp2ea@corp.supernews.com>
Source record: 9719

Got a SX212 modem for my 130XE, where can I get SX Express for it?

3763. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 07:20:30 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <_9n4f.5919$6l.1783@bignews3.bellsouth.net>
Source record: 9720
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:
> "The Space Boss" <drsmith666@aol.com> wrote in message
> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>
>> computerseum wrote:
>>
>>> I am not legally obligated to give away for next to nothing something I
>>> have thousands of dollars and years of effort sunk into. If I was to
>>> end my auction early (emphasis on my, it's meant to serve my purposes,
>>> I'm the paying customer), I would be well within eBays rules
>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>> concerned with "Chronically" ending items early. If I were to do
>>> it, it would be the first time ever. S:-)
>>>
>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>> BID IS OR ELSE YOU ARE A CROOK.
>>
>
>
> You are wrong. Please read my previous post on ending early.
>
> Bill Garber
>
>
>
Not according to what you posted:

/Note: Sellers are not permitted to cancel bids and end listings early in
order to avoid selling an item that did not meet the desired sale price.
This is considered to be reserve fee circumvention. Although there are
legitimate reasons for ending a listing early, abuse of this option will be
investigated./

That means that since the seller indicated in this thread that they
intend to end the auction early if they do not receive a "worthy" bid,
which implicitly is a circumvention of the reserve fee, thus an abuse of
the end-early option.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
Auctions - <http://search.ebay.com/_W0QQsassZpaytonQ2ebyrd>

3764. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 08:00:43 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <LMn4f.59719$7b6.18039@twister.nyroc.rr.com>
Source record: 9721
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"computerseum" <dickfitzgood@gmail.com> wrote in message
news:1129436503.844536.281950@z14g2000cwz.googlegroups.com...
>I am not legally obligated to give away for next to nothing something I
> have thousands of dollars and years of effort sunk into.

Actually, if you don't set a Reserve Price and you don't end the auction
early, you ARE legally obligated
to sell to the highest bidder. Just as making a bid constitutes a contract,
so does offering an item for sale.
If I were you, I'd end the auction early and re-list with a Reserve Price.
As it stands, if the winner of the current auction wanted to take the case
to court, you'd be on very shaky legal ground.

Tom Lake

3765. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 10:11:16 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43522744$0$11074$e4fe514c@news.xs4all.nl>
Source record: 9722
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

> I wonder if there's any hidden wisdom behind these decisions.

Yes, the wisdom is called 'copyright'. People were making a career out of sueing each other over copyright infringements in those days. So lots of companies did it a little different.

These days we have a thing called 'software patent', which leads to exactly the same thing.

Except that the lawsuits are a lot more expensive.

I wish I chose to be a lawyer. Nothing better to make money off than two people fighting each other.

PeterV

3766. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 10:28:50 UTC
From: dfevans@bcr10.uwaterloo.ca
Message-ID: <dita12$1gk$1@rumours.uwaterloo.ca>
Source record: 9723
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <8_KdnV7ZN-NXRszeRVn-gg@io.com>,
Nick Bensema <nickb@eris.io.com> wrote:
>With both computers, you could display letters on the screen with a
>POKE to video memory. However, the number you POKEd was almost never
>the same number you would put into a CHR$ function to print that
>character.
>

...

>Is there any reason the screen memory was set up this way? Why wouldn't
>all three be 65?
>

I imagine that it's because a value read from screen memory is used
directly by the hardware as an index into the table that contains
character shape definitions. The ASCII charcter set may not be the
best choice for this--for one, you need to deal with all those non-
printing characters. Such complexity may have added unacceptably to
the cost of the hardware, while doing translation on software was
essentially free.

>Also, what's the deal with the backspace?

Well, remember that even "real" computers couldn't get DEL and BS
straight!

--
David Evans
Faculty of Computer Science dfevans@bbcr.uwaterloo.ca
Dalhousie University, Halifax, Canada http://bbcr.uwaterloo.ca/~dfevans/

3767. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 11:23:50 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <nZidnY7qnI7Vpc_eRVn-3A@comcast.com>
Source record: 9724
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
> Bill Garber wrote:
>> "The Space Boss" <drsmith666@aol.com> wrote in message
>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>
>>> computerseum wrote:
>>>
>>>> I am not legally obligated to give away for next to nothing something I
>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>> end my auction early (emphasis on my, it's meant to serve my purposes,
>>>> I'm the paying customer), I would be well within eBays rules
>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>> concerned with "Chronically" ending items early. If I were to do
>>>> it, it would be the first time ever. S:-)
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>> You are wrong. Please read my previous post on ending early.
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>> Bill Garber
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> Not according to what you posted:
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> /Note: Sellers are not permitted to cancel bids and end listings early in
> order to avoid selling an item that did not meet the desired sale price.
> This is considered to be reserve fee circumvention. Although there are
> legitimate reasons for ending a listing early, abuse of this option will
> be investigated./

Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
This applies to auctions with a reserve fee set. He has none set.

> That means that since the seller indicated in this thread that they intend
> to end the auction early if they do not receive a "worthy" bid, which
> implicitly is a circumvention of the reserve fee, thus an abuse of the
> end-early option.

Here you eat your own words, where you repeat the same terms,
"CIRCUMVENTION", and "RESERVE FEE".

He may end his auction at any time before the 12 hour to end limit.
You pulled your data out of context, and I've been a seller on eBay
for quite a while, so read up.

Bill Garber

3768. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 11:25:06 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <M-WdnZF-lPgTpc_enZ2dnUVZ_s6dnZ2d@comcast.com>
Source record: 9725

You know, this has been one hell of a learning experience for me... All the nonsense I fought with was 100% due to my complete lack of experience with Linux. Allow me to explain...

I had all but given up on ever using my Linux server to host files for my trusty old 8-bit, and I would have never figured out what was going on were it not for Doom 3.

A buddy of mine finally talked me into getting Doom 3 as he and all my other friends have been playing it for quite some time. I played it online a few times and decided my buddies and I needed a server of our own not full of guys with "1337 mad skillz", and I had the perfect platform and connection to do it with. So I downloaded and installed the Doom 3 Linux binaries and set up the server. Worked great. Then I decided I wanted to actually try to play the game on the Linux machine just to see what it's performance was like.

Well, Doom 3 needed the newest nVidia driver and I never installed one, it was still using the generic one that came with the distribution. So I download the driver installer and it said there wasn't a precompiled driver available for my kernel and it tried to build one for it. That was where things got stupid.

It found my kernel source headers, but kept refusing to compile it, but wouldn't give me a good reason why. I dug around for 4 hours trying to find the problem, checked all the logs, and found nothing. I went back to check my kernel source and it was there, just fine (or so I thought). "uname -r" returned "2.6.11-6mdk", but my headers were "2.6-2.6.11-12mdk" (what the Hell does that mean anyways?!)!

I discovered that "urpmi" kept fetching the "12mdk" instead of the "6mdk". I have no idea why it did this, but, in the end, rpmdrake got the "6mdk" I needed.

The driver compiled nicely and I was in business (after I fixed the minor disaster I caused to the X server...), away I went fragging demons using penguin power.

Couple of minutes into the game, I had an epiphany. Closed down my game and tried to compile and install atariserver again, and this time it worked FLAWLESSLY.

I really want to thank Matthias for his patience in dealing with my stupidity, and I'm loving AtariSIO so far. :)

Thanks again guys,
--

David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

3769. LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 12:04:31 UTC
From: "Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be>
Message-ID: <tkr4f.186117$HN5.73347@biebel.telenet-ops.be>
Source record: 9726

Hi there,

I am selling my complete collection of computers (over 570 different ones).
If you are interested in some computer(s) from my collection, just mail me
at info AT fki DOT be (replace AT by @ and DOT by .) and I'll add you to
the list of possible buyers.DO NOT MAIL ME BY RESPONDING TO THIS MESSAGE
PLEASE!

In max. 2 weeks time I will start a mailing list and everyone will be able
to bid on SEPARATE computers.The exact procedure of the sale will then also
be explained

So...please don't mail me saying : I am interested in X and I want to know
how much you want for it as I don't have prices set.

As you can see from my 100% positive feedback on Ebay (member ChaosDM)
this is not a scam, but a serious sale. I don't want to go through Ebay
directly, because listing 570 different items
separately would take AGES!

Anyway...the list of the collection can be seen here :
http://users.pandora.be/F-242/Computers.htm

There are a LOT of very and ULTRA rare items in there

For example :

A GOLDEN C64 WITH COMMEMORATIVE PLAQUE!
A LOT OF ARABIC MSx's
A LOT OF RUSSIAN COMPUTERS
ETC...

Cheers,
Dimitri Kokken
Belgium

3770. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 13:25:13 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1129469113.470740.22520@g43g2000cwa.googlegroups.com>
Source record: 9727
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Lyrical Nanoha wrote:
> On Sat, 15 Oct 2005, Nick Bensema wrote:
>
> > I grew up initially with several computers in the Atari 8-bit series.
> > After my 130XE died, I got my grandfather's Commodore 64. They had
> > one thing in common: wacky dissociation between screen memory and
> > their OS's idea of ASCII.
> >
> > With both computers, you could display letters on the screen with a
> > POKE to video memory. However, the number you POKEd was almost never
> > the same number you would put into a CHR$ function to print that
> > character.
> >
> > For example, to get an uppercase A, you would:
> > (a) PRINT CHR$(65) (assuming uppercase mode if C64)
> > (b) POKE 1024,1 (Commodore 64)
> > (c) POKE 40000,33 (48k Atari 8-bit)
> >
> > Is there any reason the screen memory was set up this way? Why wouldn't
> > all three be 65?
>
> Heh. Try the Apple][(where, thankfully, it's much simpler)...
>
>]? chr$(65)
> A
>
>]poke 1024,193
>
>]
>
> At least it's as easy as adding a 128 on the Apple.
>
> > Also, what's the deal with the backspace? In PETSCII, it's CHR$(20),
> > even though CHR$(8) is right there doing nothing. In ATASCII, it's
> > CHR$(126). I understand that ATASCII puts graphics tiles in its
> > first 27 characters, so it can't use CHR$(8) for backspace or
> > CHR$(13) for CR. But ASCII DEL, at CHR$(127), is RIGHT NEXT DOOR,
> > but ATASCII puts the tab there instead.
>
> Thankfully on the Apple it's 127. (8 is Left Arrow, which made keyboard
> handling a nightmare in the original Dapple. 9 is of course Tab. Apple
> used ASCII quite straightforwardly in their computers, thank God.)
>

>

On the TI-99/4A, you add 96 (>60). This is called the BASIC offset, and
is used to maximize VDP memory for your program. (The beginning of the
character pattern table overlays another area).

So:

```
>PRINT CHR$(65)
A
>CALL POKEV(0,161) ! place A at screen location 0 (and POKEV requires E/A or Minimem or an
enhanced XB)
```

As far as backspace, the "left arrow" key is 8, and you can hit FCTN-V
for 127. Or you can change the keyboard to PASCAL mode (mode 4) and
then Ctrl-H is 8, and 127 is still FCTN-V.

But as far as ASCII goes, outside of the BASIC offset, it is quite
straightforward. Except that on the TI control characters don't get
translated (meaning control characters in files are read just as they
are, don't do strange things, control characters printed to the screen
don't cause screen clears, beeps, or anything else - they just show
whatever the character definition for that character).

3771. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 14:09:31 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <v8t4f.7185$BF5.3308@bignews7.bellsouth.net>
Source record: 9728
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>
>> Bill Garber wrote:
>>
>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>
>>>
>>>> computerseum wrote:
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>>>>
>>>>> I am not legally obligated to give away for next to nothing something I
>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>> end my auction early (emphasis on my, it's meant to serve my purposes,
>>>>> I'm the paying customer), I would be well within eBays rules
>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>> it, it would be the first time ever. S:-)
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>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>
>>>>
>>> You are wrong. Please read my previous post on ending early.
>>>
>>> Bill Garber
>>>
>>>
>>>
>>>
>> Not according to what you posted:
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>> /Note: Sellers are not permitted to cancel bids and end listings early in
>> order to avoid selling an item that did not meet the desired sale price.
>> This is considered to be reserve fee circumvention. Although there are
>> legitimate reasons for ending a listing early, abuse of this option will
>> be investigated./
>>
>
> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
```

> This applies to auctions with a reserve fee set. He has none set.
>
>
>> That means that since the seller indicated in this thread that they intend
>> to end the auction early if they do not receive a "worthy" bid, which
>> implicitly is a circumvention of the reserve fee, thus an abuse of the
>> end-early option.
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>
>
> Here you eat your own words, where you repeat the same terms,
> "CIRCUMVENTION", and "RESERVE FEE".
>
> He may end his auction at any time before the 12 hour to end limit.
> You pulled your data out of context, and I've been a seller on eBay
> for quite a while, so read up.
>
> Bill Garber
>
>
>
I too have been a seller on eBay for quite a while, and I feel my
interpretation is correct. The term "reserve fee circumvention" means
he did not use a reserve, thus circumventing the reserve fee that eBay
charges. The policy stated is their to protect eBay's fee structure,
not the seller nor the buyer.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
Auctions - <http://search.ebay.com/_W0QQsassZpaytonQ2ebyrd>

3772. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 14:33:41 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <19adnbQ47vZc-c_eRVn-qQ@comcast.com>
Source record: 9729
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>
>>> Bill Garber wrote:
>>>
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>>>>>> I am not legally obligated to give away for next to nothing something
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>>>> You are wrong. Please read my previous post on ending early.
>>>>
>>>> Bill Garber
>>>>
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>>>>
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>>> Not according to what you posted:
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>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>> in order to avoid selling an item that did not meet the desired sale
>>> price. This is considered to be reserve fee circumvention. Although
>>> there are legitimate reasons for ending a listing early, abuse of this
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>>> option will be investigated./
>>>
>>
>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>> This applies to auctions with a reserve fee set. He has none set.
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>>> which implicitly is a circumvention of the reserve fee, thus an abuse of
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>> "CIRCUMVENTION", and "RESERVE FEE".
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>> You pulled your data out of context, and I've been a seller on eBay
>> for quite a while, so read up.
>>
>> Bill Garber
>>
>>
>>
> I too have been a seller on eBay for quite a while, and I feel my
> interpretation is correct. The term "reserve fee circumvention" means he
> did not use a reserve, thus circumventing the reserve fee that eBay
> charges. The policy stated is their to protect eBay's fee structure, not
> the seller nor the buyer.

Please read ALL of the policies on ending early, not just
the areas you need to argue with me. It says, should the
seller end early, the eBay listing fees will still apply.

'Nuff said, say n'more, nudge-nudge, know what I mean?

End of discussion, because I know what I'm talking about.

Bill Garber

3773. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 14:48:23 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.16.14.48.21.702673@nosspamatari-source.com>
Source record: 9730
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 15 Oct 2005 19:42:22 -0400, Bill Garber wrote:

>
> "kevin" <kevnospam242@gmail.com> wrote in message
> news:ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com...
>> On 15 Oct 2005 13:30:19 -0700, "computerseum" <dickfitzgood@gmail.com>
>> wrote:
>>
>>>This is my collection. I would be willing to bet that none of you have
>>>ever had to acquire, store, pay for, protect and maintain a collection
>>>this large for five years. Looking at the picture do you believe that I
>>>have instant access to prime pieces to photograph them? Don't you
>>>already know what they all look like anyway?
>>
>>
>> Sure I know what most of the items you list in your auction look like,
>> but without pictures how can I know what condition they are in? I
>> would pay alot for mint condition Atari 800xl's and Apple II's but
>> hardly anything if they are in poor condition.
>
>
> Surely bidders are going to consider the "Sight Unseen" factor,
> and the "work involved" factor as well, but, the "what-if" part
> is intriguing, even to me, but I'm in PA so this is out of the
> question for me entirely anyway. Had I been in the local area and
> possess the space to store this stuff, I'd consider bidding and
> should the list even remotely describe what "is" there, it truly
> could be the Gold Mine that is being offered. The person who is
> auctioning off this stuff, however, is inveritibly, "The Loser".
> Broken down and sold in separate lots surely would bring loads
> of cash, but this way, it is just a garage sale at best. :o)
>
> Bill Garber

I'm intrigued as well and in Philadelphia. Maybe we should make a drive?
I definitely do NOT have the space right now, but I plan to buy a house
within a year which will have a suitable basement for this pile ;) I
worry about renting a truck and getting there and it just being completely
worthless junk. I think we all know some collections are like magic,
others are a pile of half broken 520ST's. I'd pay more for a single
clean falcon than 15 dirty 520's. That's why the contents matters to me,
and while this is intriguing enough to look at, I won't make the drive on
that description alone.

Thanks,
Mark

3774. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 14:51:33 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.16.14.51.32.375663@nosspamatari-source.com>
Source record: 9731
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 15 Oct 2005 19:42:22 -0400, Bill Garber wrote:

>
> "kevin" <kevnospam242@gmail.com> wrote in message
> news:ap23l158ppg33snh1jaibuhu6nbnrfujt0@4ax.com...
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> auctioning off this stuff, however, is inveritibly, "The Loser".
> Broken down and sold in separate lots surely would bring loads
> of cash, but this way, it is just a garage sale at best. :o)
>
> Bill Garber

Doh!

Nevermind, the collection is in Portland. I thought Massachusetts for
some reason. My ownership of this collection is now completely out of the
question ;)

Thanks,
Mark

3775. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 14:58:54 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <43526AAE.7030404@rittwage.com>
Source record: 9732
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Payton Byrd wrote:
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
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>>>
>>
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> I too have been a seller on eBay for quite a while, and I feel my
> interpretation is correct. The term "reserve fee circumvention" means
> he did not use a reserve, thus circumventing the reserve fee that eBay
> charges. The policy stated is their to protect eBay's fee structure,
> not the seller nor the buyer.
>

This is the correct interpretation- if you end your auction early by
cancelling all the bids and ending it, you essentially created a reserve
auction without paying for it. That is what eBay doesn't want because
it damages the marketplace. Nobody will bid on things if they knew the
carpet will just be pulled out if it looks like they are going to get a
good deal.

If you want more money for your good, then set the reserve, or else just
set the minimum bid amount for the least amount you would take for it.
If you put it up for a dollar and later pull the auction, you are a
jerk and I would report you if you did it.

Ebay has a lot of screwed up rules that they continue to use that make
no sense, and really this is still actually too easy to do- you should
not be able to end your auction *at all* in my opinion.

Pete

3776. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 15:33:40 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <onu4f.77136$5l.32692@bignews6.bellsouth.net>
Source record: 9733
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
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>>>>>
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>>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>>> in order to avoid selling an item that did not meet the desired sale
>>>> price. This is considered to be reserve fee circumvention. Although
>>>> there are legitimate reasons for ending a listing early, abuse of this
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>>>> intend to end the auction early if they do not receive a "worthy" bid,
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>>> Here you eat your own words, where you repeat the same terms,
>>> "CIRCUMVENTION", and "RESERVE FEE".
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>>> He may end his auction at any time before the 12 hour to end limit.
>>> You pulled your data out of context, and I've been a seller on eBay
>>> for quite a while, so read up.
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>>> Bill Garber
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>> I too have been a seller on eBay for quite a while, and I feel my
>> interpretation is correct. The term "reserve fee circumvention" means he
>> did not use a reserve, thus circumventing the reserve fee that eBay
>> charges. The policy stated is their to protect eBay's fee structure, not
>> the seller nor the buyer.
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> Please read ALL of the policies on ending early, not just
> the areas you need to argue with me. It says, should the
> seller end early, the eBay listing fees will still apply.
>
> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>

> End of discussion, because I know what I'm talking about.
>
> Bill Garber
>
>
>
No, you don't because he didn't pay the reserve fee.

--
Payton Byrd
Homepage - <http://www.paytonbyrd.com>
Blog - <http://blogs.ittoolbox.com/visualbasic/dotnet/>
Auctions - <http://search.ebay.com/_W0QQsassZpaytonQ2ebyrd>

3777. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 16:28:09 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ELidnQIjr4YI4s_enZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 9734
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
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>>> Bill Garber wrote:
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>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
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>>>>> Bill Garber wrote:
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>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
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>>>>>>> computerseum wrote:
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>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>> something I
>>>>>>>> have thousands of dollars and years of effort sunk into. If I was
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>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>> purposes,
>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>> concerned with "Chronically" ending items early. If I were to do
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>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
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>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
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>>>>>> You are wrong. Please read my previous post on ending early.
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>>>>>> Bill Garber
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>>>>> Not according to what you posted:
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>>>>> /Note: Sellers are not permitted to cancel bids and end listings early
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>> the areas you need to argue with me. It says, should the

>> seller end early, the eBay listing fees will still apply.
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>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>
>> End of discussion, because I know what I'm talking about.
>>
>> Bill Garber
>>
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>>
> No, you don't because he didn't pay the reserve fee.

I'm not arguing with you. It says you can end any auction
outside the 12 hour limit, by choosing one of 4 options
for doing so, but you still pay the listing fees for the
auction type you chose. Difference is with a reserve price,
if it ends naturally you can still choose NOT to sell to
any of the bidders. Now go away. Thank you.

Bill Garber

3778. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 16:29:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <NIWdnfrNFr9n4s_eRVn-sw@comcast.com>
Source record: 9735
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Turbo-Torch" <vairxpert@hotmail.com> wrote in message
news:11v4l11r7ju2jrsgmqlr6pahiduq7nj3vn@4ax.com...
> On Sun, 16 Oct 2005 10:33:40 -0500, Payton Byrd <plbyrd@bellsouth.net>
> wrote:
>
>
>>> Please read ALL of the policies on ending early, not just
>>> the areas you need to argue with me. It says, should the
>>> seller end early, the eBay listing fees will still apply.
>>>
>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>
>>> End of discussion, because I know what I'm talking about.
>>>
>>> Bill Garber
>>>
>>>
>>>
>>No, you don't because he didn't pay the reserve fee.
>
> The guy is clueless, you're wasting your time arguing with him.

Are you saying "I'm" clueless, or Payton Byrd-Brayn?

Bill Garber

3779. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 16:39:34 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <UJKdnXPGLo7UH8_eRVn-uw@comcast.com>
Source record: 9736
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
> news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
>> Bill Garber wrote:
>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
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>>>> Bill Garber wrote:
>>>>
>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
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>>>>>> Bill Garber wrote:
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>>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
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>>>>>>>> computerseum wrote:
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>>>>>>>>> I am not legally obligated to give away for next to nothing
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>>>>>>>>> have thousands of dollars and years of effort sunk into. If I was
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>>>>>>>>> purposes,
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>>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
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>>>>>>> You are wrong. Please read my previous post on ending early.
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>>>>>>> Bill Garber
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>>>>>> Not according to what you posted:
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>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>>
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>>>>>
>>>>>> That means that since the seller indicated in this thread that they
>>>>>> intend to end the auction early if they do not receive a "worthy" bid,
>>>>>> which implicitly is a circumvention of the reserve fee, thus an abuse
>>>>>> of the end-early option.
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>>>>> Here you eat your own words, where you repeat the same terms,
>>>>> "CIRCUMVENTION", and "RESERVE FEE".
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>>>>> He may end his auction at any time before the 12 hour to end limit.
>>>>> You pulled your data out of context, and I've been a seller on eBay
>>>>> for quite a while, so read up.
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>>>>> Bill Garber
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>>>> I too have been a seller on eBay for quite a while, and I feel my
>>>> interpretation is correct. The term "reserve fee circumvention" means
>>>> he did not use a reserve, thus circumventing the reserve fee that eBay
>>>> charges. The policy stated is their to protect eBay's fee structure,
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>>> End of discussion, because I know what I'm talking about.
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>>> Bill Garber
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>> No, you don't because he didn't pay the reserve fee.
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> I'm not arguing with you. It says you can end any auction
> outside the 12 hour limit, by choosing one of 4 options
> for doing so, but you still pay the listing fees for the
> auction type you chose. Difference is with a reserve price,
> if it ends naturally you can still choose NOT to sell to
> any of the bidders. Now go away. Thank you.
>
> Bill Garber
>
>

What was discussed here is clearly mentioned in the rules as "Reserve Fee Circumvention" and is a reason to report the seller. I don't understand how it could be more clear.

http://pages.ebay.com/help/policies/listing-circumventing.html

Pete

3780. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 16:41:12 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <UJKdnXLGLo42H8_eRVn-uw@comcast.com>
Source record: 9737
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Pete Rittwage wrote:
> Bill Garber wrote:
>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
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>>>>> Bill Garber wrote:
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>>>>>>>> Bill Garber
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>>>>>>> /Note: Sellers are not permitted to cancel bids and end listings
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>>>>>>> desired sale price. This is considered to be reserve fee
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>>>>>>> listing early, abuse of this option will be investigated./
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>>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>>> This applies to auctions with a reserve fee set. He has none set.
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>>>>>>> That means that since the seller indicated in this thread that
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>>>>> that eBay charges. The policy stated is their to protect eBay's
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>>>> End of discussion, because I know what I'm talking about.
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>>> No, you don't because he didn't pay the reserve fee.
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>> any of the bidders. Now go away. Thank you.
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>> Bill Garber
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> What was discussed here is clearly mentioned in the rules as "Reserve
> Fee Circumvention" and is a reason to report the seller. I don't
> understand how it could be more clear.
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> http://pages.ebay.com/help/policies/listing-circumventing.html
>
> Pete

It actually calls it "Reserve Fee Avoidance", not Circumvention, but
same thing.

-snip-

Reserve Fee Avoidance - Canceling bids and ending a listing early
because the seller's desired price has not been met.

-snip-

3781. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 17:30:30 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <NaudnaocX8ikE8_eRVn-pA@comcast.com>
Source record: 9738
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

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"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:UJKdnXLGLo42H8_eRVn-uw@comcast.com...
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>> http://pages.ebay.com/help/policies/listing-circumventing.html
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>> Pete
>
> It actually calls it "Reserve Fee Avoidance", not Circumvention, but same
> thing.
>
> -snip-
>
> Reserve Fee Avoidance - Canceling bids and ending a listing early because
> the seller's desired price has not been met.

LLLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
FIRST PLACE!!!!!

Bill Garber

3782. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 17:38:54 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <Oew4f.971$cz6.124@newsfe1-gui.ntli.net>
Source record: 9739
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:

>> Reserve Fee Avoidance - Canceling bids and ending a listing early
>> because the seller's desired price has not been met.

> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!

Hey loser, listen closely.

If I set up an auction, I can decide not to have a "reserve". This saves me some money, as adding a reserve costs me a little more to list.

So I list with no reserve. However, I'd quite like to get about £100 for this item. With one hour to go, the bidding is at £50 and has been static for a while. I'm not going to get what I had hoped for this item.

So I cancel the auction.

This is exactly what would happen if I *had* set a reserve, but because I did not set one then Ebay loses out on that small amount of extra cash they would have charged me. This way, I get an auction that works the same way as a reserve, but without paying.

Ebay doesn't like that, so it's against the rules.

Oh, I forgot to add five exclamation marks, but I think you get the point.

D.

3783. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 18:06:35 UTC
From: Chuck Whitby <chuck@toomanygames.com>
Message-ID: <Xns96F18F88862FBchucktoomanygamescom@130.81.64.196>
Source record: 9740
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bill Garber" <willy46pa@comcast.net> wrote in news:NIWdnfrNFr9n4s_eRVn-sw@comcast.com:

>
> "Turbo-Torch" <vairxpert@hotmail.com> wrote in message
> news:11v4l11r7ju2jrsgmqlr6pahiduq7nj3vn@4ax.com...
>> On Sun, 16 Oct 2005 10:33:40 -0500, Payton Byrd <plbyrd@bellsouth.net>
>> wrote:
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>>>> Please read ALL of the policies on ending early, not just
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>>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>>
>>>> End of discussion, because I know what I'm talking about.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>>>
>>>No, you don't because he didn't pay the reserve fee.
>>
>> The guy is clueless, you're wasting your time arguing with him.
>
>
> Are you saying "I'm" clueless, or Payton Byrd-Brayn?
>
> Bill Garber
>
>
>

I do believe he's saying your clueless. And I tend to agree. Payton's correct in his reading of the policy.

--
___
Chuck Whitby - Founder
East Coast Gaming Expo
http://www.ecgxpo.com
"It's the games"

3784. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 18:16:40 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <-JSdnTTI5tqRBM_eRVn-gg@comcast.com>
Source record: 9741
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Bill Garber wrote:
> "Pete Rittwage" <rcade@rittwage.com> wrote in message
> news:UJKdnXLGLo42H8_eRVn-uw@comcast.com...
>> Pete Rittwage wrote:
>>> Bill Garber wrote:
>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>> news:onu4f.77136$5l.32692@bignews6.bellsouth.net...
>>>>> Bill Garber wrote:
>>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>>> news:v8t4f.7185$BF5.3308@bignews7.bellsouth.net...
>>>>>>
>>>>>>> Bill Garber wrote:
>>>>>>>
>>>>>>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>>>>>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>>>>>>
>>>>>>>>
>>>>>>>>> Bill Garber wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>>>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>> computerseum wrote:
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>>>>>>> something I
>>>>>>>>>>>> have thousands of dollars and years of effort sunk into. If I
>>>>>>>>>>>> was to
>>>>>>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>>>>>>> purposes,
>>>>>>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE
```

>>>>>>>>>>> FINAL
>>>>>>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>> You are wrong. Please read my previous post on ending early.
>>>>>>>>>>
>>>>>>>>>> Bill Garber
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>> Not according to what you posted:
>>>>>>>>>
>>>>>>>>> /Note: Sellers are not permitted to cancel bids and end listings
>>>>>>>>> early in order to avoid selling an item that did not meet the
>>>>>>>>> desired sale price. This is considered to be reserve fee
>>>>>>>>> circumvention. Although there are legitimate reasons for ending a
>>>>>>>>> listing early, abuse of this option will be investigated./
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>>>>>>>> This applies to auctions with a reserve fee set. He has none set.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> That means that since the seller indicated in this thread that they
>>>>>>>>> intend to end the auction early if they do not receive a "worthy"
>>>>>>>>> bid, which implicitly is a circumvention of the reserve fee, thus
>>>>>>>>> an abuse of the end-early option.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>> Here you eat your own words, where you repeat the same terms,
>>>>>>>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>>>>>>>
>>>>>>>>> He may end his auction at any time before the 12 hour to end limit.
>>>>>>>>> You pulled your data out of context, and I've been a seller on eBay
>>>>>>>>> for quite a while, so read up.
>>>>>>>>>
>>>>>>>>> Bill Garber
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>> I too have been a seller on eBay for quite a while, and I feel my
>>>>>>> interpretation is correct. The term "reserve fee circumvention"
>>>>>>> means he did not use a reserve, thus circumventing the reserve fee
>>>>>>> that eBay charges. The policy stated is their to protect eBay's fee
>>>>>>> structure, not the seller nor the buyer.

>>>>>>>
>>>>>> Please read ALL of the policies on ending early, not just
>>>>>> the areas you need to argue with me. It says, should the
>>>>>> seller end early, the eBay listing fees will still apply.
>>>>>>
>>>>>> 'Nuff said, say n'more, nudge-nudge, know what I mean?
>>>>>>
>>>>>> End of discussion, because I know what I'm talking about.
>>>>>>
>>>>>> Bill Garber
>>>>>>
>>>>>>
>>>>>>
>>>>> No, you don't because he didn't pay the reserve fee.
>>>>
>>>> I'm not arguing with you. It says you can end any auction
>>>> outside the 12 hour limit, by choosing one of 4 options
>>>> for doing so, but you still pay the listing fees for the
>>>> auction type you chose. Difference is with a reserve price,
>>>> if it ends naturally you can still choose NOT to sell to
>>>> any of the bidders. Now go away. Thank you.
>>>>
>>>> Bill Garber
>>>>
>>>>
>>> What was discussed here is clearly mentioned in the rules as "Reserve Fee
>>> Circumvention" and is a reason to report the seller. I don't understand
>>> how it could be more clear.
>>>
>>> http://pages.ebay.com/help/policies/listing-circumventing.html
>>>
>>> Pete
>> It actually calls it "Reserve Fee Avoidance", not Circumvention, but same
>> thing.
>>
>> -snip-
>>
>> Reserve Fee Avoidance - Canceling bids and ending a listing early because
>> the seller's desired price has not been met.
>
>
> LLLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!
>
> Bill Garber
>
>

You argued your own point, so clearly you don't understand the whole concept of this at all. He didn't pay the reserve fee, so he IS "avoiding" it. You pay an extra reserve fee when you list your item, so it's a little more expensive to do so. If you end your auction early because you don't like what it's selling for (which is a selling offense you can be reported for) then you just created a situation that has the same outcome as the reserve auction, BUT YOU DIDN'T PAY THE FEE!

Pete

3785. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 18:55:15 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <7b-dnf_NFIaTP8_eRVn-2w@comcast.com>
Source record: 9742
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
news:Oew4f.971$cz6.124@newsfe1-gui.ntli.net...
> Bill Garber wrote:
>
>>> Reserve Fee Avoidance - Canceling bids and ending a listing early
>>> because the seller's desired price has not been met.
>
>> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
>> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
>> FIRST PLACE!!!!!
>
> Hey loser, listen closely.
>
> If I set up an auction, I can decide not to have a "reserve". This saves
> me some money, as adding a reserve costs me a little more to list.
>
> So I list with no reserve. However, I'd quite like to get about £100 for
> this item. With one hour to go, the bidding is at £50 and has been static
> for a while. I'm not going to get what I had hoped for this item.
>
> So I cancel the auction.
>
> This is exactly what would happen if I *had* set a reserve, but because I
> did not set one then Ebay loses out on that small amount of extra cash
> they would have charged me. This way, I get an auction that works the same
> way as a reserve, but without paying.
>
> Ebay doesn't like that, so it's against the rules.
>
> Oh, I forgot to add five exclamation marks, but I think you get the point.

YOU don't get it. You have to end outside of a 12 hour limit.
There is no ending any auction within this 12 hour time-frame.
Read the whole thing, not just the part you want to argue with
me about.

Bill Garber

3786. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:20:26 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <br95l154oj8nddd0v5lu722e45q7m3o37s@4ax.com>
Source record: 9743
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 16 Oct 2005 14:16:40 -0400, Pete Rittwage <rcade@rittwage.com>
wrote:

>You argued your own point, so clearly you don't understand the whole
>concept of this at all. He didn't pay the reserve fee, so he IS
>"avoiding" it. You pay an extra reserve fee when you list your item, so
>it's a little more expensive to do so. If you end your auction early
>because you don't like what it's selling for (which is a selling offense
>you can be reported for) then you just created a situation that has the
>same outcome as the reserve auction, BUT YOU DIDN'T PAY THE FEE!

Yes I agree 100% this guy is playing around a bit with the rules and
he admits he doesnt even know what stuff works and what doesnt, it's
probably mostly in pretty poor shape, and even if you won the auction
would you trust this guy not to take the best stuff out before you
came to pick it up? I know I wouldnt.

I dont think he is gonna have much luck.

3787. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:27:50 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <WQx4f.15271$vw6.5464@newsread1.news.atl.earthlink.net>
Source record: 9744
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:NaudnaocX8ikE8_eRVn-pA@comcast.com...
>> Reserve Fee Avoidance - Canceling bids and ending a listing early because
>> the seller's desired price has not been met.
>
>
> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!
>

Haha. Read this again, slowly. You should stop, Bill. You're not only
showing that you don't understand eBay rules, you're starting to look like
an idiot, too.

--

Alan

3788. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:31:07 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <_qGdnUBZ-v_jN8_eRVn-pA@comcast.com>
Source record: 9745
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:
> "Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
> news:Oew4f.971$cz6.124@newsfe1-gui.ntli.net...
>> Bill Garber wrote:
>>
>>>> Reserve Fee Avoidance - Canceling bids and ending a listing early
>>>> because the seller's desired price has not been met.
>>> LLLLLLLLLLLLLosers!!!!!. Listen closely. HE DOES NOT HAVE A
>>> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
>>> FIRST PLACE!!!!!
>> Hey loser, listen closely.
>>
>> If I set up an auction, I can decide not to have a "reserve". This saves
>> me some money, as adding a reserve costs me a little more to list.
>>
>> So I list with no reserve. However, I'd quite like to get about ï¿½100 for
>> this item. With one hour to go, the bidding is at ï¿½50 and has been static
>> for a while. I'm not going to get what I had hoped for this item.
>>
>> So I cancel the auction.
>>
>> This is exactly what would happen if I *had* set a reserve, but because I
>> did not set one then Ebay loses out on that small amount of extra cash
>> they would have charged me. This way, I get an auction that works the same
>> way as a reserve, but without paying.
>>
>> Ebay doesn't like that, so it's against the rules.
>>
>> Oh, I forgot to add five exclamation marks, but I think you get the point.
>
>
> YOU don't get it. You have to end outside of a 12 hour limit.
> There is no ending any auction within this 12 hour time-frame.
> Read the whole thing, not just the part you want to argue with
> me about.
>
> Bill Garber
>
>

The last 12 hours has NOTHING to do with this discussion. You can't end
an auction for the reason this whole thread is about, last 12 hours or not.

Again, from their Policies:

"Note: Sellers are not permitted to cancel bids and end listings early in order to avoid selling an item that did not meet the desired sale price. This is considered to be reserve fee circumvention. Although there are legitimate reasons for ending a listing early, abuse of this option will be investigated."

I mean, damn. What is your eBay user id?

3789. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:34:32 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <XWx4f.10644$MN6.7410@fed1read04>
Source record: 9746
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

The fact is that one of the options is "The item is no longer for sale".
This is broad enough to cover 'because the seller fears they will not
get what they wanted for it'.
A seller can decide to not sell their item FOR ANY REASON. Therefore, if
they decide the item is no longer for sale because they fear it will not
fetch an amount they want, then that is their right (as long as it's not
12hrs before the end).

3790. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:35:47 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <fia5l11eait75mobpvj1p0m2pbotef4jdj@4ax.com>
Source record: 9747

nickb@eris.io.com (Nick Bensema):

>I wonder if there's any hidden wisdom behind these decisions.

At least on the Atari, I seem to recall it had to do with the fact that in some graphics modes (gr.1, gr.2) you could display text in color. The color was based on the most significant bits of the character screen code. You could do something like:

```
print #6, "UPPERCASE"
print #6, "lowercase"
print #6, "INVERSE UPPERCASE"
print #6, "inverse lowercase"
```

and get different colors for each line of text. This dictated the layout of the character sets to a large degree.

I doubt it had anything to do with intellectual property rights in any way.

Shawn Jefferson
(fix reply to for email)

3791. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:38:43 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <P_x4f.10646$MN6.10162@fed1read04>
Source record: 9648
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Bill Garber

Bill, I think you're wasting your time here, or people are just fucking
with you at this point. You're right, and they're wrong.

3792. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:40:43 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <41b5l155lkdjip94k4f95niaoro850vm94@4ax.com>
Source record: 9649
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

MrBiggles <mrbiggles909@yahoo.com>:
>The fact is that one of the options is "The item is no longer for sale".
>This is broad enough to cover 'because the seller fears they will not
>get what they wanted for it'.
>A seller can decide to not sell their item FOR ANY REASON. Therefore, if
>they decide the item is no longer for sale because they fear it will not
>fetch an amount they want, then that is their right (as long as it's not
>12hrs before the end).

That particular reason is expressly forbidden by the eBay policy. I also think that its highly dishonest, no matter what kind of auction you are running.

Personally, I would never do it.

Perhaps it's better, if you are contemplating ending an auction early for dishonest reasons such as not getting enough money for the items, that you don't post about it on public newsgroups first.

Shawn Jefferson
(fix reply to for email)

3793. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:41:47 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <47b5l1pknak8p4le5eckjk78pqtc4oedgt@4ax.com>
Source record: 9650

MrBiggles <mrbiggles909@yahoo.com>:
>
>> Bill Garber
>
>Bill, I think you're wasting your time here, or people are just fucking
>with you at this point. You're right, and they're wrong.

Troll.

Shawn Jefferson
(fix reply to for email)

3794. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:42:05 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <Z1y4f.10648$MN6.1592@fed1read04>
Source record: 9651
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Ebay has a lot of screwed up rules that they continue to use that make
> no sense, and really this is still actually too easy to do- you should
> not be able to end your auction *at all* in my opinion.

What about if your dog pisses on the item after it's listed? How about
if you legitimately lose the item (some people are really that
disorganized).

3795. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:42:11 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Yt2dnTy9E7-SMM_eRVn-qg@comcast.com>
Source record: 9652
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"MrBiggles" <mrbiggles909@yahoo.com> wrote in message
news:P_x4f.10646$MN6.10162@fed1read04...
>
>> Bill Garber
>
> Bill, I think you're wasting your time here, or people are just fucking
> with you at this point. You're right, and they're wrong.

Thanks. And I know I'm right, and I believe they are mostly not
sellers, but buyers who have been screwed over by this very policy
and simply don't like it. :o)

Bill Garber

3796. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 19:51:49 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <pby4f.17195$q1.6123@newsread3.news.atl.earthlink.net>
Source record: 9653
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"MrBiggles" <mrbiggles909@yahoo.com> wrote in message
news:P_x4f.10646$MN6.10162@fed1read04...
>
>> Bill Garber
>
> Bill, I think you're wasting your time here, or people are just fucking
> with you at this point. You're right, and they're wrong.

You don't know what you're talking about. At Pete posted earlier, ebay's
policies specifically forbid ending an auction early because it isn't
reaching the price expected. That's why they have reserve pricing.

Whether you can lie and end the auction for some other, bogus reason is
beside the point. Please tell us your ebay id so we can all never buy
anything from you.

--
Alan

3797. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 20:16:42 UTC
From: The Space Boss <drsmith666@aol.com>
Message-ID: <1129493801.975901.293580@g14g2000cwa.googlegroups.com>
Source record: 9654
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Don't buy anything from any of these crooks. Bill post your ebay ID so we know who to avoid.

My philosophy on Ebay is that I love getting good deals, and if someone gets a good deal from me, I love giving good deals, too.

I have gotten some REAL great deals off Ebay, no doubt about it, and I was really happy about it. And I know that when someone gets a good deal from me that it is really making thier day, and that makes me kinda happy as well to be able to provide that experience to someone.

Somebody who is only concerned with what they can get out of the deal and not concerned at all about the time and effort of thier customers is not someone I want to deal with: there are plenty of ebay sellers who follow through no matter what - it is the sellers who need customers, NOT the other way around. I'd have more respect for these guys if they'd just decide how much they want and put a "buy it now" up on it, or put in in an ebay store.

3798. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 20:52:35 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <n4z4f.1035$cz6.163@newsfe1-gui.ntli.net>
Source record: 9655
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:

> YOU don't get it. You have to end outside of a 12 hour limit.
> There is no ending any auction within this 12 hour time-frame.
> Read the whole thing, not just the part you want to argue with
> me about.

I did - that's why I decided you would benefit from being corrected. Arguing with you doesn't come into it - others are doing that, and making a far bigger fool of you than I would be inclined to.

Is your opinion of yourself so great that you feel the need to call everyone who disagrees with you "losers"? And when someone responds in kind, then the rules change for them but not for you?

Very poor.

D.

3799. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 20:57:30 UTC
From: "T. Rivet" <tsr_rivet@YEHAW.com>
Message-ID: <09z4f.12819$nE2.4464@fe03.lga>
Source record: 9656
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

The Space Boss wrote:

> My philosophy on Ebay is that I love getting good deals, and if someone
> gets a good deal from me, I love giving good deals, too.
>
> I have gotten some REAL great deals off Ebay, no doubt about it, and I
> was really happy about it. And I know that when someone gets a good
> deal from me that it is really making thier day, and that makes me
> kinda happy as well to be able to provide that experience to someone.
>

I have to agree with Dr. Smith here, (believe it or not), but he's dead
on (IMHO).

If you want $X.XX for it, than set a reserve. If you simply end it
early because you aren't happy with the price, then you are dishonest
and should be avoided.

3800. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 21:17:52 UTC
From: "Aaron J. Bossig" <linkvb06@SpammersWillBeExecuted.ptd.net>
Message-ID: <Xns96F1AFF1D17B8linkvb06SpammersWill@204.186.200.105>
Source record: 9657
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Tom Lake" <tlake@twcny.rr.com> wrote in
news:LMn4f.59719$7b6.18039@twister.nyroc.rr.com:

> "computerseum" <dickfitzgood@gmail.com> wrote in message
> news:1129436503.844536.281950@z14g2000cwz.googlegroups.com...
>>I am not legally obligated to give away for next to nothing something
>>I
>> have thousands of dollars and years of effort sunk into.
>
> Actually, if you don't set a Reserve Price and you don't end the
> auction early, you ARE legally obligated
> to sell to the highest bidder. Just as making a bid constitutes a
> contract, so does offering an item for sale.
> If I were you, I'd end the auction early and re-list with a Reserve
> Price. As it stands, if the winner of the current auction wanted to
> take the case to court, you'd be on very shaky legal ground.

Especially if, y'know, a few newsgroup posts ended up being submitted
as evidence. This whole thread has pretty much guaranteed that the
seller can't even put up a legal defense.

--

Aaron J. Bossig

http://www.GodsLabRat.com
http://www.dvdverdict.com

3801. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 21:46:46 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2005.10.16.21.46.45.402957@nosspamatari-source.com>
Source record: 9658
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 16 Oct 2005 12:38:43 -0700, MrBiggles wrote:

>
>> Bill Garber
>
> Bill, I think you're wasting your time here, or people are just fucking
> with you at this point. You're right, and they're wrong.

It's against the rules... Period... It's fraud. The principle of the auction system is the gamble. The seller makes a gamble on the final price. That's the fun of it. That's WHY ebay is popular!!! And it's CLEARLY against their rules. You can end an auction early because your dog pissed on the item or because you shot at it with a 9mm in a drunken fit of rage... not because you don't like the way the $$$ are going.

Give it up...

Mark
http://www.atari-source.org

3802. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 22:25:10 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <dIWdnYXrn7nXTs_enZ2dnUVZ_sudnZ2d@comcast.com>
Source record: 9659
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

MrBiggles wrote:
>
>> Ebay has a lot of screwed up rules that they continue to use that make
>> no sense, and really this is still actually too easy to do- you should
>> not be able to end your auction *at all* in my opinion.
>
> What about if your dog pisses on the item after it's listed? How about
> if you legitimately lose the item (some people are really that
> disorganized).

Then you suffer the bad feedback.

3803. Looking for XMM801 part

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 22:45:22 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <7IA4f.7608$BF5.1820@bignews7.bellsouth.net>
Source record: 9660

I need the plastic top for a XMM801 Atari Printer.

Its dark plastic and covers the printer head and etc.

Also could use some Ribbions.

phantomm@bellsouth.net

3804. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-16 22:56:43 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Id2dnStKq6Q6R8_eRVn-iw@comcast.com>
Source record: 9661
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Alan" <areed65@earthlink.net> wrote in message
news:pby4f.17195$q1.6123@newsread3.news.atl.earthlink.net...
>
> "MrBiggles" <mrbiggles909@yahoo.com> wrote in message
> news:P_x4f.10646$MN6.10162@fed1read04...
>>
>>> Bill Garber
>>
>> Bill, I think you're wasting your time here, or people are just fucking
>> with you at this point. You're right, and they're wrong.
>
> You don't know what you're talking about. At Pete posted earlier, ebay's
> policies specifically forbid ending an auction early because it isn't
> reaching the price expected. That's why they have reserve pricing.
>
> Whether you can lie and end the auction for some other, bogus reason is
> beside the point. Please tell us your ebay id so we can all never buy
> anything from you.

You pompous ass, tell me yours so I can add you to my
forbidden buyer list.

Bill Garber

3805. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 00:21:41 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <Zumdnbweoqaqc8_enZ2dnUVZ_sudnZ2d@csinet.net>
Source record: 9662
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

I notice a lot of people don't like Reserve auctions.... I seen pinball machines end at $150 with Reserve that you know are worth $600+ people just kinda blow them off. I certainly would be scared starting at $9.99 though (laughs).

I always start my auctions with bottom line of what I would like to get at least what I paid for it.

And always try to be reasonable on shipping too... and I 'clean' everything!

The 'biggest' thing though is I take the time to take photos and be honest with condition... that dude could make a killing if he took a couple weeks off work and sorted through everything, clean it up and test it all.

Hmm let's see... make $200 on it (he will end it early for sure) or make $2000 on it by putting some effort into it.

I dunno I kinda like making money (shrugs)

"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:43526AAE.7030404@rittwage.com...
> Payton Byrd wrote:
>> Bill Garber wrote:
>>> "Payton Byrd" <plbyrd@bellsouth.net> wrote in message
>>> news:_9n4f.5919$6l.1783@bignews3.bellsouth.net...
>>>
>>>> Bill Garber wrote:
>>>>
>>>>> "The Space Boss" <drsmith666@aol.com> wrote in message
>>>>> news:1129440676.708788.246970@g49g2000cwa.googlegroups.com...
>>>>>
>>>>>
>>>>>> computerseum wrote:
>>>>>>
>>>>>>
>>>>>>> I am not legally obligated to give away for next to nothing
>>>>>>> something I
>>>>>>> have thousands of dollars and years of effort sunk into. If I was to
>>>>>>> end my auction early (emphasis on my, it's meant to serve my
>>>>>>> purposes,
>>>>>>> I'm the paying customer), I would be well within eBays rules
>>>>>>> (http://pages.ebay.com/help/sell/policies.html). They are only
>>>>>>> concerned with "Chronically" ending items early. If I were to do
>>>>>>> it, it would be the first time ever. S:-)
>>>>>>>

>>>>>>>
>>>>>> NO YOU NEED TO EITHER PUT A RESERVE OR SELL IT FOR WHATEVER THE FINAL
>>>>>> BID IS OR ELSE YOU ARE A CROOK.
>>>>>>
>>>>>>
>>>>> You are wrong. Please read my previous post on ending early.
>>>>>
>>>>> Bill Garber
>>>>>
>>>>>
>>>>>
>>>>>
>>>> Not according to what you posted:
>>>>
>>>> /Note: Sellers are not permitted to cancel bids and end listings early
>>>> in order to avoid selling an item that did not meet the desired sale
>>>> price. This is considered to be reserve fee circumvention. Although
>>>> there are legitimate reasons for ending a listing early, abuse of this
>>>> option will be investigated./
>>>>
>>>
>>> Read, it says "DESIRED SALE PRICE" and "RESERVE FEE CIRCUMVENTION".
>>> This applies to auctions with a reserve fee set. He has none set.
>>>
>>>
>>>> That means that since the seller indicated in this thread that they
>>>> intend to end the auction early if they do not receive a "worthy" bid,
>>>> which implicitly is a circumvention of the reserve fee, thus an abuse
>>>> of the end-early option.
>>>>
>>>
>>>
>>> Here you eat your own words, where you repeat the same terms,
>>> "CIRCUMVENTION", and "RESERVE FEE".
>>>
>>> He may end his auction at any time before the 12 hour to end limit.
>>> You pulled your data out of context, and I've been a seller on eBay
>>> for quite a while, so read up.
>>>
>>> Bill Garber
>>>
>>>
>>>
>> I too have been a seller on eBay for quite a while, and I feel my
>> interpretation is correct. The term "reserve fee circumvention" means he
>> did not use a reserve, thus circumventing the reserve fee that eBay
>> charges. The policy stated is their to protect eBay's fee structure, not
>> the seller nor the buyer.
>>
>

> This is the correct interpretation- if you end your auction early by
> cancelling all the bids and ending it, you essentially created a reserve
> auction without paying for it. That is what eBay doesn't want because it
> damages the marketplace. Nobody will bid on things if they knew the
> carpet will just be pulled out if it looks like they are going to get a
> good deal.
>
> If you want more money for your good, then set the reserve, or else just
> set the minimum bid amount for the least amount you would take for it. If
> you put it up for a dollar and later pull the auction, you are a jerk and
> I would report you if you did it.
>
> Ebay has a lot of screwed up rules that they continue to use that make no
> sense, and really this is still actually too easy to do- you should not be
> able to end your auction *at all* in my opinion.
>
> Pete

3806. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 00:24:01 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <KpadnaVFFtJec8_eRVn-hg@csinet.net>
Source record: 9663
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

As soon as I get the shelves painted and clear coat on them. I will put some photos up. It has been a lot of work hiding the wires for everything and getting the shelves right (I suck at building things). It's like a chromosome mix up before I was born. I can't build things and work on cars.

VastFear

"The Space Boss" <drsmith666@aol.com> wrote in message news:1129440485.649003.279660@g47g2000cwa.googlegroups.com...
>
> VastFear wrote:
>> As a collector (of a quite a large amount of vintage computers and game
>> systems) I think its 'BLASPHEMY' to treat your collection like this and
>> just
>> stack and pile it to the ceiling with no rhyme or reason!
>>
>> One has no respect at all if they treat their prized collection like
>> this.
>>
>> Still would be cool to go through... feel sorry for whats on the bottom
>> though (sigh)
>>
>> I wish I had that much money where I could just not care and sell
>> everything
>> in one huge pile on eBay. People don't realise if took the type and
>> tested
>> and took photos of everything that one could make a killing on eBay
>> instead
>> of a bulk deal for stuff.
>>
>> I will cherish that photo though thats funny but sad give the collection
>> to
>> me... I will air it out and add it my 'shrine' of gaming.
>
> please post pictures of you shrine i would like to see it.
>

3807. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 01:10:13 UTC
From: MrBiggles <mrbiggles909@yahoo.com>
Message-ID: <BRC4f.10689$MN6.8038@fed1read04>
Source record: 9664
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Whether you can lie and end the auction for some other, bogus reason is
> beside the point. Please tell us your ebay id so we can all never buy
> anything from you.

Oh ok sure... oh, wait... maybe not.

One of the legitimate reasons for ending an auction is "The item is no longer for sale". The reason it is no longer for sale can be anything, INCLUDING the possibility that it may not reach the seller's desired target sale price. If I wanted to I could end an auction early because I stubbed my toe, or wasted time explaining something to a dufus on usenet. That is the key here... a seller can decide that an item is no longer for sale FOR ANY REASON (as long as it's not in the last 12 hr window).

3808. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 01:42:55 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <d806l195a5e203ehjtnfu4qjt1i6mek70t@4ax.com>
Source record: 9665
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 16 Oct 2005 19:21:41 -0500, "VastFear" <vastfear@csinet.net>
wrote:

>The 'biggest' thing though is I take the time to take photos and be honest
>with condition... that dude could make a killing if he took a couple weeks
>off work and sorted through everything, clean it up and test it all.

not necessarily, you dont know the condition of the computers (Im
guessing they arent in the best shape judging by how they are stored)
by his own admission he's never tried most (if not all) of them, so
many of t hem are prob just garbage and virtually worthless. Also it
sound's like if you get a good deal he will prob take the best ones
and keep them for himself (or sell/donate them elsewhere) and leave
you with the junk.

It's definetly a gamble bidding on this auction.

3809. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 04:24:35 UTC
From: Jim Brain <brain@jbrain.com>
Message-ID: <7IF4f.440181$x96.339868@attbi_s72>
Source record: 9666
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote:

> HE DOES NOT HAVE A
> RESERVE PRICE SET, SO, HOW CAN HE AVOID A RESERVE FEE IN THE
> FIRST PLACE!!!!!

As others have noted, It's called a "Reserve Fee Avoidance" violation because the seller did not set a reserve (and thus did not pay the extra fee), but ended up treating the auction like a reserve auction. I see where it can be misunderstood to only apply if he was running a reserve auction, but it applies to non-reserve auctions. There is no need to end an auction early for reserve auctions, because either the price is met, or it is not. (Well, there is, if you state you are listing the item locally, and it sells before the uaction ends, but you wouldn't end the auction because you did not get the price you wanted, because that's the definition of a reserve price)

> YOU don't get it. You have to end outside of a 12 hour limit.
> There is no ending any auction within this 12 hour time-frame.
> Read the whole thing, not just the part you want to argue with
> me about.

I read the whole thing....

Actually, you CAN end the auction within the 12 hour mark. You can technically end the auction 1 second before the deadline. You just can't do it chronically.

Nonetheless, there is a huge difference between what eBay rules allow and being a good seller.

The seller has already note that if he does not get a "fair" price for the non-reserve auction, he will end it early. Technically, eBay will let him do it, unless someone complains to them about the auction.

I see a problem with the rules in this area, as the first mention of the rule states it can never be done, but right below, it gives the seller 11 times to do without incurring any investigation. It's hard to know which is correct. In any case, given how popular eBay is and the fact I see infractions committed on listings all the time, I'd say the seller will have no issues from eBay.

That said, I think the seller is acting in bad faith. Regardless of the rules of eBay, no one wants to bid on a non-reserve auction, only to see it cancelled at the last minute.

Do you believe the seller is acting in good faith by noting he will yank
the auction if he doesn't get a certain amount? It seems strange to so
actively defend the original sellers abuse of the eBay rules, as they
are written.

Jim

--
Jim Brain, Brain Innovations
brain@jbrain.com http://www.jbrain.com
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

3810. FA: Atari 8 bit items

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 04:26:57 UTC
From: atarionly <atarionly@adelphia.net>
Message-ID: <1129523217.750995.319230@g43g2000cwa.googlegroups.com>
Source record: 9667

I have listed a few Atari 8 bit items on Ebay

Atari 800 48k
Atari 810 disk drive in original box COMPLETE
Atari 1050 disk drive in original box COMPLETE
Atari 850 interface

You can check out these Items and more at:

http://search.ebay.com/_W0QQsassZatari_onlyQQhtZ-1

Thanks, AO

3811. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 07:58:49 UTC
From: agila61@netscape.net
Message-ID: <1129535928.987654.9840@g44g2000cwa.googlegroups.com>
Source record: 9668
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Nick Bensema wrote:
> I grew up initially with several computers in the Atari 8-bit series.
> After my 130XE died, I got my grandfather's Commodore 64. They had
> one thing in common: wacky dissociation between screen memory and
> their OS's idea of ASCII.

One thing to keep in mind is that, even though we now know that the C64 massively outsold any previous CBM computer, when it was first introduced CBM would have been re-using what they had done before, and would have wanted as much portability of Basic programs as possible between different CBM computers.

Its normal for "early entries" into a market to do things in an idiosyncratic and slightly cumbersome way ... after all, its experience WITH their products that teaches us where the "rough edges" are. PETSCII and going to upper/lower case by swapping the case of ASCII upper case characters is a case in point. It obviously was not as big a deal as a "rough edge" as the horrible keyboard on the IMB PC Junior, which died a well-deserved early death.

When the early CBM computers were designed, a "soft terminal" that worked similar to a VT52 was handy, and the VT52 did not handle Backspace/Delete the same way as the (later) IMB PC.

You can run into similar issues today when porting character programs from Win/DOS to run in the "linux" term in Linux.

3812. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 12:30:55 UTC
From: Stephen <sdlnospamar@c.net>
Message-ID: <4353997F.8A6181FA@c.net>
Source record: 9669

```
8-Bit Classics wrote:
>
> On 27 Sep 2005 07:05:36 -0700, "*ProteanThread*" <rtdos@rtdos.com>
> wrote:
>
> >my question:
> >http://www.lawguru.com/cgi/bbs/mesg.cgi?i=646134828
> >
> >their reply:
> >http://www.lawguru.com/cgi/bbs/mesg.cgi?i=226057143
> >

< snip >

> >
> >
> >Woodzy
> >http://www.rtdos.com
>
> Well that is good news since I sell AtariMax's cart versions of OSS
> programming software like Mac/65, Action, BASIC XL, and BASIC XE. I
> was under the assumption that these were in the public domain now?
>

I visit this group from time to time, so I apologize
if I'm seeing this message a little late.

It's been a _long_ time since I've reviewed the document
covering the sale of Mac/65 to ICD in the 1980's; it
would take a little digging to find it (I have a hunch
that it's the only surviving document of the sale).
What I sold to ICD was a _version_ of Mac/65 and its
name. I still retained the right to develop an assembler
for the Atari 6502 based computers (or any Atari computer,
or any computer based on any CPU), even using the same
code base. I could not call it Mac/65 or associate it
with ICD's Mac/65, etc. As I recall, ICD's focus was on
the name Mac/65 with the code base IP a secondary
consideration, and it was agreed that changes to the
code base yielded a product that was _not_ Mac/65.
An unusual and simple agreement (by today's standards),
but that's pretty much how it went down.
```

At the time, with the introduction of the Atari ST series,
we wanted to put all of our resources into the new products;
ICD seemed like a good new home for the 8-bit series.
At the time, none of us thought that the life of the products
would be so long!

Again, I may be fuzzy on the finer details, but there
were three of us independently negotiating with ICD:
myself for Mac/65, Bill Wilkinson (et. al.) for the
Basic's XL and XE, etc., and the author of Action!
I do not remember where or how Jim Dunion (author of DDT)
fit into this at the time. I don't remember if OSS
owned DDT outright, or was licensing it from Jim.

ICD wanted all of the products or none of the products,
so if any party was reluctant to sell, that would have
stopped the purchase of the other products. Sadly, we've
all lost touch with each other, and I haven't spoke with
Bill Wilkinson in well over a decade. The last I heard
was that he was living in Washington state.

I have not released any version of Mac/65 into the Public Domain.

Having said that, I don't really know which _versions_
of Mac/65 are actually out there. However, I ask that
any Copyright notices in these versions be preserved
as they were originally; but I can only speak to Mac/65
(Note, some versions of Mac/65 contain an integrated
version of Dunion's Debugging Tool which I do not have
any claim to).

I'm amazed that the Atari 6502 based computers are still
enjoyed by people today, some 25+ years later. Yet, I really
don't know why the Ataris have fared better than similar
computers of the same era.

> I have also reproduced the BASIC XL manual in PDF form and will be
> selling repro's of the PDF in printed format. Currently working on
> Action!, then Mac/65, then finally BASIC XE. PDF is available free
> from the site, the the manuals will be for sale minimally over the
> cost of printing.
>
> Corey
> 8-Bit Classics

I still have all of the original Mac/65 source and many
of its versions as cartridges. I also have all of
the Mac/65 sources for Basic XL and Basic XE, since I
was the principal maintainer of the products (except for the
new floating point package, which Bill Wilkinson wrote).
(Yes, Mac/65 built Basic XL and Basic XE on an Atari 800 with 48k.)
Someday, I'd like to do something with this stuff, because
I fear it may be lost to time and it's a unique piece of

computing history that should be preserved. But, I'm reluctant
to do _anything_ because of the uncertainty of who actually
owns the Basic XL and Basic XE (and DDT) Copyrights today.
Again, because I rarely get rid of _anything_, these are
probably the only surviving copies of the orginal source.

--
Stephen D. Lawrow

3813. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 13:49:02 UTC
From: Leif Bloomquist <spam@127.0.0.1301>
Message-ID: <11l7auje1a4mlbc@news.supernews.com>
Source record: 9670
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"David Evans" <dfevans@bcr10.uwaterloo.ca> wrote in message
news:dita12$1gk$1@rumours.uwaterloo.ca...

> >Also, what's the deal with the backspace?
> Well, remember that even "real" computers couldn't get DEL and BS
> straight!

Heh. We got a new Sun Blade 1500 in one of our labs at work recently, with a brand new install of Solaris 8. I logged in at the console, opened a Terminal window, started typing a command, and needed to hit Backspace. On the screen:

^H

Argh! ;-)

--
Leif Bloomquist
leif (at) schema factor (dot) com
http://home.ica.net/~leifb/

3814. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 13:58:47 UTC
From: Leif Bloomquist <spam@127.0.0.1301>
Message-ID: <11l7bgqiuegh344@news.supernews.com>
Source record: 9671
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

> > > With both computers, you could display letters on the screen with a
> > > POKE to video memory. However, the number you POKEd was almost never
> > > the same number you would put into a CHR$ function to print that
> > > character.

On the Commodore 64 (and Ataris as well, I presume), the values also represented BASIC tokens. You could write some very strange looking yet functional programs through careful use of PETSCII graphics embedded in the program (Jim Butterfield is the master of this). Plus there's the famous "Insert Mode" where you can do all kinds of bizarre things.

And there is yet another disconnect, with keyboard scan codes. So to expand on your example, you would press A (keyboard code 10), and an A (ASCII 65) would appear, and appear in screen memory as value 1 (A). o_O

--
Leif Bloomquist
leif (at) schema factor (dot) com
http://home.ica.net/~leifb/

3815. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 14:12:48 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1129558368.927844.207850@g43g2000cwa.googlegroups.com>
Source record: 9672

I doubt Lance Ringquist owns anything (copyrights, source, or otherwise) because as my lawyer stated, he has yet to establish proof of ownership. Last person I believed own such would have been Mike Hohman. My efforts to contact Bill Wilkinson (OSS) or any members of the original ICD Team (as well as Mike Hohman, FTe) have been unsuccessful. Whatever hacks, mods, or cracks I (when I say I then I speak for myself here but I'm sure everyone else will agree) apply to any OSS, ICD, or FTe product, the relevant copyright information will be left intact. It is not my intention (and I'm sure not the intentions of others) to claim such products as my own. The only reason I would need such source code from BASIC XL/XE, Action, MAC/65, SpartaDOS, etc. would be to adapt it or modify it for my alternate O.S. project and nothing more:

http://www.rtdos.com/specs/

http://finance.groups.yahoo.com/group/rtdos/

3816. Ithix

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 14:24:34 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <IM6dnWVFI-SHLs7eRVnzvA@telenor.com>
Source record: 9673

Here's a link to this game for whoever it was who wanted it. It will stay
there for a little while.
http://norwaygames.com/ithix.atr

It's a menu containing this and more files in ED format (1050)

Take Atarian care

3817. Re: NEW GUI for 8bit/Spartados

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 21:54:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <64V4f.2785$Aw.51826@typhoon.sonic.net>
Source record: 9674

Vidar Olavesen <olavese@online.no> wrote:
> "kevin" <kevnospam242@gmail.com> skrev i melding
> news:p943l1tn03b3rvj8qcq8vqjap6983s7a9j@4ax.com...
>> this look's pretty cool! check it out:
>>
>> http://www.atari8.info/trsdesktop.php

> Looks very nice. That is one crisp looking 80 column display

No doubt just an artifact of the screenshots coming from an emulator. ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3818. Re: WTB: 1200XL Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-17 21:57:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <r7V4f.2791$Aw.51828@typhoon.sonic.net>
Source record: 9675

Steven Tucker <classics@atarimax.com> wrote:
> I'm looking for some more 1200XL computers. <snip>
> They dont need to work and non-functional (but physically intact)
> keyboards are ok. <snip>

Whatchya planning, eh? ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3819. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 00:39:21 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <ZuWdnWmi2Zm82cneRVn-vg@comcast.com>
Source record: 9676

I have the 10 meg version. It is an original Supra drive and interface. I have just dumped my Spartados fat system again. It seems that if I copy a old or corrupted file to the hard drive I am taking a chance. I don't know if it's my system or the Spartados fat is that fragile! It is annoying. What do you think?

"Larry" <LLppwhite@aol.com> wrote in message news:1128663865.978375.175950@g14g2000cwa.googlegroups.com...
>> ...You have a very good argument. I have a Supra hard drive interface and
>> do
> use it with an 800XL. An adaptor would just enable me to switch to an
> XE (if I wished). I just wondered if there was any around. <
>
> Just out of curiosity, what hard size/drive(s) do you use with your
> Supra interface? Do you use a Bridge Board (SCSI adapter) or an
> imbedded SCSI drive, and did you get an original Supra or a later Klaas
> version?
>
> I looked (briefly) at making/selling a new cart expander + adapter.
> No problem making 1 or 2 hand-made prototypes, but to get commercial
> quality boards, etc, it was several hundred dollars for a couple of
> prototypes + then a minimum run of several hundred units to get
> commercial quantities to sell. I would estimate that 100 would be a
> "lifetime supply." To say the least, the economics look unfavorable.
> But perhaps could be done less expensively elsewhere. -Larry
>

3820. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 00:43:17 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <uvg8l11a0nafl6f4vcjpfrbhsjk9omb5d6@4ax.com>
Source record: 9677

Thanks for the very interesting post! I love to read history of old computer days like this.

Yes, all the versions that I carry have all said copyrights. You would actually be surprised on the following these products have. Mac/65 and Action! especially. The 8-Bit days seem to come and go, but will live on forever if we let them. I am trying to help preserve this as much as I can. If I step on toes, let me know and I will be happy to remove products. I contact original copyright owners (when I know how) and am willing to reimburse them for their hard work if they would like me to.

Very interesting on the sale, you rarely see the option of being able to keep source and redevelop to really recompete with the same product that you sold (even in the 80's).

Great to see that you are still part of the community!

Corey
8-Bit Classics

3821. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 01:31:54 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1129599114.936523.28840@g43g2000cwa.googlegroups.com>
Source record: 9678

> I have the 10 meg version. It is an original Supra drive and interface. I
have just dumped my Spartados fat system again. It seems that if I copy
a
old or corrupted file to the hard drive I am taking a chance. I don't
know
if it's my system or the Spartados fat is that fragile! It is
annoying.
What do you think? <

I used to own a Supra interface -- bought it from ICD for $5 or $10 at one of the AtariFests. I did get all the docs and stuff from Bob Klaas' bulletin board, but don't think I ever actually ran it. Having said that, there are (at least) two potential problems you may be having. First, make sure that the contacts are clean on the XL and the interface. I mean *scrupulously* clean! IIRC, the Supra interface did not have gold contacts. I use Caig Laboratories "DeoxiT" -- best contact cleaner I've found. Then follow up if possible with a contact-enhancer. I now use Caig's "Pro Gold.". (Always follow the mfgr's instructions.) If you are using a ribbon cable, make sure it is in good shape and short. And that its contacts are likewise clean and tight. Second, I am a MyDos user who only occasionally uses Sparta (mostly SDX). But I did have some experience with disk versions of Sparta -- 3.2d? I likewise had problems with it on my HD, and read the same from other some other users. I went right back to MyDos, and have been there ever since -- with no HD problems. I'm suspect that newer versions do fine with HD's, but if you are using an older one, it's something to consider. -Larry

3822. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 01:56:42 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <kdl8l11ef6hmkldevcbk8mescliq3utemc@4ax.com>
Source record: 9679

Stephen <sdlnospamar@c.net>:

>I still have all of the original Mac/65 source and many
>of its versions as cartridges. I also have all of
>the Mac/65 sources for Basic XL and Basic XE, since I
>was the principal maintainer of the products (except for the
>new floating point package, which Bill Wilkinson wrote).
>(Yes, Mac/65 built Basic XL and Basic XE on an Atari 800 with 48k.)
>Someday, I'd like to do something with this stuff, because
>I fear it may be lost to time and it's a unique piece of
>computing history that should be preserved. But, I'm reluctant
>to do _anything_ because of the uncertainty of who actually
>owns the Basic XL and Basic XE (and DDT) Copyrights today.
>Again, because I rarely get rid of _anything_, these are
>probably the only surviving copies of the orginal source.

Please make a copy of it and burn it to several CDs! It would be great if
eventually the source code can either be turned over to the public domain,
or something is done with it for the Atari 8-bit community.

Shawn Jefferson
(fix reply to for email)

3823. Re: Ithix

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 06:35:07 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <kn59l1dpgc1tio7qt4j311c2cg33u80vd4@4ax.com>
Source record: 9680

Thank you Vidar!

I was beginning to think I had imagined this game.
For years I've kept my eyes out for this game (off an on) on all of
the websites that catalogue these things, and I've never come across
so much as a reference to it. I remember it being reviewed in a local
hobbyist magazine when I was a teenager, and playing it via a
compilation diskette such as the one you've linked to here.

I'll see if I can get it added to some of the cataloguing efforts.

I hope you're archiving your collection. If you have such "unknown"
gems as this, who know what else you might have that has been "lost."

Thanks again!

RM

On Mon, 17 Oct 2005 16:24:34 +0200, "Vidar Olavesen"
<olavese@online.no> wrote:

>Here's a link to this game for whoever it was who wanted it. It will stay
>there for a little while.
>http://norwaygames.com/ithix.atr
>
>It's a menu containing this and more files in ED format (1050)
>
>Take Atarian care
>

3824. Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 13:38:57 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <nNWdnT7JAPprZMneRVnzvA@telenor.com>
Source record: 9681

I am looking for this game, as mine is not working properly. ATR would be greatly appreciated!

Thanks

3825. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 14:08:59 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <atKdnR-Yn7ydnMjeRVnzvA@telenor.com>
Source record: 9682

Also looking for Hypnotic Land(s?). English cartridge I think. Prefer to buy it, but an ATR would be nice too.

Also want to buy the original Smash Hits Volume 3 from English Software.

Take Atarian care

3826. The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 14:14:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Mq75f.3193$xE1.2479@okepread07>
Source record: 9683

I've taken it offline for a bit. Not sure if I will put it back up anytime soon as there doesn't seem to be any interest. 1 call every couple of days is hard to justify it. Pity too, I really wanted to keep it running but it just died.

Doctor RotCod

3827. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 15:38:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.18.15.38.52.843882@charter.net>
Source record: 9684

On Tue, 18 Oct 2005 09:14:05 -0500, Docrotcod wrote:

> I've taken it offline for a bit. Not sure if I will put it back up anytime
> soon as there doesn't seem to be any interest. 1 call every couple of days
> is hard to justify it. Pity too, I really wanted to keep it running but it
> just died.
>
> Doctor RotCod

Gosh, Doc, hate to hear that. Hope you'll reconsider and put it back
online sometime soon.

--
_/_/_/

3828. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 15:43:55 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96F36D2C932Bemuslor@216.196.97.136>
Source record: 9685

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no> wrote
in news:nNWdnT7JAPprZMneRVnzvA@telenor.com:

> I am looking for this game, as mine is not working properly. ATR would be
> greatly appreciated!
>

Check your email. :)

--
Slor

3829. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 16:09:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <0-udnQA27tC2gMjeRVnzvA@telenor.com>
Source record: 9686

> Check your email. :)

Thanks, I did, but there was nothing there!

Take Atarian care

3830. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 17:58:48 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sJa5f.2452$fc7.1724@newsread3.news.pas.earthlink.net>
Source record: 9687

Stephen wrote:

<snip>
> What I sold to ICD was a _version_ of Mac/65 and its
> name. I still retained the right to develop an assembler
> for the Atari 6502 based computers (or any Atari computer,
> or any computer based on any CPU), even using the same
> code base. I could not call it Mac/65 or associate it
> with ICD's Mac/65, etc. As I recall, ICD's focus was on
> the name Mac/65 with the code base IP a secondary
> consideration, and it was agreed that changes to the
> code base yielded a product that was _not_ Mac/65.
> An unusual and simple agreement (by today's standards),
> but that's pretty much how it went down.
<snip>
> Again, I may be fuzzy on the finer details

That's where I live!

> ICD wanted all of the products or none of the products,
> so if any party was reluctant to sell, that would have
> stopped the purchase of the other products. Sadly, we've
> all lost touch with each other, and I haven't spoke with
> Bill Wilkinson in well over a decade. The last I heard
> was that he was living in Washington state.
>
>
> I have not released any version of Mac/65 into the Public Domain.
>
>
> Having said that, I don't really know which _versions_
> of Mac/65 are actually out there. However, I ask that
> any Copyright notices in these versions be preserved
> as they were originally; but I can only speak to Mac/65
> (Note, some versions of Mac/65 contain an integrated
> version of Dunion's Debugging Tool which I do not have
> any claim to).
>
> I'm amazed that the Atari 6502 based computers are still
> enjoyed by people today, some 25+ years later. Yet, I really
> don't know why the Ataris have fared better than similar
> computers of the same era.
<snip>
> I still have all of the original Mac/65 source and many

> of its versions as cartridges. I also have all of
> the Mac/65 sources for Basic XL and Basic XE, since I
> was the principal maintainer of the products (except for the
> new floating point package, which Bill Wilkinson wrote).
> (Yes, Mac/65 built Basic XL and Basic XE on an Atari 800 with 48k.)
> Someday, I'd like to do something with this stuff, because
> I fear it may be lost to time and it's a unique piece of
> computing history that should be preserved. But, I'm reluctant
> to do _anything_ because of the uncertainty of who actually
> owns the Basic XL and Basic XE (and DDT) Copyrights today.
> Again, because I rarely get rid of _anything_, these are
> probably the only surviving copies of the orginal source.

I can give you a fuzzy update.

ICD's owner went through a divorce and for quite a while no products were available. AFAIK after the divorce was settled the 8-bit products were put up for sale.

Probably the two leading bidders were Mike Holman(FTE) and Bob Puff with Mike winning. The purchase was mostly rights and a pallet of ICD PR:Connections. No truckloads of MIOs, just rights and an occasional piece of undocumented code. There was enough there for Mike to update and make SDX carts and a slightly modified version of Action!

Mike distributed one of the disk based versions of SD and disk based MAC/65 with DDT as freeware. I think he still had some manuals and those he offered for sale. Anyway quite a few OSS products made it back into the pipeline.

Mike was in the process of developing some major modifications to the 8-bit when he ran out of gas, gas being time, money, and energy. You may be able to find some of the references to it on the web, 65816 processor, Mars board, that kind of stuff. Lots of FPGA and FLASH memory type of mods, in circuit programmible so you could do stuff like have built in BASIC XE and hot swap OS.

That's were we've been for the last decade. Newell came forward to say that Mike didn't complete the contract for his memory upgrades so he was now putting them into the public domain. Occasionally someone posts about how they are declaring all FTE products PD but it is mostly BS from people that are frustrated or clueless about intellectual property rights. AFAIK most rights worth having still reside with FTE.

The 8 bit scene has changed a lot. Used to be a lot of programming interest and "How do you...?" type hardwre and software questions and answers. Seems to be mostly about "Where can I find the XYZ game I played in grade school?" now. I hid the last of my hardware ~3 years ago when my S.O. went on a "Throw this crap away!!!" war path.

There is also the SIO2PC work done by Nick Kennedy and Steve Tucker. Betweem them they have just about eliminated the need for a hard drive or Happy with software and hardware running on everything from an 8088

DOS PC to Windows XP.

There's other stuff out there like IDE drive interfaces, USB interface, and FLASH cartridges for abandonware software. You can even put an Atari BBS online over the internet now with a simple cable and software.

There is even MAE editor/assembler by John Harris. I'm sorry to say I have never used it but it's reported to have features like full screen editor and be faster then MAC/65. I lost the faith and switched over to TASM on an MS DOS clone long before MAE came out.

3831. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:15:28 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96F386DE8981Aemuslor@216.196.97.136>
Source record: 9688

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no> wrote
in news:0-udnQA27tC2gMjeRVnzvA@telenor.com:

>> Check your email. :)
>
> Thanks, I did, but there was nothing there!
>
> Take Atarian care
>
>

Well, there WAS a 30-second lag between my post and the actual email.
You're just too fast for me. :)

--
Slor

3832. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:16:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <t_a5f.2869$Aw.54208@typhoon.sonic.net>
Source record: 9689

Rick Cortese <ricortes@earthlink.net> wrote:
> The 8 bit scene has changed a lot. Used to be a lot of programming
> interest and "How do you...?" type hardwre and software questions and
> answers. Seems to be mostly about "Where can I find the XYZ game I
> played in grade school?" now.

And don't forget, every 5 years I pop up with "I'm gonna make this awesome new game!" and then never do. D'oh!

> I hid the last of my hardware ~3 years ago
> when my S.O. went on a "Throw this crap away!!!" war path.

Fortunately, my wife understands Atari was my first love, so I get to keep it all set up in my office in our apartment. ;^)

And BTW, hi Rick!!!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3833. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:19:12 UTC
From: stephensheppard@hotmail.com
Message-ID: <1129659552.438517.145140@g47g2000cwa.googlegroups.com>
Source record: 9690

Vidar Olavesen wrote:
> I am looking for this game, as mine is not working properly. ATR would be
> greatly appreciated!
>
> Thanks

I'm not sure this is the correct game but Atarimania.com has Galactic Adventures by Paul Murray published by SSI.

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2124

Works on my 800, 800XL, and Atari800Win Plus 4.0 (final). Well at least the game starts and I can save to disk (don't forget to format a blank ATR ahead of time, btw). I haven't really played beyond a few minutes.

BTW, I prefer multidisk games on the emulator. Rename your disks in sequence (e.g. name1.atr, name2.atr, name3.atr... or nameA.atr, nameB.atr, nameC.atr.., or any final numbers or letters in sequence, and you can toggle the image to drive D1: by pressing ALT + N (for Next Image). It's convenient to use the same sequencing for your data/game save ATRs. Write protect the program ATRs.

As for Hypnotic Land I'll also try to email it to you. Is the "OLA..." AT ONLINE dot NO the correct address?

Steve Sheppard

3834. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:20:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <y1b5f.2870$Aw.54086@typhoon.sonic.net>
Source record: 9691

```
*ProteanThread* <rtdos@rtdos.com> wrote:
> I doubt Lance Ringquist owns anything (copyrights, source, or
> otherwise) because as my lawyer stated, he has yet to establish proof
> of ownership. Last person I believed own such would have been Mike
> Hohman. My efforts to contact Bill Wilkinson (OSS) or any members of
> the original ICD Team (as well as Mike Hohman, FTe) have been
> unsuccessful.

I tried to email you Bill Wilkinson's email address, but it bounced
("no such address: rtdos@rtdos.com")

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
```

3835. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:23:33 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1129659813.738813.20040@z14g2000cwz.googlegroups.com>
Source record: 9692

sorry, bill, i use my default website address when posting through google. :-)

try "proteanthread at REMOVE THIS yahoo dot com"

only time i post through google is when i'm not at my own computer or using my own login; seems everytime i post through google i get spammed; those blasted spammers get smarter everytime. ;-)

3836. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:48:27 UTC
From: R3tr0 <ReTr0geek@apple.com>
Message-ID: <11lagrstmttjpad@corp.supernews.com>
Source record: 9693

"Docrotcod" <rahbart@cox.net> wrote in message
news:Mq75f.3193$xE1.2479@okepread07...
> I've taken it offline for a bit. Not sure if I will put it back up
anytime
> soon as there doesn't seem to be any interest. 1 call every couple of
days
> is hard to justify it. Pity too, I really wanted to keep it running but
it
> just died.
>
> Doctor RotCod
>
>

I was looking for one to connect to, where are you located at? I am in
Seattle. Anyone know of any around here?

3837. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 18:56:22 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <hqKdnR_gLvzA2cje4p2dnA@telenor.com>
Source record: 9694

> I'm not sure this is the correct game but Atarimania.com has Galactic
> Adventures by Paul Murray published by SSI.
>
> http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2124
>
> Works on my 800, 800XL, and Atari800Win Plus 4.0 (final). Well at least
> the game starts and I can save to disk (don't forget to format a blank
> ATR ahead of time, btw). I haven't really played beyond a few minutes.
>
> BTW, I prefer multidisk games on the emulator. Rename your disks in
> sequence (e.g. name1.atr, name2.atr, name3.atr... or nameA.atr,
> nameB.atr, nameC.atr.., or any final numbers or letters in sequence,
> and you can toggle the image to drive D1: by pressing ALT + N (for Next
> Image). It's convenient to use the same sequencing for your data/game
> save ATRs. Write protect the program ATRs.
>
> As for Hypnotic Land I'll also try to email it to you. Is the "OLA..."
> AT ONLINE dot NO the correct address?
>
> Steve Sheppard

Yes, that is the correct email address. Thanks. I did find Galactic Adventures, at the site you mention, so you don't need to send that, but the Hypnotic Land would be great. Thanks

3838. Re: Anybody have Galactic Adventure working?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 19:11:21 UTC
From: stephensheppard@hotmail.com
Message-ID: <1129662681.432906.314790@o13g2000cwo.googlegroups.com>
Source record: 9695

Vidar Olavesen wrote:
> > I'm not sure this is the correct game but Atarimania.com has Galactic
> > Adventures by Paul Murray published by SSI.
> >
> > http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2124
> >
> > Works on my 800, 800XL, and Atari800Win Plus 4.0 (final). Well at least
> > the game starts and I can save to disk (don't forget to format a blank
> > ATR ahead of time, btw). I haven't really played beyond a few minutes.
> >
> > BTW, I prefer multidisk games on the emulator. Rename your disks in
> > sequence (e.g. name1.atr, name2.atr, name3.atr... or nameA.atr,
> > nameB.atr, nameC.atr.., or any final numbers or letters in sequence,
> > and you can toggle the image to drive D1: by pressing ALT + N (for Next
> > Image). It's convenient to use the same sequencing for your data/game
> > save ATRs. Write protect the program ATRs.
> >
> > As for Hypnotic Land I'll also try to email it to you. Is the "OLA..."
> > AT ONLINE dot NO the correct address?
> >
> > Steve Sheppard
>
> Yes, that is the correct email address. Thanks. I did find Galactic
> Adventures, at the site you mention, so you don't need to send that, but the
> Hypnotic Land would be great. Thanks

Actually, all the files are on the way!

Hypnotic Land was compliments of a friend, from Holmes CD #3.

Enjoy.

Steve Sheppard

3839. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 21:53:43 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <H9e5f.3132$4O1.894@newsread2.news.pas.earthlink.net>
Source record: 9696

William Kendrick wrote:
> Rick Cortese <ricortes@earthlink.net> wrote:
>
>>The 8 bit scene has changed a lot. Used to be a lot of programming
>>interest and "How do you...?" type hardwre and software questions and
>>answers. Seems to be mostly about "Where can I find the XYZ game I
>>played in grade school?" now.
>
>
> And don't forget, every 5 years I pop up with "I'm gonna make this awesome
> new game!" and then never do. D'oh!

My S.O. still loves your game Gem Drop; she plays the net version all
the time. Figure a baseball player that strikes out/gets out 70% of the
time still makes it to the Hall of Fame. So it should be for games.

3840. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-18 23:43:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.18.23.43.41.719745@charter.net>
Source record: 9697

On Tue, 18 Oct 2005 11:48:27 -0700, R3tr0 wrote:

>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:Mq75f.3193$xE1.2479@okepread07...
>> I've taken it offline for a bit. Not sure if I will put it back up
> anytime
>> soon as there doesn't seem to be any interest. 1 call every couple of
> days
>> is hard to justify it. Pity too, I really wanted to keep it running but
> it
>> just died.
>>
>> Doctor RotCod
>>
>>
>
> I was looking for one to connect to, where are you located at? I am in
> Seattle. Anyone know of any around here?

Er, most of the surviving 8-bit and ST BBSs are now available by telnet.
No long distance calls. :-)

(see sig)

--
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3841. Re: 14 and 16 mhz Atari Demos

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 00:05:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c342f@familynet-international.org>
Source record: 9605

FamilyNet International Newsgate

> From: "Larry" <LLppwhite@aol.com>

> I read that the demos were made with the "slow" version of the
> accelerator. The faster version was to have a cache to further enhance
> performance. I don't know which the final version will be, but either
> way, it will be a tremendous accomplishment.

> Now all we need is a good 80-column adapter, and we'll be ready for the
> big leagues! ;-) -Larry

80 Columns... woot! I agree with that.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3842. Re: HIP/RIP mode?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 00:11:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3430@familynet-international.org>
Source record: 9607

FamilyNet International Newsgate

> From: rjespino@gmail.com
> Have you seen these?
> http://www.angelfire.com/80s/rjespino/8bit/a8jdpeg/gallery.html

> There are several HIP images there, they're good enough to easily
> recognise the people in the photos (if you know who they are of course
> ;).

Hey, Sailor Mercury... nice choice!! :D

Just need to convert a picture of Phoebe Cates and I'll be happy. :D

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3843. The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 00:32:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3431@familynet-international.org>
Source record: 9606

FamilyNet International Newsgate

> From: "Docrotcod" <rahbart@cox.net>

> I've taken it offline for a bit. Not sure if I will put it back up anytime
> soon as there doesn't seem to be any interest. 1 call every couple of days
> is hard to justify it. Pity too, I really wanted to keep it running but it
> just died.

> Doctor RotCod

Arrrggg!!! I tried that BBS the other day and wondered what was up.

Got a bit tied up in life there for a while, sorry. Let me know if you ever
decide to put it back up.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3844. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 00:36:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3432@familynet-international.org>
Source record: 9608

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> On Tue, 18 Oct 2005 19:43:43 -0400, Ronald J. Hall wrote:

>> Er, most of the surviving 8-bit and ST BBSs are now available by telnet.
>> No long distance calls. :-)
>>
>> (see sig)

> Well actually, let me amend that - I've got the board pulled down for a
> couple of days - should be back up in a few. :-)

> --
> _/_/_/_

3845. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 00:38:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000c3433@familynet-international.org>
Source record: 9609

FamilyNet International Newsgate

> From: "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>

> See URL below!!

> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/

I highly recommend the Boot Factory. Out of all the Atari BBS's it is the
most loyal and consistant. May that never change.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3846. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 01:40:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.19.01.40.57.625741@charter.net>
Source record: 9598

On Tue, 18 Oct 2005 19:43:43 -0400, Ronald J. Hall wrote:

> Er, most of the surviving 8-bit and ST BBSs are now available by telnet.
> No long distance calls. :-)
>
> (see sig)

Well actually, let me amend that - I've got the board pulled down for a
couple of days - should be back up in a few. :-)

--
_/_/_/

3847. Re: The Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 02:20:37 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <V3i5f.4593$t12.3908@trnddc03>
Source record: 9599

See URL below!!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"R3tr0" <ReTr0geek@apple.com> wrote in message
news:11lagrstmttjpad@corp.supernews.com...
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:Mq75f.3193$xE1.2479@okepread07...
>> I've taken it offline for a bit. Not sure if I will put it back up
> anytime
>> soon as there doesn't seem to be any interest. 1 call every couple of
> days
>> is hard to justify it. Pity too, I really wanted to keep it running but
> it
>> just died.
>>
>> Doctor RotCod
>>
>>
>
> I was looking for one to connect to, where are you located at? I am in
> Seattle. Anyone know of any around here?
>
>

3848. Re: Atari SX Express

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 02:30:46 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <qdi5f.4600$t12.2311@trnddc03>
Source record: 9600

On my BBS, there is a ZIP file called "Exprsall.zip' which has a lot of the
old Express terminals on a large ATR file. SX may be included there. Use
the BBS URL below to telnet there. YOu can download with ymodem or
xmodem-1k.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"TJ" <tjlazer@crapmail.com> wrote in message
news:11l3tt9i8qnp2ea@corp.supernews.com...
> Got a SX212 modem for my 130XE, where can I get SX Express for it?
>
>

3849. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 03:00:37 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <pFi5f.4614$t12.18@trnddc03>
Source record: 9601
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

heheheh... yeah I'd say his intentions are documented pretty well at this
point!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:41b5l155lkdjip94k4f95niaoro850vm94@4ax.com...
--->8--- snip
> Perhaps it's better, if you are contemplating ending an auction early for
> dishonest reasons such as not getting enough money for the items, that you
> don't post about it on public newsgroups first.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

3850. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 03:34:22 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <29j5f.4620$t12.779@trnddc03>
Source record: 9602

Using 3.2d, I have had some problems with hard drives. I currently run 3.2g
(or f - I forget which) with virtually no problems on my
MIO->Adaptec4000->Seagate ST251 setup.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Michael Duffy" <mqduffy@comcast.net> wrote in message
news:ZuWdnWmi2Zm82cneRVn-vg@comcast.com...
>I have the 10 meg version. It is an original Supra drive and interface. I
>have just dumped my Spartados fat system again. It seems that if I copy a
>old or corrupted file to the hard drive I am taking a chance. I don't know
>if it's my system or the Spartados fat is that fragile! It is annoying.
>What do you think?
>
> "Larry" <LLppwhite@aol.com> wrote in message
> news:1128663865.978375.175950@g14g2000cwa.googlegroups.com...
>>> ...You have a very good argument. I have a Supra hard drive interface
>>> and do
>> use it with an 800XL. An adaptor would just enable me to switch to an
>> XE (if I wished). I just wondered if there was any around. <
>>
>> Just out of curiosity, what hard size/drive(s) do you use with your
>> Supra interface? Do you use a Bridge Board (SCSI adapter) or an
>> imbedded SCSI drive, and did you get an original Supra or a later Klaas
>> version?
>>
>> I looked (briefly) at making/selling a new cart expander + adapter.
>> No problem making 1 or 2 hand-made prototypes, but to get commercial
>> quality boards, etc, it was several hundred dollars for a couple of
>> prototypes + then a minimum run of several hundred units to get
>> commercial quantities to sell. I would estimate that 100 would be a
>> "lifetime supply." To say the least, the economics look unfavorable.
>> But perhaps could be done less expensively elsewhere. -Larry
>>
>
>

3851. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 04:36:04 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1129696518@rtfm.mit.edu>
Source record: 9603
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 30, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2005.09.30 Eric Bacher and James Wilkinson, Dis6502 1.9
2005.09.30 Mark Grebe, Atari800MacX 3.0.0
2005.09.30 added: Martin Simecek - MatoSimi: CMC Musix 1, CMC MSX Extractor,
Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex
2005.09.30 added: Pajero/MadTeam, Mago Trans 1.1
2005.09.21 MadTeam: Mad-Assembler (MADS) 1.6.5, Graph2Font 3.8.3.7
2005.09.18 Radek Sterba, Creaxin1
2005.09.15 updated: Piotr Fusik
2005.09.11 updated: Konrad M. Kokoszkiewicz, FDISK II v.2.2, others
2005.09.11 added: MadTeam
2005.09.10 added: Lee Hanken, ATASCIIView 0.1
2005.09.09 updated: Harmonic Research
2005.09.09 Preston Crow, SIO2Linux 2.0.1, DISK 3.0
2005.09.05 deleted: Adam Bienias (web site gone)
2005.09.05 Eric Bacher and James Wilkinson, dis6502 1.8
2005.08.30 Marcin Lewandowski, Atari800Win PLus 4.0
2005.08.27 added: Hasbro (!), for their online Parker Brothers game manuals
2005.08.26 Radek Sterba (Raster) URL update, Raster Music Tracker (RMT) 1.21
```

2005.08.26 MicroUSB.org, USBTEST Version 0.5,
Logitech Vibration Feedback Wheel
2005.08.19 added: High Street Micro
2005.08.18 updated: Satantronic
2005.08.17 Eric Bacher and James Wilkinson, dis6502 1.6
2005.08.17 Petr Stehlik, Atari800 1.3.6
2005.08.13 Thomas Richter, atari++ 1.43
2005.08.11 updated: Sintech
2005.08.11 deleted: Sauron (almost no Atari stuff now)
2005.08.11 deleted: Olivier Le Bihan (web site gone)
2005.08.11 updated: individual Computers
2005.08.01 added: Video Game Source
2005.08.01 deleted: Thimo Graef (web site gone)
2005.08.01 Alltronics updated
2005.08.01 B.G. Micro updated
2005.07.23 Thomas Richter, atari++ 1.42
2005.07.18 MS-Software (Mirko Sobe), HTML-Viewer 3.1, BOSS-X v10.33
2005.07.10 added BBK Enterprises & RTS Software
(Bryan P. Schappel and Barry Kolbe)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

AtariAge (Albert Yarusso, Alex Bilstein) 4/05
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware, commercial software. Exclusive distributor of
Pixels Past products.
Developer: cartridges: Beef Drop (by Ken Siders),
Castle Crisis (by Bryan Edewaard)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,
Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage,
Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt,
Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show,
Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing,
BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!,
Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy,
Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler,
Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze
Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's
Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of
Creative Computing volumes 1-3, Machine Language For Beginners, Second Book
of Machine Language, Mapping the Atari, Master Memory Map for the Atari,
De Re Atari, Atari Roots, Assembly Language Programming for the Atari
Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile
Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second
Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second
Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside
Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic
Computer Projects for Commodore and Atari Personal Computers, Computer
Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL

Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 6/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices, including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher and James Wilkinson 9/05
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 1.9 (Atari 6502 disassembler for 32-bit MS Windows)

BAKTRA (Michael Kalous) 5/05
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN (for DOS PC--Program input: ATARI file located on PC;
Program output: WAVE FILE which contains Turbo 2000 record of input file. WAVE
file could then be recorded to cassette (or CD), readable by Atari hardware.)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),

IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours

http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/05
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148

USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Preston Crow 9/05
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 3.0 (sector editor
and more)

Developer: MyDos Binary Menu, dcmtoatr 1.4 (with Chad Wagner),
unix2atr

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany

http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version), Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG

viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenik Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" 9/05
See also: TAQUART
See also: Petr Stehlik
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
http://asma.atari.org/
Developer: X-Assembler (xasm) 3.0.0 (two-pass 6502 cross assembler for Windows and Linux), X-BOOT 5.0 (converts Atari executables to disk images (ATR)), X-HEAD 1.1 (prints headers of an Atari executable file), X-LOAD 1.1 (loads an executable file to an Atari computer via the SIO2PC interface), SAP Maker/SAP Maker Win 5.0 (CMC,CMR,MPT,MD1,MD2,TMC,TM8,AMS -> SAP file converter for DOS/Windows/Linux)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave

Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/05
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.0.0 (version of Atari800 emulator for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/

ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Lee Hanken 9/05
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 0.1 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.03 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -

Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 7/05
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/myide/
Developer: MyIDE Image Manager v2.1, MyIDE Config v1.1

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843

http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Konrad M. Kokoszkiewicz (KMK / Draco) 9/05
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard 8-bit Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for SpartaDOS X: mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.9, FDISK II v.2.2, HDSC v.1.1, KMK/JZ Diag v.1.1, KMK/JZ IDE Interface, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT, NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.), D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. UNIX: SIO2BSD

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy

Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: TAQUART
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The

Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (ToBe, ?) 9/05
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: Atr Plugin 1.4, Mad-Assembler (MADS) 1.6.5 (for PC: 4-pass crossassembler designed for 6502 and 65816 processors), Graph2Font 3.8.3.7 (for PC: convert graphics to Atari chars, design multicolor graphics for the Atari)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/

Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 8/05
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.5, USB HID Base Driver Version 2.0

Mirage Interactive 6/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642

USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio &
Video Breakout Box featuring phono connectors for composite video, chroma,
luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero / MadTeam 9/05
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans_v1.1.zip
Developer: Mago Trans 1.1 (WAV to CAS conversion; CAS file information.

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving), The Famous List Of Hight Score, File Designer (convert from cassette to disk or from boot program to Atari DOS binary file), Disk Wizard II modification (updating and improvement of the disassembly code), Boot Loader. PC software: Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 8/05
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix):
Stable Release 1.42, CVS Snapshot 1.43, atari++ 1.43 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia

http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,

Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Martin Simecek - MatoSimi 9/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 8/05
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.6 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster / C.P.U.) 9/05
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4
(Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3,
HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,
DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari
Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of
Atari 6502 processor), Raster Music Tracker (RMT) 1.21 - cross-plaftorm XL/XE
music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files),
Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA

tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

TAQUART 6/05
Angus (1995-1997), Bac, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak,
Electron, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Karolj 'HeAvEn' Nadj,
Marcin 'Jaskier' Lewandowski, Meg, Samurai, Slawek 'Slaves' Sledz, Lukasz
'X-Ray' Sychowicz, Zenial (1994-1996)
See also: Piotr Fusik, Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: 1st TaquarT Intro (1995?), Back2Life (Orneta-Party 1995), Intro1
(Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1-disk mag (1996),
Recycle-intro (Orneta-Party 1996), R34lly Unr34l-intro (Rush-Hours-Party
1997), Voice of Silents 1 (1996), Invitation-intro for Intel Outside 4-Party
(1997), Voice of Silents 2 (1997), Ultra-Demo (Intel Outside #4-Party, 1997),
NUMEN (Lato Ludzikow 2002, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz

Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 5/05
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.9 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System
for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari
Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie
Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash
Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge, "MyIDE+Flash" Cartridge (1Mbit Flash Cartridge
with IDE Interface)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,

KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
http://www.videogametrader.com/
Vendor: new and used commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==
End of atari-8-bit/vendev

==========

3852. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 04:37:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1129696518@rtfm.mit.edu>
Source record: 9604
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3853. Re: *ATTENTION* Owners of any ICD and or FTe Products (excludingK-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 21:59:56 UTC
From: Stephen <sdlnospamar@c.net>
Message-ID: <4356C1DC.71BA5FCD@c.net>
Source record: 9610

lp wrote:
>
> in article 4353997F.8A6181FA@c.net, Stephen wrote on 10/17/05 8:30 AM:
>
> > I visit this group from time to time, so I apologize
> > if I'm seeing this message a little late.
>
> Interesting post. I spent a far amount of my youth with those OSS products.
> Food times for sure.
>
> Say, in your travels have you ever wondered across the source code to Turbo
> BASIC XL created by Frank Ostrowski? I've been looking for that for ages.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

No. The only sources I have are Basic XL, Basic XE,
and of course, many versions of Mac/65.

--
Stephen

3854. Re: *ATTENTION* Owners of any ICD and or FTe Products (excluding K-Prodcuts)

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-19 22:08:06 UTC
From: Stephen <sdlnospamar@c.net>
Message-ID: <4356C3C6.FB40BB3D@c.net>
Source record: 9611

8-Bit Classics wrote:
>
> Thanks for the very interesting post! I love to read history of old
> computer days like this.
>
> Yes, all the versions that I carry have all said copyrights. You
> would actually be surprised on the following these products have.
> Mac/65 and Action! especially. The 8-Bit days seem to come and go,
> but will live on forever if we let them. I am trying to help preserve
> this as much as I can. If I step on toes, let me know and I will be
> happy to remove products. I contact original copyright owners (when I
> know how) and am willing to reimburse them for their hard work if they
> would like me to.
>
> Very interesting on the sale, you rarely see the option of being able
> to keep source and redevelop to really recompete with the same product
> that you sold (even in the 80's).

Amazingly, Bill Wilkinson acqiured the original version
of Atari Basic in a similar way. This is why OSS was able
to sell it at the same time as Atari was selling their
Basic. Bill wanted to improve the original Atari Basic,
(I don't know if anyone remembers OSS's original offerings
were disk based versions with enhancements before they
started producing cartridges) but was not really required
to do so...

>
> Great to see that you are still part of the community!
>
> Corey
> 8-Bit Classics

3855. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 02:56:53 UTC
From: VastFear <vastfear@csinet.net>
Message-ID: <gLGdnd33g8-OmsreRVn-ig@csinet.net>
Source record: 9612
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Seriously 1600X1200 photos?

That would take a day or 2 to load on dial up! :D

I still got a problem with someone that has an opportunity to find items
like that but have no respect other than stacking it on end and never
bothering with it again. (sniff)

VastFear

"Cartrivision1" <doidy1@juno.com> wrote in message
news:1129359126.365878.263790@o13g2000cwo.googlegroups.com...
> My brother is auctioning off his collection of vintage computers and
> related stuff. He asked me to post a link to the auction to a few
> related newsgroups. Please feel free to take a look at the auction
> below:
>
>
>
> http://cgi.ebay.com/Classic-Vintage-PC-Computer-Collection-No-Reserve_W0QQitemZ870842071
7QQcategoryZ4193QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
>
>
>
> thanks,
> CTV
>

3856. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 13:36:07 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <GbSdnQwA4cHZAMreRVn-gQ@comcast.com>
Source record: 9613

It sure gets frustrating to have it all go away in ten seconds.

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:29j5f.4620$t12.779@trnddc03...
> Using 3.2d, I have had some problems with hard drives. I currently run
> 3.2g (or f - I forget which) with virtually no problems on my
> MIO->Adaptec4000->Seagate ST251 setup.
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> news:ZuWdnWmi2Zm82cneRVn-vg@comcast.com...
>>I have the 10 meg version. It is an original Supra drive and interface. I
>>have just dumped my Spartados fat system again. It seems that if I copy a
>>old or corrupted file to the hard drive I am taking a chance. I don't know
>>if it's my system or the Spartados fat is that fragile! It is annoying.
>>What do you think?
>>
>> "Larry" <LLppwhite@aol.com> wrote in message
>> news:1128663865.978375.175950@g14g2000cwa.googlegroups.com...
>>>> ...You have a very good argument. I have a Supra hard drive interface
>>>> and do
>>> use it with an 800XL. An adaptor would just enable me to switch to an
>>> XE (if I wished). I just wondered if there was any around. <
>>>
>>> Just out of curiosity, what hard size/drive(s) do you use with your
>>> Supra interface? Do you use a Bridge Board (SCSI adapter) or an
>>> imbedded SCSI drive, and did you get an original Supra or a later Klaas
>>> version?
>>>
>>> I looked (briefly) at making/selling a new cart expander + adapter.
>>> No problem making 1 or 2 hand-made prototypes, but to get commercial
>>> quality boards, etc, it was several hundred dollars for a couple of
>>> prototypes + then a minimum run of several hundred units to get
>>> commercial quantities to sell. I would estimate that 100 would be a
>>> "lifetime supply." To say the least, the economics look unfavorable.
>>> But perhaps could be done less expensively elsewhere. -Larry
>>>
>>
>>

>
>

3857. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 14:00:10 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43579cc8$0$5424$f69f905@mamut2.aster.pl>
Source record: 9614

> I have the 10 meg version. It is an original Supra drive and interface. I
>>have just dumped my Spartados fat system again. It seems that if I copy a
>>old or corrupted file to the hard drive I am taking a chance. I don't know
>>if it's my system or the Spartados fat is that fragile! It is annoying.
>>What do you think?

SpartaDOS is stable. You probably experience some connection problems
between the drive and the computer (weak or dirty connections), or some
of the setup components is a bit damaged thus working ureliably.

KMK

3858. Re: XE adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 14:58:58 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <GJadndtLv64yLcreRVn-pw@comcast.com>
Source record: 9615

I have a dedicated Dos computer that I use with a registered version of APE for DOS. The DOS computer serves two functions: The peripherals for Atari8 and I have old DOS programs I like to use. I use a modified 1200XL and it is a really nice setup. Ape is great software. Anyway,I still have a stand alone Atari8 computer with Supra hard drive. I don't know why with the APE setup and all but I do! I will clean up the connections when I go at it again. After the last crash I have been hesitant.

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:43579cc8$0$5424$f69f905@mamut2.aster.pl...
>> I have the 10 meg version. It is an original Supra drive and interface. I
>>>have just dumped my Spartados fat system again. It seems that if I copy a
>>>old or corrupted file to the hard drive I am taking a chance. I don't
>>>know if it's my system or the Spartados fat is that fragile! It is
>>>annoying. What do you think?
>
> SpartaDOS is stable. You probably experience some connection problems
> between the drive and the computer (weak or dirty connections), or some of
> the setup components is a bit damaged thus working ureliably.
>
> KMK

3859. 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 17:32:05 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-q6LWdTfW4KdX@draco.w2kserv.local>
Source record: 9616

hi all,
does anyone here have a 1090XL expansion box? if so I was hoping to
get some photos of the inside. and possibly the IC numbers off those
in there as well. thanks for your help.

Ken

3860. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 18:23:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510201015550.24979-100000@onyx.spiritone.com>
Source record: 9617
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3861. Re: LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-20 21:30:51 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <m4Odna11ktslkcXeRVn-gg@comcast.com>
Source record: 9618

Holy sh*t !! I would like to see where He keeps it!!
"Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be> wrote in message
news:tkr4f.186117$HN5.73347@biebel.telenet-ops.be...
Hi there,

I am selling my complete collection of computers (over 570 different ones).
If you are interested in some computer(s) from my collection, just mail me
at info AT fki DOT be (replace AT by @ and DOT by .) and I'll add you to
the list of possible buyers.DO NOT MAIL ME BY RESPONDING TO THIS MESSAGE
PLEASE!

In max. 2 weeks time I will start a mailing list and everyone will be able
to bid on SEPARATE computers.The exact procedure of the sale will then also
be explained

So...please don't mail me saying : I am interested in X and I want to know
how much you want for it as I don't have prices set.

As you can see from my 100% positive feedback on Ebay (member ChaosDM)
this is not a scam, but a serious sale. I don't want to go through Ebay
directly, because listing 570 different items
separately would take AGES!

Anyway...the list of the collection can be seen here :
http://users.pandora.be/F-242/Computers.htm

There are a LOT of very and ULTRA rare items in there

For example :

A GOLDEN C64 WITH COMMEMORATIVE PLAQUE!
A LOT OF ARABIC MSx's
A LOT OF RUSSIAN COMPUTERS
ETC...

Cheers,
Dimitri Kokken
Belgium

3862. FA: Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-21 15:46:49 UTC
From: Mike Morgan <mmorgan27@nospam.yahoo.com>
Message-ID: <djb2h9$e5a@netnews.net.lucent.com>
Source record: 9619

I also have a few items on EBay:

- Basic XL w/ manual & Toolkit manual
- MAC/65 w/ manual & Toolkit manual
- 6502 Assembly books & Mapping the Atari & Compute's Second Book &
reference sheet
- off topic for this group, but WordUp for Atari ST
- Ultra rare Atari Sikh head

Check out the pics at:

http://search.ebay.com/_W0QQsassZlisamom777QQhtZ-1QQfrppZ50QQfsopZ1QQfsooZ1QQrdZ0?

thanks,
Mike

3863. As promised, the mac65 toolkit manual

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-21 19:09:00 UTC
From: Lion Of Judah <sonman1@comcast.net>
Message-ID: <pL6dnYrQxoVIocTeRVn-1A@comcast.com>
Source record: 9620

http://home.comcast.net/~sonofman1/mac65toolkit.zip

Includes the atr file in there as well.

It's just under 10 MB. It is high res .jpg scans of the cover and all the pages.

Someone might want to make a mirror.

Someone might also want to do some ocr to create a text file or PDF version of the manual.

I like the original scans :)

3864. Re: LARGEST HOME COMPUTER COLLECTION IN THE WORLD (?) FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-21 19:20:41 UTC
From: "Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be>
Message-ID: <scb6f.128228$xE3.52955@blueberry.telenet-ops.be>
Source record: 9621

I'm the owner of an indoor go-kart center and I've got two "rooms" of each more than 200 square meters...and lots smaller rooms.
Check out some pics here : http://users.pandora.be/F-242/Computers/

Dimitri

"Michael Duffy" <mqduffy@comcast.net> wrote in message news:m4Odna11ktslkcXeRVn-gg@comcast.com...
Holy sh*t !! I would like to see where He keeps it!!
"Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be> wrote in message news:tkr4f.186117$HN5.73347@biebel.telenet-ops.be...
Hi there,

I am selling my complete collection of computers (over 570 different ones).
If you are interested in some computer(s) from my collection, just mail me at info AT fki DOT be (replace AT by @ and DOT by .) and I'll add you to the list of possible buyers.DO NOT MAIL ME BY RESPONDING TO THIS MESSAGE PLEASE!

In max. 2 weeks time I will start a mailing list and everyone will be able to bid on SEPARATE computers.The exact procedure of the sale will then also be explained

So...please don't mail me saying : I am interested in X and I want to know how much you want for it as I don't have prices set.

As you can see from my 100% positive feedback on Ebay (member ChaosDM) this is not a scam, but a serious sale. I don't want to go through Ebay directly, because listing 570 different items separately would take AGES!

Anyway...the list of the collection can be seen here :
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There are a LOT of very and ULTRA rare items in there

For example :

A GOLDEN C64 WITH COMMEMORATIVE PLAQUE!
A LOT OF ARABIC MSx's
A LOT OF RUSSIAN COMPUTERS
ETC...

Cheers,
Dimitri Kokken
Belgium

3865. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-21 23:37:40 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <8Ze6f.569$gF4.485@trnddc07>
Source record: 9622

Ken,

Pictures of the inside of a 1090XL won't do you much good. The 1090 itself is just a case and a backplane board with card slots. There might be a chip or two that are just some TTL logic chips. Most of the circuits for the various devices intended for the 1090XL are on circuit cards that would plug into the card slots (e.g. RS232 card, 64k RAM card, etc).

Here's about the best image I could find of the inside.
http://www.computer-history.org/Atari-1090xl.htm
http://www.atarimuseum.com/computers/8BITS/XL/xlperipherals/1090xl.html

As best as I can make out from the photograph U6 looks like it says 74ALS643, U7 and U4 look like 74ACT244. I'm not sure what U5 is. It could be another 244 chip. But they do mainly look like they are signal driver chips for the XL's pararllel bus connection to the 1090XL.

Good luck. Sorry couldn't help much more.

Glenn

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-q6LWdTfW4KdX@draco.w2kserv.local...
> hi all,
> does anyone here have a 1090XL expansion box? if so I was hoping to
> get some photos of the inside. and possibly the IC numbers off those
> in there as well. thanks for your help.
>
> Ken
>

3866. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-22 01:20:30 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <dp4jl11vn1c21p1gj0d3c4r7nsrm792v20@4ax.com>
Source record: 9623

"Glenn" <noemail@nospam.com>:
>Ken,
>
>Pictures of the inside of a 1090XL won't do you much good.

What might be a better idea, if you are intending on making a 1090-alike device for the 8-bit, is to look into the project to connect IBM ISA adapter cards to the PBI. I believe the project was highlighted in MyAtari on-line magazine a couple of years ago, complete with schematics, theory, etc..

Just an idea.

Shawn Jefferson
(fix reply to for email)

3867. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-22 06:05:37 UTC
From: Nick <nickandlori@charter.net>
Message-ID: <mKk6f.8659$fm7.6548@fe06.lga>
Source record: 9624

Hello,

I can provide the original 4.1 megapixel photos shown at my site,
www.computer-history.org , if that would help.

Nick

"Glenn" <noemail@nospam.com> wrote in message
news:8Ze6f.569$gF4.485@trnddc07...
> Ken,
>
> Pictures of the inside of a 1090XL won't do you much good. The 1090
> itself is just a case and a backplane board with card slots. There might
> be a chip or two that are just some TTL logic chips. Most of the circuits
> for the various devices intended for the 1090XL are on circuit cards that
> would plug into the card slots (e.g. RS232 card, 64k RAM card, etc).
>
> Here's about the best image I could find of the inside.
> http://www.computer-history.org/Atari-1090xl.htm
> http://www.atarimuseum.com/computers/8BITS/XL/xlperipherals/1090xl.html
>
> As best as I can make out from the photograph U6 looks like it says
> 74ALS643, U7 and U4 look like 74ACT244. I'm not sure what U5 is. It
> could be another 244 chip. But they do mainly look like they are signal
> driver chips for the XL's pararllel bus connection to the 1090XL.
>
> Good luck. Sorry couldn't help much more.
>
> Glenn
>
>
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-q6LWdTfW4KdX@draco.w2kserv.local...
>> hi all,
>> does anyone here have a 1090XL expansion box? if so I was hoping to
>> get some photos of the inside. and possibly the IC numbers off those
>> in there as well. thanks for your help.
>>
>> Ken
>>
>
>

3868. DarkForce! BBS update

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-23 15:15:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.23.15.15.00.66315@charter.net>
Source record: 9625

We're going to be down for a week or so while I have an upgrade done to the Mega ST running the board gang. (I learned my lesson - soldering and I don't mix! <grin>

Thanks everyone, and sorry for any inconvenience. I'll post messages once we are back up. :-)

--
_/_/_/

3869. Re: DarkForce! BBS update

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-23 16:10:26 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96F871ACEABA8emuslor@216.196.97.136>
Source record: 9626

Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
wrote in news:pan.2005.10.23.15.15.00.66315@charter.net:

>
> We're going to be down for a week or so while I have an upgrade done
> to the Mega ST running the board gang. (I learned my lesson -
> soldering and I don't mix! <grin>
>

Oops. :) I have an 800XL open for soldering right now - hope you didn't
jinx me!

--
Slor

3870. Re: DarkForce! BBS update

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-23 16:25:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.23.16.25.05.979284@charter.net>
Source record: 9627

On Sun, 23 Oct 2005 11:10:26 -0500, Slor wrote:

> Oops. :) I have an 800XL open for soldering right now - hope you didn't
> jinx me!

<grin> Nah, anybody else would probably be fine - its just me and my
lack of hand/eye co-ordination!

--
_/_/_/

3871. atari++ 1.44 ready

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-24 12:06:26 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <djiio2sfb1@mamenchi.zrz.TU-Berlin.DE>
Source record: 9628

Hi folks,

a new release of the C++ based atari 8-bit emulator is ready
for download at its usual URL at:

http://www.math.tu-berlin.de/~thor/atari++/

What's new in this release: Not much visible, but quite
something changed. The most notably change is that it compiles
now fine on FreeBSD and on 64 bit platforms. I especially want
to thank Alexander Mï¿½ller for helping me to get the 64 bit
port ready, this release is mainly due to him.

Despite some "timing fixes", the floppy emulation contains
now some undocumented diagnostic commands of the 1050.

- Fixed the SetIRQ service routine of the built-in Os.
- Fixed (again) the Antic NMI/DLI generation.
- Fixed CPU handling of the WSYNC register (broke Atlantis)
- Fixed the keyboard handler of the 5200 emulation which
did not generate the up/down bits properly.
- Fixed the light pen code generation.
- Fixed parts of the 65C02 emulation, zero page access was
not extending properly to page 1.
- Fixed a lot of compilation problems on 64 bit architectures,
special thanks goes to Alexander Mï¿½ller for helping me to
hunt down these bugs.
- Fixed the SDL detection in configure.
- Fixed the player generation logic again a bit, did not
support horizontal player splitting quite as it should.
- Improved the emulator handling of warnings, you can now
go back to the menu.
- Added emulation of 1050 internal diagnostic commands.
- Fixed SIO return codes for SIO bypass routines.

So long,
Thomas

3872. Re: atari++ 1.44 ready

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-24 15:48:33 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <gh0ql1tcr3rnb6ks0h2onerif98hest7cq@4ax.com>
Source record: 9629

Thanks Thomas, you've got a great project going there, I appreciate
your effort.

RM

On 24 Oct 2005 12:06:26 GMT, Thomas Richter
<thor@mersenne.math.TU-Berlin.DE> wrote:

>Hi folks,
>
>a new release of the C++ based atari 8-bit emulator is ready
>for download at its usual URL at:
>
>http://www.math.tu-berlin.de/~thor/atari++/
>
>What's new in this release: Not much visible, but quite
>something changed. The most notably change is that it compiles
>now fine on FreeBSD and on 64 bit platforms. I especially want
>to thank Alexander Mï¿½ller for helping me to get the 64 bit
>port ready, this release is mainly due to him.
>
>Despite some "timing fixes", the floppy emulation contains
>now some undocumented diagnostic commands of the 1050.
>
> - Fixed the SetIRQ service routine of the built-in Os.
> - Fixed (again) the Antic NMI/DLI generation.
> - Fixed CPU handling of the WSYNC register (broke Atlantis)
> - Fixed the keyboard handler of the 5200 emulation which
> did not generate the up/down bits properly.
> - Fixed the light pen code generation.
> - Fixed parts of the 65C02 emulation, zero page access was
> not extending properly to page 1.
> - Fixed a lot of compilation problems on 64 bit architectures,
> special thanks goes to Alexander Mï¿½ller for helping me to
> hunt down these bugs.
> - Fixed the SDL detection in configure.
> - Fixed the player generation logic again a bit, did not
> support horizontal player splitting quite as it should.
> - Improved the emulator handling of warnings, you can now
> go back to the menu.
> - Added emulation of 1050 internal diagnostic commands.
> - Fixed SIO return codes for SIO bypass routines.
>
>So long,
> Thomas

3873. Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-24 21:53:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <nJc7f.649$te3.12249@typhoon.sonic.net>
Source record: 9630

So I signed up today to exhibit (once again) at the Vintage Computer Festival
in Mountain View, California. It's next month, November 5th & 6th at
the Computer History Museum.

I'll once again be bringing my Atari 800XL, Atari Lynxes, and I think
this year I'll bring my _old_, woodgrain Atari 2600. :^)

http://www.vintage.org/

Wish me luck!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3874. Re: Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 07:49:57 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0510250347400.3157@shell1>
Source record: 9631

On Mon, 24 Oct 2005, Bill Kendrick wrote:

> So I signed up today to exhibit (once again) at the Vintage Computer
> Festival in Mountain View, California. It's next month, November 5th &
> 6th at the Computer History Museum.

Hey, I'll see you there, Bill. Our group has our table there
again this year.

> I'll once again be bringing my Atari 800XL, Atari Lynxes, and I think
> this year I'll bring my _old_, woodgrain Atari 2600. :^)

> http://www.vintage.org/

Nice. I like woodgrain. :-)

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3875. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 17:27:50 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-9dUhdmhBwlQU@draco.w2kserv.local>
Source record: 9632

hi Glenn,
well, I am trying to get an idea of what was actually buffered. I
was reading that 1090xl.txt file and saw some pretty nice ideas in it.
not expandable is the biggest problems with the BlackBox, MIO, Supra
interfaces. and wow, your eyes are sure better then mine, I couldn't
make out any of them. thanks for the links and the help.

Ken

On Fri, 21 Oct 2005 23:37:40 UTC, "Glenn" <noemail@nospam.com> wrote:

> Ken,
>
> Pictures of the inside of a 1090XL won't do you much good. The 1090 itself
> is just a case and a backplane board with card slots. There might be a chip
> or two that are just some TTL logic chips. Most of the circuits for the
> various devices intended for the 1090XL are on circuit cards that would plug
> into the card slots (e.g. RS232 card, 64k RAM card, etc).
>
> Here's about the best image I could find of the inside.
> http://www.computer-history.org/Atari-1090xl.htm
> http://www.atarimuseum.com/computers/8BITS/XL/xlperipherals/1090xl.html
>
> As best as I can make out from the photograph U6 looks like it says
> 74ALS643, U7 and U4 look like 74ACT244. I'm not sure what U5 is. It could
> be another 244 chip. But they do mainly look like they are signal driver
> chips for the XL's pararllel bus connection to the 1090XL.
>
> Good luck. Sorry couldn't help much more.
>
> Glenn
>
>
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-q6LWdTfW4KdX@draco.w2kserv.local...
> > hi all,
> > does anyone here have a 1090XL expansion box? if so I was hoping to
> > get some photos of the inside. and possibly the IC numbers off those
> > in there as well. thanks for your help.
> >
> > Ken
> >
>
>

- -

3876. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 17:33:57 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-r4rdM7ddUcgs@draco.w2kserv.local>
Source record: 9633

hi Shawn,
I did give this idea some thought. maybe for some future tinkering I
may do that. the ISA bus is about as poorly supported now as Atari
1090XL :) PCI opens up a whole new can of worms. but I have been
keeping some old isa hw just for this.

Ken

On Sat, 22 Oct 2005 01:20:30 UTC, Shawn Jefferson
<sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:

> "Glenn" <noemail@nospam.com>:
> >Ken,
> >
> >Pictures of the inside of a 1090XL won't do you much good.
>
> What might be a better idea, if you are intending on making a 1090-alike
> device for the 8-bit, is to look into the project to connect IBM ISA
> adapter cards to the PBI. I believe the project was highlighted in MyAtari
> on-line magazine a couple of years ago, complete with schematics, theory,
> etc..
>
> Just an idea.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

--

3877. Re: Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 18:16:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <CDu7f.806$te3.14877@typhoon.sonic.net>
Source record: 9634

Robert Bernardo <rbernardo@iglou.com> wrote:
> Hey, I'll see you there, Bill. Our group has our table there
> again this year.

Yep! :)

>> I'll once again be bringing my Atari 800XL, Atari Lynxes, and I think
>> this year I'll bring my _old_, woodgrain Atari 2600. :^)

> Nice. I like woodgrain. :-)

I'll also bring at least some INFO about the FlashBack 2, if not an actual
device. (Where can I get one? Amazon doesn't have 'em yet, it seems.)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3878. Re: Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 20:49:23 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <S7adncQV6vLOB8PeRVn-sg@comcast.com>
Source record: 9635

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:CDu7f.806$te3.14877@typhoon.sonic.net...
> Robert Bernardo <rbernardo@iglou.com> wrote:
>> Hey, I'll see you there, Bill. Our group has our table there
>> again this year.
>
> Yep! :)
>
>
>>> I'll once again be bringing my Atari 800XL, Atari Lynxes, and I think
>>> this year I'll bring my _old_, woodgrain Atari 2600. :^)
>
>> Nice. I like woodgrain. :-)
>
> I'll also bring at least some INFO about the FlashBack 2, if not an actual
> device. (Where can I get one? Amazon doesn't have 'em yet, it seems.)

I'm getting one from Walmart for Vidar Olavesen. They keep
pushing up the release date on them. Was supposed to be on
10/25/2005, which is today, but I haven't heard that they
shipped it yet.

Bill Garber

3879. Re: DarkForce! BBS update

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 22:31:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d7760@familynet-international.org>
Source record: 9639

FamilyNet International Newsgate

> From: Slor <semaj@rols.ten>

> Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
> wrote in news:pan.2005.10.23.15.15.00.66315@charter.net:

>>
>> We're going to be down for a week or so while I have an upgrade done
>> to the Mega ST running the board gang. (I learned my lesson -
>> soldering and I don't mix! <grin>
>>

> Oops. :) I have an 800XL open for soldering right now - hope you didn't
> jinx me!

> --
> Slor

So what's the project Slor?

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3880. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 22:38:44 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <psctl1997o8lq0jrh4ucje94siulidh3m6@4ax.com>
Source record: 9636

On 25 Oct 2005 04:34:01 GMT, "Michael Current"
<hunmanik@earthlink.net> wrote:

>Subject: 1.7) What is the Atari 65XE?
>
>Introduced in 1985 as a replacement for the 800XL, the 65XE is the low-end
>version of the 130XE. The 65XE is nearly identical to the 800XL in features,
>minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North
>American (NTSC) 65XE's include the ECI port. All XE computers also include
>the FREDDIE memory management chip.
>
>Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on
>startup to boot without BASIC.

Hello Micheal did you forget I sent you a picture of my American NTSC
65XE which includes an ECI port? I thought you were going to adjust
the FAQ to reflect this. If you need to see another picture or any
other info regarding the later revisions of the NTSC 65xe (which are
basically 130xe's with 64k memory) please feel free to ask

Kevin

3881. Atari Telnet users

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-25 22:38:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000d7761@familynet-international.org>
Source record: 9640

FamilyNet International Newsgate

Wow! Hey how have things been for you? Been a while!

Well, thanks for setting this up. You have the chat site running currently
as well?

Doc Clu

> From: You <you@cogeco.ca>

> Okey dokey, a while back, Doc Clu (aka: Greg Goodwin), asked me to setup
> something so that Atari 8-bit users could resolve domain names on their
> Atari 8-bit so that they may telnet to Atari bbs' on the Internet. Well,
> I've done just that.

> I have setup a Macintosh Quadra 700 with NetBSD 2.1_RC6, and it is currently
> online at this IP address: 24.57.165.180 *or* at this domain
> name: macsale.dyndns.org port 23

> You may login as: guest with a password of: guest

> To get an IP address from a domain name you would type the following at the
> prompt:

> dnsquery hostname

> Example:

> To get the IP address for macsale.dyndns.org, you would type:

> dnsquery macsale.dyndns.org

> To which the Quadra 700 would respond:

> ;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 36629
> ;; flags: qr rd ra; QUERY: 1, ANSWER: 1, AUTHORITY: 5, ADDITIONAL: 5
> ;; macsale.dyndns.org, type = ANY, class = IN
> macsale.dyndns.org. 1M IN A 24.57.165.180
> dyndns.org. 13h52m55s IN NS ns2.dyndns.org.
> dyndns.org. 13h52m55s IN NS ns3.dyndns.org.
> dyndns.org. 13h52m55s IN NS ns4.dyndns.org.
> dyndns.org. 13h52m55s IN NS ns5.dyndns.org.
> dyndns.org. 13h52m55s IN NS ns1.dyndns.org.
> ns1.dyndns.org. 13h52m55s IN A 63.208.196.90
> ns2.dyndns.org. 14h41m1s IN A 204.13.249.81
> ns3.dyndns.org. 2h16m11s IN A 63.209.15.210
> ns4.dyndns.org. 19h57m10s IN A 213.155.150.205
> ns5.dyndns.org. 23h28m55s IN A 63.208.196.91

> And there you have it. You can clearly see from the above that the IP
> address for macsale.dyndns.org is 24.57.165.180. Pretty simple, huh?

> Anyway, feel free to screw around on this machine. You will start in the
> home directory for guest and you'll have to cd your way to other directories
> if you want to snoop around or play. There are some games in the
> /usr/games/ directory if you're so inclined. I find that playing Tetris
> over a telnet connection is kind of interesting.

> If you'd like an account with a bunch more privileges, send me an email with
> your chosen username and password.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3882. Atari 800, ICD MIO and other periperals for sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 00:06:05 UTC
From: Northgate1 <NoSpam@Sorry.Net>
Message-ID: <NLz7f.92500$KX7.2173@fe03.news.easynews.com>
Source record: 9637

On November 1, 2005 I'll be putting some atari 8-bit items for sale on e-bay. For a preview with pictures and contact information see http://brookwoodtechnical.com/atarisale.html. I'll post again when the auction goes live.

Thanks for your interest!

3883. Atari Telnet users

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 01:47:47 UTC
From: You <you@cogeco.ca>
Message-ID: <BF845882.4727%you@cogeco.ca>
Source record: 9638
Cross-posted to: comp.sys.atari.8bit,wduke@cogeco.ca

Okey dokey, a while back, Doc Clu (aka: Greg Goodwin), asked me to setup something so that Atari 8-bit users could resolve domain names on their Atari 8-bit so that they may telnet to Atari bbs' on the Internet. Well, I've done just that.

I have setup a Macintosh Quadra 700 with NetBSD 2.1_RC6, and it is currently online at this IP address: 24.57.165.180 *or* at this domain name: macsale.dyndns.org port 23

You may login as: guest with a password of: guest

To get an IP address from a domain name you would type the following at the prompt:

dnsquery hostname

Example:

To get the IP address for macsale.dyndns.org, you would type:

dnsquery macsale.dyndns.org

To which the Quadra 700 would respond:

```
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 36629
;; flags: qr rd ra; QUERY: 1, ANSWER: 1, AUTHORITY: 5, ADDITIONAL: 5
;; macsale.dyndns.org, type = ANY, class = IN
macsale.dyndns.org. 1M IN A 24.57.165.180
dyndns.org. 13h52m55s IN NS ns2.dyndns.org.
dyndns.org. 13h52m55s IN NS ns3.dyndns.org.
dyndns.org. 13h52m55s IN NS ns4.dyndns.org.
dyndns.org. 13h52m55s IN NS ns5.dyndns.org.
dyndns.org. 13h52m55s IN NS ns1.dyndns.org.
ns1.dyndns.org. 13h52m55s IN A 63.208.196.90
ns2.dyndns.org. 14h41m1s IN A 204.13.249.81
ns3.dyndns.org. 2h16m11s IN A 63.209.15.210
ns4.dyndns.org. 19h57m10s IN A 213.155.150.205
ns5.dyndns.org. 23h28m55s IN A 63.208.196.91
```

And there you have it. You can clearly see from the above that the IP address for macsale.dyndns.org is 24.57.165.180. Pretty simple, huh?

Anyway, feel free to screw around on this machine. You will start in the home directory for guest and you'll have to cd your way to other directories if you want to snoop around or play. There are some games in the /usr/games/ directory if you're so inclined. I find that playing Tetris over a telnet connection is kind of interesting.

If you'd like an account with a bunch more privileges, send me an email with your chosen username and password.

3884. Hard Drive Bench Marks?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 12:31:31 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1130329891.105954.127720@z14g2000cwz.googlegroups.com>
Source record: 9641

Does anyone know if there are any bench marks for hard drives/systems
used with the Atari? I'd like to compare several systems -- which
probably means comparing "host versus host" more than anything. -Larry

3885. Re: Hard Drive Bench Marks?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 16:44:57 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <ZICdnQptLsUYL8LeRVn-og@comcast.com>
Source record: 9642

Larry wrote:
> Does anyone know if there are any bench marks for hard drives/systems
> used with the Atari? I'd like to compare several systems -- which
> probably means comparing "host versus host" more than anything. -Larry
>

Hi Larry,

Check out this thread for some comparisons between KMK/JZ IDE, MIO and
MyIDE. I'd be interested in seeing your results:

http://www.atariage.com/forums/index.php?showtopic=76383&hl=

3886. Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 16:59:07 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11lvdeupva755c4@corp.supernews.com>
Source record: 9643

I refound my atari love about 5 years ago and started collecting atari stuff again . I amassed a pretty good collection of non-rare stuff (no 1090xl or 1450xlds or anything like that but i did manage to get like 4 1200xls which was my favorite system in the early 80's).

Anyway, in the last 3 years, I put it on the back burner because I was renting a home and not owning and didn't have a place for it. Well recently I bought a house and have been setting up all my atari stuff once again.

My question is this, what is the status of hard drives interfacing to the 8bit world of ataris? I have plenty of older 2 1/2 notebook hard drives and I would love to mount one of those into one of my ataris but I'm not sure where to start.

3887. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 17:35:26 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96FB80168DE68emuslor@216.196.97.136>
Source record: 9644

Despite all prevention efforts, "Bo S." <bobo_snyder@hotmail.com> wrote
in news:11lvdeupva755c4@corp.supernews.com:

> My question is this, what is the status of hard drives interfacing to
> the 8bit world of ataris? I have plenty of older 2 1/2 notebook hard
> drives and I would love to mount one of those into one of my ataris
> but I'm not sure where to start.
>

Take a look here: http://www.faqs.org/faqs/atari-8-bit/faq/section-24.html

I have a MyIDE, and there seem to be a number of other options. Welcome
back!

--
Slor

3888. hi Atari Fox...

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-26 21:30:46 UTC
From: carloso <carl_oso34@rogers.com>
Message-ID: <peOdnQsGWooXaMLeRVn-uQ@rogers.com>
Source record: 9645

I have one free PC at my desk....Pent. 100 MHZ and 32 MB RAM....
I installed MsDOS 6.22 on it....and I have a dilemma what is best
Atari 800 xl or 130xe system emulator for DOS....

Thanks... George 56 y old Atari lover.

Pls...don't tell me...use Windows XP ....

3889. Re: hi Atari Fox...

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 00:21:09 UTC
From: oes <oes@deja.com>
Message-ID: <V3V7f.214089$p_1.59647@tornado.tampabay.rr.com>
Source record: 9646

```
"carloso" <carl_oso34@rogers.com> wrote in message
news:peOdnQsGWooXaMLeRVn-uQ@rogers.com...
>
> I have one free PC at my desk....Pent. 100 MHZ and 32 MB RAM....
> I installed MsDOS 6.22 on it....and I have a dilemma what is best
> Atari 800 xl or 130xe system emulator for DOS....
>
> Thanks... George 56 y old Atari lover.
>
> Pls...don't tell me...use Windows XP ....
>
>

http://atari800.sourceforge.net/
```

3890. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 01:40:34 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <bkb0m1l36n06urccumgbajfjojc832pcg1@4ax.com>
Source record: 9647

On Tue, 25 Oct 2005 18:38:44 -0400, kevin <kevnospam242@gmail.com> wrote:

>Hello Micheal did you forget I sent you a picture of my American NTSC
>65XE which includes an ECI port? I thought you were going to adjust
>the FAQ to reflect this. If you need to see another picture or any
>other info regarding the later revisions of the NTSC 65xe (which are
>basically 130xe's with 64k memory) please feel free to ask

Hi Kevin, yes, thanks for that.

What I forgot to do was feed the faq-server with the latest copy of the FAQ list, dern it. This posting was the same version of the FAQ that was posted two months ago.

I did the faq-server update just now, so the changes I made over the last two months are guaranteed to show up two months from now in the next posting.

I revised section 1.7 like this:

Introduced in 1985 as a replacement for the 800XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's and some late-production North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled; Hold down [Option] on startup to boot without BASIC.

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3891. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 01:59:37 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <nuc0m15mrc5ceskakmr8idiho0r3hm3kj3@4ax.com>
Source record: 9548

On Wed, 26 Oct 2005 12:35:26 -0500, Slor <semaj@rols.ten> wrote:

>Take a look here: http://www.faqs.org/faqs/atari-8-bit/faq/section-24.html

Thanks, but remember, faqs.org is not getting the latest FAQ versions.

For the current version, please use:

http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

or any other site that's still successfully mirroring the mother FAQ archive
at rtfm.mit.edu.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3892. Re: hi Atari Fox...

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 03:01:45 UTC
From: carloso <carl_oso34@rogers.com>
Message-ID: <3NSdnZvgC-WB3v3enZ2dnUVZ_sydnZ2d@rogers.com>
Source record: 9549

```
Ok....thnx...
I am gonna try it.....

Ola...

"oes" <oes@deja.com> wrote in message
news:V3V7f.214089$p_1.59647@tornado.tampabay.rr.com...
>
> "carloso" <carl_oso34@rogers.com> wrote in message
> news:peOdnQsGWooXaMLeRVn-uQ@rogers.com...
>>
>> I have one free PC at my desk....Pent. 100 MHZ and 32 MB RAM....
>> I installed MsDOS 6.22 on it....and I have a dilemma what is best
>> Atari 800 xl or 130xe system emulator for DOS....
>>
>> Thanks... George 56 y old Atari lover.
>>
>> Pls...don't tell me...use Windows XP ....
>>
>>
>
>
> http://atari800.sourceforge.net/
>
>
>
>
```

3893. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 04:29:04 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1130387315@rtfm.mit.edu>
Source record: 9550
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3894. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 06:50:04 UTC
From: Doc Clu <drclu@swbell.net>
Message-ID: <BF85E2CB.287%drclu@swbell.net>
Source record: 9551

in article Xns96FB80168DE68emuslor@216.196.97.136, Slor at semaj@rols.ten
wrote on 10/26/05 12:35 PM:

> Despite all prevention efforts, "Bo S." <bobo_snyder@hotmail.com> wrote
> in news:11lvdeupva755c4@corp.supernews.com:
>
>> My question is this, what is the status of hard drives interfacing to
>> the 8bit world of ataris? I have plenty of older 2 1/2 notebook hard
>> drives and I would love to mount one of those into one of my ataris
>> but I'm not sure where to start.
>>
>
> Take a look here: http://www.faqs.org/faqs/atari-8-bit/faq/section-24.html
>
> I have a MyIDE, and there seem to be a number of other options. Welcome
> back!

When I first got back into the Atari scene in 1998 after my Hiatis (since
like 1989), there was not much in the way of getting a hard drive, aside
from the older options...

ATR 8000 to MFM or IDE drive (ike!)
Black Box to IDE or SCSI drive.

Now you have the MyIde drive setup as was mentioned above, which I and
MANY Atari users have. There are other interfaces, and don't forget the
virtual drive setup in the APE interfaces, which is actually what I and most
of use a lot more than anything. :)

Doc Clu
Atari 800 User

Oh yeh... visit a good Atari BBS over telnet...

The Boot Factory
bfbbs.no-ip.com

3895. Re: Hard Drive Bench Marks?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 16:24:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Ia78f.2631$yX2.1872@newsread2.news.pas.earthlink.net>
Source record: 9552

JR wrote:
> Larry wrote:
>
>> Does anyone know if there are any bench marks for hard drives/systems
>> used with the Atari? I'd like to compare several systems -- which
>> probably means comparing "host versus host" more than anything. -Larry
>>
>
> Hi Larry,
>
> Check out this thread for some comparisons between KMK/JZ IDE, MIO and
> MyIDE. I'd be interested in seeing your results:
>
> http://www.atariage.com/forums/index.php?showtopic=76383&hl=

Unfortunately you can't derive any useful information on hard drive interfaces when they are hooked to different drives.

As I understand it the problem is most modern IDE drives use huge amounts of RAM and will automatically perform track buffering. They can be programmed to mimic several different configurations, [heads, tracks, sectors]. So for reads and writes it can end up that all you are doing is essentially reading from a track buffer/ramdisk. Unless of course you happen to hit upon a sector that is outside of that track in which case another track is read in/buffered.

Only valid test would be with identical drives on different interfaces and even that could have some problems.

3896. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 17:58:24 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11m25a4lenr6028@corp.supernews.com>
Source record: 9553

> Thanks, but remember, faqs.org is not getting the latest FAQ versions.
>
> For the current version, please use:
>
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
>
>

What happened to the sio2ide interface on the imported pages (i had to bring up the pages via waybackmachine)? That interface really intriuged me.

I really am looking for something that is buildable internally into the machine whereas the myide card is external.

If it really doesn't matter, then I will go with the myide though. I just like the idea of having the hard drive built into my 1200xl without me having to swap cartridges.

3897. Re: DarkForce! BBS update

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 19:47:04 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96FC96688D3Cemuslor@216.196.97.136>
Source record: 9554

Despite all prevention efforts, "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8
@fmlynet.org> wrote in news:000d7760@familynet-international.org:

>
> So what's the project Slor?
>

Nothing too exciting - just working on a modified version of this:

http://atariarchives.org/cfn/05/07/0033.php

--
Slor

3898. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 19:48:10 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96FC9697E5552emuslor@216.196.97.136>
Source record: 9555

Despite all prevention efforts, Michael Current <hunmanik@earthlink.net>
wrote in news:nuc0m15mrc5ceskakmr8idiho0r3hm3kj3@4ax.com:

>
>>Take a look here:
>>http://www.faqs.org/faqs/atari-8-bit/faq/section-24.html
>
> Thanks, but remember, faqs.org is not getting the latest FAQ versions.
>

I was not aware of that. Thanks.

--
Slor

3899. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 20:32:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.27.20.32.33.737099@charter.net>
Source record: 9556

On Thu, 27 Oct 2005 10:58:24 -0700, Bo S. wrote:

> I really am looking for something that is buildable internally into the
> machine whereas the myide card is external.
>
> If it really doesn't matter, then I will go with the myide though. I just
> like the idea of having the hard drive built into my 1200xl without me
> having to swap cartridges.

Now thats what I would like to see - maybe one of those 2.5" hard drives
or even a card?

--
_/_/_/

3900. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 22:15:03 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11m2kb7l4neab43@corp.supernews.com>
Source record: 9557

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.10.27.20.32.33.737099@charter.net...
> On Thu, 27 Oct 2005 10:58:24 -0700, Bo S. wrote:
>
>> I really am looking for something that is buildable internally into the
>> machine whereas the myide card is external.
>>
>> If it really doesn't matter, then I will go with the myide though. I
>> just
>> like the idea of having the hard drive built into my 1200xl without me
>> having to swap cartridges.
>
> Now thats what I would like to see - maybe one of those 2.5" hard drives
> or even a card?

I have a bunch of those 2.5 inch drives and a few spare cf cards also.

I found something that there is internal myide interfaces, i'm going to look
into that.

Are there any drawbacks to the MyIDE interface?

Thanks,
Bo

3901. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-27 22:22:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.27.22.22.05.338770@charter.net>
Source record: 9558

On Thu, 27 Oct 2005 15:15:03 -0700, Bo S. wrote:

> I have a bunch of those 2.5 inch drives and a few spare cf cards also.

I don't have any cards, but I've got a 2.5 incher that was left over when
I upgraded my Falcon.

> I found something that there is internal myide interfaces, i'm going to look
> into that.

I thought I read something, but it looked like it was saying that only the
130XE was big enough?

> Are there any drawbacks to the MyIDE interface?
>
> Thanks,
> Bo

Honestly, I don't know. I've never used one - just getting back into the
8bit scene after being away for quite some time.

--
_/_/_/

3902. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-28 03:34:33 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <vl63m154kl5tp7oou233abjnvpv5uv0u4n@4ax.com>
Source record: 9559

"Bo S." <bobo_snyder@hotmail.com>:

>I found something that there is internal myide interfaces, i'm going to look
>into that.

You can certainly build it into your computer, and you can use a 2.5" drive
or a IDE to CF adapter. Many other people have done this.

>Are there any drawbacks to the MyIDE interface?

I would say that the only drawback is that you need a replacement operating
system to use it. Some of the other interfaces that are interfaced via the
PBI/ECI don't need a custom OS, but they will be more expensive to build
and more elaborate because they have to conform to the PBI interface/driver
specifications.

The other drawback that I can think of, is that you only can use 256 bytes
of every 512 sector on the IDE drive, since the MyIDE interface is only an
8-bit interface. Quite a few of the IDE projects for the 8-bit operate
this way though (cheaper, easier) and besides, how much storage space do
you want attached to your 8-bit?

Personally I have bought and developed some applications for the MyIDE
interface because it is inexpensive and not too complicated. I think
Sijmen has done a great job with it.

The version 4.x OS is going to be great once its released.

Shawn Jefferson
(fix reply to for email)

3903. AD: FS: All Atari Books! 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-28 12:28:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0510280523530.23804-100000@onyx.spiritone.com>
Source record: 9560
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail or call (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/adoption.htm
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Book List!
http://www.aracnet.com/~atari/stbooks.htm ST Book List!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators!
http://www.aracnet.com/~atari/specials.htm What's up Doc!
http://www.aracnet.com/~atari/windoze.htm That other Operating System!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3904. Anyone have contact info for Bob Hays?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-28 16:36:07 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96FD76091DC54emuslor@216.196.97.136>
Source record: 9561

I wanted to contact Bob about the 800 memory upgrade on his website, but his listed address is not accepting email. According to his site, he's in Indianapolis too, so now I really want to track him down since he's local to me!

Any info would be appreciated.

thanks

--
Slor

3905. http://projectstatus.atari.org

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-28 17:57:27 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11m4pk7a3mk8oa5@corp.supernews.com>
Source record: 9562

I've created a web page that will list the status of active ATARI computer hardware projects. The
intent is to have one place we can go to find the status of 8-bit and ST(e)-Falcon-TT active hardware
projects. Of course, this can only be successful if you provide me with information. If you would like
your project listed, please contact me (remove obvious spam filter) with the correct information and
current status. I will not list e-mail addresses unless requested; only web pages. In addition, if I've
listed incorrect information or if you would like your project removed, please contact me. The URL:
http://projectstatus.atari.org

You may also contact me through my home page at http://www.josephplace.com

Thanks, and stay ATARI!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

3906. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-28 18:55:07 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11m4t0fdgn9me7a@corp.supernews.com>
Source record: 9563

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:vl63m154kl5tp7oou233abjnvpv5uv0u4n@4ax.com...
> "Bo S." <bobo_snyder@hotmail.com>:
>
>>I found something that there is internal myide interfaces, i'm going to
>>look
>>into that.
>
> You can certainly build it into your computer, and you can use a 2.5"
> drive
> or a IDE to CF adapter. Many other people have done this.
>
>>Are there any drawbacks to the MyIDE interface?
>
> I would say that the only drawback is that you need a replacement
> operating
> system to use it. Some of the other interfaces that are interfaced via
> the
> PBI/ECI don't need a custom OS, but they will be more expensive to build
> and more elaborate because they have to conform to the PBI
> interface/driver
> specifications.
>
> The other drawback that I can think of, is that you only can use 256 bytes
> of every 512 sector on the IDE drive, since the MyIDE interface is only an
> 8-bit interface. Quite a few of the IDE projects for the 8-bit operate
> this way though (cheaper, easier) and besides, how much storage space do
> you want attached to your 8-bit?
>
> Personally I have bought and developed some applications for the MyIDE
> interface because it is inexpensive and not too complicated. I think
> Sijmen has done a great job with it.
>
> The version 4.x OS is going to be great once its released.

Well what I am looking for is a means of having all my atari games that are
on floppies stored on the hard drive. Its mainly for little programing
(like in basic like i used to do 25 years ago, holy cow, 25 years!) and
games.

The only thing that I really want, is to be able to use my atari 1200xl
rather than an XE based machine and the internal kits look like they are for
XE based machines. I always loved the keyboard on my 1200xl. The xe based
machines seemt o have mushy tramiel designed crap for keyboards.

Will it also work in conjunction with the SIO2PC cables? I want to have a means of transferring data from and to my main computers to my ataris and floppys are just a bit too archaic these days.

I'm not worried about storage space on the hard drive. if you cut a 4 gig in half, its still way plenty of storage for an old atari.

3907. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-28 20:07:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.10.28.20.07.49.449355@charter.net>
Source record: 9564

On Fri, 28 Oct 2005 11:55:07 -0700, Bo S. wrote:

> The only thing that I really want, is to be able to use my atari 1200xl
> rather than an XE based machine and the internal kits look like they are for
> XE based machines. I always loved the keyboard on my 1200xl. The xe based
> machines seemt o have mushy tramiel designed crap for keyboards.

Not sure, but won't the TT-touch keyboard enhancements for the ST/Falcon
also work on the 65XE and 130XE keyboards as well? They actually do make
the keys a little better.

--
_/_/_/

3908. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 01:47:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <h2l5m15ghbr42nad5k3r9fiabuog8nep2h@4ax.com>
Source record: 9565

On Fri, 28 Oct 2005 16:07:49 -0400, "Ronald J. Hall" <dark_lord@charter.net>
wrote:

>On Fri, 28 Oct 2005 11:55:07 -0700, Bo S. wrote:
>
>Not sure, but won't the TT-touch keyboard enhancements for the ST/Falcon
>also work on the 65XE and 130XE keyboards as well? They actually do make
>the keys a little better.

I did the Best Electronics "XE" Touch upgrade in a 130XE ages ago. Most
definitely an improvement!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3909. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 02:20:48 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <c0n5m15cvqt2glqchbg94sbravt6spar98@4ax.com>
Source record: 9566

"Bo S." <bobo_snyder@hotmail.com>:

>The only thing that I really want, is to be able to use my atari 1200xl
>rather than an XE based machine and the internal kits look like they are for
>XE based machines. I always loved the keyboard on my 1200xl. The xe based
>machines seemt o have mushy tramiel designed crap for keyboards.

The internal interface that is being sold via Mr.Atari's website will work
inside your 1200XL I believe (email the guy selling it to be sure) but last
I looked there were only instructions for mounting it in an XE.

>Will it also work in conjunction with the SIO2PC cables? I want to have a
>means of transferring data from and to my main computers to my ataris and
>floppys are just a bit too archaic these days.

It works great in conjunction with SIO2PC.

Shawn Jefferson
(fix reply to for email)

3910. Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 04:12:03 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns96FDEC066C44Bemuslor@216.196.97.136>
Source record: 9567

Assuming I don't ever plan to hook my 800xl up to a TV again, is there any problem with simply removing the RF modulator? Can it just be desoldered and pulled out? Would I need to reconnect the desoldered leads somewhere?

I'm thinking I might want that extra bit of space at some point...

--
Slor

3911. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 11:23:11 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43635b9e$0$4431$91cee783@newsreader02.highway.telekom.at>
Source record: 9568

Slor wrote:

> Assuming I don't ever plan to hook my 800xl up to a TV again, is
> there any problem with simply removing the RF modulator? Can it just
> be desoldered and pulled out? Would I need to reconnect the
> desoldered leads somewhere?
>
> I'm thinking I might want that extra bit of space at some point...

Hi Slor!

Your connection will stay. As you know, even older TV-Sets have a RGB Socket (We call it here SCART).
The Antenna out on this oldies, I see it more as a last exit. With today TV-sets you donďż˝t really need it.

I donďż˝t know how it looks like in the 800XL. I have removed the HF Modulator-PCB in my Spectrum 48K.
Built in a (3 parts) small RF-Out. Now I can connect it to a Video-IN (Yellow sockkets), making already a far better picture than the Antenna out.
I have also found a RGB Out project. It takes directly Y, U, and V from the Videochip and makes a solid rock stable RGB Picture. Probably better, or at least as good, as a 800XL. But there is no place in the small speccy case ;-(....

I donďż˝t think you will get troubles, disconnecting the HF-Modulator. The circuitry of the mighty 800 is not known to me, sorry. I have never been in need of :-), already everything.... Joystick, RGB-Out, DiskFloppy Connector... etc.

Probably the best 8bitter for all times. The first, but till the end the best (not mentioning the small gfx-stepups between the VCS2600 and the 800/VCS7800). But I think the 400/800 is not much younger than a VCS2600!??

In my case (Sinclair ZX-Spectrum) were two cables, going in the HF-Modulator Case. One Red (isolated), and one blank. These two should be disconnected.
In your case you could remove the whole Modulator Case, if so.

My best wishes to you...

Best Regards,

Daniel Mandic

3912. Re: Hard Drive Bench Marks?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 14:02:23 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1130594543.665961.235180@o13g2000cwo.googlegroups.com>
Source record: 9569

Hi JR, Rick-

Thanks for the replies and link. Yes, I agree, Rick, but I still find the AtariAge data quite interesting. But your point about needing common drives is well-taken.

Here's where I'm coming from. My MIO & Seagate MFM Drive (ST-251) seemed definitely slower than my then-new Black Box. Since the BB read/translated 512-byte sectors and used a much more modern Conner 3-1/2" drive with a decent buffer + many more sectors per track, that *seemed* logical. Many years passed, and I got a KMK-JZ interface and ran it with several different 3-1/2" and 2-1/2" drives. It seemed a little slower than the BB, but very acceptable. (It is a very nice interface.) Then I got a MyIde, and it seemed a bit slower than the KMK (using mostly the same mix of IDE drives.) Still, an excellent interface for the very modest price. But I thought that it would be nice to see some numbers, so the AtariAge thread is a really good start for me. (Incidently, I still remember the "WOW" almost 20 years ago when I got my first MIO & HD set up, compared even to Warp/Ultra Speed floppies.) -Larry

3913. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 14:52:46 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <21M8f.8406$U67.4188@trnddc07>
Source record: 9570

You should be able to remove it without any worries.

Glenn

"Slor" <semaj@rols.ten> wrote in message
news:Xns96FDEC066C44Bemuslor@216.196.97.136...
> Assuming I don't ever plan to hook my 800xl up to a TV again, is there any
> problem with simply removing the RF modulator? Can it just be desoldered
> and pulled out? Would I need to reconnect the desoldered leads somewhere?
>
> I'm thinking I might want that extra bit of space at some point...
>
> --
> Slor

3914. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 16:31:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1130603514.448506.268840@g43g2000cwa.googlegroups.com>
Source record: 9571

Slor wrote:
> Assuming I don't ever plan to hook my 800xl up to a TV again, is there any
> problem with simply removing the RF modulator? Can it just be desoldered
> and pulled out? Would I need to reconnect the desoldered leads somewhere?
>
> I'm thinking I might want that extra bit of space at some point...
>
> --
> Slor

Whoa! This is spooky! I was just going to pose the same question!!!
Honestly!

The RF modulator on my 800XL has always been noisy and I wouldn't use
it anyway. Meanwhile, all the space on the rear panel could be useful
for my reset switch, headphone jack, and future OS selection switches.

Steve Sheppard

3915. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-29 18:11:14 UTC
From: stephensheppard@hotmail.com
Message-ID: <1130609473.929068.271240@g47g2000cwa.googlegroups.com>
Source record: 9572

Bo S. wrote:
> I refound my atari love about 5 years ago and started collecting atari stuff
> again . I amassed a pretty good collection of non-rare stuff (no 1090xl or
> 1450xlds or anything like that but i did manage to get like 4 1200xls which
> was my favorite system in the early 80's).
>
> Anyway, in the last 3 years, I put it on the back burner because I was
> renting a home and not owning and didn't have a place for it. Well recently
> I bought a house and have been setting up all my atari stuff once again.
>
> My question is this, what is the status of hard drives interfacing to the
> 8bit world of ataris? I have plenty of older 2 1/2 notebook hard drives and
> I would love to mount one of those into one of my ataris but I'm not sure
> where to start.

I renewed my interest in the A8 about a year ago (after 16 years!).
Since then I've only seen one hard drive interface designed with the
1200XL in mind (though it's not exclusively for the 1200XL). That was
Bob Woolley's SmartIDE.

I badly want to build this project (for an 800XL) but it's too big for
a novice like me unless someone produces a PCB. See the Bob Woolley's
Atari Classic SmartIDE article here.

http://www.geocities.com/atarimods/index.html

Nathan Hartwell, of Magelair.com had been enhancing the design with a
16-bit variation and a PBI redesign but both projects seem to be works
in progresss or his notes aren't up to date.

http://www.magelair.com/atari_8bit_stuff.html

Steve Sheppard

3916. Chat...

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 01:00:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e28ba@familynet-international.org>
Source record: 9576

FamilyNet International Newsgate

A reminder that the Euro-Chat will be going on what is roughly (and this is difficult since this is the time switch from Daylight Savings time over here this weekend) but around roughly 4-5 pm Geneva time or 10 am CST.

Location is at telnet://www.atarinews.org

If you need help getting in my AIM chat will be up. You can reach me at "Doctorclu" in AIM.

Hope you can make it to the Atari chat tomorrow. :)

Greg / Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3917. Re: DarkForce! BBS update

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 01:40:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e287c@familynet-international.org>
Source record: 9573

FamilyNet International Newsgate

> From: Slor <semaj@rols.ten>

>>
>> So what's the project Slor?
>>

> Nothing too exciting - just working on a modified version of this:

> http://atariarchives.org/cfn/05/07/0033.php

> --
> Slor

Fascinating! Looked at the page briefly and will probably look into more of
it later.

Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3918. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 01:48:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e289c@familynet-international.org>
Source record: 9575

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> On Thu, 27 Oct 2005 15:15:03 -0700, Bo S. wrote:

>> I have a bunch of those 2.5 inch drives and a few spare cf cards also.

> I don't have any cards, but I've got a 2.5 incher that was left over when
> I upgraded my Falcon.

>> I found something that there is internal myide interfaces, i'm going to look
>> into that.

> I thought I read something, but it looked like it was saying that only the
> 130XE was big enough?

>> Are there any drawbacks to the MyIDE interface?
>>
>> Thanks,
>> Bo

> Honestly, I don't know. I've never used one - just getting back into the
> 8bit scene after being away for quite some time.

> --
> _/_/_/_

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3919. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 01:51:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000e289d@familynet-international.org>
Source record: 9574

FamilyNet International Newsgate

> From: "Bo S." <bobo_snyder@hotmail.com>

> I'm not worried about storage space on the hard drive. if you cut a 4 gig
> in half, its still way plenty of storage for an old atari.

Don't forget that with the MyIde that you can use the space beyond the 160
meg that immediate accessable for disk images and even better... MOVIE images.
You've seen what Mr Atari did as far as making the preview for the Matrix,
Atari commercials, and TRON playable on the Atari 8-bit right? All that is
stored in the hard drive beyond the regular space. ;)

Greg

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

3920. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 18:55:34 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <GG89f.149594$dP1.507370@newsc.telia.net>
Source record: 9577

"Daniel Mandic" <daniel_mandic@ping.at> skrev i meddelandet
news:43635b9e$0$4431$91cee783@newsreader02.highway.telekom.at...
> > ...
> ...
> I don't know how it looks like in the 800XL. I have removed the HF
> Modulator-PCB in my Spectrum 48K.
> Built in a (3 parts) small RF-Out. Now I can connect it to a Video-IN
> (Yellow sockkets), making already a far better picture than the Antenna
> out.
> I have also found a RGB Out project. It takes directly Y, U, and V from
> the Videochip and makes a solid rock stable RGB Picture. Probably
> better, or at least as good, as a 800XL. But there is no place in the
> small speccy case ;-(....

Hi there Daniel,

I read somewhere that the ZX Spectrum computer had digital video output. That sounds like an advanced solution for an otherwise fairly simple computer, but if the Speccy has 8 or is it 16 colours, all you need is three or four positions for the binary encoded colour signal on the expansion bus.

Now that I think about it, maybe the digital output not available on all models of this home micro.

Anders

3921. Re: Getting back into Atari 8bit after a few year hiatus

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 19:13:19 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <5h1am1p7f8aae31m9kdvo8dgaee2pb7038@4ax.com>
Source record: 9578

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:

> Don't forget that with the MyIde that you can use the space beyond the 160
>meg that immediate accessable for disk images and even better... MOVIE images.
>You've seen what Mr Atari did as far as making the preview for the Matrix,
>Atari commercials, and TRON playable on the Atari 8-bit right? All that is
>stored in the hard drive beyond the regular space. ;)

Actually, the movies only use space at some arbitrary cylinder number. If
you enable image space, then pretty much all of your hard drive is "used".
If you don't enable image space, most of your hard drive is probably
unused.

You can figure out how your hard drive is used and where to put image space
pretty easily.

The very most partitions you can have with any of the current tools is 8 x
16MB partitions (although this may change in a future release of MyIDE
Config, especially if I get feedback requesting it!) Find how many
cylinders each 16MB partition will take up by multiplying the sectors by
the heads. This is how many sectors per cylinder you will get.

63 sectors x 16 heads = 1008 sectors per cylinder.
65535 sectors / 1008 = 65.015, so 66 cylinders per 16MB partition.

8 x 66 cylinders = 528 cylinders.

So with a hard drive that has 16 heads and 63 sectors the very most you
will use for partitions is 528 sectors. You could start you image space at
cylinder 768 (must be a multiple of 256). Image space goes from the start
cylinder to the last full 256 cylinders on the drive.

In the case of a hard drive with 5000 cylinders:

(5000 - 0x100) OR 0xFF = 0x12FF (or 4863).

Potentionally, space from 768 to 4863 will be used for images. Each image
in our hypothetical case will take 2 cylinders (since we need 1040 sectors
for each image), so you could get 2047 images on this hard drive!

The interesting thing is that cylinders above the image space can also be
used for partitions. In this case, 5000-4863 = 137 cylinders or 138096
sectors. You can take that into account when trying to figure out where
you should start your image space.

The latest MyIDE Config program that I am about to release displays, in the
Utility screen, how many sectors above image space your hard drive has.

That was probably more information than you needed or wanted. :)

Shawn Jefferson
(fix reply to for email)

3922. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-30 20:37:04 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43652ef0$0$4423$91cee783@newsreader02.highway.telekom.at>
Source record: 9579

Anders Skelander wrote:

>
> "Daniel Mandic" <daniel_mandic@ping.at> skrev i meddelandet
> news:43635b9e$0$4431$91cee783@newsreader02.highway.telekom.at... >>
> ...
> > ...
> > I dondż˝t know how it looks like in the 800XL. I have removed the HF
> > Modulator-PCB in my Spectrum 48K.
> > Built in a (3 parts) small RF-Out. Now I can connect it to a
> > Video-IN (Yellow sockkets), making already a far better picture
> > than the Antenna out.
> > I have also found a RGB Out project. It takes directly Y, U, and V
> > from the Videochip and makes a solid rock stable RGB Picture.
> > Probably better, or at least as good, as a 800XL. But there is no
> > place in the small speccy case ;-(....
>
> Hi there Daniel,
>
> I read somewhere that the ZX Spectrum computer had digital video
> output. That sounds like an advanced solution for an otherwise fairly
> simple computer, but if the Speccy has 8 or is it 16 colours, all you
> need is three or four positions for the binary encoded colour signal
> on the expansion bus.
>
> Now that I think about it, maybe the digital output not available on
> all models of this home micro.
>
> Anders

Hi Anders!

The HF is the only screen-output on the Spectrum.

Well, colors. The ULA generates the video-signal. She also makes the
colors. (8 with Bright, makes 15 real and always the same resolution
256x192. No gr. xx as the ATARI)
So the only posibility to get a better picture, is via the backsided
Interface Slot (Z80-Bus). There you have Y, U and V. With that you can
make S-Video, Video, HF as well (you like to say RF) and RGB, which is
probably the best. :-)

Digital video output? Even my IBM-PC with DVI Connectors do not have a
digital out. You ought to take the digital video-signal at the CPU side
;-)

Kind Regards,

Daniel Mandic

3923. v

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-31 07:05:21 UTC
From: sellam <sellam@vintagetech.com>
Message-ID: <1130742321.644935.185650@g14g2000cwa.googlegroups.com>
Source record: 9580

Vintage Computer Festival 8.0
Saturday & Sunday, November 5-6
Computer History Museum
Mountain View, California
http://www.vintage.org/2005/main/

This is your complete VCF 8.0 event guide! Vintage Computer Festival 8.0 happens this coming Saturday and Sunday, November 5th and 6th, at the Computer History Museum in Mountain View, California.

The doors open at 9:30am each day. Speaker sessions begin at 10:00am and run until 2:00pm. The exhibit and marketplace open at 2:00pm and run until 6:00pm.

Admission is $12 per person per day for full event access, including the speakers, exhibits and marketplace, or $7 per person per day for exhibit and marketplace only (exhibit and marketplace open at 2:00pm each day). Parking is free, and kids 17 and under are admitted free of charge.

Homebrew Computer Club Retrospective

The VCF in conjunction with the DigiBarn Computer Museum is proud to present a 30th anniversary celebration of the founding of the Homebrew Computer Club, the legendary Silicon Valley institution that helped to launch the era of the personal computer. Bruce Damer of the DigiBarn Computer Museum will moderate this panel of former Homebrew members, including Steve Wozniak, Lee Felsenstein, Allen Baum, Len Shustek, Bob Lash and Michael Holley.

Join the panel as they recount their experiences and gab with the group as we feast on some yummy cake, courtesy of the DigiBarn:

http://www.digibarn.org/

VCF 8.0 Speaker Schedule

The speaker schedule for VCF 8.0 is as follows:

Saturday, November 5

Time Session Title Speaker(s)
------- ------------------------------------ --------------------
10:00am Film Screening: The Future of Pinball Greg Maletic

11:00am IOCCC Award Presentation Ceremony Landon Curt Noll

12:00pm VCF Shenanigans Sellam Ismail

1:00pm Homebrew Computer Club Retrospective Steve Wozinak
Lee Felsenstein
Join us in a celebration of the 30th Len Shustek
anniversary of the founding of the Michael Holley
Homebrew Computer Club. Moderated by Bob Lash
Bruce Damer of the DigiBarn. Allen Baum

Sunday, November 6

Time Session Title Speaker(s)
------- ------------------------------------ --------------------
10:00am A History of the Smart Card Jerry Svigals

11:00am Yack 'N Hack: Computers Talk Back Deborah Norling

12:00pm A Personal Re-telling of Personal Dave Freeman
Computer Retailing

12:30pm Nerd Trivia Challenge! Evan Koblentz and
three Uber Nerds
Are you up to the Challenge? Hosted vying for the prize!
by Evan Koblentz, editor of the
Computer Collector Newsletter

1:00pm In The Beginning: A BBS History Christian Wirth
Discussion Joe Russack
Ernie Longmire
A panel discussion to follow-up the
screening of BBS Documentary on day
one of the VCF. Moderated by director
Jason Scott.

For complete details on this year's speaker series including session
abstracts and speaker biographies, visit:

http://www.vintage.org/2005/main/speaker.php

Nerd Trivia Challenge

The Nerd Trivia Challenge is a trivia contest to test the knowledge of
the most serious computer history buffs. Contestants are chosen from
VCF attendees who qualify for play by taking a preliminary quiz upon
arrival at the VCF on Saturday, November 5. Those applicants scoring
highest on the preliminary quiz will be selected to compete in the
Nerd Trivia Challenge on Sunday, November 6, at 12:30pm.

The Nerd Trivia Challenge is being hosted by Evan Koblentz, editor of
the Computer Collector Newsletter:

http://news.computercollector.com

To participate in the Nerd Trivia Challenge, ask to take the NTC
preliminary quiz when you arrive at the VCF registration desk.

Film Screenings

The VCF is proud to present the first ever public screening of a new documentary film titled "The Future of Pinball":

http://www.thefutureofpinball.com

The Future of Pinball is a new documentary on the recent history of the pinball industry. The showing is a beta version of the film and VCF attendees will have a chance to help direct the final cut based on the feedback they provide.

Be sure to catch director Greg Maletic's talk on Saturday, November 5, at 10:00am.

The VCF will also be reprising a screening of BBS Documentary:

http://www.bbsdocumentary.com

The screening will take place on Saturday, November 5, and the film will be shown in its entirety to all VCF attendees. On Sunday, November 6, join director Jason Scott and three of the subjects from the film at the BBS history panel at 1:00pm.

Tours and Excursions

Guided tours of the Computer History Museum Visible Storage collection will be conducted on Saturday, November 5, with Visible Storage open for self-guided tours on Sunday, November 6.

For those interested in touring the DigiBarn Computer Museum, curator Bruce Damer will lead an excursion into the Santa Cruz mountains that will disembark from the VCF at 3:00pm.

Complete details and tour times are available on the VCF 8.0 website:

http://www.vintage.org/2005/main/tours.php

Bring On The Exhibits!

Once again the VCF has attracted some rather fascinating exhibits. Check out what we've got in store for VCF 8.0:

http://www.vintage.org/2005/main/exhibit.php

We look forward to having you at the Vintage Computer Festival. I'll see you there!

Best regards,

Sellam Ismail
Producer
Vintage Computer Festival

3924. Re: Hard Drive Bench Marks?

Newsgroup: comp.sys.atari.8bit
Date: 2005-10-31 15:22:51 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4366303e$0$5414$f69f905@mamut2.aster.pl>
Source record: 9581

> Unfortunately you can't derive any useful information on hard drive
> interfaces when they are hooked to different drives.

This is partly true, yes.

At the other hand, IDE drives are generally very fast, so comparing different interfaces even with different drives attached you're effectively comparing the efficiency/reliability of the IDE driver code at the Atari side.

Differences in reading speed like between 14k/s and 36k/s (see the thread) may be caused by differences in the actual driver algorithm used combined with facilities the interface itself offers to the driver (e.g. additional internal buffers and the like).

But if some interface/drive combo goes down to 2k/s (yes, two kilobytes a second), then there's doubtlessly a serious problem inside the driver software itself.

KMK

3925. My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 03:37:44 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9700E6283BA74emuslor@216.196.97.136>
Source record: 9582

I'm trying to get something straight here, so hopefully you guys can help...

Ok, so I have 2 800XLs sitting in front of me. The first one is the one I have had since it was new, my first computer, immortal beloved (maybe that's going a little too far). A while back I did the simplest hack I could find to add chroma output to the machine, which was to put a line from the resistor just above Q5 (can't read the resistor number) to the chroma lead on the output jack. Voila, a nice bright s-video picture that is better than the composite and enough to keep me happy without doing a major video mod.

Now, the second machine is one that has not been modified (at least for video), and much to my surprise it's showing a picture when hooked up via chroma/luma. It's not as bright as the other machine (even a slightly different hus), but it's certainly just as clear. If I hook up the same simple line as I did in the first machine, then it transitions to a brighter version of the display.

So, the question here is what is this second 800XL that already has some sort of chroma output in place? I have read about the "Freddie" models that came out late, but this machine does not have that chip. Is this a very early 800XL that came out before they decided to stop hooking up the chroma? I'm just curious since I never expected to run across one of these with unmodded chroma output.

Oh yeah, and they're both NTSC machines.

Thanks

--
Slor

3926. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 13:11:47 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <nQJ9f.1117$721.1030@newsfe3-win.ntli.net>
Source record: 9583

Atari 'forgot' to connect Chroma to begin with, and nobody noticed or cared much because few if any people could use the monitor output.

S-video input only became commonplace long after the Atari had gone.

Towards the end of the 800XL era, it was re-engineered to connect chroma and to use the Freddie chip, presumably in that order from what you said.

http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

3927. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 15:06:23 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43677dd8$0$5428$f69f905@mamut2.aster.pl>
Source record: 9584

Slor wrote:
> Assuming I don't ever plan to hook my 800xl up to a TV again, is there any
> problem with simply removing the RF modulator? Can it just be desoldered
> and pulled out? Would I need to reconnect the desoldered leads somewhere?
>
> I'm thinking I might want that extra bit of space at some point...

AFAIK, the modulator - at least in XE series - has to do with the Composite
Video signal. Removing the modulator you'll also remove the Composite Video out
of the monitor connector. Apart of that, no problems.

KMK

3928. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 15:17:51 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns970168C10512emuslor@216.196.97.136>
Source record: 9585

Despite all prevention efforts, "Kryten"
<kryten_droid_obfusticator@ntlworld.com> wrote in
news:nQJ9f.1117$721.1030@newsfe3-win.ntli.net:

> Atari 'forgot' to connect Chroma to begin with, and nobody noticed or
> cared much because few if any people could use the monitor output.
>
> S-video input only became commonplace long after the Atari had gone.
>
> Towards the end of the 800XL era, it was re-engineered to connect
> chroma and to use the Freddie chip, presumably in that order from what
> you said.
>

Interesting. I would have guessed that the machine is older than my other
XL, but I could be wrong. I can't find a date of manufacture on it
anywhere like my other one. Is there anything telltale in the location of
manufacture? Those are different...

--
Slor

3929. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 15:50:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1130860256.621766.168750@g44g2000cwa.googlegroups.com>
Source record: 9586

Slor wrote:
> I'm trying to get something straight here, so hopefully you guys can
> help...
>
> Ok, so I have 2 800XLs sitting in front of me. The first one is the one I
> have had since it was new, my first computer, immortal beloved (maybe
> that's going a little too far). A while back I did the simplest hack I
> could find to add chroma output to the machine, which was to put a line
> from the resistor just above Q5 (can't read the resistor number) to the
> chroma lead on the output jack. Voila, a nice bright s-video picture that
> is better than the composite and enough to keep me happy without doing a
> major video mod.
>
> Now, the second machine is one that has not been modified (at least for
> video), and much to my surprise it's showing a picture when hooked up via
> chroma/luma. It's not as bright as the other machine (even a slightly
> different hus), but it's certainly just as clear. If I hook up the same
> simple line as I did in the first machine, then it transitions to a
> brighter version of the display.
>
> So, the question here is what is this second 800XL that already has some
> sort of chroma output in place? I have read about the "Freddie" models
> that came out late, but this machine does not have that chip. Is this a
> very early 800XL that came out before they decided to stop hooking up the
> chroma? I'm just curious since I never expected to run across one of these
> with unmodded chroma output.
>
> Oh yeah, and they're both NTSC machines.
>
> Thanks
>
> --
> Slor

1) Check behind pin 4 (I think that's the right number)of the DIN
connector. If there is a trace leading backwards then Chroma is indeed
connected. If the pin is just an empty solder point then no
connection.,

2) If there is no trace then check your video cable. Perhaps it's been
modified to bridge the Composite and Chroma pins to make Composite
available on what should be the Chroma lead. That was the other cheap
fix, Composite + Luminence instead of full Chrominence + Luminence.
Produces better output than Composite alone plus you still get some
artifacting.

To be honest though, I've never heard of it being done at the cable because back in those good old days we used RCA connectors (not S-Video connectors) so one could simply plug in the Luminence lead and if the Chrominence lead didn't work we plugged in the Composite lead into the Chrominence input on the monitor.

OT: Was Commodore the only company producing CRTs with separate Chrominence and Luminence inputs? I can't seem to remember.

Steve Sheppard

3930. Back online...

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 21:32:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.01.21.32.38.242873@charter.net>
Source record: 9587
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
After upgrading, we are back online now folks. :-)

--
_/_/_/
```

3931. Re: Back online...

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-01 22:47:05 UTC
From: techie_a <techie_alison2000@yahoo.com>
Message-ID: <dk8r99$7u4$1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 9588
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.11.01.21.32.38.242873@charter.net...
>
> After upgrading, we are back online now folks. :-)
>
> --
>
_/_/_/

3932. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 01:36:04 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <mv5gm1dgqa8hldupqp34k9suc0drlb3oda@4ax.com>
Source record: 9589

On Tue, 01 Nov 2005 16:06:23 +0100, KMK <draco@obta.uw.edu.pl> wrote:

>Removing the modulator you'll also remove the Composite Video out
>of the monitor connector. Apart of that, no problems.

LOL I would call no output a problem!

3933. Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 02:08:19 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mg7sji13pc882@corp.supernews.com>
Source record: 9590

I really don't like the idea of a dead computer so I want to try to figure out what is wrong with one of my 1200xls. When I turn it on, I get a black screen with some faint horizontal (short, like 1/4 inch wide) lines all over the screen. They flicker for a bit then the screen just stays completely black.

I tore the computer open and pulled all the chips and replaced them firmly and i got the same behavior.

However I also got the computer to boot up and make the funny whrring noise and then boot to the ATARI logo twice but as soon as I turned it off and turned it back on, it went back to being flakey.

I can leave it off for a day and turn it back on and it won't work right away.

Any ideas??

3934. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 02:10:36 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mg80vg6pir1c9@corp.supernews.com>
Source record: 9591

<stephensheppard@hotmail.com> wrote in message
news:1130860256.621766.168750@g44g2000cwa.googlegroups.com...
>
> OT: Was Commodore the only company producing CRTs with separate
> Chrominence and Luminence inputs? I can't seem to remember.
>
I don't think so. I think i have a couple of rca monitors that have both
chroma and luma inputs as well as standard composite.

3935. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 02:56:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <AVV9f.4581$RI1.2063@newsread1.news.pas.earthlink.net>
Source record: 9592

Bo S. wrote:
> I really don't like the idea of a dead computer so I want to try to figure
> out what is wrong with one of my 1200xls. When I turn it on, I get a black
> screen with some faint horizontal (short, like 1/4 inch wide) lines all over
> the screen. They flicker for a bit then the screen just stays completely
> black.
>
> I tore the computer open and pulled all the chips and replaced them firmly
> and i got the same behavior.
>
> However I also got the computer to boot up and make the funny whrring noise
> and then boot to the ATARI logo twice but as soon as I turned it off and
> turned it back on, it went back to being flakey.
>
> I can leave it off for a day and turn it back on and it won't work right
> away.
>
> Any ideas??
>
>

Just had another old RAM chip go out so a bad DRAM will be high on my
list of possible things that went south.

One of my favorites guesses over the last 20 years has been galvanic
reaction. The dissimilar metals [copper, zinc, lead] set up the
equivalent of a galvanic cell at the connectors. A lot of people just
leave their busted computers on overnight and by the next day they are
healed.

That you are getting screen garbage and noise is good. That means at
most of your LSI chips like Pokey, GTIA, ANTIC, CPU, are trying to work.

3936. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 02:57:11 UTC
From: rodrigo <rodgon66@rogers.com>
Message-ID: <KY6dnQZ_9feUtvXeRVn-hQ@rogers.com>
Source record: 9593

Hmmm...
take a good multimeter and check all caps for leaking.... on off those caps
is dry..
and also take a big mag. glass and check solder points.... life time for
cheap
solder are 8 or max 10 years....

bye... Rodrigo..

"Bo S." <bobo_snyder@hotmail.com> wrote in message
news:11mg7sji13pc882@corp.supernews.com...
>I really don't like the idea of a dead computer so I want to try to figure
>out what is wrong with one of my 1200xls. When I turn it on, I get a black
>screen with some faint horizontal (short, like 1/4 inch wide) lines all
>over the screen. They flicker for a bit then the screen just stays
>completely black.
>
> I tore the computer open and pulled all the chips and replaced them firmly
> and i got the same behavior.
>
> However I also got the computer to boot up and make the funny whrring
> noise and then boot to the ATARI logo twice but as soon as I turned it off
> and turned it back on, it went back to being flakey.
>
> I can leave it off for a day and turn it back on and it won't work right
> away.
>
> Any ideas??
>
>

3937. FS: ICD MIO, Atari 800 w/ RAMROD OS Board and more on E-Bay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 06:44:57 UTC
From: Northgate1 <NoSpam@Sorry.Net>
Message-ID: <IfZ9f.17135$WF5.16434@fe03.news.easynews.com>
Source record: 9594

Hello,

I posted earlier about 9 items I'm putting up for auction on ebay.

Here's a link to what's available so far:

http://tinyurl.com/ahtcd

The remainder will go on sale tomorrow at 7:00 pm PST. The above link
should still work.

Thanks for your interest.

3938. Re: Back online...

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 06:51:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <436dc2ac7ce760@comcast.net>
Source record: 9544
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>
>After upgrading, we are back online now folks. :-)
>

Great... I will try and get on sometime.

3939. Free Chapters from the New Commodore Book

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 16:18:52 UTC
From: variant@commodorebook.com
Message-ID: <MF5af.4908$lb7.57326@news1.mts.net>
Source record: 9595
Body handling: HTML body converted to readable text

Sample chapters from the book, "On the Edge: The
Spectacular Rise and Fall of Commodore" are now online. Read how Commodore
fought with Apple, IBM, Atari and Sinclair.

HTML
or Adobe Acrobat PDF files are available from the table of
contents:

http://www.commodorebook.com/view.php?content=toc

Title: On the Edge: The Spectacular Rise and Fall of Commodore

Pages: 458
ISBN 0-9738649-0-7
Hardcover

Variant Press

3940. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 17:28:15 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mhtpckqjan059@corp.supernews.com>
Source record: 9596

"rodrigo" <rodgon66@rogers.com> wrote in message
news:KY6dnQZ_9feUtvXeRVn-hQ@rogers.com...
> Hmmm...
> take a good multimeter and check all caps for leaking.... on off those
> caps is dry..
> and also take a big mag. glass and check solder points.... life time for
> cheap
> solder are 8 or max 10 years....
Actually I did check that (the caps). None of them appear to be bad or
leaking.

I'm going to leave it on overnight to see if that helps it run again.

3941. Re: ICD MIO, Atari 800 w/ RAMROD OS Board and more on E-Bay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 17:31:59 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mhu0cj23ean7f@corp.supernews.com>
Source record: 9597

"Northgate1" <NoSpam@Sorry.Net> wrote in message
news:IfZ9f.17135$WF5.16434@fe03.news.easynews.com...
> Hello,
>
> I posted earlier about 9 items I'm putting up for auction on ebay.
>
> Here's a link to what's available so far:
>
> http://tinyurl.com/ahtcd
>

Man, dont' people know how to SNIPE!?

6.5 days left on the auction and there are already bidding wars on it.
Geeez.

Watch the item, don't bid on it until the last second and then it wil
prevent all sorts of bidding wars!

3942. Re: FS: ICD MIO, Atari 800 w/ RAMROD OS Board and more on E-Bay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 18:06:20 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <we7af.3410$Lv.875@newssvr23.news.prodigy.net>
Source record: 9500

kenames@pacbell.net wrote:
> wow, that MIO is really high already. I wonder why. is it the MIO
> itself or the included pieces also? anyone care to comment?

The included SDX cartridge makes it a hot item. That typically goes for over $100 by itself on eBay. Still, if it goes over $300 I would consider it high for those items, even in nice condition.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3943. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 18:12:42 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mi0cvo19unje7@corp.supernews.com>
Source record: 9501

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-3p14F8Z9ddOh@draco.w2kserv.local...
> you may also want to check your power supply. they are notorious for
> going bad and can cause all sorts of weird troubles.
>
True.. I agree that they can go bad.

I went ahead and tested it by hooking it up to another one of my 1200XLs and
it works fine on that computer. Also checked the output with a multimeter
and it looks like its reasonable.

3944. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 18:36:01 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-3p14F8Z9ddOh@draco.w2kserv.local>
Source record: 9498

you may also want to check your power supply. they are notorious for
going bad and can cause all sorts of weird troubles.

Ken

On Wed, 2 Nov 2005 02:08:19 UTC, "Bo S." <bobo_snyder@hotmail.com>
wrote:

> I really don't like the idea of a dead computer so I want to try to figure
> out what is wrong with one of my 1200xls. When I turn it on, I get a black
> screen with some faint horizontal (short, like 1/4 inch wide) lines all over
> the screen. They flicker for a bit then the screen just stays completely
> black.
>
> I tore the computer open and pulled all the chips and replaced them firmly
> and i got the same behavior.
>
> However I also got the computer to boot up and make the funny whrring noise
> and then boot to the ATARI logo twice but as soon as I turned it off and
> turned it back on, it went back to being flakey.
>
> I can leave it off for a day and turn it back on and it won't work right
> away.
>
> Any ideas??
>
>

--

3945. Re: FS: ICD MIO, Atari 800 w/ RAMROD OS Board and more on E-Bay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 18:39:14 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-yp6d6C0KgGM0@draco.w2kserv.local>
Source record: 9499

wow, that MIO is really high already. I wonder why. is it the MIO
itself or the included pieces also? anyone care to comment?

Ken

On Wed, 2 Nov 2005 06:44:57 UTC, Northgate1 <NoSpam@Sorry.Net> wrote:

> Hello,
>
> I posted earlier about 9 items I'm putting up for auction on ebay.
>
> Here's a link to what's available so far:
>
> http://tinyurl.com/ahtcd
>
> The remainder will go on sale tomorrow at 7:00 pm PST. The above link
> should still work.
>
> Thanks for your interest.

--

3946. How many people have/use XF551 floppy drives?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-02 18:57:20 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mi30c6nelsq34@corp.supernews.com>
Source record: 9502

I have a wide variety of floppy drives at my disposal. I have a few supras, i think 4 or 5 indus gts, and several 1050s (no 810s though) and a XF551.

Is there anytyhing really useful or cool I can do with the xf551? I vaguely remember seeing a webpage where you could mod a xf551 into a 3 1/2 inch drive, is that still out there?

3947. Looking for Hamtext Rom/Image

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 01:21:37 UTC
From: CrazyC <crazy__c_@hot_mail.com>
Message-ID: <zCdaf.292$2C.26@dukeread03>
Source record: 9503

Hi All,
I'm looking for an old atari cartridge dump of a program called HamText.
If anyone has a copy of it, could you plase send it to me or let me know
where I can download it...

Thanks,
Jay

3948. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 05:30:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1130995808@rtfm.mit.edu>
Source record: 9504
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

3949. Re: How many people have/use XF551 floppy drives?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 11:21:36 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1131016896.730915.78000@g47g2000cwa.googlegroups.com>
Source record: 9505

> Is there anytyhing really useful or cool I can do with the xf551? <

There are several nice upgrades:
The Bob Woolley 3-1/2" upgrade (also published in Antic magazine).
The CSS upgrades (plural) -- still available at last check at their web
site.
The HyperXF upgrade.

And also look at the most excellent Atari 8-bit FAQs.

3950. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 13:59:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511030556180.28243-100000@onyx.spiritone.com>
Source record: 9506
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3951. Atari Customer Appreciation Month! November!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 14:05:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511030602170.28243-100000@onyx.spiritone.com>
Source record: 9507
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! Get a FREE Gift with purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2005!

http://BensCatalogs.Atari.org Bravo Sierra's Web Site!
http://www.aracnet.com/~atari/specials.htm Monthly Specials!

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3952. Re: Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 18:49:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <5Zsaf.1992$te3.32372@typhoon.sonic.net>
Source record: 9508

William Kendrick <bill@newbreedsoftware.com> wrote:
> I'll once again be bringing my Atari 800XL, Atari Lynxes, and I think
> this year I'll bring my _old_, woodgrain Atari 2600. :^)

The woodgrain lives! It's a little fussy, so I might bring my Junior, too.
My Atari 800XL will be there, _alone!_ No laptop or SIO2PC cable. [*]
Everything'll be cartridge or coming off my 1.6GB HDD via MyIDE cart!

Sadly, I didn't have money/time to get the OS ROM upgrade chip for my 800XL,
so my MyIDE is still using RAM-under-OS-ROM, meaning there's a lot of cool
stuff I can't show off. (BOSS-X looked cool, but uses TurboBASIC XL.
Can't show most demos, the color JPEG decoder, etc.)

However, I did put the greyscale JPEG decoder and a bunch of JPEGs on the
16MB D2: partition I created, and filled a dozen Image partition slots
with disk images of games & demos that do work fine with MyIDE.

If you're in the SF Bay Area region of California, the event is this weekend
in Mountain View:

http://www.vintage.org/

[*] Mostly because my wife is the one with the laptop, and she'll have it
with her and will be out of town this year. :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3953. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 20:17:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <4fuaf.2009$te3.32653@typhoon.sonic.net>
Source record: 9509

kevin <kevnospam242@gmail.com> wrote:
> On Tue, 01 Nov 2005 16:06:23 +0100, KMK <draco@obta.uw.edu.pl> wrote:
>
> > Removing the modulator you'll also remove the Composite Video out
> > of the monitor connector. Apart of that, no problems.
>
> LOL I would call no output a problem!

Well, you should still have Chroma and Luma, just no Composite.
That means you'd need an SVideo cable, or some-such...

I THINK. I'm not the expert in this field of Atari. ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3954. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 20:27:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <souaf.2010$te3.32670@typhoon.sonic.net>
Source record: 9510

Bo S. <bobo_snyder@hotmail.com> wrote:
> I'm going to leave it on overnight to see if that helps it run again.

And? ;)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3955. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 21:38:57 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9703A95F8466Bemuslor@216.196.97.136>
Source record: 9511

Despite all prevention efforts, bill@newbreedsoftware.com (William Kendrick) wrote in news:4fuaf.2009$te3.32653@typhoon.sonic.net:

> kevin <kevnospam242@gmail.com> wrote:
>> On Tue, 01 Nov 2005 16:06:23 +0100, KMK <draco@obta.uw.edu.pl> wrote:
>>
>> > Removing the modulator you'll also remove the Composite Video out
>> > of the monitor connector. Apart of that, no problems.
>>
>> LOL I would call no output a problem!
>
> Well, you should still have Chroma and Luma, just no Composite.
> That means you'd need an SVideo cable, or some-such...
>
> I THINK. I'm not the expert in this field of Atari. ;)
>

Based on the range of answers, I believe I'll hold off on that little experiment for a bit. :)

--
Slor

3956. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-03 22:12:30 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11ml2qj8qj451d5@corp.supernews.com>
Source record: 9512

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:souaf.2010$te3.32670@typhoon.sonic.net...
> Bo S. <bobo_snyder@hotmail.com> wrote:
>> I'm going to leave it on overnight to see if that helps it run again.
>
> And? ;)
>
LOL.. I don't know. I ended up cleaning and organzing my entertainment area
and forgot to do that.

Lemme do it tonight before I forget.

3957. Re: Removing the RF modulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-04 00:16:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <gLxaf.5364$RI1.2631@newsread1.news.pas.earthlink.net>
Source record: 9513

Slor wrote:

> Despite all prevention efforts, bill@newbreedsoftware.com (William
> Kendrick) wrote in news:4fuaf.2009$te3.32653@typhoon.sonic.net:
>
>
>>kevin <kevnospam242@gmail.com> wrote:
>>
>>>On Tue, 01 Nov 2005 16:06:23 +0100, KMK <draco@obta.uw.edu.pl> wrote:
>>>
>>>
>>>>Removing the modulator you'll also remove the Composite Video out
>>>>of the monitor connector. Apart of that, no problems.
>>>
>>>LOL I would call no output a problem!
>>
>>Well, you should still have Chroma and Luma, just no Composite.
>>That means you'd need an SVideo cable, or some-such...
>>
>>I THINK. I'm not the expert in this field of Atari. ;)
>>
>
>
> Based on the range of answers, I believe I'll hold off on that little
> experiment for a bit. :)
>

If you need room under the hood, you could always remove the 9VAC to 5V
DC componets and run it off an external 5V computer supply.

3958. "TRON" released on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-04 02:20:51 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <l8hlm1tm2kjo3hmtoipp40bodg6fjk1kmh@4ax.com>
Source record: 9514

"TRON" is a little 2-player game I wrote 20 years ago. This year, 2005, it has been published on cartridge by Video 61.

The package comes in a box that includes the cartridge with a nice label, along with an instructions sheet. (I wrote the instructions earlier this year.)

The game itself is a very simple programming effort, yet I still think it's quite fun. A classic genre.

Requires: a 48K 800/XL/XE computer and 2 joysticks.

Available from:

Video 61 & Atari Sales
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500
http://www.atarisales.com/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3959. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-04 16:57:40 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mn4o54gnssu90@corp.supernews.com>
Source record: 9515

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:souaf.2010$te3.32670@typhoon.sonic.net...
> Bo S. <bobo_snyder@hotmail.com> wrote:
>> I'm going to leave it on overnight to see if that helps it run again.
>
> And? ;)

Well I got home last night and plugged it in (no cartridge or anything else). I then turned it on and it worked (it has done that before after it sat for a whie, it would power up then not reboot after i tried cycling the power swtich).

I left it at the multicolored ATARI screen overnight. Woke up this morning and it still was at that ATARI screen. Background was red though, wondered why?

Rebooted the system. It booted up fine but I noticed that the blue screen with the cursor while it makes the funny whirring sound was a reddish color but it booted. It showed the atari screen with no problems.

I then shut it down and put a pacman cart into it. It booted up fine and the game played fine however the colors were off. It was like they were in the wrong cycle, not a color missing (by that I mean the screen looked fine and you could see the different colors, but it was like they were using the wrong colors, it wasn't a matter of a missing color as a problem with the cable).

The sound also was funny, it faded in and out while playing. I would hear the game then it would slowly fade to nothing and then the sound would fade back in.

I plugged the powerspupply and monitor cable into my other 1200xl and it worked perfectly again.

So before I left this morning for work, I went and plugged the problem child 1200xl back in and left it on the pacman demo and went to work.

Any ideas what still might be amiss?

3960. Re: "TRON" released on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-04 23:00:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <aKRaf.2162$te3.34407@typhoon.sonic.net>
Source record: 9516

Michael Current <hunmanik@earthlink.net> wrote:
> "TRON" is a little 2-player game I wrote 20 years ago. This year, 2005, it
> has been published on cartridge by Video 61.

Heh, cool!

<snip>
> The game itself is a very simple programming effort, yet I still think it's
> quite fun. A classic genre.

Any screenshots?

> Video 61 & Atari Sales
<snip>
> http://www.atarisales.com/

Cuz there are none there. :)

I also see some other cart games I've never heard of
(e.g., "Clowns and Balloons", which sounds like either Circus Atari!
or Kickman), and they don't really have any add'l info... :^/

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3961. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-04 23:03:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <WMRaf.2163$te3.34509@typhoon.sonic.net>
Source record: 9517

Bo S. <bobo_snyder@hotmail.com> wrote:
> I left it at the multicolored ATARI screen overnight. Woke up this morning
> and it still was at that ATARI screen. Background was red though, wondered
> why?

After 9 minutes (7 min?) "attract" mode kicks in, like it would in most
situations. However, since the rainbow color effect in the "ATARI" image
is a display list trick, the attract colors don't affect them... so, the
background changes colors, but the rainbow still looks rainbowy :^)

> Rebooted the system. It booted up fine but I noticed that the blue screen
> with the cursor while it makes the funny whirring sound was a reddish color
> but it booted. It showed the atari screen with no problems.

Oh, hrm... so maybe NOT.

> I then shut it down and put a pacman cart into it. It booted up fine and
> the game played fine however the colors were off. It was like they were in
> the wrong cycle, not a color missing (by that I mean the screen looked fine
> and you could see the different colors, but it was like they were using the
> wrong colors, it wasn't a matter of a missing color as a problem with the
> cable).

Oh, there's a POT (a little knob) underneath. I THINK you can access it
with the case still on. (Bob Woolley has had my Atari 1200XL for the past
20 or 30 years ;^))

It might need to get twisted. It should just affect the hues you see.

But then you go on to say...

> The sound also was funny, it faded in and out while playing. I would hear
> the game then it would slowly fade to nothing and then the sound would fade
> back in.

And my lame diagnostic skills won't help. :^) I'll let a smart person
answer.

Good luck!!!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3962. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-04 23:10:43 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <TTRaf.8184$Ua6.1616@newsfe6-win.ntli.net>
Source record: 9518

The pdf files of the chip data sheets are no longer available at the Atari Historical Society (after a site 'improvement').

However they are now available at:
http://www.retromicro.com/
(ANTIC CGIA GTIA POKEY only)

They are still huge and hard on the eyes, but you can always try
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

3963. old video games (was:"TRON" released....)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 03:34:26 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0511042219130.15401@furyy1>
Source record: 9519

On Fri, 4 Nov 2005 at 23:00 -0000, William Kendrick scribbled:
->I also see some other cart games I've never heard of (e.g.,
->"Clowns and Balloons" ...

I have a game of that exact name on floppy, put out in 1982 by a
California company called Datasoft. The game is played by bouncing
a clown on a trampoline so the clown can break the overhead balloons.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

3964. Re: "TRON" released on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 03:54:10 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <dlaom19v6v3r5gcitm06q2mhupr09rfqcq@4ax.com>
Source record: 9520

On Fri, 04 Nov 2005 23:00:22 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

Hi Bill!

>Any screenshots?

Good point!

At your request, I've just made a whole little web page for my little game, including several screenshots. I'm not sure whether more information is likely to help or hurt any possible sales. :)

http://home.centurytel.net/hunmanik/tron/

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

3965. Considering an Ebay sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 04:08:04 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11mobunnli931a9@corp.supernews.com>
Source record: 9521

I need some cash and some room in my closet, so I'm considering selling some of my excess 8-bit stuff on Ebay. Before I go to the trouble, I'd like to know if it could be worth my while. I checked past Ebay sales, but I don't ever see many of these items. Could anybody give me a guess on what some of the following things might bring? All items will be in working order or they will NOT be put up for sale, and any needed power supplies and SIO cables will be included. None of these have the original boxes anymore.

(2) 256K Rambo-enhanced 800XL's
(2) stock 800XL's
(1) US Doubler-ed 1050 drive
(1) Indus GT drive
(2) stock 1050 drives
(1) Apeface printer interface
(1) MPP printer interface
(1) Atari numeric keypad (I forgot the number)
(1) SX212 modem
several joysticks and paddles.

Please note: I am not selling ALL my 8-bit stuff, just what I consider excess.

TJ
Keeper of the Flame
Atari Computer Enthusiast of Syracuse

3966. Re: Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 05:46:26 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0511050044550.18261@shell1>
Source record: 9522

On Thu, 3 Nov 2005, William Kendrick wrote:

> However, I did put the greyscale JPEG decoder and a bunch of JPEGs on the
> 16MB D2: partition I created, and filled a dozen Image partition slots
> with disk images of games & demos that do work fine with MyIDE.

Nice! I'll be comparing it to the Commodore JPEG decoder.

> If you're in the SF Bay Area region of California, the event is this weekend
> in Mountain View:
>
> http://www.vintage.org/

Yup. Leaving in a few hours.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

3967. Re: old video games (was:"TRON" released....)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 11:10:09 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <436c9311$0$4430$91cee783@newsreader02.highway.telekom.at>
Source record: 9523

Sid Pacman wrote:

> California company called Datasoft. The game is played by bouncing
> a clown on a trampoline so the clown can break the overhead balloons.

Circus Attraction!? VCS2600.

Best Regards,

Daniel Mandic

3968. Re: Vintage Computer Festival (VCF) 8.0, November 2005

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 12:23:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <6v1bf.2215$te3.34879@typhoon.sonic.net>
Source record: 9524

Robert Bernardo <rbernardo@iglou.com> wrote:
> On Thu, 3 Nov 2005, William Kendrick wrote:

>> However, I did put the greyscale JPEG decoder and a bunch of JPEGs on the
>> 16MB D2: partition I created, and filled a dozen Image partition slots
>> with disk images of games & demos that do work fine with MyIDE.

> Nice! I'll be comparing it to the Commodore JPEG decoder.

Well, sadly, I'll be stuck with only the greyscale decoder, since the
color one requires RAM-under-OS-ROM, which my stock MyIDE requires, as well.

If I were bringing a laptop to run SIO2PC (or, my god, a floppy drive!),
I could use that. But, for better or worse, I'm running entirely off HDD
this year. :^)

Good news, though... a coupla years ago I was playing with converting
videos from AVI/MPG/etc. into something the Atari could display natively
and relatively quickly.

I've got ~260 frames of low-rez greyscale video playing. I whipped up a
horribly lame player in BASIC tonight, and copied the ~750KB video onto
the hard disk. It loads each frame and plays it sequentially. It's pretty
low FPS, but still pretty cool.

One of these days I'm going to have to get one of Mr. Atari's videos onto
the HDD to play. I didn't have time to figure it out before VCF, though. :^/

> Yup. Leaving in a few hours.

Cya tomorrow! (Man, I'm up WAY too late!)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3969. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 12:25:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <Qw1bf.2216$te3.34647@typhoon.sonic.net>
Source record: 9525

Sid Pacman <8-bitter@atari.old.folks.home> wrote:
> I have a game of that exact name on floppy, put out in 1982 by a
> California company called Datasoft. The game is played by bouncing
> a clown on a trampoline so the clown can break the overhead balloons.

Okay, that's Circus Atari (prev. to that, Circus in the arcade).
I actually wrote a clone of it for Linux, which has since appeared
on Windows, Mac OS X, and even Sega Dreamcast! ;)

http://www.newbreedsoftware.com/circus-linux/

Kickman is a game I'd love to see on the Atari XL!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3970. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 12:26:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ex1bf.2217$te3.34863@typhoon.sonic.net>
Source record: 9526

Daniel Mandic <daniel_mandic@ping.at> wrote:
>
> Circus Attraction!? VCS2600.

Well, the VCS 2600 one would have been Circus Atari! by Atari.
Unless you're talking about a Sears branded version. :^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3971. Re: Considering an Ebay sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 13:24:47 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <5jcpm11rkghbtkp974fcf4mur2hppqae17@4ax.com>
Source record: 9527

Yup, you would get some cash for couple of the items listed. All you
can do is list them and find out. If you don't want to sell them for
under a certain price, put a reserve.

On Fri, 04 Nov 2005 23:08:04 -0500, TJ <tjatari@dreamscape.com> wrote:

>I need some cash and some room in my closet, so I'm considering selling
>some of my excess 8-bit stuff on Ebay. Before I go to the trouble, I'd
>like to know if it could be worth my while. I checked past Ebay sales,
>but I don't ever see many of these items. Could anybody give me a guess
>on what some of the following things might bring? All items will be in
>working order or they will NOT be put up for sale, and any needed power
>supplies and SIO cables will be included. None of these have the
>original boxes anymore.
>
>(2) 256K Rambo-enhanced 800XL's
>(2) stock 800XL's
>(1) US Doubler-ed 1050 drive
>(1) Indus GT drive
>(2) stock 1050 drives
>(1) Apeface printer interface
>(1) MPP printer interface
>(1) Atari numeric keypad (I forgot the number)
>(1) SX212 modem
>several joysticks and paddles.
>
>Please note: I am not selling ALL my 8-bit stuff, just what I consider
>excess.
>
>TJ
>Keeper of the Flame
>Atari Computer Enthusiast of Syracuse

3972. Re: Considering an Ebay sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 14:51:06 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <FY6dnaMIC5wyWPHe4p2dnA@telenor.com>
Source record: 9528

If you consider selling the 800XL 256 upgraded one, I'd like to buy it! Let me know how much you'd sell it for instead of eBay'ing it!

Take Atarian care

"8-Bit Classics" <corey@8bitclassics.com> skrev i melding news:5jcpm11rkghbtkp974fcf4mur2hppqae17@4ax.com...
> Yup, you would get some cash for couple of the items listed. All you
> can do is list them and find out. If you don't want to sell them for
> under a certain price, put a reserve.
>
> On Fri, 04 Nov 2005 23:08:04 -0500, TJ <tjatari@dreamscape.com> wrote:
>
> >I need some cash and some room in my closet, so I'm considering selling
> >some of my excess 8-bit stuff on Ebay. Before I go to the trouble, I'd
> >like to know if it could be worth my while. I checked past Ebay sales,
> >but I don't ever see many of these items. Could anybody give me a guess
> >on what some of the following things might bring? All items will be in
> >working order or they will NOT be put up for sale, and any needed power
> >supplies and SIO cables will be included. None of these have the
> >original boxes anymore.
> >
> >(2) 256K Rambo-enhanced 800XL's
> >(2) stock 800XL's
> >(1) US Doubler-ed 1050 drive
> >(1) Indus GT drive
> >(2) stock 1050 drives
> >(1) Apeface printer interface
> >(1) MPP printer interface
> >(1) Atari numeric keypad (I forgot the number)
> >(1) SX212 modem
> >several joysticks and paddles.
> >
> >Please note: I am not selling ALL my 8-bit stuff, just what I consider
> >excess.
> >
> >TJ
> >Keeper of the Flame
> >Atari Computer Enthusiast of Syracuse
>

3973. Atari User and Monitor Magazine program disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 17:10:35 UTC
From: PJR <pjr1969@nospam-hotmail.com>
Message-ID: <436ce799$0$27975$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 9529

I know this is a bit of a long shot....

The UK magazine "Atari User", published by Database Publications/Europress had type-in listings and these were also available on a monthly disk or cassette. I believe they were also made available for download on the Microlink/Telecom Gold system. However, I've yet to find anyone in the world who still has the disks or downloads ... can anyone report otherwise?

Similarly the UK magazine "Monitor" published by the UK Atari Computer Owners Club apparently had a monthly disk containing the respective programs. Again, I can't find anyone who still has copies of the disks....

If anyone has any leads on the whereabouts of these items, please let me know!

Thanks,
PJR

3974. Atari User and Monitor Magazine program disks

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 17:10:35 UTC
From: PJR <pjr1969@nospam-hotmail.com>
Message-ID: <436ce825$0$63072$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 9530

I know this is a bit of a long shot....

The UK magazine "Atari User", published by Database Publications/Europress had type-in listings and these were also available on a monthly disk or cassette. I believe they were also made available for download on the Microlink/Telecom Gold system. However, I've yet to find anyone in the world who still has the disks or downloads ... can anyone report otherwise?

Similarly the UK magazine "Monitor" published by the UK Atari Computer Owners Club apparently had a monthly disk containing the respective programs. Again, I can't find anyone who still has copies of the disks....

If anyone has any leads on the whereabouts of these items, please let me know!

Thanks,
PJR

3975. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 18:04:10 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <436cf41a$0$4431$91cee783@newsreader02.highway.telekom.at>
Source record: 9531

William Kendrick wrote:

> Sears

Do you mean the Internet Shop Sears?

Kind Regards,

Daniel Mandic

3976. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 19:50:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <128bf.2252$te3.35212@typhoon.sonic.net>
Source record: 9532

Daniel Mandic <daniel_mandic@ping.at> wrote:
> William Kendrick wrote:

>> Sears

> Do you mean the Internet Shop Sears?

Heh, maybe it's only an Internet Shop today, but way back when the VCS first came out, they were a major chain of department stores.

Sears, if I recall correctly, was one of the first places to sell video games, wide-spread. I believe Pong was sold in the sportings goods dept. ;) (I haven't cracked open any of my old books in a while, so this is off my terrible memory. And, shoot, I'm only 30yo!)

ANYWAY, back in the day, Sears _only_ sold Sears-branded stuff, so when Atari wanted to sell the VCS and various video games, it suddenly became the _"Sears"_ video game system, not "Atari". Numerous games had their names changed. Some games were only available through Sears, too, which is kind of odd. (Steeple Chase). (I _think_?)

Anyway, gotta get to the Vintage show!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3977. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 20:39:50 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <436d1896$0$6854$91cee783@newsreader01.highway.telekom.at>
Source record: 9533

William Kendrick wrote:

>
> Anyway, gotta get to the Vintage show!

Hi William!

I donďž˝t know Sears. Actually I found that Internetshop on the first
hits.

Fortunately we didďž˝nt have such marketing. Only real ATARI stuff were
available. I didďž˝nt (donďž˝t) have much, made in USA, but my (my Brother
and Mine) VCS2600 was one of that. I think I was 7 or 8 Years old, we
bought it very early _:-)), thanky to my mother :-).
A great VCS, we lend it very often and we forgot it one time, so it got
lost.
I am searching for a original VCS2600 (just as a collectible, and
sometimes playing on my TV-Set)
Is this really wood (veneers), on the VCS2600???

I have two 800XL too, but I never used them as a HC. Also not the C64.
But I use an ATARI TT with the TTM195 :-) - my bullion.

Kind Regards,

Daniel Mandic

3978. Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 20:54:29 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <436d1b9a$0$7420$9b4e6d93@newsread4.arcor-online.net>
Source record: 9534

Howdy Friends,

I am a newbie to 6502 assembler. The following code is a routine which
basically protects the screen borders after a X-adjustment of my mouse.

In C/Java style it's pretty easy:

CODE

```
x_new = mx+x
if (mx==positive) {
if (x_new>x_max) {
x=x_max
} else {
x=x_new;
}
} else {
if (x_new<0) {
x=0
} else {
x=x_new;
}
}
```

This is what I wrote in 6502 assembler (I am using MADS):
CODE

```
*************************
* Cursor X/Y/W/H manipulation

x_new dta 0

cursor_add_x .local
; in: x= mx (x-pos diff)

txa
clc
adc cursor_x
sta x_new

txa
bmi _negativ ; mx=negativ? yes -> _negativ
lda x_new
cmp MOD_max_x
bcs _bigger_max
lda x_new
sta cursor_X
```

```
rts

_bigger_max
lda MOD_max_x
sta cursor_X
rts

_negativ
lda x_new
cmp #0
bcs _bigger_equal
lda #0
sta cursor_X
rts

_bigger_equal
lda x_new
sta cursor_X
rts
```

Unfortunately it's not working. The right border (MOD_max_x) works good,
but the left border (0) doesn't seem to work at all.

I have difficulties to code something like "X<0" or "x>0" .. :-(..

what is wrong?

\twh

3979. Re: Considering an Ebay sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 22:05:50 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <l9WdnXXktpwCsfDeRVn-vg@comcast.com>
Source record: 9535

I would be interested in an upgraded 800XL.

"Vidar Olavesen" <olavese@online.no> wrote in message
news:FY6dnaMlC5wyWPHe4p2dnA@telenor.com...
> If you consider selling the 800XL 256 upgraded one, I'd like to buy it!
> Let
> me know how much you'd sell it for instead of eBay'ing it!
>
> Take Atarian care
>
> "8-Bit Classics" <corey@8bitclassics.com> skrev i melding
> news:5jcpm11rkghbtkp974fcf4mur2hppqae17@4ax.com...
>> Yup, you would get some cash for couple of the items listed. All you
>> can do is list them and find out. If you don't want to sell them for
>> under a certain price, put a reserve.
>>
>> On Fri, 04 Nov 2005 23:08:04 -0500, TJ <tjatari@dreamscape.com> wrote:
>>
>> >I need some cash and some room in my closet, so I'm considering selling
>> >some of my excess 8-bit stuff on Ebay. Before I go to the trouble, I'd
>> >like to know if it could be worth my while. I checked past Ebay sales,
>> >but I don't ever see many of these items. Could anybody give me a guess
>> >on what some of the following things might bring? All items will be in
>> >working order or they will NOT be put up for sale, and any needed power
>> >supplies and SIO cables will be included. None of these have the
>> >original boxes anymore.
>> >
>> >(2) 256K Rambo-enhanced 800XL's
>> >(2) stock 800XL's
>> >(1) US Doubler-ed 1050 drive
>> >(1) Indus GT drive
>> >(2) stock 1050 drives
>> >(1) Apeface printer interface
>> >(1) MPP printer interface
>> >(1) Atari numeric keypad (I forgot the number)
>> >(1) SX212 modem
>> >several joysticks and paddles.
>> >
>> >Please note: I am not selling ALL my 8-bit stuff, just what I consider
>> >excess.
>> >
>> >TJ
>> >Keeper of the Flame
>> >Atari Computer Enthusiast of Syracuse

>>
>
>

3980. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 22:33:11 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-CBA56B.23331105112005@azure.qinip.net>
Source record: 9536

Howdy Ken, folks

> not expandable is the biggest problems with the BlackBox, MIO, Supra
> interfaces. and wow, your eyes are sure better then mine, I couldn't
> make out any of them. thanks for the links and the help.

The BlackBox can be made to share the bus with simple pieces of hardware worth no more then half a euro (slightly over half a US dollar) I was told years ago. Unfortunately, the guy who told me didn't trell me how to do that. And nowadays, he isn't answering his email anymore.

And according to Bob Puff, the BlackBox can be expanded in a simular way as is done with the FloppyBoard. I've had a look at the configuration data, and there is room enough for extra data.

CU Mathy

3981. Re: Looking for XMM801 part

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-05 22:34:28 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-58C495.23342805112005@azure.qinip.net>
Source record: 9537

Howdy Phantom

> I need the plastic top for a XMM801 Atari Printer.
>
> Its dark plastic and covers the printer head and etc.
>
> Also could use some Ribbions.
>
> phantomm@bellsouth.net

Have you tried Best Electronics?

CU Mathy

3982. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 02:53:44 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-eBhnwOK3FqOj@draco.w2kserv.local>
Source record: 9538

sometimes a multimeter doesn't tell you the whole story. best check is
to use an oscilloscope while the power supply is in use/under normal
load. anyway, best of luck to you. hope you get it sorted out.

Ken

On Wed, 2 Nov 2005 18:12:42 UTC, "Bo S." <bobo_snyder@hotmail.com>
wrote:

>
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-3p14F8Z9ddOh@draco.w2kserv.local...
> > you may also want to check your power supply. they are notorious for
> > going bad and can cause all sorts of weird troubles.
> >
> True.. I agree that they can go bad.
>
> I went ahead and tested it by hooking it up to another one of my 1200XLs and
> it works fine on that computer. Also checked the output with a multimeter
> and it looks like its reasonable.
>
>

--

3983. Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 06:48:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <kHhbf.2316$te3.37545@typhoon.sonic.net>
Source record: 9539

I'm exhibiting my 8-bit families of Atari stuff at the
Vintage Computer Festival (VCF 8.0) in Mountain View, California this
weekend (see: http://www.vintage.org/)

I brought my:

* Atari 800XL computer, with:
+ 256KB RAM upgrade
+ Its new MyIDE+MaxFlash IDE adapter cartridge...
(plug in cartridge, turn on HDD, and voila!
Tons of files and disk images available at high-speed!)
+ MaxFlash 1Mb flash cartridge (filled with a halfdozen games)
+ Numerous game cartridges

* Atari 2600 VCS game system:
+ My family's original 4-switch wood-grain version
+ Dozens of carts (many from when I was a kid, many bought recently)
(Yes, I bought a few more from a vendor at the Festival! :^P)

* Two Atari Lynx handheld game systems:
+ Numerous game carts, including some recent releases (thanks, Carl!)
+ Comlynx cable (didn't get used during Day 1)

I've got photos of my exhibit (two 8' tables this year!), along with a few
other exhibits I had the chance to at least wander by with a camera. ;^)

http://www.newbreedsoftware.com/bill/photos/vcf80/

Enjoy!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3984. Re: Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 07:19:42 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <i8ibf.1823$p37.632@newssvr17.news.prodigy.com>
Source record: 9540

William Kendrick wrote:
> I'm exhibiting my 8-bit families of Atari stuff at the
> Vintage Computer Festival (VCF 8.0) in Mountain View, California this
> weekend (see: http://www.vintage.org/)

Thanks for posting the pics, I really enjoyed them. Too bad these things are always so far away.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

3985. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 12:23:01 UTC
From: rjespino@gmail.com
Message-ID: <1131279781.739633.163490@g14g2000cwa.googlegroups.com>
Source record: 9541

Thomas 'twh' Havemeister wrote:
> Howdy Friends,
>
> I am a newbie to 6502 assembler. The following code is a routine which
> basically protects the screen borders after a X-adjustment of my mouse.

Hi Thomas,
I think it's (at least partly) because of these lines:

> lda x_new
> cmp #0
> bcs _bigger_equal

bcs will do an unsigned comparison between two numbers, it will branch
if x_new >= 0. But because it's an unsigned comparison, x_new will be
interpreted as a value between 0 and 255 inclusive, and any value
between 0 and 255 will always be >= 0, so it will always jump to
_bigger_equal.

I can see several places where the code can be made better too, and a
few potential problems. What are the maximum values of mx, x, and x_max
in the C/Java version of the code?

--
-- Raphael Espino - rjespino(at)yahoo.com -Ramdrive + JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

3986. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 13:57:08 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1131285428.334208.220970@o13g2000cwo.googlegroups.com>
Source record: 9542

>From what I've heard, Chroma was a later addition.

My PAL machine (bought new in 1984) didn't have it, my motherboard has "Revision C" printed on the back.

I added it myself yesterday. Just solder a 100K resistor to the junction of R67,R68 resistors on the back of the board, and join it to where the chroma pin of the monitor port is joined to the motherboard.

Easiest way is to solder the resistor to the wire first, then put shrink-tube to insulate it. The addition should be made at the back of the motherboard.

Some of the available Atari 8-bit video mods can be found here:

http://www.geocities.com/atarimods/index.html

3987. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 14:01:50 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <436e0c64$0$7435$9b4e6d93@newsread4.arcor-online.net>
Source record: 9543

rjespino@gmail.com wrote:

```
>> lda x_new
>> cmp #0
>> bcs _bigger_equal
>
>
> bcs will do an unsigned comparison between two numbers, it will branch
> if x_new >= 0. But because it's an unsigned comparison, x_new will be
> interpreted as a value between 0 and 255 inclusive, and any value
> between 0 and 255 will always be >= 0, so it will always jump to
> _bigger_equal.
>
> I can see several places where the code can be made better too, and a
> few potential problems. What are the maximum values of mx, x, and x_max
> in the C/Java version of the code?
```

Hi Raphael,

thanks for your input. It's true the code is very unefficient. My general problem is that, I can't translate high level language to low level assembler steps. However, regarding my functionality I got another solution from a friend which looks like this:

```
--------------------------

x_new dta 0

cursor_add_x .local
; in: x= mx (x-pos diff)

txa
clc
adc cursor_x
cmp Mod_max_x
bcc _set ; if smaller then set->
cmp #-48
; if it's -48..-1 then set to 0
; I chose -48 because 48+160+48==256
lda #0
bcs _set
; else set to MOD_max_x
lda Mod_max_x
sub #1
_set
sta cursor_x
```

```
rts

.endl cursor_add_x

--------------------------
```

this seems to work. However, now I considered a new problem. What if the value (mx) is bigger/smaller than 48? So what I tried now is to reduce the input value, so that the subroutine "cursor_add_x" works fine. So the idea is to do the following:

```
--------------------------
max = 48
mx = getMovement(); // between -127 and +127

if (mx>max)
mx=max
else if (mx<(-max))
mx=-max
save (mx)
--------------------------
```

I have serious problems to convert that to assembler. I playing around the whole day now. Most problems do I have with that "else if". How can it be translated?

```
\twh
```

3988. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-06 20:27:56 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <vepsm1tqu387vbji1nmmt44jp6bip76047@4ax.com>
Source record: 9545

Isn't "Pinhead" essentially Kickman?
Not an exact arcade conversion, but it's a great game.

RM

On Sat, 05 Nov 2005 12:25:20 GMT, bill@newbreedsoftware.com (William
Kendrick) wrote:

>Sid Pacman <8-bitter@atari.old.folks.home> wrote:
>> I have a game of that exact name on floppy, put out in 1982 by a
>> California company called Datasoft. The game is played by bouncing
>> a clown on a trampoline so the clown can break the overhead balloons.
>
>Okay, that's Circus Atari (prev. to that, Circus in the arcade).
>I actually wrote a clone of it for Linux, which has since appeared
>on Windows, Mac OS X, and even Sega Dreamcast! ;)
>
> http://www.newbreedsoftware.com/circus-linux/
>
>Kickman is a game I'd love to see on the Atari XL!

3989. Re: Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-07 09:07:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <ZOEbf.2428$te3.39295@typhoon.sonic.net>
Source record: 9546
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

In rec.games.video.atari William Kendrick <bill@newbreedsoftware.com> wrote:
> I'm exhibiting my 8-bit families of Atari stuff at the
> Vintage Computer Festival (VCF 8.0) in Mountain View, California this
> weekend (see: http://www.vintage.org/)

I've added Day 2 photos to the bunch. I felt pretty under the weather
today, but still had fun. Someone offloaded a few more 2600 carts on me
(for a buck apeice), and I must say, California Games on the 2600 is
about the most technically impressive 2600 game I think I've ever seen!

Anyway, Day 2 photos:

http://www.newbreedsoftware.com/bill/photos/vcf80/#day2

Enjoy!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3990. Re: Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-07 09:09:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <qREbf.2429$te3.39311@typhoon.sonic.net>
Source record: 9547

Steven Tucker <classics@atarimax.com> wrote:
> Thanks for posting the pics, I really enjoyed them. Too bad these things are
> always so far away.

Heh, hey, at least one guy I met flew out from New Jersey, so it can't
be _too_ far. (Of course, I'd prob. never go that far for such an event,
otherwise I'd be at all the cool 8-bit scene events in Europe ;))

BTW, my Day 2 photos (at the same page, just halfway down... I just posted
about them here) include some close-up views of the MyIDE boot-up screen
and A8JDPEG, since I knew folks would be curious. (I had some C=64 and
the Russian home computer guys asking me all sorts of questions :))

Enjoy!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3991. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-07 09:13:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <KUEbf.2430$te3.39027@typhoon.sonic.net>
Source record: 9448

RM <SPAMrmorMErisoNOT@shaw.ca> wrote:
> Isn't "Pinhead" essentially Kickman?
> Not an exact arcade conversion, but it's a great game.

WOAH! Excellent! (Why hadn't I ever heard of it!?) Thanks :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3992. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-07 09:17:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <vYEbf.2431$te3.39278@typhoon.sonic.net>
Source record: 9449

Thomas 'twh' Havemeister <twh1@gmx.de> wrote:
> I have serious problems to convert that to assembler. I playing around
> the whole day now. Most problems do I have with that "else if". How can
> it be translated?

Heh, exactly as it is. else... if... :^)

I don't know 6502 assembly, but in C, you can convert this:

```
if (a)
{
A();
}
else if (b)
{
B();
}
```

to the more verbose:

```
if (a)
{
A();
}
else
{
if (b)
{
B();
}
}
```

And convert this:

```
if (a)
{
A();
}
else if (b)
{
B();
}
else if (c)
{
C();
}
```

to this:

```
if (a)
{
A();
}
else
{
if (b)
{
B();
}
else
{
if (c)
{
C();
}
}
}
```

You can see why they came up with the "else if" construct in programming languages, huh? ;^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3993. Re: Considering an Ebay sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-07 18:07:23 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mv5uvkf87qac5@corp.supernews.com>
Source record: 9450

> (2) 256K Rambo-enhanced 800XL's

I would figure those might get a bit of money but not as much as you would
think. For example, here is a decked out xe system:

http://tinyurl.com/ctpu9

This one sold for almost 90 dollars but it has a lot of add-ons.

> (2) stock 800XL's

10-20 dollars I would say.

> (1) US Doubler-ed 1050 drive

20-40 dollars?

> (1) Indus GT drive

Hmm.. The only one that closed was a nice complete one:
http://tinyurl.com/cwh66
93 dollars.

I would guess then a standard non-boxed one with just the drive might close
for around 25-50 dollars depending on condition. (i bought one last week
for a dollar. :-))

> (2) stock 1050 drives

10-20 dollars?

> (1) Apeface printer interface

5-10 dollars (pretty much guessing here)

(1) MPP printer interface

5-10 dollars (pretty much guessing here)

> (1) Atari numeric keypad (I forgot the number)

5-10 dollars

> (1) SX212 modem
have no idea but i don't see anyone wanting one unless they were trying tio
complete a collection or something.

> several joysticks and paddles.
Put them all into a lot unless you have something speical and sell as one
pile. You probably won't sell them individually very well.

3994. Re: Problem with one of my 1200XLs

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-07 18:11:18 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11mv667g00vbr03@corp.supernews.com>
Source record: 9451

> Oh, there's a POT (a little knob) underneath. I THINK you can access it
> with the case still on. (Bob Woolley has had my Atari 1200XL for the past
> 20 or 30 years ;^))
>
> It might need to get twisted. It should just affect the hues you see.

Bingo, that was the trick. When I had taken my computer apart initally, i
moved the knob tr4ying to figure out why it wasn't booting properly.

Moved it a hair and colors are normal once again!

> But then you go on to say...
>
>
>> The sound also was funny, it faded in and out while playing. I would
>> hear
>> the game then it would slowly fade to nothing and then the sound would
>> fade
>> back in.
>
> And my lame diagnostic skills won't help. :^) I'll let a smart person
> answer.

Actually I think your "lame diagnostic skills" really were on the money.
Ever since I left both of the 1200xls on over night and for a long peroid,
they have been acting pretty darned normal. Both of them actually were
suffering the weird sound fading effect but that has gone away during the
weekend.

I really don't need 2 working 1200XLs but i just hate having broken stuff.

3995. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 02:54:56 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <e440n1957pebi59l3j44hgi6sc64u99bsu@4ax.com>
Source record: 9452

Thomas 'twh' Havemeister <twh1@gmx.de>:

>I have serious problems to convert that to assembler. I playing around
>the whole day now. Most problems do I have with that "else if". How can
>it be translated?

```
lda NUM1
cmp $01 ; if NUM1 == 1 then foo
beq foo
cmp $02 ; else if NUM1 == 2 then bar
beq bar
jmp done

foo: do some stuff
jmp done

bar: do some stuff
jmp done

done: more code
```

This is a simple way to do it. I'm no 6502 guru and maybe there's a better
way, or some fatal flaw, but this is how I would approach it being a
beginner to intermediate assembly coder.

--
Shawn Jefferson
(fix reply to for email)

3996. Re: Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 03:45:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <43701f6f$0$3521$742ec2ed@news.sonic.net>
Source record: 9453

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> Have you tried my MyIDE Image Manager (get the latest version from the
> www.atarimax.com forums with your MyIDE flashcart? I'll be officially
> releasing the new version for the flashcart and the MyIDE OS v4.x very
> soon.

I have not, but want it...

> 30 character descriptions for images, sorting, categores, searches of your
> images, etc.

Cuz it sounds great! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3997. ISO: "Atari SuperGraphics 3D" (or some-such) library?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 03:47:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <43701fba$0$3521$742ec2ed@news.sonic.net>
Source record: 9454

Someone at the Vintage Computer Festival asked me if I'm familiar with
an add-on library (I assume for Atari BASIC) called -- to the best of his
recollection -- "Atari SuperGraphics 3D".

Has anyone heard of it? Got any info?

Thanks!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

3998. 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 08:02:50 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1131436970.219593.143280@o13g2000cwo.googlegroups.com>
Source record: 9455

Hello all,
In my travels I came across an Atari 800, w/ a 1050 drive and
Epson printer (w/ interface)
The previous owner was having disk drive troubles, and not wnating to
futz w/ it, upgraded
to a PC, relegating this treasure to the dump. I rescued it, and my
quest begins....
The 1050 appears to be OK. I bought another on ebay, and it
appears to be ok, but
the 800 will not talk to either drive. I attached each, in their
single-drive configurations, and
neither provokes any response from the 800. As I have the BASIC cart,
typing DOS just
dumps me to the Memo Pad. I tried booting without the BASIC cart, more
Memo Pad.
Basic commands like STATUS, OPEN, and XIO give me ERROR 130.

Does anyone have any suggestions, tips, routines, or other
information concerning
the troubleshooting and repair of the SIO port for the 800?

Your help is greatly appreciated,
Tarkin

3999. Atari Spider SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 12:54:25 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <5e1cf.887$PI4.652@newsfe4-win.ntli.net>
Source record: 9456

I seem to recall having seen a way of making a "spider" SIO connection box,
does anyone else recall this, and are there any plans/details on the web.

thanks

Richard

4000. Re: ISO: "Atari SuperGraphics 3D" (or some-such) library?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 15:53:47 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20051108155346.2024A@ilba14195.www.blueyonder.co.uk>
Source record: 9457

In article <43701fba$0$3521$742ec2ed@news.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:
> Has anyone heard of it? Got any info?
I remember it but not much. There were two version with increasing
'power'. It was both a 3D development environment and a bunch of routines
you could call from Basic. It might have been Antic published and possibly
Tom Hudson? Memory is failing..

I found this via Google:
Product name: SuperGraphics
3-D Display System & Game Tool (by Bill Budge)
Language: called via PRINT "%..." from Applesoft
or Integer BASIC
Hardware requirements: Required are an Apple II
with 48K of RAM and a minimum of 1 disk
drive.'
Operating system requirements: DOS 3.3
There was an Atari 800 version.

Also, someone was selling this a while back:
Supergraphics 3d ref. Manual by P.Lutus Kerby, 1980

Iain

4001. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 16:13:33 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <ho-dnboThqskU-3eRVn-jA@comcast.com>
Source record: 9458

"Tarkin" <nuke48386@yahoo.com> wrote in message
news:1131436970.219593.143280@o13g2000cwo.googlegroups.com...
> Hello all,
> In my travels I came across an Atari 800, w/ a 1050 drive and
> Epson printer (w/ interface)
> The previous owner was having disk drive troubles, and not wnating to
> futz w/ it, upgraded
> to a PC, relegating this treasure to the dump. I rescued it, and my
> quest begins....
> The 1050 appears to be OK. I bought another on ebay, and it
> appears to be ok, but
> the 800 will not talk to either drive. I attached each, in their
> single-drive configurations, and
> neither provokes any response from the 800. As I have the BASIC cart,
> typing DOS just
> dumps me to the Memo Pad. I tried booting without the BASIC cart, more
> Memo Pad.
> Basic commands like STATUS, OPEN, and XIO give me ERROR 130.
>
> Does anyone have any suggestions, tips, routines, or other
> information concerning
> the troubleshooting and repair of the SIO port for the 800?

It may be your SIO cable that's bad...don't rule that possibility out.

>
> Your help is greatly appreciated,
> Tarkin
>

4002. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 16:26:18 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <df46$4370d1aa$d527cbfa$18360@news1.surfino.com>
Source record: 9459

>> Does anyone have any suggestions, tips, routines, or other
>> information concerning
>> the troubleshooting and repair of the SIO port for the 800?

I had a bad POKEY recently. Sound and keyboard were okay, as was booting
from cassette, but no disc access and no saving to tape. As my machine was
an 800XL, upon booting it jump right into BASIC or Self Test.

Replaced the POKEY, no probs since.

4003. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 22:46:18 UTC
From: "Bo S." <bobo_snyder@hotmail.com>
Message-ID: <11n2alqeao46939@corp.supernews.com>
Source record: 9460

"Tarkin" <nuke48386@yahoo.com> wrote in message
news:1131436970.219593.143280@o13g2000cwo.googlegroups.com...
> Hello all,
> In my travels I came across an Atari 800, w/ a 1050 drive and
> Epson printer (w/ interface)
> The previous owner was having disk drive troubles, and not wnating to
> futz w/ it, upgraded
> to a PC, relegating this treasure to the dump. I rescued it, and my
> quest begins....
> The 1050 appears to be OK. I bought another

Have you tried completely taking the computer apart and then pulling out and
then reseating all the socketed rom chips? Also might want to consider
doing that to the ram/rom cards as well.

4004. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-08 23:59:43 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1131494383.131269.326290@z14g2000cwz.googlegroups.com>
Source record: 9461

The two different drives had two different cables as well.... I'll ohm them out to rule them out. And I know at least one of them has a good pin 4/GND and a good pin 10/+5v/RDY, as I tested that w/ an LED.

Yes, I had tried to reseat all ROMs and cards....will do so again.

fsh had the info I was looking for, because, while my keyboard is flaky, it's due to the previous owner being a touch-typist, and a fast one
at that: all the most oft-used keys need extra force, although, after 30 mins of use, the keys become less in need of the hammer treatment. But, the keys that are good have excellent, repeatable, typematic delay and accompanying sound.....and the sound commands work excellently, no distortion, clipping, or artifacts. So I had ruled out the POKEY, thinking the SIO would not fail in isolation. fsh has confirmed a suspicion of mine.....that it (SIO portion of POKEY) will fail in isolation.

I will ring the cables, re-seat the chips and cards, and, if all is still not well, order a POKEY.

Thank you all,
Tarkin

4005. question about monitor cable's

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 01:07:05 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <6pi2n1d2nrkbnobeoq71kmdb9v57168oah@4ax.com>
Source record: 9462

I need a monitor cable for my 65xe is there any problem with me using a commodore 64 one? I used to have a cable that had 3 rca jacks coming out of it (I foolishly gave it away with my ol 130xe) and I read somewhere that the cable's work but the rca jacks correspond to diff things depend on whether you use a c64 or xl/xe. Now I see alot of cables with just audio and video and no extra rca, will they work fine on my xe?

4006. Re: question about monitor cable's

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 03:12:51 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <6_OdnXQ9Y8my9OzeRVn-tg@comcast.com>
Source record: 9463

"kevin" <kevnospam242@gmail.com> wrote in message
news:6pi2n1d2nrkbnobeoq71kmdb9v57168oah@4ax.com...
>I need a monitor cable for my 65xe is there any problem with me using
> a commodore 64 one? I used to have a cable that had 3 rca jacks
> coming out of it (I foolishly gave it away with my ol 130xe) and I
> read somewhere that the cable's work but the rca jacks correspond to
> diff things depend on whether you use a c64 or xl/xe. Now I see alot
> of cables with just audio and video and no extra rca, will they work
> fine on my xe?

I use a commodore one on my 800XL, so I guess you could.

Bill Garber

4007. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 03:59:30 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <Cuecf.17027$Q27.13853@trnddc02>
Source record: 9464

Did you put a DOS disk in drive 1 before you powered up the 800?

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Tarkin" <nuke48386@yahoo.com> wrote in message
news:1131436970.219593.143280@o13g2000cwo.googlegroups.com...
> Hello all,
> In my travels I came across an Atari 800, w/ a 1050 drive and
> Epson printer (w/ interface)
> The previous owner was having disk drive troubles, and not wnating to
> futz w/ it, upgraded
> to a PC, relegating this treasure to the dump. I rescued it, and my
> quest begins....
> The 1050 appears to be OK. I bought another on ebay, and it
> appears to be ok, but
> the 800 will not talk to either drive. I attached each, in their
> single-drive configurations, and
> neither provokes any response from the 800. As I have the BASIC cart,
> typing DOS just
> dumps me to the Memo Pad. I tried booting without the BASIC cart, more
> Memo Pad.
> Basic commands like STATUS, OPEN, and XIO give me ERROR 130.
>
> Does anyone have any suggestions, tips, routines, or other
> information concerning
> the troubleshooting and repair of the SIO port for the 800?
>
> Your help is greatly appreciated,
> Tarkin
>

4008. Re: question about monitor cable's

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 06:44:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43719ad6bbab0@comcast.net>
Source record: 9467

>I need a monitor cable for my 65xe is there any problem with me using
>a commodore 64 one? I used to have a cable that had 3 rca jacks
>coming out of it (I foolishly gave it away with my ol 130xe) and I
>read somewhere that the cable's work but the rca jacks correspond to
>diff things depend on whether you use a c64 or xl/xe. Now I see alot
>of cables with just audio and video and no extra rca, will they work
>fine on my xe?

I use the Commodore cable with my XE and it works fine.

4009. Re: ISO: "Atari SuperGraphics 3D" (or some-such) library?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 11:27:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <4371dd30$0$3574$742ec2ed@news.sonic.net>
Source record: 9465

Iain Laskey <ilaskeyNOT@cix.co.uk> wrote:
> I remember it but not much. There were two version with increasing
> 'power'. It was both a 3D development environment and a bunch of routines
> you could call from Basic. It might have been Antic published and possibly
> Tom Hudson? Memory is failing..

Thanks, I've passed it along! (And now I'm getting distracted being all
nostalgic over the early days ;^))

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4010. Re: question about monitor cable's

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 11:28:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <4371dd76$0$3574$742ec2ed@news.sonic.net>
Source record: 9466

kevin <kevnospam242@gmail.com> wrote:
> I need a monitor cable for my 65xe is there any problem with me using
> a commodore 64 one? I used to have a cable that had 3 rca jacks
> coming out of it (I foolishly gave it away with my ol 130xe) and I
> read somewhere that the cable's work but the rca jacks correspond to
> diff things depend on whether you use a c64 or xl/xe. Now I see alot
> of cables with just audio and video and no extra rca, will they work
> fine on my xe?

It should work fine, it's what I've got. I believe the extra cable is for
luma.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4011. Re: question about monitor cable's

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 13:56:27 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4372000b$0$4423$91cee783@newsreader02.highway.telekom.at>
Source record: 9468

kevin wrote:

> I need a monitor cable for my 65xe is there any problem with me using
> a commodore 64 one? I used to have a cable that had 3 rca jacks
> coming out of it (I foolishly gave it away with my ol 130xe) and I
> read somewhere that the cable's work but the rca jacks correspond to
> diff things depend on whether you use a c64 or xl/xe. Now I see alot
> of cables with just audio and video and no extra rca, will they work
> fine on my xe?

Hi Kevin!

I bought a cable from "BOEDER", a local accessoires-producer. On that writes, that it is for ATARI XL , C64, and some more AFAIK. So it should be the same cable for both.

I have used the cable in a Bread Bin C64 and a 800XL, honestly. The Picture is well!!

Best Regards,

Daniel Mandic

4012. 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 15:42:51 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <M6Odnd0tHcpJhe_eRVn-rQ@comcast.com>
Source record: 9469

Anybody see what the one meg MIO and Spartados X cart went for on eBay.Never thought it would go that high. If these items can go for that much (I know they are rare) why wouldn't someone re-release say the: Spartados X cart for $50.00. I sure they would sell enough in the Atari community to make it worth it. As for the MIO. the chips in it were expensive at the time it came out but now one or two chips could do the same work for a lot less. Is my thinking way off here or what?

--
mqduffy@comcast.net

4013. Games for small children

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 16:20:54 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <_N2dne8TlqZSvO_enZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 9470

My granddaughter lives with me and she is four years old. She wants to play video games so I booted up MsPacman and she fell in love. What other Atari8 games would you guys remember that's not too hard to play and she could pick up easy.

--
mqduffy@comcast.net

4014. Re: Games for small children

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 16:47:41 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <on94n1pcshnua7kmubd0kkaenephc4la2n@4ax.com>
Source record: 9471

On Wed, 9 Nov 2005 11:20:54 -0500, "Michael Duffy" <mqduffy@comcast.net>
wrote:

>My granddaughter lives with me and she is four years old. She wants to play
>video games so I booted up MsPacman and she fell in love. What other Atari8
>games would you guys remember that's not too hard to play and she could pick
>up easy.

Chicken, by Stan Ockers, from Antic

http://www.atarimagazines.com/v1n1/inthepublicdomain.html
http://www.atarimagazines.com/v6n3/chickenxl.html

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4015. Re: Atari Spider SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 16:51:12 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <hIWdnYmHTfVmte_eRVn-sA@comcast.com>
Source record: 9472

richard daley wrote:
> I seem to recall having seen a way of making a "spider" SIO connection box,
> does anyone else recall this, and are there any plans/details on the web.
>
> thanks
>
> Richard
>
>
Have a look at this thread:

http://groups.google.com/group/comp.sys.atari.8bit/browse_frm/thread/a8efeba2bb3c6f51/b258b1ea9eab5ccd?lnk=st&q=quintopus&rnum=3#b258b1ea9eab5ccd

4016. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 17:05:46 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <K%pcf.1679$Xo.1115@newsread2.news.pas.earthlink.net>
Source record: 9473

Michael Duffy wrote:

> Anybody see what the one meg MIO and Spartados X cart went for on eBay.Never
> thought it would go that high. If these items can go for that much (I know
> they are rare) why wouldn't someone re-release say the: Spartados X cart for
> $50.00. I sure they would sell enough in the Atari community to make it
> worth it. As for the MIO. the chips in it were expensive at the time it came
> out but now one or two chips could do the same work for a lot less. Is my
> thinking way off here or what?
>

Winning bid: US $717.07

New stuff has no intrinsic value to a collector. The new stuff like IDE
and SIO2PC interfaces have much better performance and utility then the
old stuff yet they don't go for those kind of prices.

4017. Re: old video games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 21:51:56 UTC
From: RM <SPAMrmorMErisoNOT@shaw.ca>
Message-ID: <brr4n19cffaopu8n2e8a165ia2b093sqte@4ax.com>
Source record: 9474

On Mon, 07 Nov 2005 09:13:14 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>RM <SPAMrmorMErisoNOT@shaw.ca> wrote:
>> Isn't "Pinhead" essentially Kickman?
>> Not an exact arcade conversion, but it's a great game.
>
>WOAH! Excellent! (Why hadn't I ever heard of it!?) Thanks :)

Glad to be of service. :-D

4018. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-09 23:16:19 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1131578179.139006.323480@o13g2000cwo.googlegroups.com>
Source record: 9475

Yes, I had one original Atari DOS 2.0, and one original Atari DOS 2.5
disks, as well as various app disks which had DOS and AUTORUN.SYS on
them.
No response from either drive.

Have yet to get around to reseating the ROMs and chips; will post the
results. I wish someone would pay me to futz with old computers,
instead of the
manuals labor I perform. (I'm a handyman. Today was removing a 500lb
tub.)

Thanks,
Tarkin

4019. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 02:12:07 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1131588727.220054.174100@g14g2000cwa.googlegroups.com>
Source record: 9476

Okay, re-seated every IC I could lay my grimey fingers on-
even the ones underneath the plastic card-cage, and all the
chips on each 16K RAM card. Still no response from the
drives. Looks I'll do the POKEY next.

Thanks,
Tarkin

4020. Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 02:44:49 UTC
From: PJR <peter_j_ross@mailinator.com>
Message-ID: <1131590689.886862.242480@g47g2000cwa.googlegroups.com>
Source record: 9477
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

A high quality fag in one's mouth can be both exhilarating and
refreshing. The experience is one of life's finer pleasures and I
highly recommend it.

Cheers!

4021. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 03:56:09 UTC
From: dave hillstrom <DaVe@MeOw.OrG>
Message-ID: <dkugcmqkn1@blackhelicopter.databasix.com>
Source record: 9478
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
<1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
<peter_j_ross@mailinator.com> humped my leg thusly:

>A high quality fag in one's mouth can be both exhilarating and
>refreshing. The experience is one of life's finer pleasures and I
>highly recommend it.
>
>Cheers!

troll
--
dave hillstrom

Vote Dave Hillstrom for Whining Whinger in AUK November 2005

the belgians are STILL thieves. Heinous! alWaYs keePinG heR
locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!

4022. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 04:08:51 UTC
From: yyyiiinnnggg@yahoo.com
Message-ID: <dkuh53ldm0@pita.alt.net>
Source record: 9479
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

"dave hillstrom" <DaVe@MeOw.OrG> wrote in message
news:dkugcmqkn1@blackhelicopter.databasix.com...
> On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
> <1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
> <peter_j_ross@mailinator.com> humped my leg thusly:
>
>>A high quality fag in one's mouth can be both exhilarating and
>>refreshing. The experience is one of life's finer pleasures and I
>>highly recommend it.
>>
>>Cheers!
>
> troll

mouth!

> --
> dave hillstrom
>
> Vote Dave Hillstrom for Whining Whinger in AUK November 2005
>
> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!

4023. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 05:33:35 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1131600795@rtfm.mit.edu>
Source record: 9480
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4024. Re: Ebay Auction For Vintage Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 05:38:14 UTC
From: kingsmedley@yahoo.com
Message-ID: <1131601094.167150.163550@z14g2000cwz.googlegroups.com>
Source record: 9481
Cross-posted to: comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Now that this auction is over and done with (with a bid of $1,635),
does anybody here now what became of the deal? Did the seller decide
this was an adequate price? Was the buyer active in this group? What
sort of wonderous treasures were extracted from this storage unit from
hell?

4025. Re: Games for small children

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 06:26:00 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <esp5n1tsf8otj5eetmfdicfu2kngm3cc1d@4ax.com>
Source record: 9482

"Michael Duffy" <mqduffy@comcast.net>:
>My granddaughter lives with me and she is four years old. She wants to play
>video games so I booted up MsPacman and she fell in love. What other Atari8
>games would you guys remember that's not too hard to play and she could pick
>up easy.

My daughter plays:

Alf in the Color Caves
Alphabet Bee
Lode Runner
Dog Daze Deluxe
Ducks Ahoy!
Sesame Street: Letter-go-round
Big Birds Special Delivery

probaby some I'm forgetting too. I'm also interested in any "kids" games.

--
Shawn Jefferson
(fix reply to for email)

4026. Re: Games for small children

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 06:49:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4372ed7c53c850@comcast.net>
Source record: 9488

>My granddaughter lives with me and she is four years old. She wants to play
>video games so I booted up MsPacman and she fell in love. What other Atari8
>games would you guys remember that's not too hard to play and she could pick
>up easy.

I always liked DonKey Kong and Donkey Kong Jr. My kids still love them and
they are teenagers. Frogger is another one.

4027. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 07:27:46 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <NJqdnTDC3dvwa-_eRVn-tA@comcast.com>
Source record: 9483
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

DON'T FEED THE TROLLS. Zoo Management.

Bill Garber

"dave hillstrom" <DaVe@MeOw.OrG> wrote in message
news:dkugcmqkn1@blackhelicopter.databasix.com...
> On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
> <1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
> <peter_j_ross@mailinator.com> humped my leg thusly:
>
>>A high quality fag in one's mouth can be both exhilarating and
>>refreshing. The experience is one of life's finer pleasures and I
>>highly recommend it.
>>
>>Cheers!
>
> troll
> --
> dave hillstrom
>
> Vote Dave Hillstrom for Whining Whinger in AUK November 2005
>
> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!

4028. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 09:56:46 UTC
From: 29 x 21 <meow@meow.flonk>
Message-ID: <pan.2005.11.10.09.56.44.486144@meow.flonk>
Source record: 9484
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

On Wed, 09 Nov 2005 18:44:49 -0800, BowTie-as-PJR gibbered out like a
howler monkey:

> A high quality fag in one's mouth can be both exhilarating and
> refreshing. The experience is one of life's finer pleasures and I
> highly recommend it.
>
> Cheers!

I can't believe I need to say "Fuck off, BowTie" again.

Fuck off, BowTie.

4029. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 12:14:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511100412190.8571-100000@onyx.spiritone.com>
Source record: 9486
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4030. Atari Customer Appreciation Month! November!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 12:21:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511100417500.8571-100000@onyx.spiritone.com>
Source record: 9487
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! Get a FREE Gift with purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2005!

http://BensCatalogs.Atari.org Bravo Sierra's Web Site!
http://www.aracnet.com/~atari/newstuff.htm New stuff coming in!
http://www.aracnet.com/~atari/specials.htm Monthly Specials!

Buy 2 Jaguar Games and get one FREE! Bubsy, Dragon: The Bruce Lee Story, Iron Soldier or Wolfenstein 3D! Buy 2 Jaguar Games, get 1 FREE! U Pick!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or For any other Atari, take 25% off any Atari Games/Software!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4031. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 12:21:38 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <IYudnbAq8pT_pu7enZ2dnUVZ_sednZ2d@comcast.com>
Source record: 9485

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:Cuecf.17027$Q27.13853@trnddc02...
> Did you put a DOS disk in drive 1 before you powered up the 800?

Without any DOS disk, it should give a boot error with beeping sounds...if I
remember correctly.

>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "Tarkin" <nuke48386@yahoo.com> wrote in message
> news:1131436970.219593.143280@o13g2000cwo.googlegroups.com...
>> Hello all,
>> In my travels I came across an Atari 800, w/ a 1050 drive and
>> Epson printer (w/ interface)
>> The previous owner was having disk drive troubles, and not wnating to
>> futz w/ it, upgraded
>> to a PC, relegating this treasure to the dump. I rescued it, and my
>> quest begins....
>> The 1050 appears to be OK. I bought another on ebay, and it
>> appears to be ok, but
>> the 800 will not talk to either drive. I attached each, in their
>> single-drive configurations, and
>> neither provokes any response from the 800. As I have the BASIC cart,
>> typing DOS just
>> dumps me to the Memo Pad. I tried booting without the BASIC cart, more
>> Memo Pad.
>> Basic commands like STATUS, OPEN, and XIO give me ERROR 130.
>>
>> Does anyone have any suggestions, tips, routines, or other
>> information concerning
>> the troubleshooting and repair of the SIO port for the 800?
>>
>> Your help is greatly appreciated,
>> Tarkin
>>
>
>

4032. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 14:13:55 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1131632035.076516.273560@g47g2000cwa.googlegroups.com>
Source record: 9489

Even with a DOS disk, the manuals say you might hear beeping,
and that this is completely normal. Also, the drive manuals
indicate that, with the BASIC cart installed, there will be a
slight pause before the 'READY' prompt. There is no such
pause. (Oh, and no beeps.)

I glossed over or neglegcted to mention that the printer
interface (and printer) would not respond to OPEN commands:
error 130 again. So, between the two different types of
peripherals, and the two different drives, I'm inclined to blame
the 800.

Thanks,
Tarkin

4033. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 15:23:16 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <e5789$437365ec$50ab0748$2249@news1.surfino.com>
Source record: 9490

I still say it's the POKEY. If you can't find one, you should consider buying an Atari 7800 Ballblazer cart for cheap off of Ebay. They have a POKEY inside. Needs a little desoldering, though.

Cheers from Germany,

Frank

4034. Re: Games for small children

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 17:17:40 UTC
From: stephensheppard@hotmail.com
Message-ID: <1131643060.608914.282520@g47g2000cwa.googlegroups.com>
Source record: 9491

Michael Duffy wrote:
> My granddaughter lives with me and she is four years old. She wants to play
> video games so I booted up MsPacman and she fell in love. What other Atari8
> games would you guys remember that's not too hard to play and she could pick
> up easy.
>
> --
> mqduffy@comcast.net

Michael Duffy wrote:
> My granddaughter lives with me and she is four years old. She wants to play
> video games so I booted up MsPacman and she fell in love. What other Atari8
> games would you guys remember that's not too hard to play and she could pick
> up easy.
>
> --
> mqduffy@comcast.net

I resserected my 800 for my niece (age 5-6 at the time) but that would
have been way back in 1986-1987. I can't remember any specific titles
that she liked, perhaps Womper Stomper.

You might try several of the titles from Spinnaker Software. I believe
they were oriented toward younger childeren. Educational games.

Oh someone in this newsgroup recently mentioned Pinhead.

4035. Re: Games for small children

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 17:24:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1131643474.309811.143030@f14g2000cwb.googlegroups.com>
Source record: 9492

...Oh how could I forget Preppie! ???

4036. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 19:03:01 UTC
From: dave hillstrom <DaVe@MeOw.OrG>
Message-ID: <dl05h2$6ll$3@blackhelicopter.databasix.com>
Source record: 9493
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

On Thu, 10 Nov 2005 02:27:46 -0500, in alt.usenet.kooks,
<NJqdnTDC3dvwa-_eRVn-tA@comcast.com>, "Bill Garber" <willy46pa@comcast.net>
humped my leg thusly:

>
>DON'T FEED THE TROLLS. Zoo Management.
>
>Bill Garber

do you really work at a zoo? do you get to clean cages and play with the
animals? can you pat them?

>"dave hillstrom" <DaVe@MeOw.OrG> wrote in message
>news:dkugcmqkn1@blackhelicopter.databasix.com...
>> On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
>> <1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
>> <peter_j_ross@mailinator.com> humped my leg thusly:
>>
>>>A high quality fag in one's mouth can be both exhilarating and
>>>refreshing. The experience is one of life's finer pleasures and I
>>>highly recommend it.
>>>
>>>Cheers!
>>
>> troll
>> --
>> dave hillstrom
>>
>> Vote Dave Hillstrom for Whining Whinger in AUK November 2005
>>
>> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
>> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!
>
--
dave hillstrom

Vote Dave Hillstrom for Whining Whinger in AUK November 2005

the belgians are STILL thieves. Heinous! alWaYs keePinG heR
locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!

4037. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 19:17:06 UTC
From: Daedalus <jade@my-deja.com>
Message-ID: <p377n1t868c6o8l8hiebjv81v4e77bk7mt@4ax.com>
Source record: 9494
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

```
On Thu, 10 Nov 2005 02:27:46 -0500, "Bill Garber"
<willy46pa@comcast.net>, wrote:

>
>DON'T FEED THE TROLLS. Zoo Management.

REMEMBER TO BUCKLE UP. Usenet safety brigade.

Jade

>
>Bill Garber
>
>"dave hillstrom" <DaVe@MeOw.OrG> wrote in message
>news:dkugcm$qkn$1@blackhelicopter.databasix.com...
>> On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
>> <1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
>> <peter_j_ross@mailinator.com> humped my leg thusly:
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>>>A high quality fag in one's mouth can be both exhilarating and
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>>
>> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
>> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!
>
```

4038. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 19:39:39 UTC
From: Aratzio <a6ahlyv02@sneakemail.com>
Message-ID: <9887n1dmc976eofhq08bh4h9i3q5826d7d@4ax.com>
Source record: 9495
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

On Thu, 10 Nov 2005 14:17:06 -0500, Daedalus <jade@my-deja.com>
transparently proposed:

>On Thu, 10 Nov 2005 02:27:46 -0500, "Bill Garber"
><willy46pa@comcast.net>, wrote:
>
>>
>>DON'T FEED THE TROLLS. Zoo Management.
>
>REMEMBER TO BUCKLE UP. Usenet safety brigade.
>
ALWAYS INSURE THE CANDY IS IN THE ORIGINAL WRAPPER - Usenet Poison
Center.

--

Pierre Salinger Hook, Line & Sinker - May, 2005

Hammer of Thor - July, 2005

David Formosa (aka ? the Platypus) on 10-22-2005
Message-Id: <slrndlk3ae.fc2.dformosa@dformosa.zeta.org.au>

"But it is not isolated AUK has a massive impact the rest of usenet."

http://www.tweaknet.info/aratzio.html

4039. Re: Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 21:22:13 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <9SOcf.31578$ip6.19995@trnddc07>
Source record: 9496

Bill,

The picture you have of the green screen connected to the blue computer is a Sol Computer. It was a 8080 processor based computer. That particular game was a fun one to play on that computer. I remember playing that back in 1978/1979.

http://www.vintage-computer.com/images/sol20.jpg

I wish I could've gone to the show myself, but I had to work the weekend of the show. Have yet to actually visit the Computer Musuem there in Mountain View.

Glenn

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:qREbf.2429$te3.39311@typhoon.sonic.net...
> Steven Tucker <classics@atarimax.com> wrote:
>> Thanks for posting the pics, I really enjoyed them. Too bad these things
>> are
>> always so far away.
>
> Heh, hey, at least one guy I met flew out from New Jersey, so it can't
> be _too_ far. (Of course, I'd prob. never go that far for such an event,
> otherwise I'd be at all the cool 8-bit scene events in Europe ;))
>
> BTW, my Day 2 photos (at the same page, just halfway down... I just posted
> about them here) include some close-up views of the MyIDE boot-up screen
> and A8JDPEG, since I knew folks would be curious. (I had some C=64 and
> the Russian home computer guys asking me all sorts of questions :))
>
> Enjoy!
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

4040. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 21:25:12 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <YUOcf.31579$ip6.27664@trnddc07>
Source record: 9497

It would be nice to know how to do this. I tried to use the Black Box with
my 1400XL years ago when I first got the Black Box (in 1992). But the
devices in the 1400XL compete for the parallel bus.

Glenn

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:firstname-CBA56B.23331105112005@azure.qinip.net...
> Howdy Ken, folks
>
>> not expandable is the biggest problems with the BlackBox, MIO, Supra
>> interfaces. and wow, your eyes are sure better then mine, I couldn't
>> make out any of them. thanks for the links and the help.
>
> The BlackBox can be made to share the bus with simple pieces of hardware
> worth no more then half a euro (slightly over half a US dollar) I was
> told years ago. Unfortunately, the guy who told me didn't trell me how
> to do that. And nowadays, he isn't answering his email anymore.
>
> And according to Bob Puff, the BlackBox can be expanded in a simular way
> as is done with the FloppyBoard. I've had a look at the configuration
> data, and there is room enough for extra data.
>
> CU Mathy

4041. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 22:15:54 UTC
From: dave hillstrom <DaVe@MeOw.OrG>
Message-ID: <dl0gqo$1hf$10@blackhelicopter.databasix.com>
Source record: 9398
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

On Thu, 10 Nov 2005 14:17:06 -0500, in alt.usenet.kooks,
<p377n1t868c6o8l8hiebjv81v4e77bk7mt@4ax.com>, Daedalus <jade@my-deja.com>
humped my leg thusly:

>On Thu, 10 Nov 2005 02:27:46 -0500, "Bill Garber"
><willy46pa@comcast.net>, wrote:
>
>>
>>DON'T FEED THE TROLLS. Zoo Management.
>
>REMEMBER TO BUCKLE UP. Usenet safety brigade.

TRUCKS USE LOW GEAR NEXT 4 MILES. Virginia Department Of Transportation.

>Jade
>
>>
>>Bill Garber
>>
>>"dave hillstrom" <DaVe@MeOw.OrG> wrote in message
>>news:dkugcmqkn1@blackhelicopter.databasix.com...
>>> On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
>>> <1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
>>> <peter_j_ross@mailinator.com> humped my leg thusly:
>>>
>>>>A high quality fag in one's mouth can be both exhilarating and
>>>>refreshing. The experience is one of life's finer pleasures and I
>>>>highly recommend it.
>>>>
>>>>Cheers!
>>>
>>> troll
>>> --
>>> dave hillstrom
>>>
>>> Vote Dave Hillstrom for Whining Whinger in AUK November 2005
>>>
>>> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
>>> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!
>>
--
dave hillstrom

Vote Dave Hillstrom for Whining Whinger in AUK November 2005

the belgians are STILL thieves. Heinous! alWaYs keePinG heR
locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!

4042. black screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 22:25:51 UTC
From: chris <sandporpoise316@yahoo.com>
Message-ID: <1131661551.739964.65750@g47g2000cwa.googlegroups.com>
Source record: 9399

I bought this new keyboard for my Commodore 64 because the last one quit working. It was previously repaired by some one when the screen went black trying to use it who told us that the "gaming chip" (assuming that there is only one- pretty general description or not I don't know) had burned out. When it happened again the same guy tried charging us double and wouldn't give us the keyboard back without giving him $50 for his troubles of just looking. I have since grown up and wanted to revive my favorite all time system. I went on Ebay and foolishly bought a the aforementioned keyboard that had no guarantee of working. The same problem exists after trying the keyboard with two different monitors and disk drives. My questions being:
Did I get screwed on the deal? What exactly could be wrong? Is it possible to fix without buying another keyboard for replacement parts?

To whoever is willing to help thank you from the bottom of my video game loving heart (i mean come on, this system was how I learned to play cribbage) and if there is any extra details about the situation that could help you figure out what's wrong let me know what you don't get. Again thanks to anyone who can offer any help.

4043. Re: black screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-10 22:30:02 UTC
From: chris <sandporpoise316@yahoo.com>
Message-ID: <1131661802.875002.23730@z14g2000cwz.googlegroups.com>
Source record: 9400

in the beginning i didn't designate: the keyboard that was previously repaired is not the one i have now. that was our original that we no longer have. sorry for any confusion.

4044. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 03:06:33 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <SSTcf.20258$td.9274@bignews3.bellsouth.net>
Source record: 9401

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:K%pcf.1679$Xo.1115@newsread2.news.pas.earthlink.net...
> Michael Duffy wrote:
>
>> Anybody see what the one meg MIO and Spartados X cart went for on
>> eBay.Never thought it would go that high. If these items can go for
>> that much (I know they are rare) why wouldn't someone re-release say
>> the: Spartados X cart for $50.00. I sure they would sell enough in
>> the Atari community to make it worth it. As for the MIO. the chips in
>> it were expensive at the time it came out but now one or two chips
>> could do the same work for a lot less. Is my thinking way off here or
>> what?
>>
>
> Winning bid: US $717.07
>
> New stuff has no intrinsic value to a collector. The new stuff like
> IDE and SIO2PC interfaces have much better performance and utility
> then the old stuff yet they don't go for those kind of prices.

True, but the MIO is really a nice piece of hardware and the 1 Meg
version allows alot
of options with RamDisks and Printer Spoolers and is Reset Proof. If
your 8-bit crashes,
99% of the time anything in the MIO RamDisk(s) is/are safe and you just
have to reboot the computer.
Plus you get a built in printer port and RS232 port which goes up to
19200 Baud.
Not Fast compared to todays computers, but in the day it flew.
And of couse the 50 pin Hard Disk port.

Maybe not as good as the Black Box Hard Disk system, but it works well
if you get the right drives.
You can have alot of room for a BBS even with the partition limit.
That's another thing I'd like to see a upgrade for.

The SDX cart and the MIO are a great combination. Disk Based Sparta also
is very good with
the MIO.

I'd like to see a hardware upgrade to increase the RS232 Port speed and
maybe add a Flow
Control Option. As the MIO doesn't use Flow Control and must be turned
off when using most
modems.

Still thats a high price, It almost tempts me to put mine up on E-Bay,
As I have the exact hardware
that was up there for sale.

But to me as a collector and user, I can't bring myself to sell the 1meg
MIO, it adds alot of
extra power and fun to an 8-bit.

I did end up buying a SDX cart and manual off of E-Bay and paid pretty
much the going rate which
is around what it costed New way back. I have 2 SDX carts now. A few
months ago I had none and
couldn't get one anywhere.

I'd like to see the MIO re-made with some good upgrades. Or a similar
product.
Take the best of the MIO and Black Box and throw in a major speed
upgrade and some
good chips to program. A few USB ports for add on hardware. It would be
cool. And
would probably sell quite a few units.

phantomm@bellsouth.net

4045. Re: black screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 08:34:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <43745785$0$75786$742ec2ed@news.sonic.net>
Source record: 9402

chris <sandporpoise316@yahoo.com> wrote:
> I bought this new keyboard for my Commodore 64 because the last one
> quit working.

Hrm, if noone here answers (since this is an Atari 8-bit newsgroup),
you might want to try comp.sys.cbm (Commodore Business Machines),
since that's the main group for C=64 folks. ;^)

Good luck!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4046. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 08:46:15 UTC
From: "Dennis M. Hammes" <scrawlmark@arvig.net>
Message-ID: <qfKdnbs2757Ix-nenZ2dnUVZ_tydnZ2d@onvoy.com>
Source record: 9403
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

Daedalus wrote:

> On Thu, 10 Nov 2005 02:27:46 -0500, "Bill Garber"
> <willy46pa@comcast.net>, wrote:
>
>
>>DON'T FEED THE TROLLS. Zoo Management.
>
>
> REMEMBER TO BUCKLE UP. Usenet safety brigade.
>

WEAR YOUR RUBBERS and you won't hafta blow. Mommy.

--
-------(m+
~/:o)_|
If a pome falls in the middle of a library and
the Bishop can't read it, does it still say, "Iamb"?
http://scrawlmark.org

4047. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 11:50:00 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1131709800.635187.286870@g44g2000cwa.googlegroups.com>
Source record: 9404

Tarkin wrote:
> Even with a DOS disk, the manuals say you might hear beeping,
> and that this is completely normal. Also, the drive manuals
> indicate that, with the BASIC cart installed, there will be a
> slight pause before the 'READY' prompt. There is no such
> pause. (Oh, and no beeps.)
>
> I glossed over or neglegcted to mention that the printer
> interface (and printer) would not respond to OPEN commands:
> error 130 again. So, between the two different types of
> peripherals, and the two different drives, I'm inclined to blame
> the 800.
>
> Thanks,
> Tarkin

You'll find that if you'll replace your 6520 PIA with a 68B21 from
http://www.jdr.com for $2.89, it will start working again. The older
PIA's must have been a bit defective but that has fixed two 800s here
with your same exact same symptoms. I've never seen similar symptoms
on XLs or XEs - just 800s, a strange bit of business.

4048. Re: black screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 12:28:01 UTC
From: Bryce <ianmc@arcor.de>
Message-ID: <1131712081.674808.242280@g49g2000cwa.googlegroups.com>
Source record: 9405

I hate to ruin your day chris, but NO computer ever had a "Gaming Chip", so I take it the guy was taking you for a ride. There's a few things you can try out yourself to narrow down where the problem is, but if you've only limited electronics knowledge, there's not alot you'll be able to repair yourself. Test 1: Is the power supply working? Does the Power LED light. If so we can elliminate the power supply. 2. Does the computer react in any way when turned on? A Beep or similar? If it's beeping or reacting some other way, then it's most likely the TV Modulator that's died. Test 3. Is the processor running. If you put your ear to the bottom of a home computer, you can hear it working. Is this the case, or is it completely lifeless? If it's completely lifeless, it's probably the 5V regulator that has died. If you can hear the computer, then it's back to the TV Modulator... I'd suggest you seek out an electronic hobbyist in your area, who can probaly get it up and running again. However, a lot of the Chips used in the C64 aren't available anymore, so you may have to buy a second one for the spares anyway.

4049. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 16:23:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Pz3df.465$s14.234@newsread2.news.pas.earthlink.net>
Source record: 9406

Phantom wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:K%pcf.1679$Xo.1115@newsread2.news.pas.earthlink.net...
>
>>Michael Duffy wrote:
>>
>>
>>>Anybody see what the one meg MIO and Spartados X cart went for on
>>>eBay.Never thought it would go that high. If these items can go for
>>>that much (I know they are rare) why wouldn't someone re-release say
>>>the: Spartados X cart for $50.00. I sure they would sell enough in
>>>the Atari community to make it worth it. As for the MIO. the chips in
>>>it were expensive at the time it came out but now one or two chips
>>>could do the same work for a lot less. Is my thinking way off here or
>>>what?
>>>
>>
>>Winning bid: US $717.07
>>
>>New stuff has no intrinsic value to a collector. The new stuff like
>>IDE and SIO2PC interfaces have much better performance and utility
>>then the old stuff yet they don't go for those kind of prices.
>
>
> True, but the MIO is really a nice piece of hardware and the 1 Meg
> version allows alot
> of options with RamDisks and Printer Spoolers and is Reset Proof. If
> your 8-bit crashes,
> 99% of the time anything in the MIO RamDisk(s) is/are safe and you just
> have to reboot the computer.

Yes but...

I thought there was a hack for equivalent functionality like this,
something like a switch that hooks into the cartridge present pin and
machine does a 'someone pulled the cart' reboot w/o having to cycle the
power. Then it becomes a matter of making an internal memory upgrade
like a Newell 1meg or one of the SIMM ones.
> Plus you get a built in printer port and RS232 port which goes up to
> 19200 Baud.

I haven't used it in years but I seem to recall APE with a SIO2PC cable
lets you use a PC's modem and printer port. Probably results in a better
connection since you have 56k serial ports/modems with 11 byte buffers.
The 6551 as is used in the MIO only has something like a 2 byte buffer

so its less forgiving. Steve said you can even use a SIO2PC cable hooked
directly to a modem/PC serial port if you use the RVerter handler. I
don't recall the maximum speed of the RVerter handler but I would bet
~19k wouldn't be a major problem to add.
> Not Fast compared to todays computers, but in the day it flew.
> And of couse the 50 pin Hard Disk port.

I don't have a real problem with Scuzy drives, even own a few like a
Sequest removable media. I was under the impression that the MIO has
some problems with modern drives in that they won't format 256 byte
sectors. => forces you to a limited set of older drives.

Not that any of this is a real problem depending on where you live. I
live in the SF Bay area and there are surplus electronic shops with
racks/boxes of old drives for sale cheap.
> Maybe not as good as the Black Box Hard Disk system, but it works well
> if you get the right drives.
> You can have alot of room for a BBS even with the partition limit.
> That's another thing I'd like to see a upgrade for.
>
> The SDX cart and the MIO are a great combination. Disk Based Sparta also
> is very good with
> the MIO.
>
> I'd like to see a hardware upgrade to increase the RS232 Port speed and
> maybe add a Flow
> Control Option. As the MIO doesn't use Flow Control and must be turned
> off when using most
> modems.
>
> Still thats a high price, It almost tempts me to put mine up on E-Bay,
> As I have the exact hardware
> that was up there for sale.
>
> But to me as a collector and user, I can't bring myself to sell the 1meg
> MIO, it adds alot of
> extra power and fun to an 8-bit.
>
>
> I did end up buying a SDX cart and manual off of E-Bay and paid pretty
> much the going rate which
> is around what it costed New way back. I have 2 SDX carts now. A few
> months ago I had none and
> couldn't get one anywhere.

Hehe, I was the one that loaned my SDX cart. It was 4.19 which doesn't
work well with SIO2PC software or fit in a 1200XL cart port so I seldom
used it.
>
>
> I'd like to see the MIO re-made with some good upgrades. Or a similar

> product.
> Take the best of the MIO and Black Box and throw in a major speed
> upgrade and some
> good chips to program. A few USB ports for add on hardware. It would be
> cool. And
> would probably sell quite a few units.

I'm not the most up to date on rumors but the Atari clone VCS supposedly sold in the 100k's. I think Kurt Vendel was a major player in the original and what will be a next generation device. I almost feel like sending him a wish list of things I would like in it or be able to add. Mostly I would like to see things added on silicon.

For instance sync timers registers so we could use a wider variety of monitors. Right now if we modify clock speed we lose vertical sync and the monitor goes nuts.

Faster dot clocking ANTIC and GTIA and the abiltiy to put more then 8k of video memory on screen w/o having to resort to tricks. Eighty column video text in B&W is good'nuff to get me interested in parting with $$$. Anything else like a double res gr. 15 or a VGA monitor is a bonus.

While they are at it go with at least a 10 byte buffer in POKEY and bring the connection out. Doesn't have to be much, just an edge card type connection on the PC board so it doesn't add to cost.

I wouldn't need a faster processor if they would add the 65C02 instruction set as a minimum. I have one of these in an old 800 and in my experience it can make ~5% tighter code. => an OS rewrite would mean an extra 800 bytes of code available for enhancements. They would need to use flash memory or an EPROM for it to work.

A second PIA chip an have it brought out as an IDE interface would be nice. Once again just an edge card connector so the 10-20 they sell to 8-bitters doesn't get passed on to the thousands they sell to the pedestrian users.

4050. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 16:42:47 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns970B772731C10emuslor@216.196.97.136>
Source record: 9407

Despite all prevention efforts, Rick Cortese <ricortes@earthlink.net> wrote
in news:Pz3df.465$s14.234@newsread2.news.pas.earthlink.net:

>> I did end up buying a SDX cart and manual off of E-Bay and paid pretty
>> much the going rate which
>> is around what it costed New way back. I have 2 SDX carts now. A few
>> months ago I had none and
>> couldn't get one anywhere.
>
> Hehe, I was the one that loaned my SDX cart. It was 4.19 which doesn't
> work well with SIO2PC software or fit in a 1200XL cart port so I seldom
> used it.

If anyone wants to "loan" me one of these, I'll gladly take it off your
hands. :)

--
Slor

4051. Re: black screen problem

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 17:01:54 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0511111154500.19589@shell1>
Source record: 9408

On Thu, 10 Nov 2005, chris wrote:

> It was previously repaired by some one when the screen
> went black trying to use it who told us that the "gaming chip"
> (assuming that there is only one- pretty general description or not I
> don't know) had burned out.

Uh, there is no "gaming" chip in the C64.

> When it happened again the same guy tried
> charging us double and wouldn't give us the keyboard back without
> giving him $50 for his troubles of just looking.

Not a good guy.

> The same problem exists after trying the keyboard with two
> different monitors and disk drives. My questions being:
> Did I get screwed on the deal?

Yes.

> What exactly could be wrong?

There are many possible items that could go wrong in the C64.

> Is it possible to fix without buying another keyboard for replacement parts?

It's possible, though with C64's going for so cheap, you'd really
have to love your current one to get it repaired for a price. To
demonstrate how cheap C= machines are, at our table at last weekend's
Vintage Computer Festival, we had C64's for $5 and C128's for $10.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

4052. LARGEST COMPUTER COLLECTION UP FOR AUCTION...RIGHT NOW...570+ computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 22:08:34 UTC
From: "Dimitri Kokken (info@fki.be)" <dimitri.kokken@pandora.be>
Message-ID: <pC8df.27934$rA.10117@blueberry.telenet-ops.be>
Source record: 9409

Hi there,

if you're an old computer collector I'm sure you'll be interested in the (probably) largest old computer sale EVER. Over 570 old home computers are up for auction at
www.mo5.com/dimitrisales/
All you need to do is register (it's free and done in 20 secs) and then you can start bidding. If you want to have a look at what's up for auction without registering, that's possible too of course, just click here then :
http://www.mo5.com/dimitrisales/auctions.php?tri=4&limite=533
Some very very very rare items are up for auction, the most famous one probably being the Commodore 64 GOLD WITH commemorative plaque!!!
But there are many other fine items, if you're a collector, I'm sure you'll find them quickly enough :)

Right now, 145+ collectors are already bidding...so don't hesitate or you'll be too late!
ALL AUCTIONS END DECEMBER 4TH 2005

Oh...if you want to see pictures of the collection, go here :
http://users.pandora.be/F-242/Computers/NewPics-25-10-05/
And if you want to see the complete list with direct links to these pics (not all comps have a pic yet) go here :
http://users.pandora.be/F-242/Computers/Computer-List-Dimitri-with-picture-links.htm

That's about it...good luck if you intend to bid.

Dimitri Kokken,
Belgium

4053. DarkForce update...

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-11 22:26:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.11.22.26.52.776900@charter.net>
Source record: 9410

```
The DarkForce! BBS is now available by telnetting to:

bbs.darkforce.org

as well as the actual IP address, 24.177.23.74.

Thank you.

--
_/_/_/
```

4054. Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-12 19:13:43 UTC
From: John Smith <kat_som_fan@37.com>
Message-ID: <dl5et7$o8b$4@news.onet.pl>
Source record: 9411

Yeah!

4055. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-12 20:50:15 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <G_WdncvWJZcfyOve4p2dnA@telenor.com>
Source record: 9412

"John Smith" <kat_som_fan@37.com> skrev i melding
news:dl5et7$o8b$4@news.onet.pl...
> Yeah!

How insightful. You must have thought about that a long time, creative
little genius you. Really amazing how far mankind has come.

4056. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-12 21:39:21 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <faCdnUFxS7OT_OveRVn-tA@comcast.com>
Source record: 9413

"John Smith" <kat_som_fan@37.com> wrote in message
news:dl5et7$o8b$4@news.onet.pl...
> Yeah!

Well if no one else will fuck you, I guess.

4057. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-12 22:47:20 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <v5scn1h2b2153klihpe4gj77fjmg98ntp7@4ax.com>
Source record: 9414

On Sat, 12 Nov 2005 20:13:43 +0100, John Smith <kat_som_fan@37.com>
wrote:

>Yeah!

I tried this year's ago, but my ding dong kept getting stuck in the
PBI slot, go figure?

4058. Re: Considering an Ebay sale

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 03:09:12 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11ndbfnkf6amc55@corp.supernews.com>
Source record: 9415

Bo S. wrote:
>>(2) 256K Rambo-enhanced 800XL's
>
>
> I would figure those might get a bit of money but not as much as you would
> think. For example, here is a decked out xe system:
>
> http://tinyurl.com/ctpu9
>
> This one sold for almost 90 dollars but it has a lot of add-ons.
>
>
>>(2) stock 800XL's
>
>
> 10-20 dollars I would say.
>
>
>>(1) US Doubler-ed 1050 drive
>
>
> 20-40 dollars?
>
>
>>(1) Indus GT drive
>
>
> Hmm.. The only one that closed was a nice complete one:
> http://tinyurl.com/cwh66
> 93 dollars.
>
> I would guess then a standard non-boxed one with just the drive might close
> for around 25-50 dollars depending on condition. (i bought one last week
> for a dollar. :-))
>
>
>>(2) stock 1050 drives
>
>
> 10-20 dollars?
>
>
>>(1) Apeface printer interface
>

>
> 5-10 dollars (pretty much guessing here)
>
> (1) MPP printer interface
>
> 5-10 dollars (pretty much guessing here)
>
>
>>(1) Atari numeric keypad (I forgot the number)
>
>
> 5-10 dollars
>
>
>>(1) SX212 modem
>
> have no idea but i don't see anyone wanting one unless they were trying tio
> complete a collection or something.
>
>
>>several joysticks and paddles.
>
> Put them all into a lot unless you have something speical and sell as one
> pile. You probably won't sell them individually very well.
>
>
I was considering the idea of combining some of the items into a more or
less complete system, maybe including some old PD software.
Set someone up with the ability to put the machine together, hook it to
a TV, and play some disk-based games right out of the box, for example.

In any case, this project has to go on the back burner for a while.
Personal issues have risen, and I must spend my time dealing with them.
Maybe after the first of the year...

TJ

4059. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 03:12:02 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11ndbktgupqjud0@corp.supernews.com>
Source record: 9416

John Smith wrote:
> Yeah!

Even here, eh? I see this stuff on the Linux newsgroups all the time,
but I had hoped it would stay away from here. No such luck, I guess.

<SIGH.>

TJ

4060. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 04:01:43 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1131854503.357340.267950@g47g2000cwa.googlegroups.com>
Source record: 9417

Ah, this troll probably got sick of having a quality fag in his mouth,
and was looking for flash new new way to tickle his nubbin.....
Poor sap probably thinks Tron was invented by Dave Chappelle....

All I have to say is thus:

"What did the five fingers say to the face?"

The Grand Moff Tarkin,
Terran Overlord of the Milky Way,
Emperor of San Francisco,
Tilter of Windmills,
Straightener of Pisa,
Grand Traverser of Fnords,
Zealos Advocate of Slack,
The Wyrrm of the Golden Apple

4061. Atari400 UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 11:47:08 UTC
From: TheDysk <thedysk@nospam.spamno.com>
Message-ID: <0JFdf.52134$xl1.45636@fe03.news.easynews.com>
Source record: 9418

Hi,

I've just picked up a boxed Atari400 (UK PAL) from a carboot sale here in the UK.

Switching the unit on give a 'Atari Computer - Memo Pad' and a block cursor prompt.

Does it need a Basic Cartridge or is Basic built in on ROM? What commands are available from this prompt? The computer came with an Atari 400/800 Basic Reference Manual but no User manual. Is there a copy of the User Manual online?

Can anybody give me some indication of what it's value would be? I'm not indending selling it. I plan to make some use of it for a while.

Any info greatfully received.

Cheers

4062. Re: Atari400 UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 14:06:13 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <QOGdnXbtMrPN1ere4p2dnA@telenor.com>
Source record: 9419

Hi!

Memo Pad has no commands available. You do need the Basic Cartridge.

Not too sure about the value of the manual. I have Basic cartridges to spare if you are interested. Send me a couple of lines and we might agree on something.

Take Atarian care

4063. Re: Atari400 UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 15:28:41 UTC
From: TheDysk <thedysk@nospam.spamno.com>
Message-ID: <JYIdf.47849$%05.41241@fe06.news.easynews.com>
Source record: 9420

"Vidar Olavesen" <olavese@online.no> wrote in message
news:QOGdnXbtMrPN1ere4p2dnA@telenor.com...
> Hi!
>
> Memo Pad has no commands available. You do need the Basic Cartridge.
>
> Not too sure about the value of the manual. I have Basic cartridges to
> spare
> if you are interested. Send me a couple of lines and we might agree on
> something.
>
> Take Atarian care
>
>

Hi Vidar,

I've just won a Basic cartridge on Ebay on a 'Buy It Now' so I'm pretty well sorted on that now thanks.

As regards the valuation, I was after a valuation for the boxed 400 and not the manual. After re-reading what I wrote earlier I can see why you thought I was after a valuation for the manual. My fault.

Cheers

TheDysk

4064. Re: Atari400 UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-13 21:21:11 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4377ae47$0$6872$91cee783@newsreader01.highway.telekom.at>
Source record: 9421

TheDysk wrote:
>
> Hi Vidar,
>
> I've just won a Basic cartridge on Ebay on a 'Buy It Now' so I'm
> pretty well sorted on that now thanks.
>

Wow.

Hi Dysk!

Is the Atari 400 not with four Joystick ports?

Best Regards,

Daniel Mandic

4065. Re: ISO: "Atari SuperGraphics 3D" (or some-such) library?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-14 00:37:15 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1131928635.239924.45970@f14g2000cwb.googlegroups.com>
Source record: 9422

I think I may still have the Supergraphics 3D manual and software in
the basement.

Rory

4066. Contiki experience

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-14 03:38:51 UTC
From: vitoco <vparada@inf.utfsm.cl>
Message-ID: <1131939531.453509.317200@f14g2000cwb.googlegroups.com>
Source record: 9423

Hello world.

I'm looking for someone that successfully browsed the Internet using
Contiki in his/her 8-bit Atari.

I already did it, but it was hard to find a good SLIP/routing
configuration on my linux box, and I'm trying a more simple config.

Did someone try conecting the 850 to a Windows PC with SLIP and routing
enabled? Which version of Windows and/or programs were used?

Thanks in advance.

++Vitoco

4067. Re: LARGEST COMPUTER COLLECTION UP FOR AUCTION...RIGHT NOW...570+ computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-14 14:10:34 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20051114141033.1380C@ilba14195.www.blueyonder.co.uk>
Source record: 9424

OMG...
<recalibrates knowledge of obscure computers>

Iain

4068. Re: Atari400 UK Pal

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-14 20:38:21 UTC
From: TheDysk <thedysk@nospam.spamno.com>
Message-ID: <1B6ef.104927$iC7.50295@fe08.news.easynews.com>
Source record: 9425

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:4377ae47$0$6872$91cee783@newsreader01.highway.telekom.at...
> TheDysk wrote:
>>
>> Hi Vidar,
>>
>> I've just won a Basic cartridge on Ebay on a 'Buy It Now' so I'm
>> pretty well sorted on that now thanks.
>>
>
>
>
> Wow.
>
>
> Hi Dysk!
>
>
>
> Is the Atari 400 not with four Joystick ports?
>
>

Hi, Yes it has the four joystick ports along the front, just below the membrane keyboard.

Cheers

TheDysk

4069. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-14 21:10:54 UTC
From: Bruce Tomlin <bruce#fanboy.net@127.0.0.1>
Message-ID: <bruce#fanboy.net-555F69.16105414112005@kodak.newsreader.com>
Source record: 9426

In article <e440n1957pebi59l3j44hgi6sc64u99bsu@4ax.com>,
Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:

> Thomas 'twh' Havemeister <twh1@gmx.de>:
>
> >I have serious problems to convert that to assembler. I playing around
> >the whole day now. Most problems do I have with that "else if". How can
> >it be translated?
>
> lda NUM1
> cmp $01 ; if NUM1 == 1 then foo
> beq foo
> cmp $02 ; else if NUM1 == 2 then bar
> beq bar
> jmp done
>
> foo: do some stuff
> jmp done
>
> bar: do some stuff
> jmp done
>
> done: more code
>
> This is a simple way to do it. I'm no 6502 guru and maybe there's a better
> way, or some fatal flaw, but this is how I would approach it being a
> beginner to intermediate assembly coder.

The fatal flaw would probably be that you need to cmp #$01. What your
code does is compare against the contents of zero-page locations $01 and
$02. It's a common beginner's mistake, and not unheard of from
long-time 6502 (and 6800 and 6809) programmers, too.

4070. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 02:00:00 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <36gin1hgh76pr55i8o3etkbnc7ad7s3vmc@4ax.com>
Source record: 9427

Bruce Tomlin <bruce#fanboy.net@127.0.0.1>:

>The fatal flaw would probably be that you need to cmp #$01. What your
>code does is compare against the contents of zero-page locations $01 and
>$02. It's a common beginner's mistake, and not unheard of from
>long-time 6502 (and 6800 and 6809) programmers, too.

LOL! Sometimes hard to track down too! Well, I never said I was an expert
assembly programmer! ;)

Hopefully the person who asked the question didn't use my code and jump off
a bridge in frustration when it didn't work!

--
Shawn Jefferson
(fix reply to for email)

4071. Alternate Reality?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 03:22:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.15.03.22.24.90545@charter.net>
Source record: 9428

Hey gang. For some odd reason I was thinking that you could buy Alternate Reality the City/Dungeon on cartridge now. Is that not right? Like Ultima 3 and 4 from Atarimax?

I googled but couldn't seem to come up with the right combination of key words.

Thanks!

--
_/_/_/

4072. Re: Alternate Reality?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 06:09:35 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <hquin1duh6vvipcm5akcmjo4r73kqqjrcl@4ax.com>
Source record: 9429

"Ronald J. Hall" <dark_lord@charter.net>:
>
>Hey gang. For some odd reason I was thinking that you could buy Alternate
>Reality the City/Dungeon on cartridge now. Is that not right? Like Ultima
>3 and 4 from Atarimax?
>
>I googled but couldn't seem to come up with the right combination of key
>words.

Wrathchild was working on one, but I think it's been back-burnered for some
reason. Check AtariAge. There was a lengthy thread about it there.

--
Shawn Jefferson
(fix reply to for email)

4073. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 06:19:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43797d3414f521@comcast.net>
Source record: 9430

>Yeah!

Stupid thread, stupid response, just plain stupid....

4074. Re: Alternate Reality?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 16:15:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.15.16.15.44.448022@charter.net>
Source record: 9431

On Tue, 15 Nov 2005 06:09:35 +0000, Shawn Jefferson wrote:

> Wrathchild was working on one, but I think it's been back-burnered for some
> reason. Check AtariAge. There was a lengthy thread about it there.

Okay. Thanks Shawn!

--
_/_/_/

4075. the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 20:54:28 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <smikn1d64g98gd3bkk18k703cdtou6sp4m@4ax.com>
Source record: 9432

now this is cool as hell:

http://benheck.com/phpBB/viewtopic.php?t=7387

a portable Atari 800xe (65xe) laptop!

4076. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 21:00:51 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <53jkn1p295ft1stmgn1evb4a9q4nkt2mpl@4ax.com>
Source record: 9433

On Tue, 15 Nov 2005 15:54:28 -0500, kevin <kevnospam242@gmail.com>
wrote:

>now this is cool as hell:
>
>http://benheck.com/phpBB/viewtopic.php?t=7387
>
>
>a portable Atari 800xe (65xe) laptop!

a better link with more info just went up:

http://benheck.com/

it's actually made from a XEGS, I want one!

4077. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-15 23:33:28 UTC
From: TJ <retro@atari.com>
Message-ID: <11nks26qq0nc6ad@corp.supernews.com>
Source record: 9434

"kevin" <kevnospam242@gmail.com> wrote in message
news:53jkn1p295ft1stmgn1evb4a9q4nkt2mpl@4ax.com...
> On Tue, 15 Nov 2005 15:54:28 -0500, kevin <kevnospam242@gmail.com>
> wrote:
>
> >now this is cool as hell:
> >
> >http://benheck.com/phpBB/viewtopic.php?t=7387
> >
> >
> >a portable Atari 800xe (65xe) laptop!
>
>
> a better link with more info just went up:
>
> http://benheck.com/
>
>
> it's actually made from a XEGS, I want one!
>
>

Very cool indeed! Would be nice if it had a Cartridge port on it. Also would be really cool if it had the XE/ST gray look to it! The wood/brushed is a little much IMHO.

BUT very cool indeed and amazing never the less! Great work!!!

4078. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 00:24:29 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <suukn1po6j3fvdi1j147sat8ahersd2o9b@4ax.com>
Source record: 9435

On Tue, 15 Nov 2005 15:33:28 -0800, "TJ" <retro@atari.com> wrote:

>
>Very cool indeed! Would be nice if it had a Cartridge port on it. Also
>would be really cool if it had the XE/ST gray look to it! The wood/brushed
>is a little much IMHO.
>
>BUT very cool indeed and amazing never the less! Great work!!!

true no cart port, but I guess being a XEGS it would be difficult
(since the cart is on top where the keyboard is. Also the XEGS doesnt
feature a PBI/ECI port, so that kind of expansion is out, but c'mon
you could load that baby up with almost every game for the 8bit and
take it anywhere!

Yea, grey or even silver/black like the 800xl would be cool.

4079. Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 00:42:00 UTC
From: birdie3 <ktownrox@yahoo.com>
Message-ID: <1132101720.619070.69700@o13g2000cwo.googlegroups.com>
Source record: 9436

Hey all. I am new to this group and I just to wanted to ask around and see if anyone could direct me to the best learning resources to use for developing games for the A8. I am starting completely from scratch so I would need to learn quite a bit I assume. I have a few ideas and I would like to give programming a try. Preferrably using 6502 assembly language as opposed to basic. Thanks in advance!!

4080. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 01:14:36 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <0Kvef.286$Ba6.72@newssvr30.news.prodigy.com>
Source record: 9437

"birdie3" <ktownrox@MUNGEyahoo.com> wrote in message > Hey all. I am new to this group and I just to wanted to ask around and
> see if anyone could direct me to the best learning resources to use for
> developing games for the A8. I am starting completely from scratch so I
> would need to learn quite a bit I assume. I have a few ideas and I
> would like to give programming a try. Preferrably using 6502 assembly
> language as opposed to basic. Thanks in advance!!
>
I suppose you're looking to go first rate by programming in assembler. If you are new to
any type or programming, it would be difficult to use assembler. Since Atari BASIC is
in your XL/XE computer, you could get started right away programming a 'Hello World' program
in five minutes.
Having the idea that you express for a game is, like, the strategic end of programming, and
the seed for where you want to go. Getting there might best be done in small steps.
I recommend 'Mapping the Atari' for lots of useful information. 'De Re Atari' is also useful.
A good way to learn would be reading ANALOG, and maybe Antic magazines, which had
source code in BASIC, and assembler.
Good Luck

4081. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 02:08:22 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <j15ln1lokvptsvnq0jvtkqk593u9tuv8bi@4ax.com>
Source record: 9438

"birdie3" <ktownrox@yahoo.com>:
>Hey all. I am new to this group and I just to wanted to ask around and
>see if anyone could direct me to the best learning resources to use for
>developing games for the A8. I am starting completely from scratch so I
>would need to learn quite a bit I assume. I have a few ideas and I
>would like to give programming a try. Preferrably using 6502 assembly
>language as opposed to basic. Thanks in advance!!

www.atariarchives.org
www.atariage.com (the forums)

--
Shawn Jefferson
(fix reply to for email)

4082. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 03:17:23 UTC
From: birdie3 <ktownrox@yahoo.com>
Message-ID: <1132111043.368187.23850@z14g2000cwz.googlegroups.com>
Source record: 9439

Thanks for the responses thus far. I have been frequenting Atari Age for quite some time now and I am also familiar with the books that were mentioned. Basic probably is a good place to start for programming. I have no idea. All I am really looking to do is to get some what good at coding games for this system. I have a few ideas and I really want to try my hand at programming. Does anyone know if there are books, websites, etc.. that specifically cover this topic? I am looking for study references that specifically cover coding games for the Atari 8-bit computers.

4083. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 04:39:20 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns970FF0A601998emuslor@216.196.97.136>
Source record: 9440

Despite all prevention efforts, "birdie3" <ktownrox@yahoo.com> wrote in
news:1132111043.368187.23850@z14g2000cwz.googlegroups.com:

> Thanks for the responses thus far. I have been frequenting Atari Age
> for quite some time now and I am also familiar with the books that were
> mentioned. Basic probably is a good place to start for programming. I
> have no idea. All I am really looking to do is to get some what good at
> coding games for this system. I have a few ideas and I really want to
> try my hand at programming. Does anyone know if there are books,
> websites, etc.. that specifically cover this topic? I am looking for
> study references that specifically cover coding games for the Atari
> 8-bit computers.
>
>

Good to see you found your way here. :) On atariarchives.org, you might
take a look at Atari Graphics and Arcade Game Design.

--
Slor

4084. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 14:16:04 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1132150564.888427.251200@z14g2000cwz.googlegroups.com>
Source record: 9441

Wow! That keyboard is something else. What a great job!

4085. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 15:25:16 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <9IadnQoZtov30ubenZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 9442

"kevin" <kevnospam242@gmail.com> wrote in message
news:suukn1po6j3fvdi1j147sat8ahersd2o9b@4ax.com...
> On Tue, 15 Nov 2005 15:33:28 -0800, "TJ" <retro@atari.com> wrote:
>
>>
>>Very cool indeed! Would be nice if it had a Cartridge port on it. Also
>>would be really cool if it had the XE/ST gray look to it! The
>>wood/brushed
>>is a little much IMHO.
>>
>>BUT very cool indeed and amazing never the less! Great work!!!
>
>
> true no cart port, but I guess being a XEGS it would be difficult
> (since the cart is on top where the keyboard is. Also the XEGS doesnt
> feature a PBI/ECI port, so that kind of expansion is out, but c'mon
> you could load that baby up with almost every game for the 8bit and
> take it anywhere!

So every cartridge game is available for play also on disk?

I never thought of asking about that before.

>
> Yea, grey or even silver/black like the 800xl would be cool.

4086. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 16:33:49 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <cqnmn1p3ata9qru3i34sccqsvas8oa7t23@4ax.com>
Source record: 9443

On Wed, 16 Nov 2005 10:25:16 -0500, "Lion Of Judah"
<sonofman1@comcast.net> wrote:

>So every cartridge game is available for play also on disk?
>
>I never thought of asking about that before.

yes altho not officially, every game ever put on cart can be loaded
from disk as well.

4087. Re: Atari Spider SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 23:31:48 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-CE64BC.00314817112005@azure.qinip.net>
Source record: 9444

Howdy Richard

> I seem to recall having seen a way of making a "spider" SIO connection box,
> does anyone else recall this, and are there any plans/details on the web.

Check out the Best Electronics catalog (pages 104-105. Ape Link Kit.
These have nothing to do with Steven Tucker's APE.) or site
www.best-electronics-ca.com

CU Mathy

4088. Re: Photos from Day 1 of Vintage Computer Festival (VCF 8.0)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 23:45:24 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-68C138.00452417112005@azure.qinip.net>
Source record: 9445

Howdy Bill

> Heh, hey, at least one guy I met flew out from New Jersey, so it can't
> be _too_ far. (Of course, I'd prob. never go that far for such an event,
> otherwise I'd be at all the cool 8-bit scene events in Europe ;))

A female coworker of mine has a sister in the USA. So we checked out
the prices for flighing to the US from the Netherlands one day. We
found out that flighing to the USA and back is cheaper then flighing
from one city to the next within the USA.

So what's stopping 'ye? ;-)

CU Mathy

4089. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-16 23:49:13 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-194768.00491317112005@azure.qinip.net>
Source record: 9446

Howdy Glenn

> It would be nice to know how to do this. I tried to use the Black Box with
> my 1400XL years ago when I first got the Black Box (in 1992). But the
> devices in the 1400XL compete for the parallel bus.

Was there a voice chip or a modem in there? I seem to recall that
either of the two uses the same address range ($D6xx). For those to
work with the Blackbox you'ld have to make both willing to share those
addresses.

CU Mathy

4090. atari 800 yellow screen

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 00:02:00 UTC
From: rayedwards@blueyonder.co.uk
Message-ID: <1132182277.485323.285500@g43g2000cwa.googlegroups.com>
Source record: 9447

Hi
I am new to this so I hope I am in the right place, I have just got
hold of an Atari 800 all I get is a yellow screen on turning it on, can
anyone tell me what to do, is it repairable or is dead.

THANKS

4091. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 01:48:10 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <jhRef.1397$cd1.105@bignews5.bellsouth.net>
Source record: 9298

"birdie3" <ktownrox@yahoo.com> wrote in message
news:1132101720.619070.69700@o13g2000cwo.googlegroups.com...
> Hey all. I am new to this group and I just to wanted to ask around and
> see if anyone could direct me to the best learning resources to use
> for
> developing games for the A8. I am starting completely from scratch so
> I
> would need to learn quite a bit I assume. I have a few ideas and I
> would like to give programming a try. Preferrably using 6502 assembly
> language as opposed to basic. Thanks in advance!!
>

One Book I would recommend if you are new to programming on the
Atari 8-bit is called, "Your Atari Computer" "a guide to Atari 400/800
personal computers.

It has well over 400 pages of really good info and program examples.
It will get you started and take you thru Advanced Graphics and Sound.

There are also photos of various Atari Hardware.

When I was learning about Player/Missile Graphics, and
Sound, this Book was the one that helped me the most.

There are alot of good books on the subject, but I think you
will find this one very useful if you can find a copy of it.

It doesn't cover the XL or XE, but everything in the book is
related and all program examples will work on these 8-bits.

Compute! Magazine also did a few good books on various
subjects of programming the Atari 8-bit.

"De Re Atari" is another good one. Might be hard to get ahold of unless
its online somewhere.

Also" Mapping the Atari", and the Updated, Mapping the Atari that
includes info on the XL and XE.

I've seen some of these come up on E-Bay from time to time.

phantomm@bellsouth.net

4092. WTB: The Eternal Dagger

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 02:04:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <iwRef.1400$cd1.41@bignews5.bellsouth.net>
Source record: 9299

Anyone have a original, The Eternal Dagger, game with original box,
manual, and disks, for sale or trade?

I have a copy of it all, but would like to get it all original.

It was made by Strategic Simulations (SSI) and was a followup to
The Wizards Crown, one of my personal favorites on the Atari 8-bit.

Contact me in e-mail if you happen to have it for sale or trade.

phantomm@bellsouth.net

4093. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 02:17:26 UTC
From: birdie3 <ktownrox@yahoo.com>
Message-ID: <1132193846.868613.235840@z14g2000cwz.googlegroups.com>
Source record: 9300

I have been reading a few of the books listed on atariarchives.org.
Considering that I know nothing about programming, I must admit that I
find these texts rather intimidating. It would be great to find a few
books that introduce the reader to beginner programming by outlining
the steps for creating games. It is also quite obvious that this is
complicated not so quickly learned subject and would likely take months
if not years to get really good at. Basic seems like a good place to
start.

4094. Temple of Apshai and Sequels

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 02:58:38 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <mjSef.1684$cd1.1161@bignews5.bellsouth.net>
Source record: 9301

One of my all time favorite games is Temple of Apshai and the
sequels.

I have a full original "Temple" on disk and cassette.
And have most all the sequels and expansions,
but they are disk and manual copies.
I do have the original Manual for Temple of Apshai
Trilogy, but Disk is a backup.

I would like to find the following all original with Box, manuals,
and disks.

HellFire Warrior
The Keys of Acheron (Hellfire Warrior Expansion)
Upper Reaches of Apshai (Temple of Apshai Expansion)
Danger in Drindisti (HellFire Warrior Expansion)
The DateStones of Ryn (Don't have this one at all)
Morloc's Tower (Don't have this one at all)
Sorcerer of Siva (Don't have this one at all)
Temple of Apshai Trilogy

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came with Temple. Except for Danger in Drindisti. I didn't
know about this one until someone sent me a copy years ago.

Would like to know if there are any other expansion disks or
a new title in the Old, Dunjonquest Series by EPYX.

Temple was the first Dungeon type game I played on a Computer,
a friends Atari 400. That was years ago, when it first came out.
I still have the old characters we made up on disk and paper.

Damn, those AntMen were pesky creatures!

I never took time to finish the HellFire Warrior Series.

Anyone still have some of these in original condition?

phantomm@bellsouth.net

4095. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 03:36:42 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <eVSef.328$rq3.133@newssvr19.news.prodigy.com>
Source record: 9302

"birdie3" <ktownrox@MUNGEyahoo.com> wrote in message > I have been reading a
few of the books listed on atariarchives.org.
> Considering that I know nothing about programming, I must admit that I
> find these texts rather intimidating. It would be great to find a few
> books that introduce the reader to beginner programming by outlining
> the steps for creating games. It is also quite obvious that this is
> complicated not so quickly learned subject and would likely take months
> if not years to get really good at. Basic seems like a good place to
> start.
OK, start with BASIC. The recommended
'Your Atari Computer' by Poole and McNiff
has a really useful listing of all the Atari BASIC
commands, at the end of the book.
The first few chapters give you easy programming examples.
I remember my first program was from that book, did a marquee type ASCII
graphics.
You can do just about anything with Atari
BASIC. Lots of people use it, even for commercial programs, which is
sometimes
compiled. You can get the game going,
then use BASIC machine code USR routines
for parts that are slow.
Just starting out, it is fun to just write a
'Hello World' program:
```
10 ? "Birdie3 ";
20 GOTO 10
```

Luck

4096. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 03:53:19 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <5ivnn1l47b64f8po0s41r3msg9s0l24pl9@4ax.com>
Source record: 9303

kevin <kevnospam242@gmail.com>:
>On Wed, 16 Nov 2005 10:25:16 -0500, "Lion Of Judah"
><sonofman1@comcast.net> wrote:
>
>>So every cartridge game is available for play also on disk?
>>
>>I never thought of asking about that before.
>
>yes altho not officially, every game ever put on cart can be loaded
>from disk as well.

There's a few that don't seem to have been converted and cracked. Crime Busters, and Commando for instance, (as far as I know.)

--
Shawn Jefferson
(fix reply to for email)

4097. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 05:33:58 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1132205628@rtfm.mit.edu>
Source record: 9304
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4098. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 10:08:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511170205250.18616-100000@onyx.spiritone.com>
Source record: 9306
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4099. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 10:26:27 UTC
From: Velcro_SP <NOdaclmi@cavtel.netSPAM>
Message-ID: <okmon1t6aigjdlvf6n56h22u9mi1h5edbe@4ax.com>
Source record: 9305

Really great! Where do I get mine? ;)

4100. Re: Temple of Apshai and Sequels

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 15:58:17 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <9-qdnThikM41NeHeRVn-rQ@comcast.com>
Source record: 9307

Try looking through this list...

http://www.myatari.com/bc800d.txt

If it's listed they should have it. Good luck.

"Phantom" <phantomm@bellsouth.net> wrote in message
news:mjSef.1684$cd1.1161@bignews5.bellsouth.net...
>
> One of my all time favorite games is Temple of Apshai and the
> sequels.
>
> I have a full original "Temple" on disk and cassette.
> And have most all the sequels and expansions,
> but they are disk and manual copies.
> I do have the original Manual for Temple of Apshai
> Trilogy, but Disk is a backup.
>
> I would like to find the following all original with Box, manuals,
> and disks.
>
> HellFire Warrior
> The Keys of Acheron (Hellfire Warrior Expansion)
> Upper Reaches of Apshai (Temple of Apshai Expansion)
> Danger in Drindisti (HellFire Warrior Expansion)
> The DateStones of Ryn (Don't have this one at all)
> Morloc's Tower (Don't have this one at all)
> Sorcerer of Siva (Don't have this one at all)
> Temple of Apshai Trilogy
>
> Most of the above titles are listed in a old EPYX catalog that
> came with Temple. Except for Danger in Drindisti. I didn't
> know about this one until someone sent me a copy years ago.
>
> Would like to know if there are any other expansion disks or
> a new title in the Old, Dunjonquest Series by EPYX.
>
> Temple was the first Dungeon type game I played on a Computer,
> a friends Atari 400. That was years ago, when it first came out.
> I still have the old characters we made up on disk and paper.
>
> Damn, those AntMen were pesky creatures!
>
> I never took time to finish the HellFire Warrior Series.
>

> Anyone still have some of these in original condition?
>
> phantomm@bellsouth.net
>
>
>
>

4101. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 18:28:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <437ccbc2$0$75816$742ec2ed@news.sonic.net>
Source record: 9308

kevin <kevnospam242@gmail.com> wrote:
> now this is cool as hell:

> http://benheck.com/phpBB/viewtopic.php?t=7387

Agreed. Cool as hell. (I do agree w/ someone else around here, though...
what's with the woodgrain!? :))

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4102. Re: Recommended resources for learning how to program A8 games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 18:31:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <437ccc75$0$75816$742ec2ed@news.sonic.net>
Source record: 9309

Phantom <phantomm@bellsouth.net> wrote:
> "De Re Atari" is another good one. Might be hard to get ahold of unless
> its online somewhere.

> Also" Mapping the Atari", and the Updated, Mapping the Atari that
> includes info on the XL and XE.

Yep, full text of both are online!

De Re Atari:
http://www.atariarchives.org/dere/

Mapping:
http://www.atariarchives.org/mapping/

> I've seen some of these come up on E-Bay from time to time.

No doubt some of the Atari retailers still have copies, too...

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4103. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 19:01:35 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <hnkpn15rjp8u10019aqmoi8nrdldlskp6e@4ax.com>
Source record: 9310

On 17 Nov 2005 18:28:18 GMT, bill@newbreedsoftware.com (William
Kendrick) wrote:

>Agreed. Cool as hell. (I do agree w/ someone else around here, though...
>what's with the woodgrain!? :))

I think a black and silver model would be cool. I always thought the
XL series looked the coolest and the 800xl seemed to represent the
8bits to me back in the day, altho I always like the 1200xl the best
(and still do) cosmetically.

4104. Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-17 21:13:39 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <7o6ff.154$85.125@newsfe6-win.ntli.net>
Source record: 9311

Further to my last post, thanks for the help, I gather this is what I need,
are they still available does anyone know ? Or are there any plans out there
?

Thanks

RD

4105. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-18 02:49:16 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <s7gqn19p60lk5am12l5cbna00q4osu1p4v@4ax.com>
Source record: 9312

On Thu, 17 Nov 2005 21:13:39 GMT, "richard daley"
<richard.daley3@ntlworld.com> wrote:

>Further to my last post, thanks for the help, I gather this is what I need,
>are they still available does anyone know ? Or are there any plans out there
>?

It appears that they're still available:

http://www.nleaudio.com/css/products.htm

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4106. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-18 10:13:00 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1132308780.564337.86580@g44g2000cwa.googlegroups.com>
Source record: 9313

richard daley wrote:
> Further to my last post, thanks for the help, I gather this is what I need,
> are they still available does anyone know ? Or are there any plans out there
> ?
>
> Thanks
>
> RD

IIRC it was Paul Alhart who published a neat and cheap alternative in AIM magazine way back when. You lay two SIO cables side by side and strip about a foot of cover off each one, starting about 8 inches from the paired ends, uncovering towards the center. You then bunch the foot of uncovered wire together so as to expose/create a large ball of wires on each cable. You then find and combine each color of wire with a few tight twists. Then at each twist, you apply a soldering iron to melt away the insulation, apply some flux and then solder the same colored wires together. Make these connections all along the way of the bared one foot of wire such that no connection can touch any other. Tape each connection with electrical tape, then tape the whole bundle leaving out the ground wires. I cut the ground wires in the middle and fold them back to then wrap the main portion with aluminum foil and integrate the ground wires into the foil on top and soldered back together followed up with a good wrapping of tape.

You can't beat the price or availablity. The utility of such a four headed cable will amaze you once it's built. Use the two short ends (8 inches) for your disk drives with the long ones used for your computer and Atari printer. You now have three open ports to link everything else with.

The only problem is when the color of the wires are not the same, I never ran into that situation though. Chances are good they will be matched which is something you should double check before soldering the first wire?

I was in need of just such a critter when I got that AIM issue, thanks Paul, you saved the day. It's a bit more work than it sounds, but it's well worth doing.

4107. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-18 17:57:37 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns971283D99E819emuslor@216.196.97.136>
Source record: 9314

Despite all prevention efforts, Michael Current <hunmanik@earthlink.net>
wrote in news:s7gqn19p60lk5am12l5cbna00q4osu1p4v@4ax.com:

>
> http://www.nleaudio.com/css/products.htm
>

If anyone has any luck getting in contact with him, please let me know. I
have sent a couple queries over the past months for information about the
products, and I have yet to receive a reply.

thanks

--
Slor

4108. Attn: Emulator Prgmrs - New NTSC OS Rev A Dump

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-18 20:21:07 UTC
From: stephensheppard@hotmail.com
Message-ID: <1132345267.289990.276260@g14g2000cwa.googlegroups.com>
Source record: 9315

I was going through my old stuff and came across my original Atari 800 Rev A ROMs! So I put them back into my 800 (orginal owner since 1979) and made a quick dump using Action! What I have is OS Rev A, the North American NTSC version, which I understand is quite rare. At least the dump is rare.

The ROM image seems to work fine in Atari++ (1.44 for Windows) and Atari800Win Plus 4.0 Final, though the latter complains about the checksum (proabably because NTSC Rev A was unknown until now).

If you are developer (or just want the ROM image) just Email me and I'll get it to you. Please use the subject, "800 OS A".

My Email address is pretty easy to figure out from the message headers.

Stephen Sheppard

4109. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-19 06:29:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <437ec65859ae90@comcast.net>
Source record: 9316

>now this is cool as hell:
>
>http://benheck.com/phpBB/viewtopic.php?t=7387
>
>
>a portable Atari 800xe (65xe) laptop!

You are correct there. Great piece of hardware. Wouldn't mind having one of these.

4110. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-19 06:52:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <437ecc64a54af0@comcast.net>
Source record: 9317

>On Tue, 15 Nov 2005 15:54:28 -0500, kevin <kevnospam242@gmail.com>
>wrote:
>
>>now this is cool as hell:
>>
>>http://benheck.com/phpBB/viewtopic.php?t=7387
>>
>>
>>a portable Atari 800xe (65xe) laptop!
>
>
>a better link with more info just went up:
>
>http://benheck.com/
>
>
>it's actually made from a XEGS, I want one!

Yeah I want one too. It would be great if they want into production. Is this the same guy that made the portable Atari 2600 that was shown at one of the CGE in Vegas? I was there and saw it. It looked super and ran like a dream.

4111. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-19 06:55:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <437ece70fee00@comcast.net>
Source record: 9318

>kevin <kevnospam242@gmail.com> wrote:
>> now this is cool as hell:
>
>> http://benheck.com/phpBB/viewtopic.php?t=7387
>
>Agreed. Cool as hell. (I do agree w/ someone else around here, though...
>what's with the woodgrain!? :))
>

I like the wood grain myself. Where can I order one? <g>

4112. Atari800Win Plus versions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-19 19:17:40 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <oTKff.762$Ba6.186@newssvr30.news.prodigy.com>
Source record: 9319

I find that a800winplus 3.1 is more stable than
the final 4.0 version, at least on my XP computer, Win98SE seems to like 4.0
fine.
Anyone find instablility in 4.0?

4113. Re: Atari800Win Plus versions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-19 23:35:39 UTC
From: stephensheppard@hotmail.com
Message-ID: <1132443339.134556.159820@o13g2000cwo.googlegroups.com>
Source record: 9320

I'm a Win98SE user.

I found 3.1 slightly more stable than 4.0 Final. I did have problems with saved states and one of the 4.0 betas but I can't say which one. No apparent such problems with 4.0 final, but then again I haven't played many games, and therefore haven't saved many states, since going to 4.0.

OT:
I can't change the color saturation from within 4.0. I can change the value within the Pallette menu but nothing actually changes.

I can't load a binary file from the H: drives using MyDOS (vers. 4.53/3 or 3.19). I can using any other DOS.

Stephen Sheppard

4114. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-19 23:40:53 UTC
From: stephensheppard@hotmail.com
Message-ID: <1132443653.261742.127530@g14g2000cwa.googlegroups.com>
Source record: 9321

William Kendrick wrote:
> kevin <kevnospam242@gmail.com> wrote:
> > now this is cool as hell:
>
> > http://benheck.com/phpBB/viewtopic.php?t=7387
>
> Agreed. Cool as hell. (I do agree w/ someone else around here, though...
> what's with the woodgrain!? :))
>
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

I believe that's a burl finish which is classy (IMO). Woodgrain (you
know with lines) is tacky.

I wish all laptops had this much style.

Amazing craftmanship!

-Stephen Sheppard

4115. Re: 48k 800: Dead SIO Port

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-20 00:34:07 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1132446847.380467.161160@f14g2000cwb.googlegroups.com>
Source record: 9322

Thanks for the info. Will raid the piggy bank, order/get bot POKEY and
PIA, and post
results when I am able. I get paid bi-weekly so nobody hold their
breath.

Thanks again,
Tarkin

4116. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-20 02:41:19 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <geovn1don42g0r7hi8t0c1rle4taa22eoo@4ax.com>
Source record: 9323

On Fri, 18 Nov 2005 11:57:37 -0600, Slor <semaj@rols.ten> wrote:

>Despite all prevention efforts, Michael Current <hunmanik@earthlink.net>
>wrote in news:s7gqn19p60lk5am12l5cbna00q4osu1p4v@4ax.com:
>
>>
>> http://www.nleaudio.com/css/products.htm
>>
>
>If anyone has any luck getting in contact with him, please let me know. I
>have sent a couple queries over the past months for information about the
>products, and I have yet to receive a reply.

In the past, I believe people have mentioned having better luck calling than
emailing.

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4117. TERRY ORTMAN PLEADS GUILTY IN CHILD PORN CASE!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-20 07:24:51 UTC
From: desireecousteau2002@yahoo.ca
Message-ID: <1132471491.595447.175800@f14g2000cwb.googlegroups.com>
Source record: 9324

TERRY ORTMAN PLEADS GUILTY IN CHILD PORN CASE!

ORTMAN PLEADS GUILTY TO BEING A CHILD PORNOGRAPHER!

TERRY ORTMAN OF DECATUR,ILLINOIS PLED GUILTY TO A REDUCED CHARGE OF
SELLING CHILD PORN - HE HAD A TOTAL OF 5 CHILD PORN CHARGES - HE'S BEEN

IN THE MACON COUNTY JAIL FOR 6 MONTHS BECAUSE HE COULD NOT RAISE BAIL
OF$25,000.

HE'S FACING 3 TO 5 YEARS IN THE STATE PRISON PLUS BEING LISTED AS A
REGISTERED SEXUAL OFFENDER!

LISTED BELOW IS THE 'OFFICIAL' RECORD OF THE CASE FROM THE MACON COUNTY

COURT HOUSE & THE NEWS ARTICLE FROM THE DECATUR NEWSPAPER.

NOW WOULD EVERYONE WHO WAS CHEATED & HARASSED BY THIS BUM - LET OUT A
GREAT CHEER - 'DING-DONG, DING-DONG, THE WICKED WITCH IS DEAD!"!
New Search Go Back Close Window

Specific Case Information

You may select additional case information for this specific
case by selecting from one of the 5 tabs shown below.

CASE #: 2005 CF 000802
LITIGANT NAME: ORTMAN, TERRY L
CLOSED DATE:

Bottom
DATE REMARKS

06/08/05
**Complaint filed on 6/08/2005

06/08/05
Authorization for Release on file. (cc)

06/08/05

06/08/05
Sworn Statement of Police Officer on file this date. (cc)

06/08/05

06/08/05
Pretrial Bond Report on file. (cc)

06/08/05

06/08/05
People present by Mr. Boles. Verified Information on file.

06/08/05
Defendant is present in custody; tendered a copy of the Information;

06/08/05
and admonished as to the charges, penalties and constitutional
rights.

06/08/05
Defendant's age is 45.

06/08/05
Affidavit for Public Defender on file. Public Defender

06/08/05
appointed for the Defendant.

06/08/05
Cause continued for preliminary hearing.

06/08/05
Preliminary hrg set for 6/15/2005 at 01:30 in courtroom 1.

06/08/05

06/15/05
People present by Mr. Ahola.

06/15/05
Defendant present in custody with counsel, Jon Baxter.

06/15/05
On_motion of the State, no objection by Defendant, cause continued.

06/15/05
Preliminary hrg set for 6/22/2005 at 01:30 in courtroom 1.

06/15/05

06/22/05
People present by State's Attorney Jack Ahola. Defendant

06/22/05
present in custody accompanied by Public Defender Jon Baxter.

06/22/05
Motion by the People for a continuance. No objection by defense

06/22/05
counsel. Motion allowed.

06/22/05
Preliminary hrg set for 6/29/2005 at 01:30 in courtroom 1.

06/22/05

06/29/05
People present by State's Attorney Jack Ahola. Defendant

06/29/05
present accompanied by Public Defender Jon Baxter.

06/29/05
Cause called for preliminary hearing. Evidence heard. Finding

06/29/05
that there is probable cause to believe that the Defendant committed

06/29/05
the felony offense(s) charged. Plea of not guilty. Discovery

06/29/05
Order entered and filed. People's Answer on file. Pretrial motions

06/29/05
to_be filed within 30 days. Defendant admonished as to the

06/29/05
possibility of trial in absentia. Cause placed on the trial call

06/29/05
of_Judge Paine. Trial counsel for the State is Ms. Dobson.

06/29/05
Trial counsel for the Defendant is Mr. Massey.

06/29/05
Jury trial set for 8/15/2005 at 08:30 in courtroom 3B.

06/29/05
Pre-trial set for 8/01/2005 at 09:00 in courtroom 1.

06/29/05

08/01/05
People present by Ms. Dobson.

08/01/05
Defendant present in custody with Attorney David Massey.

08/01/05
On_motion of Mr. Massey, no objection by the People, cause

08/01/05
allotted for jury trial on the term beginning September 19, 2005.

08/01/05
Pre-trial set for 9/06/2005 at 09:00 in courtroom 1.

08/01/05

09/02/05
Motion to Reduce Bond on file.cc

09/02/05

09/06/05
People present by Mr. Ahola.

09/06/05
Defendant present in custody with Attorney David Massey.

09/06/05
On_motion of Defendant, no objection, cause allotted for hearing

09/06/05
on_motion to reduce bond and for further pre-trial.

09/06/05
Motion/reduce bail set for 9/13/2005 at 01:30 in courtroom 3B.

09/06/05

09/13/05
People present by Assistant State's Attorney Ken Swails.

09/13/05
Defendant present in custody with Attorney David Massey.

09/13/05
Cause called for hearing on Motion to Reduce Bond. Witness sworn.

09/13/05
Evidence and arguments heard. Bond reduced to $25,000. If

09/13/05
Defendant posts bond, a condition of his bond is that he not use

09/13/05
the internet. On motion of Mr. Massey, no objection, cause

09/13/05
allotted for trial on the term beginning October 24, 2005.

09/13/05
Pre-trial set for 10/11/2005 at 09:00 in courtroom 1.

09/13/05

10/11/05
People present by State's Attorney Jack Ahola.

10/11/05
Defendant present in custody with Attorney David Massey.

10/11/05
Both sides announce ready for trial.

10/11/05
Final pre-trial set for 10/21/2005 at 01:30 in courtroom 3B.

10/11/05
Scheduling conf set for 10/13/2005 at 09:30 in courtroom 3B.

10/11/05

10/17/05
Cause allotted for jury trial.

10/17/05
Jury trial set for 11/2/2005 at 08:30 in courtroom 3B.

10/17/05

10/21/05
People present by Mr. Bradley.

10/21/05
Defendant present in custody with Attorney David Massey.

10/21/05
Both sides announce ready. Trial allotment confirmed.

10/21/05
Jury trial set for 11/02/2005 at 08:30 in courtroom 3B.

10/21/05

11/02/05
People present by Ms. Dobson.

11/02/05
Defendant present in custody with Attorney Massey.

11/02/05
On_motion of Mr. Massey, no objection, cause continued.

11/02/05
Jury trial set for 11/03/2005 at 08:30 in courtroom 3B.

11/02/05
All subpoenas to continue in full force and effect.

11/02/05

11/03/05
People present by Ms. Dobson.

11/03/05
Defendant present in custody with Attorney Massey.

11/03/05
Defendant knowingly and voluntarily waives his right to jury trial.

11/03/05
On_motion of Mr. Massey, cause allotted for disposition.

11/03/05
Disposition hrg set for 11/04/2005 at 08:30 in courtroom 3B.

11/03/05

11/04/05
People present by Assistant State's Attorney Elizabeth Dobson.

11/04/05
Defendant present in custody with Attorney David Massey.

11/04/05
Additional Information Count V on file.

11/04/05
Defendant offers to enter a plea of guilty pursuant to a partial

11/04/05
plea agreement. Plea is to Additional Information Count V,

11/04/05
Attempt Child Pornography, a Class 2 felony.

11/04/05
On_motion of the People, pursuant to negotiations, Counts I, II, III

11/04/05
and IV dismissed and stricken. Written jury trial waiver filed.

11/04/05
Defendant is examined in open court. Finding by the court that

11/04/05
the plea is knowingly, voluntarily and intelligently made.

11/04/05
Further finding that there is a factual basis for the plea.

11/04/05
Acceptance and judgment on the plea and for costs.

11/04/05
Court Services is directed to prepare a Pre-Sentence Report.

11/04/05
Sentencing hearing set for 12/06/2005 at 01:30 in courtroom 3B.

11/04/05

Top

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HERE'S WHAT HE CAN EXPECT TO GET & HE DESERVES IT - IN SPADES!

IT SEEMS THAT DECATUR, ILLINOIS IS A HOTBED OF PEDOPHILES!

Search Results
Searched for: child porn

Returned: 10 displays of 34 matches

Wilson gets 37 months for porn charges

Date: November 3, 2005
Publication: Herald & Review (Decatur, IL)
Page: A3

URBANA - Travis Wilson, 28, of Decatur was sentenced Monday to 37 months in prison by Chief U.S. District Judge Michael P. McCuskey in U.S. District Court, Urbana, after he pleaded guilty to possessing child pornography. Wilson also received three years supervised release,

was required to submit to a DNA collection and must register as a sex offender.

Charges were filed after an investigation by the U.S. Bureau of Immigration and Customs Enforcement, Decatur Police Department...

Click here for complete article ($2.95)

Decatur man arrested in child porn investigation

Date: May 28, 2005
Publication: Herald & Review (Decatur, IL)
Page: A3

DECATUR - Bond was set at $75,000 on Friday for a 45-year-old Decatur man arrested a day earlier by local and federal authorities for investigation of possession of child pornography and disseminating it via U.S. mail and the Internet. The suspect remained in the Macon County Jail late Friday afternoon. Formal charges have not been filed.

Decatur police were proceeding with the case against the suspect, but federal authorities could decide to step in and take over the case for...

4118. Re: 1090xl

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-20 20:15:08 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <gP4gf.1296$PC2.1020@trnddc03>
Source record: 9325

Yep, voice and modem circuits. From what I recall now when I looked into it there were differences with the way the Black Box / MIO used the $D6FF memory location than the Atari parallel bus devices.

Atari had used specific bits at that address to enable the mapping in the code for specific parallel devices in the $D800 - $DFFF region. Since these devices were only unique to the 1400XL / 1450XLD / 1090XL and were not marketed then the makes of the Black Box and MIO made use of the $D6FF region for their own use.

Huge bus conflict occurs when trying to use the Black Box with a 1400XL and 1450XLD.

Glenn

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message news:firstname-194768.00491317112005@azure.qinip.net...
> Howdy Glenn
>
>> It would be nice to know how to do this. I tried to use the Black Box
>> with
>> my 1400XL years ago when I first got the Black Box (in 1992). But the
>> devices in the 1400XL compete for the parallel bus.
>
> Was there a voice chip or a modem in there? I seem to recall that
> either of the two uses the same address range ($D6xx). For those to
> work with the Blackbox you'ld have to make both willing to share those
> addresses.
>
> CU Mathy

4119. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-20 21:53:53 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <Rf6gf.5989$D03.1454@newsfe5-gui.ntli.net>
Source record: 9326

I may try that, thanks for all the help, could I just use 4 SIO sockets from old dead Ataris, and connect them all together vis short junper cables ? Are there any drawbacks with this ?

Thanks again

Richard

4120. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-21 05:54:53 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1132552493.276245.6620@g47g2000cwa.googlegroups.com>
Source record: 9327

CSS had both a regular and deluxe (switched) Quintopus. The switched Quintopus is very handy if you have some incompatible hardware on the SIO chain. And you might also check at B&C ComputerVisions -- IIRC, they sold a couple of multi-port SIO attachments, and one of them could be powered. -Larry

4121. MIO & Benchmarks

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-22 14:32:37 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1132669957.242376.182950@g44g2000cwa.googlegroups.com>
Source record: 9328

A very popular feature of the MIO was the 256KB/1MB ram for ramdisk(s), etc. But according to the docs, the KMK-JZ interface will control two IDE devices -- a Master and Slave. Has anyone set one up with a regular drive as the Master and a compactflash as the Slave? This would pretty well simulate the MIO interface + ram feature, especially since the CF is non-volatile. Has anyone timed a compact flash with this interface to compare against the MIO ramdisk? -Larry

4122. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-22 22:17:37 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <5OMgf.19$SE2.17@trnddc04>
Source record: 9329

Ditto! It's awesome!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Larry" <LLppwhite@aol.com> wrote in message
news:1132150564.888427.251200@z14g2000cwz.googlegroups.com...
> Wow! That keyboard is something else. What a great job!
>

4123. 8-BIT DESIGNS.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-23 02:30:34 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1132713034.767588.224460@z14g2000cwz.googlegroups.com>
Source record: 9330

The transfer of the assets is nearing completion. I am awaiting the
final two packages to arrive within the next two weeks. I am the new
owner of 8-BIT DESIGNS and C64DIEHARDS!
I am hoping to get involved with the ATARI COMMUNITY here and learn
more about how I can offer support in this area.
Please feel free to drop me a line sometime with suggestions.
I will make an other post once all is finalized!

Charles

4124. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-23 02:32:04 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1132713124.303605.180000@g49g2000cwa.googlegroups.com>
Source record: 9331

They are in EVERY ROOM these days! :(sigh

4125. Easiest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-23 21:26:45 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <hin9o1lvn7teif39bcsudrflevf0ktka0o@4ax.com>
Source record: 9332

I would like to make a SIO2PC cable for my 65xe so I can use an old pc
as a virtual floppy/hard drive. What is the easiest cable to make
and can somone point me to a link"??

thanks
kevin

4126. 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-23 21:54:03 UTC
From: bill@ts1000.us
Message-ID: <1132782843.472952.273490@o13g2000cwo.googlegroups.com>
Source record: 9333

Hi,

It has been over 15 years since I last used an atari (ran a BBS in AK with an 800 and 4 drives daisy chained to it for about 3 years). At one time I had a 400 (which I used for modeming out), an 800 running a 24 hour BBS, a 600xl and a 1200xl that I used for programming / playing games on. I have been tinkering with the emulator Atari800Win, but recently all my old 8bits have been my 1st computer I owned, the little Timex Sinclair 1000 (host a support site for it at www.ts1000.us).

I have been trying to remember a program I had at the time that gave you 80 columns of text on the 8bit using Graphics 8 that you could use with your basic programs. Does anyone know what the software name was?

Bill H

4127. Re: Easiest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-23 22:39:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1132785551.461426.254610@z14g2000cwz.googlegroups.com>
Source record: 9334

kevin wrote:
> I would like to make a SIO2PC cable for my 65xe so I can use an old pc
> as a virtual floppy/hard drive. What is the easiest cable to make
> and can somone point me to a link"??
>
>
>
>
> thanks
> kevin

IMO the 1-chip 14C89 SIO2PC is the easiest to make (see link). It's not compatible with my SWP ATR-8000 but it works great with my PC using Hias Reichl's AtariSIO.

My 14C89 SIO2PC interface is built inside my 800XL. I've also built an external interface based around the MAX-233CPP IC. It was also easy to build (relatively for a NOOB like me) but it has about 8 more solder points than the 14C89 model.

Steve Sheppard

Link
http://www.geocities.com/atarimods/howto-sio.html

More SIO2PC interfaces here:
http://www.geocities.com/atarimods

4128. Re: 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-23 23:12:27 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <vH6hf.969$fO5.351@newssvr33.news.prodigy.com>
Source record: 9335

<bill@MUNGEts1000.us> wrote in message > It has been over 15 years since I last used an atari (ran a BBS in AK
> with an 800 and 4 drives daisy chained to it for about 3 years). At one
> time I had a 400 (which I used for modeming out), an 800 running a 24
> hour BBS, a 600xl and a 1200xl that I used for programming / playing
> games on. I have been tinkering with the emulator Atari800Win, but
> recently all my old 8bits have been my 1st computer I owned, the little
> Timex Sinclair 1000 (host a support site for it at www.ts1000.us).
>
> I have been trying to remember a program I had at the time that gave
> you 80 columns of text on the 8bit using Graphics 8 that you could use
> with your basic programs. Does anyone know what the software name was?
>
> Bill H

I remember one called col80.obj or .com.
There is a col80.arc around that contains the
executable and a doc file, I think.

4129. Classic Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 01:55:12 UTC
From: Pixie <spam@yahoo.com>
Message-ID: <43851d85@news.eftel.com>
Source record: 9336

Hi,

Please forgive me if this is seen as spam or if you've seen this before, but
I thought people here would be interested.

I have printed and produced some classic computer wall calendars for 2006.
You can see it and purchase them online at:
http://www.digicraft.com.au/calendars.

The calendar features the Atari 800XL.

4130. DOS replacements

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 04:52:03 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <FDbhf.9626$KP1.1258@bignews5.bellsouth.net>
Source record: 9337

Greetings,

There are quite a few DOS replacements for the Atari 8-bits.

I was looking thru some stuff and found a TOP DOS 1.5 Disk and
Original Manual. Looks fairly good.

How does this DOS stackup as a replacement for DOS 2.5 over
other replacements?

Also, in my disk collection I found a Original Disk labled,
SMARTDOS release 6.1D.

No manual that I know of, unless on disk. Anyone know
anything about this one and if it is any good?

phantomm@bellsouth.net

4131. Re: MIO & Benchmarks

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 05:44:36 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <Xochf.9633$KP1.2771@bignews5.bellsouth.net>
Source record: 9338

"Larry" <LLppwhite@aol.com> wrote in message
news:1132669957.242376.182950@g44g2000cwa.googlegroups.com...
>A very popular feature of the MIO was the 256KB/1MB ram for ramdisk(s),
> etc. But according to the docs, the KMK-JZ interface will control two
> IDE devices -- a Master and Slave. Has anyone set one up with a
> regular drive as the Master and a compactflash as the Slave? This
> would pretty well simulate the MIO interface + ram feature, especially
> since the CF is non-volatile. Has anyone timed a compact flash with
> this interface to compare against the MIO ramdisk? -Larry
>

Sounds interesting. Can you have more than one setup to simulate
more than one RamDisk?

Using a MIO on a 130XE, you can have Several RamDisks at the
same time, including the 130XE RamDisk. Especially with the One
Meg Version.

For example, with a 1meg MIO, you could easily have 4, 200K
RamDisks, a 5th one if using a 130XE type RamDisk and still
have enough memory for a good MIO printer Spooler.

All would be reset proof except for the 130XE ramdisk.
And if you can get along with less memory for ramdisks,
more are possible on the MIO.

The MIO RamDisk is almost like a mini hard drive.

When running a BBS, it is possible to load all the BBS commands
and etc into a RamDisk instead of putting them on a hard drive.

I had BBS Express Pro setup like this, using SpartaDos 3.2D.

When these commands are accessed by users, they load up as
fast or faster than off a hard drive and it saves ware on the Hard
Drives,
because they are loading up from RAM and Not having the hard drive
always accessed for common commands and etc.
Almost the whole BBS could be Ran in a RAM Disk.
Of course you will want to put your large files for downloading on the
Hard Drive. But you could put quite a few small 8-bit utility files,
text files and etc on a RamDisk for running and or downloading.

BTW, What would be the limit of Memory one could put in a MIO type
hardware device for use with RamDisks?

And what would be the size limit of a RamDisk?
I'm thinking this would be related to the Hard Drive partition size?

Could one make a hardware Ramdisk system like the MIO with a total
of say 8megs, and create 4 or 5 1meg RamDisks?
I think its possible myself.

And, Can the Memory in the MIO itself be upgraded to 4megs or more
and work without any software changes to the MIO?

At the time the MIO was made, Memory was very expensive. Now
its rather cheap. I'd love to be able to expand the MIOs Memory for
larger RamDisks.

phantomm@bellsouth.net

4132. Re: Easiest SIO2PC directions?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 06:35:27 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <8pnao1ds2j84g3mjkanj0f0qc4f5vtdol0@4ax.com>
Source record: 9339

On 23 Nov 2005 14:39:11 -0800, stephensheppard@hotmail.com wrote:

>
>kevin wrote:
>> I would like to make a SIO2PC cable for my 65xe so I can use an old pc
>> as a virtual floppy/hard drive. What is the easiest cable to make
>> and can somone point me to a link"??
>>
>>
>>
>>
>> thanks
>> kevin
>
>IMO the 1-chip 14C89 SIO2PC is the easiest to make (see link). It's
>not compatible with my SWP ATR-8000 but it works great with my PC using
>Hias Reichl's AtariSIO.
>
>My 14C89 SIO2PC interface is built inside my 800XL. I've also built an
>external interface based around the MAX-233CPP IC. It was also easy to
>build (relatively for a NOOB like me) but it has about 8 more solder
>points than the 14C89 model.
>
>Steve Sheppard
>
>Link
>http://www.geocities.com/atarimods/howto-sio.html
>
>More SIO2PC interfaces here:
>http://www.geocities.com/atarimods

thanks!

4133. Re: DOS replacements

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 16:04:04 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Uvlhf.1081$fO5.288@newssvr33.news.prodigy.com>
Source record: 9340

"Phantom" <phantomm@MUNGEbellsouth.net> wrote in > Greetings,
>
> There are quite a few DOS replacements for the Atari 8-bits.
>
> I was looking thru some stuff and found a TOP DOS 1.5 Disk and
> Original Manual. Looks fairly good.
>
> How does this DOS stackup as a replacement for DOS 2.5 over
> other replacements?
>
>
> Also, in my disk collection I found a Original Disk labled,
> SMARTDOS release 6.1D.
>
> No manual that I know of, unless on disk. Anyone know
> anything about this one and if it is any good?
>
Don't know TopDOS. I used SmartDOS as my
first DOS, I had to buy it from RANA, to go with
my RANA 1000 disk drive, my first drive.
It is an excellent DOS 2/2.5 compatible DOS,
but double density.
Today, I'd say MyDOS 4.53 or SpartaDOS 3.2g
are the most used. Sparta is not DOS 2/Menu
type, no DUP.SYS, it is command line driven.
Actually 3.2g isn't SpartDOS, it is FTe DOS,
released after FTe bought ICD rights.
The ultimate DOS, I would say, is SpartaDOS
X, which comes in a pass thru cart. I don't
like X, it seems to mess up my disks with its'
ultraspeed.

4134. Re: MIO & Benchmarks

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 16:10:23 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <PBlhf.1085$fO5.574@newssvr33.news.prodigy.com>
Source record: 9341

"Phantom" <phantomm@bellsouth.net> wrote in message
2000cwa.googlegroups.com...
> >A very popular feature of the MIO was the >
(Forgive the 'snip'.)
I don't think you can upgrade a MIO's memory.
Neither the 256K to 1 meg nor the 1 meg to
higher. The memory the MIOs used wasn't
PC, cheap type, but an odd type that was
expensive and probably not easy to find today.
I loved my MIO, also ran a BBS.
I could boot off it, in fact, I had it set up
to re-install BBS Express on power up, if
there was a power outage, using Sparta 3.2D
batch file.

4135. CC65 development questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-24 18:14:09 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <dm4vto$1tb$1@news.citykom.de>
Source record: 9342

Hi there.

I want to give CC65 a try but since I have used only Basic to develop
on A8s, I have no idea how to do memory management.
What do I have to do to calculate the free memory for CC65 programs.

Bye Jochen

4136. Re: DOS replacements

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 03:04:12 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <NradnScTfKJs4xve4p2dnA@telenor.com>
Source record: 9343

I really like Top Dos. I use it when programming mostly, as I just type Q do and the do batfile contains all the programs I want to start in sequence. It starts first with Textpro, then AMAC, then any fonts, music and such to end with my assembled file. Really nice, so I don't have to type L TEXTPRO, L AMAC, L FONT1.OBJ and so on!

Doesn't support Harddrives though, unless you keep it to DD, which I have found works okay.

"Phantom" <phantomm@bellsouth.net> skrev i melding
news:FDbhf.9626$KP1.1258@bignews5.bellsouth.net...
>
> Greetings,
>
> There are quite a few DOS replacements for the Atari 8-bits.
>
> I was looking thru some stuff and found a TOP DOS 1.5 Disk and
> Original Manual. Looks fairly good.
>
> How does this DOS stackup as a replacement for DOS 2.5 over
> other replacements?
>
>
> Also, in my disk collection I found a Original Disk labled,
> SMARTDOS release 6.1D.
>
> No manual that I know of, unless on disk. Anyone know
> anything about this one and if it is any good?
>
> phantomm@bellsouth.net
>
>
>

4137. SEEKING.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 04:12:08 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1132891928.858772.261370@g43g2000cwa.googlegroups.com>
Source record: 9344

Does anyone out there have an Atari 1200 XL either for sale, trade, or
BETTER YET, DONATION?? I need 1 to develop, test, produce, and market
my "NEW" products.

Thanks

Ramswell

4138. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 05:29:52 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1132896578@rtfm.mit.edu>
Source record: 9345
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4139. Re: CC65 development questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 06:02:14 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <98vco1lj8gjoieg8tep83ulg3cg2nkmdod@4ax.com>
Source record: 9346

Jochen Schï¿½fer <spam@joschs-robotics.de>:
>Hi there.
>
>I want to give CC65 a try but since I have used only Basic to develop
>on A8s, I have no idea how to do memory management.
>What do I have to do to calculate the free memory for CC65 programs.

You setup the memory configuration of your program via the linker config script. You can set the start address of your program and setup the various code and data segments. There is a default linker configuration script that you get when you compile with the -t atari switch that places your program at $2E00. The short story is that you don't need to do any memory management for simple programs. There is many ways to reserve memory for your program to use, but I'd say the best is to use the linker configuration script and/or defining the structures/arrays explicitly in your program.

The top of memory is calculated based on MEMTOP/APPMHI and the C stack is put directly under this (minus any memory reserverd for graphics modes) and grows downward towards the end of your program.

More information can be found in the documentation at www.cc65.org, specifically in the section on ld65 (the linker) and the platform specific documentation for the atari.

--
Shawn Jefferson
(fix reply to for email)

4140. Re: SEEKING.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 06:03:53 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <i7ado11st6bihct82u72r84k24m3fhii46@4ax.com>
Source record: 9347

"ramswell" <shifty_butch@hotmail.com>:
> Does anyone out there have an Atari 1200 XL either for sale, trade, or
>BETTER YET, DONATION?? I need 1 to develop, test, produce, and market
>my "NEW" products.

What are those products?

--
Shawn Jefferson
(fix reply to for email)

4141. Re: CC65 development questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 07:10:32 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <dm6dde$ai5$1@news.citykom.de>
Source record: 9348

Shawn Jefferson schrieb:
> Jochen Schi¿œfer <spam@joschs-robotics.de>:
>
>>Hi there.
>>
>>I want to give CC65 a try but since I have used only Basic to develop
>>on A8s, I have no idea how to do memory management.
>>What do I have to do to calculate the free memory for CC65 programs.
>
>
..
> More information can be found in the documentation at www.cc65.org,
> specifically in the section on ld65 (the linker) and the platform specific
> documentation for the atari.
Well, I should have mentioned the fact, that I meant the original CC65
on the A8 itself.

Bye Jochen

4142. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 17:06:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250900440.6496-100000@onyx.spiritone.com>
Source record: 9349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4143. Atari Customer Appreciation Month! November!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 17:15:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250911340.6496-100000@onyx.spiritone.com>
Source record: 9351
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! Get a FREE Gift with purchase this Month! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2005!

http://BensCatalogs.Atari.org Bravo Sierra's Web Site!
http://www.aracnet.com/~atari/newstuff.htm New stuff coming in!
http://www.aracnet.com/~atari/specials.htm Monthly Specials!

Buy 2 Jaguar Games and get one FREE! Bubsy, Dragon: The Bruce Lee Story, Iron Soldier or Wolfenstein 3D! Buy 2 Jaguar Games, get 1 FREE! U Pick!

7 Atari Catalogs, updated with new stuff! FREE while they last.

$60.00 purchase Gets a New Game for your Atari 8 Bit! Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

Or For any other Atari, take 25% off any Atari Games/Software!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4144. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 17:19:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0511250915360.6496-100000@onyx.spiritone.com>
Source record: 9350
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating Christmas with a 25% Discount on Games/Software, Hardware,
Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
Plus Games for the Jaguar Games Console! Got Questions? E-Mail Ben today
at Atari@aracnet.com Get the Catalogs while they Last! Get Catalogs at
http://BensCatalogs.Atari.org or call Ben 24 Hrs/anytime (503)256-9974!
If you dont buy today, I can't save you any Money!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4145. Re: 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-25 22:42:05 UTC
From: bill@ts1000.us
Message-ID: <1132958525.358314.23250@o13g2000cwo.googlegroups.com>
Source record: 9352

I think that the characters were only 3 or 4 pixels wide - but may be wrong.

Back in my atari BBS days I had a non atari drive, not sure what brand it was. It had an led display on it that showed which track (or sector) it was accessing. The nice thing about this drive was that it had a standard floppy connector on the back that I was able to daisy chain to two 5 1/4 drives I salvaged from a cp/m system I had and to a drive for an Adam computer that I popped open and removed the controller on. I think the software I ran was FoRem (?). I also used another software (BBS Kit?) that let you build your bbs based on "scripts". In it's heyday I was averaging 30 - 40 callers a day (not bad for a BBS that was just messages). Eventually that dropped to only a few calls a day when my ex-wife discoverd how to answer the chat (one of the reasons she is the ex :)). One day I got so tired of it I pulled the board down, plugged a dumb terminal into the auto answer modem and just let her chat with any caller!

4146. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 02:43:34 UTC
From: You <you@cogeco.ca>
Message-ID: <BFAD3605.4DA7%you@cogeco.ca>
Source record: 9353

> From: Rick Cortese <ricortes@earthlink.net>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 09 Nov 2005 17:05:46 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> Michael Duffy wrote:
>
>> Anybody see what the one meg MIO and Spartados X cart went for on eBay.Never
>> thought it would go that high. If these items can go for that much (I know
>> they are rare) why wouldn't someone re-release say the: Spartados X cart for
>> $50.00. I sure they would sell enough in the Atari community to make it
>> worth it. As for the MIO. the chips in it were expensive at the time it came
>> out but now one or two chips could do the same work for a lot less. Is my
>> thinking way off here or what?
>>
>
> Winning bid: US $717.07
>
> New stuff has no intrinsic value to a collector. The new stuff like IDE
> and SIO2PC interfaces have much better performance and utility then the
> old stuff yet they don't go for those kind of prices.

Pretty much anything that is tangible has intrinsic value. Corn and pork bellies have intrinsic value. What does intrinsic value mean? Intrinsic value means that something will never have a value of or less than zero.

Stocks, for example, have no intrinsic value. You pay for part ownership in a company through the purchase of stock. Unfortunately, stocks do not have intrinsic value. Therefore, what was worth so much money one day, could be worth literally nothing the next day.

Commodities, however, have intrinsic value. Gold has intrinsic value. Gold will always be worth something greater than zero. Why? Because it's tangible and people can actually hold it and do something with it. Gold costs money to mine. Real work goes into mining and processing gold for consumption and use. This means that gold will always have real or intrinsic value.

While a product like the MIO may have some intrinsic value, many of these devices end up on landfills because their real intrinsic value is virtually zero. Again, not literally zero, but, virtually zero. The simple fact that there is a small group of diehard collectors out there, does not give such devices any real intrinsic value.

But yeah, they do have more intrinsic value than say, a stock certificate.
;)

4147. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 02:52:42 UTC
From: You <you@cogeco.ca>
Message-ID: <BFAD382A.4DA9%you@cogeco.ca>
Source record: 9354

> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 25 Nov 2005 21:43:34 -0500
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
>
>
>> From: Rick Cortese <ricortes@earthlink.net>
>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Wed, 09 Nov 2005 17:05:46 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> Michael Duffy wrote:
>>
>>> Anybody see what the one meg MIO and Spartados X cart went for on eBay.Never
>>> thought it would go that high. If these items can go for that much (I know
>>> they are rare) why wouldn't someone re-release say the: Spartados X cart for
>>> $50.00. I sure they would sell enough in the Atari community to make it
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>>>
>>
>> Winning bid: US $717.07
>>
>> New stuff has no intrinsic value to a collector. The new stuff like IDE
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>
> Stocks, for example, have no intrinsic value. You pay for part ownership in
> a company through the purchase of stock. Unfortunately, stocks do not have
> intrinsic value. Therefore, what was worth so much money one day, could be
> worth literally nothing the next day.
>
> Commodities, however, have intrinsic value. Gold has intrinsic value. Gold
> will always be worth something greater than zero. Why? Because it's
> tangible and people can actually hold it and do something with it. Gold
> costs money to mine. Real work goes into mining and processing gold for

> consumption and use. This means that gold will always have real or
> intrinsic value.
>
> While a product like the MIO may have some intrinsic value, many of these
> devices end up on landfills because their real intrinsic value is virtually
> zero. Again, not literally zero, but, virtually zero. The simple fact that
> there is a small group of diehard collectors out there, does not give such
> devices any real intrinsic value.
>
> But yeah, they do have more intrinsic value than say, a stock certificate.
> ;)
>

Speaking of intrinsic value, I went straight from posting that last message, to reading a spam message from Bravo Sierra Computers. As you know, most of the products that Ben sells, he probably gets for free. i.e. the donors have deemed these products to have little or no intrinsic value. The basis for this valuation is the very real lack of demand for these products. It pretty much is not feasible to produce these products any longer.

While they have real, or intrinsic value, the intrinsic value of these products is virtually zero. Do not confuse "collector value" with "intrinsic value" because they are entirely different. Intrinsic value is the real value of the product... and the intrinsic value of MIO is virtually nothing. The collector value of the MIO might be significant, but it in no way represents the real or intrinsic value of the item.

4148. Re: CC65 development questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 02:58:38 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <fqjfo1tutdnn8he5diob0iqquj2n0bul73@4ax.com>
Source record: 9355

Jochen Schï¿½fer <spam@joschs-robotics.de>:
>Shawn Jefferson schrieb:
>> Jochen Schï¿½fer <spam@joschs-robotics.de>:
>>
>>>Hi there.
>>>
>>>I want to give CC65 a try but since I have used only Basic to develop
>>>on A8s, I have no idea how to do memory management.
>>>What do I have to do to calculate the free memory for CC65 programs.
>>
>>
>..
> > More information can be found in the documentation at www.cc65.org,
>> specifically in the section on ld65 (the linker) and the platform specific
>> documentation for the atari.
>Well, I should have mentioned the fact, that I meant the original CC65
>on the A8 itself.

Oh. Then no idea. :)

--
Shawn Jefferson
(fix reply to for email)

4149. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 03:20:01 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <BvQhf.2204$A23.432@newsread2.news.pas.earthlink.net>
Source record: 9356

You wrote:

>
>>From: You <you@cogeco.ca>
<snip>
> While they have real, or intrinsic value, the intrinsic value of these
> products is virtually zero. Do not confuse "collector value" with
> "intrinsic value" because they are entirely different. Intrinsic value is
> the real value of the product... and the intrinsic value of MIO is
> virtually nothing. The collector value of the MIO might be significant, but
> it in no way represents the real or intrinsic value of the item.
>
>

Actually if you look back, I said the NEW stuff has no intrinsic value
to a collector.

4150. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 03:49:18 UTC
From: You <you@cogeco.ca>
Message-ID: <BFAD456E.4DAD%you@cogeco.ca>
Source record: 9357

> From: Rick Cortese <ricortes@earthlink.net>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Nov 2005 03:20:01 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You wrote:
>
>>
>>> From: You <you@cogeco.ca>
> <snip>
>> While they have real, or intrinsic value, the intrinsic value of these
>> products is virtually zero. Do not confuse "collector value" with
>> "intrinsic value" because they are entirely different. Intrinsic value is
>> the real value of the product... and the intrinsic value of MIO is
>> virtually nothing. The collector value of the MIO might be significant, but
>> it in no way represents the real or intrinsic value of the item.
>>
>>
>
> Actually if you look back, I said the NEW stuff has no intrinsic value
> to a collector.

Yes, I know! You're confusing "intrinsic value" with "collector value".
Take a dollar bill, for example. It's face value is equal to an arbitrary
value of one dollar - or one hundred cents. Its real value is substantially
less. A dollar bill has an intrinsic value of almost nothing, but an
arbitrary value of one dollar. But what's a dollar worth?

As for stock certificates, remember the dot com bubble that burst not too
long ago? That was only able to happen because the stocks of those
companies had no intrinsic value. They had no real value. Stocks are
bought and sold on speculation and illusion. They have no intrinsic value.

Ever wonder how the wealth of a nation can be greater than its tangible
assets? It's all about intrinsic value and perceived value. Collectors buy
based on perceived value.

Take antiques for example. The intrinsic value of antique furniture is
virtually nothing - The raw materials have some intrinsic value, but the
actual antique has virtually no intrinsic value. People make money on
antiques because they can get items with little intrinsic value and sell
them at a much higher perceived value.

Two entirely different animals...

4151. Re: CC65 development questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 10:32:38 UTC
From: Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>
Message-ID: <slrndogee6.asm.steve@randy.dedrat.com>
Source record: 9358

On 2005-11-25, Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:

> You setup the memory configuration of your program via the linker config
> script. You can set the start address of your program and setup the
> various code and data segments. There is a default linker configuration
> script that you get when you compile with the -t atari switch that places
> your program at $2E00. The short story is that you don't need to do any
> memory management for simple programs. There is many ways to reserve
> memory for your program to use, but I'd say the best is to use the linker
> configuration script and/or defining the structures/arrays explicitly in
> your program.

Thanks for this!

Is there any simple way of using the extra paged memory (of a 130XE or
expanded 800XL)?

--
Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>

4152. HDD power feed

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 11:29:04 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1133004544.551100.292950@g43g2000cwa.googlegroups.com>
Source record: 9359

Can I feed an 2.5' hdd from the PSU of an 1050 drive. My plan is to install a HDD in the 1050's case. If yes, then can anybody tell the pinout of the power connector? I don't even know if 5V is available, but my hope is the yes.

4153. Re: 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 12:37:58 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1133008678.702095.106650@o13g2000cwo.googlegroups.com>
Source record: 9360

> I have been trying to remember a program I had at the time that gave you 80 columns of text on the 8bit using Graphics 8 that you could use with your basic programs. Does anyone know what the software name was? <

There have been a number of these, implemented in several different forms. COL80 was the first that I recall, published in COMPUTE! maybe around 1982-83. There was a follow-up called COL80XL, since the original was incompatible with the XL/XE lines. Omniview and the XL/XE series of these came next which were replacement 800 operating systems with 80-column drivers built in. Antic published one called EASY80, which was quite good. There were the ACE-80 and ACE80-XL carts that perhaps were the best overall implementations. There was also German (I think) package called SAM (Screen Aided Management). All of these have issues of legibility and speed to varying degrees.

Last, there is evidently an excellent 64 column driver/set. I've seen the results, but don't know any details about it or if/where it can be found. (Anybody?) 64 columns have some definite advantages over 80 columns -- mostly the character set looks quite nice, rather than the "three dots + a space" characters in the 80-column sets. -Larry

4154. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 16:43:43 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <3h0if.2415$A23.615@newsread2.news.pas.earthlink.net>
Source record: 9361

You wrote:
>
>>From: Rick Cortese <ricortes@earthlink.net>
>>Organization: EarthLink Inc. -- http://www.EarthLink.net
>>Newsgroups: comp.sys.atari.8bit
>>Date: Sat, 26 Nov 2005 03:20:01 GMT
>>Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>>You wrote:
>>
>>
>>>>From: You <you@cogeco.ca>
>>
>><snip>
>>
>>>While they have real, or intrinsic value, the intrinsic value of these
>>>products is virtually zero. Do not confuse "collector value" with
>>>"intrinsic value" because they are entirely different. Intrinsic value is
>>>the real value of the product... and the intrinsic value of MIO is
>>>virtually nothing. The collector value of the MIO might be significant, but
>>>it in no way represents the real or intrinsic value of the item.
>>>
>>>
>>
>>Actually if you look back, I said the NEW stuff has no intrinsic value
>>to a collector.
>
>
> Yes, I know! You're confusing "intrinsic value" with "collector value".

No, you are taking things out of context to make a point not related to
my original statement. I never said the MIO lacked intrinsic value which
is what you went on about. Quite the opposite I made the point that has
value to the collector. I didn't say the new stuff has no intrinsic
value without qualifying the statement. I specifically qualified the
statement by referring "to a collector."

It is like saying a new bag of golf clubs have no intrinsic value to a
cat. That is not the same thing as saying golf clubs have no intrinsic
value. It is a logical construct of subset vs. set, i.e. mammals vs.
felines, perfectly valid.

4155. Re: 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 17:00:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <cx0if.1040$YT3.90@newsread3.news.pas.earthlink.net>
Source record: 9362

Larry wrote:

>>I have been trying to remember a program I had at the time that gave
>
> you 80 columns of text on the 8bit using Graphics 8 that you could use
> with your basic programs. Does anyone know what the software name was?
> <
>
> There have been a number of these, implemented in several different
> forms. COL80 was the first that I recall, published in COMPUTE! maybe
> around 1982-83. There was a follow-up called COL80XL, since the
> original was incompatible with the XL/XE lines. Omniview and the XL/XE
> series of these came next which were replacement 800 operating systems
> with 80-column drivers built in. Antic published one called EASY80,
> which was quite good. There were the ACE-80 and ACE80-XL carts that
> perhaps were the best overall implementations. There was also German
> (I think) package called SAM (Screen Aided Management). All of these
> have issues of legibility and speed to varying degrees.

I am sure it was one of the ones you mentioned but I seem to recall the
one I used as on bbs's as N80COL .BIN or .COM. I copied/appended it to a
compiled terminal program I wrote back in the 80s. Worked OK but not a
lot of features and a bit slow. Eventually I wrote my own screen
routines in Action! to get the speed up a bit.
>
> Last, there is evidently an excellent 64 column driver/set. I've seen
> the results, but don't know any details about it or if/where it can be
> found. (Anybody?) 64 columns have some definite advantages over 80
> columns -- mostly the character set looks quite nice, rather than the
> "three dots + a space" characters in the 80-column sets. -Larry
>

I remember this too but I don't think I ever got it to work. Wasn't
there some constraints on the program where it would only run with
certain software? Something like TextWiz or a terminal program?

I thought a 64 column display would be nice too. I figured the actual
text on a printed page is only ~65 columns wide so it would be
good'nuff. I started writing a terminal program for a proportional front
but when it got time to make a proportional front character set I fell
flat on my face. I'm just not an artist, no sense of style. I never got
the combinations of little letters like 'i to look appropriate with big
letters like 'G so I abandoned the project.

4156. Re: CC65 development questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 17:47:46 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ph7ho11ep3a4hnft485qvht96ppo4h3g4c@4ax.com>
Source record: 9363

Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>:
>On 2005-11-25, Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
>
>> You setup the memory configuration of your program via the linker config
>> script. You can set the start address of your program and setup the
>> various code and data segments. There is a default linker configuration
>> script that you get when you compile with the -t atari switch that places
>> your program at $2E00. The short story is that you don't need to do any
>> memory management for simple programs. There is many ways to reserve
>> memory for your program to use, but I'd say the best is to use the linker
>> configuration script and/or defining the structures/arrays explicitly in
>> your program.
>
>Thanks for this!
>
>Is there any simple way of using the extra paged memory (of a 130XE or
>expanded 800XL)?

There are no built in functions or anything like that. I have written some basic functions to detect and swap in the memory areas, but you have to carefully build your linker.cfg file and layout your segments so that any code that is going to swap out a bank of memory doesn't reside in that bank of memory itself, or depend on anything in that bank of memory.

There is some documentation on the www.cc65.org site in the Atari platform specific docs on how to do this with the linker.cfg script and some code.

You could build wrappers for your functions that swap the memory out and then call the "real" function in the extended memory area. I've never done that myself, but it shouldn't pose any real problems.

--
Shawn Jefferson
(fix reply to for email)

4157. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 18:14:48 UTC
From: You <you@cogeco.ca>
Message-ID: <BFAE1048.4DBC%you@cogeco.ca>
Source record: 9364

```
> From: Rick Cortese <ricortes@earthlink.net>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Nov 2005 16:43:43 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You wrote:
>>
>>> From: Rick Cortese <ricortes@earthlink.net>
>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 26 Nov 2005 03:20:01 GMT
>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>
>>> You wrote:
>>>
>>>
>>>>> From: You <you@cogeco.ca>
>>>
>>> <snip>
>>>
>>>> While they have real, or intrinsic value, the intrinsic value of these
>>>> products is virtually zero. Do not confuse "collector value" with
>>>> "intrinsic value" because they are entirely different. Intrinsic value is
>>>> the real value of the product... and the intrinsic value of MIO is
>>>> virtually nothing. The collector value of the MIO might be significant,
>>>> but
>>>> it in no way represents the real or intrinsic value of the item.
>>>>
>>>>
>>>
>>> Actually if you look back, I said the NEW stuff has no intrinsic value
>>> to a collector.
>>
>>
>> Yes, I know! You're confusing "intrinsic value" with "collector value".
>
> No, you are taking things out of context to make a point not related to
> my original statement. I never said the MIO lacked intrinsic value which
> is what you went on about. Quite the opposite I made the point that has
> value to the collector. I didn't say the new stuff has no intrinsic
> value without qualifying the statement. I specifically qualified the
> statement by referring "to a collector."
>
```

> It is like saying a new bag of golf clubs have no intrinsic value to a
> cat. That is not the same thing as saying golf clubs have no intrinsic
> value. It is a logical construct of subset vs. set, i.e. mammals vs.
> felines, perfectly valid.

I'm obviously wasting my time trying to explain this to you; I don't think you'll ever grasp the concept here.

How much is a dollar worth? Do you know? Has anybody ever suggested that you needed to learn the "value of a dollar"?

A dollar has no intrinsic value. A dollar has an arbitrary value that is determined by international speculation and trading. Let me give you an example of just how insane world economics is.

Both Canada and the United States each use the "Dollar" as their official currency. In the United States, the dollar is equal to 100 cents. In Canada, the dollar is equal to 100 cents. Can we both agree on that? That's pretty simple, right? A dollar is a dollar dollar, and they're both worth 100 cents.

Is the Canadian dollar and the American dollar equal? No! They're not, are they? Without actually checking current exchange rates, I'll set a hypothetical exchange rate of 80 cents on the American dollar. So, a Canadian dollar, for the purposes of this example is worth only 80 American cents.

It looks something like this:

One Canadian dollar equals eighty American cents.

So how much is a dollar worth? Well, to answer that question, you're going to have to ask how much a cent is worth. How much is a Canadian penny worth? Ya know something? A Canadian penny and an American penny are equal. One cent is one cent -- no matter how you slice it.

So it looks like this:

One Canadian penny is equal to one American penny.
Both the American and Candian dollar are equal to 100 cents.
The Canadian dollar is equal to 80 American cents.

Doesn't make sense, does it? Nothing in economics makes sense. That's why no one understands economics and every economist disagree's with every other economist.

Lets expand this even more. How much is a dollar worth?

If I go to the convenience store on the corner, I can buy one can of Coca-Cola for exactly one Dollar. Therefore, my dollar is worth one can of Coca-Cola.

If I go a little further down the street, I can get a can of Coca-Cola out of the vending machine for 50 cents. Therefore, my dollar is worth two cans of Coca-Cola.

In theory, I should be able to buy two cans of Coca-Cola from the vending machine for a grand total of one dollar, and trade them in at the convenience store for two dollars. Right? The convenience store owner has arbitrarily determined that a can of Coca-Cola has a value of one dollar, while the vending machine owner has determined that the same can of Coca-Cola has an arbitrary value of just 50 cents.

So, what is the value of a dollar? What is the intrinsic value of the dollar? The dollar really has no intrinsic value, does it?

What is the intrinsic value of a can of Coca-Cola?

Well, let's pretend that it costs the Coca-Cola company exactly 7 cents to produce one can of Coca Cola. Well, if it costs the Coca-Cola company exactly 7 cents to produce one can of Coca-Cola, it can be said that the can of Coca-Cola has a real, or intrinsic, value of seven cents. Why? Because that can of Coca-Cola can not exist for less than 7 cents.

If the convenience store owner sells that 7 cent can of Coca-Cola for one dollar, and you buy it for one dollar, does that mean that the can of Coca-Cola has an intrinsic value of one dollar? Absolutely not! The intrinsic value of the can of Coca-Cola remains 7 cents -- Even if you pay a dollar for it!

4158. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-26 21:28:01 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Br4if.1121$YT3.904@newsread3.news.pas.earthlink.net>
Source record: 9365

You wrote:
>

> I'm obviously wasting my time trying to explain this to you; I don't think
> you'll ever grasp the concept here.

That is the first 'almost correct' statement you have made. I understand
your explaination perfectly. It is just that it is out of context, as
such in error, and lacks relevance to my point. I understand concepts
like alien abduction, I just don't believe they are valid.

4159. Re: Atari SIO Quintopus

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 00:52:45 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-99BDFC.01524527112005@azure.qinip.net>
Source record: 9366

Howdy folks

> >If anyone has any luck getting in contact with him, please let me know. I
> >have sent a couple queries over the past months for information about the
> >products, and I have yet to receive a reply.
>
> In the past, I believe people have mentioned having better luck calling than
> emailing.

I was one of those people. Bob doesn't often take the time to answer
his email. But if you call him, he is very friendly.

CU Mathy

4160. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 00:55:12 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-5AF9FF.01551227112005@azure.qinip.net>
Source record: 9367

Howdy

> Yeah!

I never mix my private bits with my 8 bits.

CU Mathy

4161. Small (but inexpensive) Compactflash

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 11:51:46 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1133092306.679240.96700@f14g2000cwb.googlegroups.com>
Source record: 9368

FYI -- if you have thought about trying a CF "drive" with one of the IDE adapters, you might check your local Kroger store. Our local stores have 32 MB Sandisk CF cards for $4.99. Not big, but these will be my non-volatile "ramdisks" for my setup. Cheapest price I've seen by far for new cards. Let's see -- milk, bread, eggs, CF, ... :-)
-Larry

4162. CX481 The Entertainer

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 16:20:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <oqmjo15dkauese6veps5pkg8en57lf4rqu@4ax.com>
Source record: 9369

It seems there's something of a storyline concerning the second software title included in the CX481 The Entertainer kit. I've just updated the FAQ about it like this:

CX481 The Entertainer (Star Raiders + (Computer Chess or Missile Command or Pac-Man) + 2 joysticks). Atari computer product catalogs first mention Missile Command, then Pac-Man as the second game. Text on the box itself (thanks Bill Demian) indicates Computer Chess as the second game. The illustration on the box actually shows a Music Composer box underneath the Star Raiders box.

I was just wondering if anyone knows any further details. What was the 2nd title that came with your The Entertainer kit? Did it match the 2nd title mentioned on your Entertainer box? Did any Entertainer kits actually come with Computer Chess (seems possible to me), or even Music Composer (I highly doubt it)?

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4163. Re: HDD power feed

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 18:57:15 UTC
From: "george f." <rodgon66@rogers.com>
Message-ID: <hYOdnd51KcYRnBfeRVn-tA@rogers.com>
Source record: 9370

O Yeaas.... 1050 electronic is consuming quite lot of power..... it
shouldn't
be problem at all...
gf.

<vas.jozsef@karatnet.hu> wrote in message
news:1133004544.551100.292950@g43g2000cwa.googlegroups.com...
> Can I feed an 2.5' hdd from the PSU of an 1050 drive. My plan is to
> install a HDD in the 1050's case. If yes, then can anybody tell the
> pinout of the power connector? I don't even know if 5V is available,
> but my hope is the yes.
>

4164. Re: Small (but inexpensive) Compactflash

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 19:30:21 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133119821.410279.231370@g43g2000cwa.googlegroups.com>
Source record: 9371

Larry wrote:
> FYI -- if you have thought about trying a CF "drive" with one of the
> IDE adapters, you might check your local Kroger store. Our local
> stores have 32 MB Sandisk CF cards for $4.99. Not big, but these will
> be my non-volatile "ramdisks" for my setup. Cheapest price I've seen
> by far for new cards. Let's see -- milk, bread, eggs, CF, ... :-)
> -Larry

:(
No Kroger Supermarket in the Northeast (USA) Looks like midwest and
southeast plus Texas only..

Cheapest I've seen around here for 32MB CF cards is about $15.

Q: Does Compact Flash have unlimited read cycles?

Stephen Sheppard

4165. Re: Small (but inexpensive) Compactflash

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 19:41:52 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <rrKdncm2ed1jlhfeRVn-sQ@comcast.com>
Source record: 9372

<stephensheppard@hotmail.com> wrote in message
news:1133119821.410279.231370@g43g2000cwa.googlegroups.com...
>
> Larry wrote:
>> FYI -- if you have thought about trying a CF "drive" with one of the
>> IDE adapters, you might check your local Kroger store. Our local
>> stores have 32 MB Sandisk CF cards for $4.99. Not big, but these will
>> be my non-volatile "ramdisks" for my setup. Cheapest price I've seen
>> by far for new cards. Let's see -- milk, bread, eggs, CF, ... :-)
>> -Larry
>
> :(
> No Kroger Supermarket in the Northeast (USA) Looks like midwest and
> southeast plus Texas only..
>
> Cheapest I've seen around here for 32MB CF cards is about $15.
>
> Q: Does Compact Flash have unlimited read cycles?

Virtually, yes. Sandisk CF cards also do error
correction within when bits have been written to
beyond their limits, so as long as they are not
filled to capacity, they should write for quite
a long time as well. Actually, they have spare
bits, which is why they don't format to full size.

Bill Garber

4166. Re: Small (but inexpensive) Compactflash

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-27 19:51:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133121084.949402.132110@g49g2000cwa.googlegroups.com>
Source record: 9373

Good to know! Thanks!

Stephen Sheppard

4167. Re: HDD power feed

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 07:59:30 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1133164770.392465.94070@g14g2000cwa.googlegroups.com>
Source record: 9374

Thanks, but can I feed both at the same time?

4168. Back online...

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 12:28:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c1d77@familynet-international.org>
Source record: 9375

FamilyNet International Newsgate

Wasn't able to get on today. Having any problems?

Doc Clu

> From: "Ronald J. Hall" <dark_lord@charter.net>

> After upgrading, we are back online now folks. :-)

> --
> _/_/_/_

4169. Re: ICD MIO, Atari 800 w/ RAMROD OS Board and more on E-Bay

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 12:31:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c1e5b@familynet-international.org>
Source record: 9376

FamilyNet International Newsgate

They had bidding wars on that? That's awesome!

Doc Clu

> From: "Bo S." <bobo_snyder@hotmail.com>

> "Northgate1" <NoSpam@Sorry.Net> wrote in message
> news:IfZ9f.17135$WF5.16434@fe03.news.easynews.com...
>> Hello,
>>
>> I posted earlier about 9 items I'm putting up for auction on ebay.
>>
>> Here's a link to what's available so far:
>>
>> http://tinyurl.com/ahtcd
>>

> Man, dont' people know how to SNIPE!?

> 6.5 days left on the auction and there are already bidding wars on it.
> Geeez.

> Watch the item, don't bid on it until the last second and then it wil
> prevent all sorts of bidding wars!

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http://www.familynet-international.org

4170. TRON

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 12:37:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c1e5c@familynet-international.org>
Source record: 9377

FamilyNet International Newsgate

Nice ... so what exactly is this game about? The Light Cycle sequence?

Doc Clu

> From: Michael Current <hunmanik@earthlink.net>

> "TRON" is a little 2-player game I wrote 20 years ago. This year, 2005, it
> has been published on cartridge by Video 61.

> The package comes in a box that includes the cartridge with a nice label,
> along with an instructions sheet. (I wrote the instructions earlier this
> year.)

> The game itself is a very simple programming effort, yet I still think it's
> quite fun. A classic genre.

> Requires: a 48K 800/XL/XE computer and 2 joysticks.

> Available from:

> Video 61 & Atari Sales
> 22735 Congo St NE
> Stacy MN 55079-9356
> USA
> tel: (651) 462-2500
> http://www.atarisales.com/

> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4171. Re: Alternate Reality?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 12:52:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c1f40@familynet-international.org>
Source record: 9378

FamilyNet International Newsgate

Shame!

Doc Clu

> From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>

> "Ronald J. Hall" <dark_lord@charter.net>:
>>
>> Hey gang. For some odd reason I was thinking that you could buy Alternate
>> Reality the City/Dungeon on cartridge now. Is that not right? Like Ultima
>> 3 and 4 from Atarimax?
>>
>> I googled but couldn't seem to come up with the right combination of key
>> words.

> Wrathchild was working on one, but I think it's been back-burnered for some
> reason. Check AtariAge. There was a lengthy thread about it there.

> --
> Shawn Jefferson
> (fix reply to for email)

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4172. the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 12:52:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c1f41@familynet-international.org>
Source record: 9379

FamilyNet International Newsgate

That was simply beautiful. (sniff!)

Doc Clu

> From: kevin <kevnospam242@gmail.com>

> now this is cool as hell:

> http://benheck.com/phpBB/viewtopic.php?t=7387

> a portable Atari 800xe (65xe) laptop!

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http://www.familynet-international.org

4173. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 12:58:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c1f42@familynet-international.org>
Source record: 9380

FamilyNet International Newsgate

I like how on the video he made he picks up a current compaq computer off
the desk and he says "What is this?" and appears to toss it to the side where
you hear a crashing sound. Then he puts down the XEGS laptop and says "Now
THIS is a laptop".

Wonder what the battery life is like on that laptop?

Doc Clu

> From: "Lion Of Judah" <sonofman1@comcast.net>

> "kevin" <kevnospam242@gmail.com> wrote in message
> news:suukn1po6j3fvdi1j147sat8ahersd2o9b@4ax.com...
>> On Tue, 15 Nov 2005 15:33:28 -0800, "TJ" <retro@atari.com> wrote:
>>
>>>
>>> Very cool indeed! Would be nice if it had a Cartridge port on it. Also
>>> would be really cool if it had the XE/ST gray look to it! The
>>> wood/brushed
>>> is a little much IMHO.
>>>
>>> BUT very cool indeed and amazing never the less! Great work!!!
>>
>>
>> true no cart port, but I guess being a XEGS it would be difficult
>> (since the cart is on top where the keyboard is. Also the XEGS doesnt
>> feature a PBI/ECI port, so that kind of expansion is out, but c'mon
>> you could load that baby up with almost every game for the 8bit and
>> take it anywhere!

> So every cartridge game is available for play also on disk?

> I never thought of asking about that before.

>>
>> Yea, grey or even silver/black like the 800xl would be cool.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4174. 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 13:08:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c20ea@familynet-international.org>
Source record: 9383

FamilyNet International Newsgate

Well 80 column anything...

Currently using Ice-T 2.72 on the 800xl (ramboed) and that is really nice.
There were 80 column cards for the Atari 800. The Franklin card and I
believe there was 80 column editor by Omnimon.

I also have a 80 column reader. If you have the XEP-80 module you get 80
columns on another display. You could use that at 4800 buad with bobterm, and
other allication (accounting, etc)

Or just work at it normally on the Atari computer and see the 80 column
effect when you print it on the printer. That is what I did back in the day.
:)

Doc Clu

> From: bill@ts1000.us

> Hi,

> It has been over 15 years since I last used an atari (ran a BBS in AK
> with an 800 and 4 drives daisy chained to it for about 3 years). At one
> time I had a 400 (which I used for modeming out), an 800 running a 24
> hour BBS, a 600xl and a 1200xl that I used for programming / playing
> games on. I have been tinkering with the emulator Atari800Win, but
> recently all my old 8bits have been my 1st computer I owned, the little
> Timex Sinclair 1000 (host a support site for it at www.ts1000.us).

> I have been trying to remember a program I had at the time that gave
> you 80 columns of text on the 8bit using Graphics 8 that you could use
> with your basic programs. Does anyone know what the software name was?

> Bill H

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4175. Classic Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 13:10:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c20eb@familynet-international.org>
Source record: 9385

FamilyNet International Newsgate

And here is where I realize my fandom of retro computers. Some men have
woman pinups, others cars, other sports, and others aircraft.

And I am thinking of the retro computer pinup calendar. LOL.. kewl.

Doc Clu

> From: "Pixie" <spam@yahoo.com>

> Hi,

> Please forgive me if this is seen as spam or if you've seen this before, but
> I thought people here would be interested.

> I have printed and produced some classic computer wall calendars for 2006.
> You can see it and purchase them online at:
> http://www.digicraft.com.au/calendars.

> The calendar features the Atari 800XL.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4176. Re: 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 13:16:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001c20ec@familynet-international.org>
Source record: 9384

FamilyNet International Newsgate

> From: bill@ts1000.us

> was just messages). Eventually that dropped to only a few calls a day
> when my ex-wife discoverd how to answer the chat (one of the reasons
> she is the ex :)). One day I got so tired of it I pulled the board
> down, plugged a dumb terminal into the auto answer modem and just let
> her chat with any caller!

Well sounds live the BBS had a live presence always there at least. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4177. {f/a} 5200 Multi-Cart 95 Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 20:25:09 UTC
From: martians@sdf.lNoOnSePsAtMar.org
Message-ID: <dmfp35ogl1@chessie.cirr.com>
Source record: 9381
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Low reserve and buy it now option

This is the non dipswitch version. It uses an interactive menu.
95 games including rare runable demos. $5 shipping in the USA

4178. {f/a} 5200 Multi-Cart 95 Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 20:26:59 UTC
From: martians@sdf.lNoOnSePsAtMar.org
Message-ID: <dmfp6jogq1@chessie.cirr.com>
Source record: 9382
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Low reserve and buy it now option

This is the non dipswitch version. It uses an interactive menu.
95 games including rare runable demos. $5 shipping in the USA

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8237742374

4179. Re: Alternate Reality?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 20:38:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.28.20.38.19.225688@charter.net>
Source record: 9386

On Mon, 28 Nov 2005 12:52:20 +0000, Greg Goodwin wrote:

> FamilyNet International Newsgate
>
> Shame!
>
> Doc Clu

Hey Doc! Yeah, I would have picked one of those up for sure. :-)

--
_/_/_/

4180. Re: Back online...

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-28 20:43:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.28.20.43.53.596671@charter.net>
Source record: 9387

On Mon, 28 Nov 2005 12:28:30 +0000, Greg Goodwin wrote:

> FamilyNet International Newsgate
>
> Wasn't able to get on today. Having any problems?
>
> Doc Clu

None that I know of. Just checked the board and its up/online.

What kind of message did you get? If it was "connection refused" then its probably because of one of 2 things:

1. Another user is online (unfortunately, the software is single caller).
2. Its the top of the hour, when a script runs and checks if maintenance has been done in the last 24 hours. If it has, it goes right back to the online status. About 30 seconds or so. If its after 12am, and maintenance has not been done, then one of several scripts may run, depending on whether or not its time for daily, weekly, or monthly maintenance. Worst case, it might be 15-20mins. Thats why it runs after midnight, when caller volume is the lowest.

If you get a "cannot connect to blah, blah, blah" then the BBS is probably down, or offline while that lazy good-for-nothing Sysop is fiddling with something. :-)

--
_/_/_/

4181. Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 00:34:15 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <7mNif.367259$084.234198@attbi_s22>
Source record: 9388

About 6 months ago i ran across a vendor that still was selling Atari (and other brand retro boxes including game machines) computers and 'stuff'.

I think they were up in washington state, but i could be wrong.. I do know it was out west..

My machine crashed a while ago between backups, and i lost the bookmark, so I'm hoping that someone on here might happen to know who i am talking about..

4182. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 00:42:35 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <%tNif.608224$xm3.301957@attbi_s21>
Source record: 9390

Ronald J. Hall wrote:

> On Tue, 29 Nov 2005 00:34:15 +0000, Ziggy wrote:
>
>> About 6 months ago i ran across a vendor that still was selling Atari (
>> and other brand retro boxes including game machines) computers and
>> 'stuff'.
>>
>>
>> I think they were up in washington state, but i could be wrong.. I do
>> know it was out west..
>>
>> My machine crashed a while ago between backups, and i lost the bookmark,
>> so I'm hoping that someone on here might happen to know who i am talking
>> about..
>
> There are still several around. I'm not exactly sure which one you are
> talking about but here are a couple out "west":
>
> http://www.best-electronics-ca.com/
>
> http://www.aracnet.com/~atari/
>
> HTHs. :-)
>

I found those 2 during my googling, but they werent them unfortunately.
Rather frustrating, i was going to buy a couple of things...

4183. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 00:44:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.29.00.44.00.58347@charter.net>
Source record: 9389

On Tue, 29 Nov 2005 00:34:15 +0000, Ziggy wrote:

> About 6 months ago i ran across a vendor that still was selling Atari (and
> other brand retro boxes including game machines) computers and 'stuff'.
>
>
> I think they were up in washington state, but i could be wrong.. I do know
> it was out west..
>
> My machine crashed a while ago between backups, and i lost the bookmark, so
> I'm hoping that someone on here might happen to know who i am talking
> about..

There are still several around. I'm not exactly sure which one you are
talking about but here are a couple out "west":

http://www.best-electronics-ca.com/

http://www.aracnet.com/~atari/

HTHs. :-)

--
_/_/_/

4184. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 00:55:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.29.00.55.57.711421@charter.net>
Source record: 9391

On Tue, 29 Nov 2005 00:42:35 +0000, Ziggy wrote:

> I found those 2 during my googling, but they werent them unfortunately.
> Rather frustrating, i was going to buy a couple of things...

Hmm, between Brad and Ben, what Atari stuff did you have in mind that they
didn't have?

Or were you actually talking Atari hardware/software at all? :-)

--
_/_/_/

4185. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 01:16:27 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <LZNif.584809$_o.292395@attbi_s71>
Source record: 9392

Ronald J. Hall wrote:

> On Tue, 29 Nov 2005 00:42:35 +0000, Ziggy wrote:
>
>> I found those 2 during my googling, but they werent them unfortunately.
>> Rather frustrating, i was going to buy a couple of things...
>
> Hmm, between Brad and Ben, what Atari stuff did you have in mind that they
> didn't have?
>
> Or were you actually talking Atari hardware/software at all? :-)
>

I'm looking thru those listings too, see what they have.

This place also had cbm/apple/tandy/etc. (one non atari item i wanted was
a C64 tape drive). Was like a 8bit dream house...

4186. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 01:44:20 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0511282042010.7730@shell1>
Source record: 9393

On Tue, 29 Nov 2005, Ziggy wrote:

> This place also had cbm/apple/tandy/etc. (one non atari item i wanted was
> a C64 tape drive). Was like a 8bit dream house...

Maybe you are thinking of the 4Jays store at http://www.4jays.net
Lots of 8-bit stuff and Amiga and Atari ST stuff, too.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

4187. Re: 80 column software

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 04:30:19 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1133238619.298046.240880@g14g2000cwa.googlegroups.com>
Source record: 9394

Larry wrote:
> > I have been trying to remember a program I had at the time that gave
> you 80 columns of text on the 8bit using Graphics 8 that you could use
> with your basic programs. Does anyone know what the software name was?
> <
>
> There have been a number of these, implemented in several different
> forms. COL80 was the first that I recall, published in COMPUTE! maybe
> around 1982-83. There was a follow-up called COL80XL, since the
> original was incompatible with the XL/XE lines. Omniview and the XL/XE
> series of these came next which were replacement 800 operating systems
> with 80-column drivers built in. Antic published one called EASY80,
> which was quite good. There were the ACE-80 and ACE80-XL carts that
> perhaps were the best overall implementations. There was also German
> (I think) package called SAM (Screen Aided Management). All of these
> have issues of legibility and speed to varying degrees.
>
> Last, there is evidently an excellent 64 column driver/set. I've seen
> the results, but don't know any details about it or if/where it can be
> found. (Anybody?) 64 columns have some definite advantages over 80
> columns -- mostly the character set looks quite nice, rather than the
> "three dots + a space" characters in the 80-column sets. -Larry

The MAE assembler had an option to display in 64 columns, that's the
only 64 column display I've ever ran across. I assume one would have
wrestle that code out of there in order to use it outside of the MAE
environment, but I haven't run MAE enough to know either way for sure.
IIRC it was a LOT more readable than IceT's 80 columns but since then
I've graduated to a monitor cable so even IceT might be readable these
days. My problem with MAE is that it takes over your expanded memory
for it's own use when you want it set up with the bells and whistles
and I want that memory for my ramdisk only.

4188. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 14:55:30 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <CZZif.609347$xm3.33178@attbi_s21>
Source record: 9395

Robert Bernardo wrote:

> On Tue, 29 Nov 2005, Ziggy wrote:
>
>> This place also had cbm/apple/tandy/etc. (one non atari item i wanted
>> was a C64 tape drive). Was like a 8bit dream house...
>
> Maybe you are thinking of the 4Jays store at http://www.4jays.net
> Lots of 8-bit stuff and Amiga and Atari ST stuff, too.
>
> Truly,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

The pages look different, but that may be them..

Either way, its another source for stuff :) Ive about given up on ebay
(between the stupid prices and getting screwed).. And the local area has
dried up totally.

4189. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 18:01:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133287266.668987.117210@g14g2000cwa.googlegroups.com>
Source record: 9396

Ziggy wrote:
> Robert Bernardo wrote:
>
> > On Tue, 29 Nov 2005, Ziggy wrote:
> >
> >> This place also had cbm/apple/tandy/etc. (one non atari item i wanted
> >> was a C64 tape drive). Was like a 8bit dream house...
> >
> > Maybe you are thinking of the 4Jays store at http://www.4jays.net
> > Lots of 8-bit stuff and Amiga and Atari ST stuff, too.
> >
> > Truly,
> > Robert Bernardo
> > Fresno Commodore User Group
> > http://videocam.net.au/fcug
>
> The pages look different, but that may be them..
>
> Either way, its another source for stuff :) Ive about given up on ebay
> (between the stupid prices and getting screwed).. And the local area has
> dried up totally.

This site came up in my "googling" search

http://www.vintagefunworld.com/

I know nothing about this vendor but perhaps it's the one you are
seeking. Vintagefunworld claims Anacortes, Washington as its home.

Regards,

Steve Sheppard

4190. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-29 21:09:50 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <ys3jf.580193$x96.518525@attbi_s72>
Source record: 9397

stephensheppard@hotmail.com wrote:

>
> Ziggy wrote:
>> Robert Bernardo wrote:
>>
>> > On Tue, 29 Nov 2005, Ziggy wrote:
>> >
>> >> This place also had cbm/apple/tandy/etc. (one non atari item i
>> >> wanted was a C64 tape drive). Was like a 8bit dream house...
>> >
>> > Maybe you are thinking of the 4Jays store at http://www.4jays.net
>> > Lots of 8-bit stuff and Amiga and Atari ST stuff, too.
>> >
>> > Truly,
>> > Robert Bernardo
>> > Fresno Commodore User Group
>> > http://videocam.net.au/fcug
>>
>> The pages look different, but that may be them..
>>
>> Either way, its another source for stuff :) Ive about given up on ebay
>> (between the stupid prices and getting screwed).. And the local area
>> has dried up totally.
>
> This site came up in my "googling" search
>
> http://www.vintagefunworld.com/
>
> I know nothing about this vendor but perhaps it's the one you are
> seeking. Vintagefunworld claims Anacortes, Washington as its home.
>
> Regards,
>
> Steve Sheppard

wow, thats it.. now why couldn't i find it via google... grrr..

I have the same trouble with Microsoft's technet. Cant find a damned thing,
but my programmer gets hits all day long..

tks!

4191. Re: Looking for a Vendor

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 03:06:46 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133320006.210503.97230@g47g2000cwa.googlegroups.com>
Source record: 9148

```
Ziggy wrote:
> stephensheppard@hotmail.com wrote:
>
> >
> > Ziggy wrote:
> >> Robert Bernardo wrote:
> >>
> >> > On Tue, 29 Nov 2005, Ziggy wrote:
> >> >
> >> >> This place also had cbm/apple/tandy/etc. ( one non atari item i
> >> >> wanted was a C64 tape drive ). Was like a 8bit dream house...
> >> >
> >> > Maybe you are thinking of the 4Jays store at http://www.4jays.net
> >> > Lots of 8-bit stuff and Amiga and Atari ST stuff, too.
> >> >
> >> > Truly,
> >> > Robert Bernardo
> >> > Fresno Commodore User Group
> >> > http://videocam.net.au/fcug
> >>
> >> The pages look different, but that may be them..
> >>
> >> Either way, its another source for stuff :) Ive about given up on ebay
> >> ( between the stupid prices and getting screwed ).. And the local area
> >> has dried up totally.
> >
> > This site came up in my "googling" search
> >
> > http://www.vintagefunworld.com/
> >
> > I know nothing about this vendor but perhaps it's the one you are
> > seeking. Vintagefunworld claims Anacortes, Washington as its home.
> >
> > Regards,
> >
> > Steve Sheppard
>
>
> wow, thats it.. now why couldn't i find it via google... grrr..
>
> I have the same trouble with Microsoft's technet. Cant find a damned thing,
> but my programmer gets hits all day long..
>
> tks!
```

Finding vendors... no problem.

It's trying to get useful information that's pain in the butt.

Hope you find some fun stuff!

Steve Sheppard

4192. ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 05:16:58 UTC
From: Blaine Adamson <prison_mice@yahoo.com.hk>
Message-ID: <1133327818.894558.34980@g43g2000cwa.googlegroups.com>
Source record: 9149
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Which of these systems is the best doorstopper?

Discuss.

4193. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 05:43:46 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <438d3c19@dnews.tpgi.com.au>
Source record: 9150
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

"Blaine Adamson" <prison_mice@yahoo.com.hk> wrote in message
news:1133327818.894558.34980@g43g2000cwa.googlegroups.com...
> Which of these systems is the best doorstopper?
>
> Discuss.
>

Goes without saying, the xbox of course, it won't run either M.U.L.E. or
Lords of Midnight :-)

Come to think it, was there a conversion of LoM for Atari ?

Lance

http://landover.no-ip.com
Classic computers BBS

4194. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 06:02:22 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Ofbjf.7277$ea6.5890@news-server.bigpond.net.au>
Source record: 9151
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Lance Lyon wrote:
> "Blaine Adamson" <prison_mice@yahoo.com.hk> wrote in message
> news:1133327818.894558.34980@g43g2000cwa.googlegroups.com...
>
>>Which of these systems is the best doorstopper?
>>
>>Discuss.
>>
>
>
> Goes without saying, the xbox of course, it won't run either M.U.L.E. or
> Lords of Midnight :-)
>
> Come to think it, was there a conversion of LoM for Atari ?
>

No, but you can emulate a speccy on a ST or better.

Besides the best 8 bit game was Alternate Reality, closely followed by
Star Raiders of course. ;-)

Mark

4195. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 06:24:59 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0511300124140.12198@static-141-149-129-16.buff.east.verizon.net>
Source record: 9152
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Wed, 29 Nov 2005, Blaine Adamson wrote:

> Which of these systems is the best doorstopper?
>
> Discuss.

I know this is an obvious troll, but I'm caught on the hook.

I say the XBOX 360 because it comes from M$. At least the original XBOX could be modded into something almost resembling a PC so it wasn't TOO bad - anyone got Linux up on a 360 yet? >.>

-uso.

4196. Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 08:17:53 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <ycdjf.34915$s92.3710@bignews6.bellsouth.net>
Source record: 9153

A while back I stumbled onto a Web Site that was in German.

It had pictures and diagrams of connecting an Atari 800XL to an
Atari Falcon 030. I am not sure what the purpose was as it
was in German. But it looked very interesting.

However, I have lost that URL, and haven't been able to find it.

Does anyone recall seeing this Site and or possible have the
URL for it.

If so, post it or send it to me in e-mail.

Thanks,
phantomm@bellsouth.net

4197. SIO2ST?

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 08:32:39 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <pqdjf.34916$s92.18080@bignews6.bellsouth.net>
Source record: 9154

Most of us have heard of the SIO2PC.

I have one of these my self.

Was or is there a SIO2ST similar to the SIO2PC board?

If so, I could use any info about it, A URL and or place to get it.

I do have the X-Former Cable and Software, that allows one to transfer
8-bit files to the ST. I have put together, some of the best software
and it
does work quite well. Although some of the software didn't work that
well.

That was the reason I took the best out of different versions of
X-Former and
mixed in some other software. I can now easily transfer 8-bit files
straight to
ST disks in the 8-bits normal file mode.

And with a 8-bit emulator running on the ST, one can access the 8-bit
files
straight from the ST disks, without having to de-arc them or use some
type of compression. The files will run straight from ST Disks.

However, I would like to know about the SIO2ST if it exist.

I did find a site where the X-Former Cable could be modified to work
on a PC. Only a few wires have to be changed.

It is on the X-Former Site if I am not mistaken. Just Google for
X-Former if interested.

phantomm@bellsouth.net

4198. USB Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 08:41:11 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <pydjf.34917$s92.19539@bignews6.bellsouth.net>
Source record: 9155

Are there any projects availabe for the USB cartridge?

I'd like to see someone come up with a program that would allow
those small USB memory drives to be used.

Has anyone tried this yet?

phantomm@bellsouth.net

4199. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 09:31:56 UTC
From: Peter de Vroomen <peterv>
Message-ID: <438d718c$0$11070$e4fe514c@news.xs4all.nl>
Source record: 9156
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

> I say the XBOX 360 because it comes from M$. At least the original XBOX
> could be modded into something almost resembling a PC so it wasn't TOO
> bad - anyone got Linux up on a 360 yet? >.>

Why run Linux, if you could run Mac OS/X on it?

PeterV

4200. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 09:36:32 UTC
From: Martijn van Buul <pino@dohd.org>
Message-ID: <slrndoqsl0.tqt.pino@mud.stack.nl>
Source record: 9157
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

It occurred to me that Peter de Vroomen wrote in comp.sys.cbm:
>> I say the XBOX 360 because it comes from M$. At least the original XBOX
>> could be modded into something almost resembling a PC so it wasn't TOO
>> bad - anyone got Linux up on a 360 yet? >.>
>
> Why run Linux, if you could run Mac OS/X on it?

But you can't, now can you?

Martijn - who fails to see the point of doing *either* of them, but hey..
--
Martijn van Buul - pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
The most exciting phrase to hear in science, the one that heralds new
discoveries, is not 'Eureka!' (I found it!) but 'That's funny ...' Isaac Asimov

4201. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 09:39:03 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <Xqejf.18468$Lw5.9581@text.news.blueyonder.co.uk>
Source record: 9158
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

C64, its weight to size ratio is better.

Brian

--
Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"Blaine Adamson" <prison_mice@yahoo.com.hk> wrote in message
news:1133327818.894558.34980@g43g2000cwa.googlegroups.com...
> Which of these systems is the best doorstopper?
>
> Discuss.
>

4202. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 11:55:52 UTC
From: Kav <google@karuma.co.uk>
Message-ID: <1133351752.808226.146190@g49g2000cwa.googlegroups.com>
Source record: 9159
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

The Spectrum for hard floor surfaces.

If you flip it upside down those rubbery keys act like 130 (or
thereabouts) little grippy feet.

4203. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 12:07:31 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1133352451.027678.172550@g49g2000cwa.googlegroups.com>
Source record: 9160
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Xbox360 - will never buy it - Burnt once with an Xbox - will stick to
the Gamecube (and nintendo)
Spectrum - not enough experience with it to say one way or another

so

Atari vs C64

Atari 8bits hands down beat the C64. Better graphics, better sound,
better basic (with the exception of the screwy DIM statement), better
expansion etc. When using the C64 it just felt like it was cobbled
together by a commitee and then given to the programmer to figure out
how to make it work.

4204. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 12:39:47 UTC
From: spike1@freenet.co.uk
Message-ID: <7qc063-bn.ln1@ridcully.fsnet.co.uk>
Source record: 9161
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Martijn van Buul <pino@dohd.org> did eloquently scribble:
>
>
> It occurred to me that Peter de Vroomen wrote in comp.sys.cbm:
>>> I say the XBOX 360 because it comes from M$. At least the original XBOX
>>> could be modded into something almost resembling a PC so it wasn't TOO
>>> bad - anyone got Linux up on a 360 yet? >.>
>>
>> Why run Linux, if you could run Mac OS/X on it?
>
> But you can't, now can you?
>
> Martijn - who fails to see the point of doing *either* of them, but hey..

Well, if you think about it....
The Xbox 360 costs microsoft over $100 for every model they sell...
Their goal is to recoup these losses on games...
But, if you bought it, installed linux, and used it as a quite powerful
little server or desktop box...
Well, that's depriving them of their recouped losses, and the more people
who do that, the more trouble it causes them.
--

---
spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

4205. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 12:53:03 UTC
From: spike1@freenet.co.uk
Message-ID: <chj063-i01.ln1@ridcully.fsnet.co.uk>
Source record: 9162
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

```
Bill H <bill@ts1000.us> did eloquently scribble:
> Atari 8bits hands down beat the C64. Better graphics, better sound,
> better basic (with the exception of the screwy DIM statement), better
> expansion etc. When using the C64 it just felt like it was cobbled
> together by a commitee and then given to the programmer to figure out
> how to make it work.
>

Heheh, best description of the commode design in quite a while.
--
-------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------
```

4206. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 13:05:07 UTC
From: dragonbreed@aol.com
Message-ID: <1133355906.980810.36320@g14g2000cwa.googlegroups.com>
Source record: 9163
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Disagree on "better sound". Pokeys suck.
I'll give it to you on graphics and basic, though.

4207. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 13:13:29 UTC
From: Jerry Kurtz <jerrykurtz@earthlink.net>
Message-ID: <1133356408.976592.325410@g49g2000cwa.googlegroups.com>
Source record: 9164
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Bill H wrote:
> Xbox360 - will never buy it - Burnt once with an Xbox - will stick to
> the Gamecube (and nintendo)
> Spectrum - not enough experience with it to say one way or another
>
> so
>
> Atari vs C64
>
> Atari 8bits hands down beat the C64. Better graphics, better sound,
> better basic (with the exception of the screwy DIM statement), better
> expansion etc. When using the C64 it just felt like it was cobbled
> together by a commitee and then given to the programmer to figure out
> how to make it work.

Better graphics? Better sound? My favorite game is Trolls &
Tribulations which was hands down much better on the C64 than the
Atari. Same with Spelunker. Even some of the Atarisoft titles were
better on the C64 than the Atari. Strange, but true!

Cobbled together - true. Left to programmers to figure out how to make
it work - true again.

But I guess for a machine that was quickly put together and nobody knew
how to use, it did pretty darn good in the marketplace.

Now, back to the original thread -- best doorstop - the Timex Sinclair
- after all, its shaped a lot like a wedge.

Linux vs Microsoft - who cares! That debate is tired and worn out!

XBOX 360 - got one for my son for Christmas. Lets not forget that
these systems will be the Commodores and Ataris of their generation.
As long as he's happy with it, I don't care if its made by Microsoft,
Sony, or Nintendo - it's what he wanted. Besides, what's wrong with
having them all? Some games are just better on specific platforms --
why not play the game where it's best?

4208. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 13:40:27 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438dabca$0$27014$91cee783@newsreader02.highway.telekom.at>
Source record: 9166

dragonbreed@aol.com wrote:

> Disagree on "better sound". Pokeys suck.
> I'll give it to you on graphics and basic, though.

Not better, other. The Pokey does strange effects, a SID is not capable
to do ... Vaccuum-Cleaner (Out-of Phase) and more. Four Channels!
No Filter :-(

The SID is maybe more virtous but can be lousy to irksome. Depends to
the Composing and choice of instruments.

GfX. I would not say the Atari Chipset is better or faster then the
C64. The VIC is not so bad, though i prefer Antik.

Best Regards,

Daniel Mandic

P.S.: Only beaten by a Sinclair Personal Computer! Depending Colour
choice and High-Res Mode. Who cares about Sound, today 24bit
PCI-Express Soundcards are only snot for me :-) compared to a well
recorded Record.

XBox... Whati¿½s that?

4209. Re: Classic Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 13:41:28 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1133358088.637660.161190@g43g2000cwa.googlegroups.com>
Source record: 9165

Pixie wrote:
> Hi,
>
> Please forgive me if this is seen as spam or if you've seen this before, but
> I thought people here would be interested.
>
> I have printed and produced some classic computer wall calendars for 2006.
> You can see it and purchase them online at:
> http://www.digicraft.com.au/calendars.
>
> The calendar features the Atari 800XL.

No $ale - no TI-99!

4210. Boulder Dash Clone for Windows (excellent!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 14:19:18 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <9ZGdnSNVV-1-KRDenZ2dnUVZ_tWdnZ2d@bresnan.com>
Source record: 9167

lost my address book so i can't post this to the a8 list (krap) out of
poland, maybe someone else can ?

http://www.artsoft.org/rocksndiamonds/

--
Woodzy
http://www.rtdos.com

4211. Re: the first Atari XE laptop! check this out

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 14:52:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <438dbbace50c41@comcast.net>
Source record: 9191

```
>FamilyNet International Newsgate
>
> That was simply beautiful. (sniff!)
>
> Doc Clu
```

Yes Doc, I agree. I would love to get one. I just wish he was taking orders...

4212. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 14:52:06 UTC
From: pakitching@hotmail.com
Message-ID: <1133362326.113494.9640@g43g2000cwa.googlegroups.com>
Source record: 9168
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

> > Atari 8bits hands down beat the C64. ... better sound

That must be why no-one has heard of the SID chip. Oh, wait. Everyone knows that the C64 music was the best of the 8-bits and the SID was voted as one of the most important chips ever made by Byte magazine and people are still making re-mixes if C64 tunes because they were so good.

>cobbled together by a commitee

No. It was Bob Yannes and a few other people. They were left to pretty much do what they wanted. Definitely not a commitee.

Anyway, the original question was about door-stops, not what is inside. The Spectrum is clearly the best for that as it is the correct shape and has been used many times for that exact purpose. The Commodore employees used to use them (or it might have been ZX-81s) as door stops. A prototype C128 got its Z80 chip from one being used as a door stop :-)

4213. Re: Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 14:55:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <438dbd50f98770@comcast.net>
Source record: 9190

>
>A while back I stumbled onto a Web Site that was in German.
>
>It had pictures and diagrams of connecting an Atari 800XL to an
>Atari Falcon 030. I am not sure what the purpose was as it
>was in German. But it looked very interesting.
>
>However, I have lost that URL, and haven't been able to find it.
>
>Does anyone recall seeing this Site and or possible have the
>URL for it.
>
>If so, post it or send it to me in e-mail.
>
>Thanks,
>phantomm@bellsouth.net

I connect my Atari XE to my Hades060 using the SIO cable and 800XLDJ software.

4214. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 15:06:03 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1133363163.491707.85990@o13g2000cwo.googlegroups.com>
Source record: 9169
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Interesting that the C128 got its Z80 from the Timex Sinclair. I always thought if you painted the C128 black it would look like either:

A TS1000 on steriods

or

A sterile hybrid from an illconcieved mating of a Vic 20 and a TS1000

Still - more software was written for the ZX81 / TS1000 than ever was written for the z80 mode of the C128 (and this does not include the CP/M software - that existed before the 128 was made).

All that aside. I actually liked the look of the C128 - must be hybrid family resemblance slipping through.

On a slightly different topic. Has anyone ever considered using the C128 z80 side to write a ZX81 or even Spectrum emulator? May go a long way to mending fences... (in the back of my mind I hear Yoda "Dark side of the force, powerful it is"

4215. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 15:11:47 UTC
From: "W Marsh"
Message-ID: <b8gro118ns3q97i1h7623706skgg3ek1pg@4ax.com>
Source record: 9170
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Wed, 30 Nov 2005 12:39:47 GMT, spike1@freenet.co.uk wrote:

>Martijn van Buul <pino@dohd.org> did eloquently scribble:
>>
>>
>> It occurred to me that Peter de Vroomen wrote in comp.sys.cbm:
>>>> I say the XBOX 360 because it comes from M$. At least the original XBOX
>>>> could be modded into something almost resembling a PC so it wasn't TOO
>>>> bad - anyone got Linux up on a 360 yet? >.>
>>>
>>> Why run Linux, if you could run Mac OS/X on it?
>>
>> But you can't, now can you?
>>
>> Martijn - who fails to see the point of doing *either* of them, but hey..
>
>Well, if you think about it....
>The Xbox 360 costs microsoft over $100 for every model they sell...
>Their goal is to recoup these losses on games...
>But, if you bought it, installed linux, and used it as a quite powerful
>little server or desktop box...
>Well, that's depriving them of their recouped losses, and the more people
>who do that, the more trouble it causes them.

Spike, see a shrink. Seriously. You're obsessed. You've got some kind
of Slashdot disease.

4216. Re: Classic Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 15:55:42 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <CYydnbA1UofnVhDeRVn-ig@comcast.com>
Source record: 9171

<anoneds@netscape.net> wrote in message
news:1133358088.637660.161190@g43g2000cwa.googlegroups.com...
>
> Pixie wrote:
>> Hi,
>>
>> Please forgive me if this is seen as spam or if you've seen this before,
>> but
>> I thought people here would be interested.
>>
>> I have printed and produced some classic computer wall calendars for
>> 2006.
>> You can see it and purchase them online at:
>> http://www.digicraft.com.au/calendars.
>>
>> The calendar features the Atari 800XL.
>
> No $ale - no TI-99!

The TI-99/4A was in the 2005 calendar. :o)

I have an extra if you want one.

Bill Garber

4217. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 16:04:26 UTC
From: Martijn van Buul <pino@dohd.org>
Message-ID: <slrndorjca.2fpm.pino@mud.stack.nl>
Source record: 9172
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

It occurred to me that spike1@freenet.co.uk wrote in comp.sys.cbm:
> Martijn van Buul <pino@dohd.org> did eloquently scribble:

[Installing MacOS X and/or Linux]

>> Martijn - who fails to see the point of doing *either* of them, but hey..
>
> Well, if you think about it....
> The Xbox 360 costs microsoft over $100 for every model they sell...
> Their goal is to recoup these losses on games...
> But, if you bought it, installed linux, and used it as a quite powerful
> little server or desktop box...

I really don't see the point why I should spend $400 for an underpowered
machine with hardware problems. An XBox is a nice game system, but most of
its power (The whole CELL architecture, for instance) is rather pointless
for a server. For $400, I can buy a PC which is *much* faster than an
XBox-360 _for desktop and server use_.

Apart from the fact that it won't be a quite powerful little server (it'll
be a rather crap and underpowered little server), nor a nice desktop
box (It's severely underpowered for that), is "Microsoft is losing money
over it!" really a valid reason?

"Hey, if I pay $400, Microsoft will have to shelve out another $100!". Somehow
that doesn't strike me as a solid business plan, if the goal is to make
MS bankrupt.

> Well, that's depriving them of their recouped losses, and the more people
> who do that, the more trouble it causes them.

Right now, my bank account will miss that $400 a lot more than MS's bank
account will miss the $100. It kind of sounds like "Hey, I don't mind breaking
my legs, as long as you get a black eye during the process"

--
Martijn van Buul - pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
The most exciting phrase to hear in science, the one that heralds new
discoveries, is not 'Eureka!' (I found it!) but 'That's funny ...' Isaac Asimov

4218. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 16:08:01 UTC
From: JoblessDave <JoblessDave@notlisted.us>
Message-ID: <87kjf.169$fz5.62@dukeread04>
Source record: 9173
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

"Blaine Adamson" <prison_mice@yahoo.com.hk> wrote in message
news:1133327818.894558.34980@g43g2000cwa.googlegroups.com...
> Which of these systems is the best doorstopper?
>
> Discuss.

Your severed head?

4219. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 16:44:45 UTC
From: spike1@freenet.co.uk
Message-ID: <a0p063-c71.ln1@ridcully.fsnet.co.uk>
Source record: 9174
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Jerry Kurtz <jerrykurtz@earthlink.net> did eloquently scribble:
> XBOX 360 - got one for my son for Christmas.

Make sure you test it before giving it to him.
Worst thing to get on christmas day is a wow bang games machine that doesn't work.
--
	What to do if you find yourself stuck in a crack
spike1@freenet.co.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell BSc(hons)	Consider how lucky you are that life has been
in	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

4220. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:06:30 UTC
From: "W Marsh"
Message-ID: <h0nro1h61m12tc9atj8a0jfugfk5j2onae@4ax.com>
Source record: 9175
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Wed, 30 Nov 2005 16:44:45 GMT, spike1@freenet.co.uk wrote:

>Jerry Kurtz <jerrykurtz@earthlink.net> did eloquently scribble:
>> XBOX 360 - got one for my son for Christmas.
>
>Make sure you test it before giving it to him.
>Worst thing to get on christmas day is a wow bang games machine that doesn't
>work.

It's overheating due to a faulty heatsink. This probably isn't the
case with European machines. Most of the machines are crashing inside
store display cases - why? Because they're badly ventilated. Also, the
poll that claim 16% of machines are broken is hogwash - because people
with broken machines are more likely to add to the poll and register
their disgust than people with working machines. There haven't been
any reported problems with consoles not working on startup, as far as
I know.

4221. Re: Classic Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:13:43 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133370823.837221.66760@g47g2000cwa.googlegroups.com>
Source record: 9176

Greg Goodwin wrote:
> FamilyNet International Newsgate
>
> And here is where I realize my fandom of retro computers. Some men have
> woman pinups, others cars, other sports, and others aircraft.

If your parents only knew the truth...

>
> And I am thinking of the retro computer pinup calendar. LOL.. kewl.
>
> Doc Clu
>
>
>
>
> > From: "Pixie" <spam@yahoo.com>
>
> > Hi,
>
> > Please forgive me if this is seen as spam or if you've seen this before, but
> > I thought people here would be interested.
>
> > I have printed and produced some classic computer wall calendars for 2006.
> > You can see it and purchase them online at:
> > http://www.digicraft.com.au/calendars.
>
> > The calendar features the Atari 800XL.
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org

4222. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:23:03 UTC
From: Tom Lake <tom_lake@srmtenv.org>
Message-ID: <Ydljf.13$tr2.169065@news.sisna.com>
Source record: 9180
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

> It's overheating due to a faulty heatsink. This probably isn't the
> case with European machines. Most of the machines are crashing inside
> store display cases - why? Because they're badly ventilated. Also, the
> poll that claim 16% of machines are broken is hogwash - because people
> with broken machines are more likely to add to the poll and register
> their disgust than people with working machines. There haven't been
> any reported problems with consoles not working on startup, as far as
> I know.

Not right at startup but after only one game (in a well ventilated room!)
my daughter's boyfriend's 360 started flashing all red indicators and
refused to
work at all after that. He called the toll-free number and had to wait 45
minutes
to reach someone at MS. The guy there said they were being swamped with
calls about dead units. No one listens to me when I tell them to wait a
month
or two to let other people work out the bugs. If you want the actual
figures on
360 mortality, buy at least one share of MS stock. They have to tell
shareholders
the truth by law (at least in the US).

Tom Lake

4223. Re: USB Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:29:00 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-3UbIr40K489J@draco.w2kserv.local>
Source record: 9177

hi,
yea from what I understand, that is in the works. Carsten Strohman
and friends work on usb cart quite a lot. Hope to see something soon.

Ken

On Wed, 30 Nov 2005 08:41:11 UTC, "Phantom" <phantomm@bellsouth.net>
wrote:

>
> Are there any projects availabe for the USB cartridge?
>
>
> I'd like to see someone come up with a program that would allow
> those small USB memory drives to be used.
>
> Has anyone tried this yet?
>
> phantomm@bellsouth.net
>
>
>

--

4224. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:31:22 UTC
From: spike1@freenet.co.uk
Message-ID: <ks1163-vl1.ln1@ridcully.fsnet.co.uk>
Source record: 9179
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>Well, if you think about it....
>>The Xbox 360 costs microsoft over $100 for every model they sell...
>>Their goal is to recoup these losses on games...
>>But, if you bought it, installed linux, and used it as a quite powerful
>>little server or desktop box...
>>Well, that's depriving them of their recouped losses, and the more people
>>who do that, the more trouble it causes them.
>
> Spike, see a shrink. Seriously. You're obsessed. You've got some kind
> of Slashdot disease.

Hey, I was just saying what the point was, not that I was going to do it.
I wouldn't have a microsoft product in the house.
:-p
(oh, and I've disliked microsoft for a lot longer than slashdot, try since I
first saw their basic in '81? things haven't improved since then)
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

4225. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:31:23 UTC
From: spike1@freenet.co.uk
Message-ID: <622163-vl1.ln1@ridcully.fsnet.co.uk>
Source record: 9178
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Bill H <bill@ts1000.us> did eloquently scribble:
> On a slightly different topic. Has anyone ever considered using the
> C128 z80 side to write a ZX81 or even Spectrum emulator? May go a long
> way to mending fences... (in the back of my mind I hear Yoda "Dark side
> of the force, powerful it is"

Too slow, isn't it?
Didn't they do something incredibly stupid like clock both CPUs to 2Mhz or
something?

--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

4226. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 17:56:09 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <ZIljf.2321$ob7.1077@trnddc04>
Source record: 9181
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

"Blaine Adamson" wrote ...

> Which of these systems is the best doorstopper?
>
> Discuss.

Before using a computer for a doorstop, you should rip the ears from a troll
(Blaine Adamson's ears will do), and glue them to the bottom of the computer
so that it does not slide as easily on the floor.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4227. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 18:01:18 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <d6qro1lt23psl2hnnn67gpf7spnpjpjlua@4ax.com>
Source record: 9182
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Wed, 30 Nov 2005 12:39:47 GMT, spike1@freenet.co.uk wrote:

>Martijn van Buul <pino@dohd.org> did eloquently scribble:
>>
>>
>> It occurred to me that Peter de Vroomen wrote in comp.sys.cbm:
>>>> I say the XBOX 360 because it comes from M$. At least the original XBOX
>>>> could be modded into something almost resembling a PC so it wasn't TOO
>>>> bad - anyone got Linux up on a 360 yet? >.>
>>>
>>> Why run Linux, if you could run Mac OS/X on it?
>>
>> But you can't, now can you?
>>
>> Martijn - who fails to see the point of doing *either* of them, but hey..
>
>Well, if you think about it....
>The Xbox 360 costs microsoft over $100 for every model they sell...
>Their goal is to recoup these losses on games...
>But, if you bought it, installed linux, and used it as a quite powerful
>little server or desktop box...
>Well, that's depriving them of their recouped losses, and the more people
>who do that, the more trouble it causes them.

You've lost me. how exactly are they losing money if they make the machine for
$100 and sell it for $300?
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4228. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 18:08:48 UTC
From: "W Marsh"
Message-ID: <siqro1du7nserfehun69qbbuaal3i4g7co@4ax.com>
Source record: 9183
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Wed, 30 Nov 2005 18:01:18 +0000, The Starglider
<the_starglider2002@wibble.co.uk> wrote:

>On Wed, 30 Nov 2005 12:39:47 GMT, spike1@freenet.co.uk wrote:
>
>>Martijn van Buul <pino@dohd.org> did eloquently scribble:
>>>
>>>
>>> It occurred to me that Peter de Vroomen wrote in comp.sys.cbm:
>>>>> I say the XBOX 360 because it comes from M$. At least the original XBOX
>>>>> could be modded into something almost resembling a PC so it wasn't TOO
>>>>> bad - anyone got Linux up on a 360 yet? >.>
>>>>
>>>> Why run Linux, if you could run Mac OS/X on it?
>>>
>>> But you can't, now can you?
>>>
>>> Martijn - who fails to see the point of doing *either* of them, but hey..
>>
>>Well, if you think about it....
>>The Xbox 360 costs microsoft over $100 for every model they sell...
>>Their goal is to recoup these losses on games...
>>But, if you bought it, installed linux, and used it as a quite powerful
>>little server or desktop box...
>>Well, that's depriving them of their recouped losses, and the more people
>>who do that, the more trouble it causes them.
>
>
>You've lost me. how exactly are they losing money if they make the machine for
>$100 and sell it for $300?

I think he means that they take a loss of $100 on every machine.

I'm think they know more about their own marketing than sneering
snipers on the Internet, personally.

4229. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 18:17:19 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <0sqro192586898v9in225glck4oc62s9n2@4ax.com>
Source record: 9184
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Wed, 30 Nov 2005 18:08:48 +0000, W Marsh <wayneDOTmarshATgmailDOTcom@> wrote:

>On Wed, 30 Nov 2005 18:01:18 +0000, The Starglider
><the_starglider2002@wibble.co.uk> wrote:
>
>>On Wed, 30 Nov 2005 12:39:47 GMT, spike1@freenet.co.uk wrote:
>>
>>>Martijn van Buul <pino@dohd.org> did eloquently scribble:
>>>>
>>>>
>>>> It occurred to me that Peter de Vroomen wrote in comp.sys.cbm:
>>>>> I say the XBOX 360 because it comes from M$. At least the original XBOX
>>>>> could be modded into something almost resembling a PC so it wasn't TOO
>>>>> bad - anyone got Linux up on a 360 yet? >.>
>>>>
>>>> Why run Linux, if you could run Mac OS/X on it?
>>>>
>>>> But you can't, now can you?
>>>>
>>>> Martijn - who fails to see the point of doing *either* of them, but hey..
>>>
>>>Well, if you think about it....
>>>The Xbox 360 costs microsoft over $100 for every model they sell...
>>>Their goal is to recoup these losses on games...
>>>But, if you bought it, installed linux, and used it as a quite powerful
>>>little server or desktop box...
>>>Well, that's depriving them of their recouped losses, and the more people
>>>who do that, the more trouble it causes them.
>>
>>
>>You've lost me. how exactly are they losing money if they make the machine for
>>$100 and sell it for $300?
>
>I think he means that they take a loss of $100 on every machine.
>
>I'm think they know more about their own marketing than sneering
>snipers on the Internet, personally.

Oh, Spike's not a sniper, he's an old net friend in these Speccy parts, but I do
agree that the "costing Microsoft $100 for every 360 sold" is nonsense.

The original XBox only lost MS $40 per unit at the $100 price. And that was
simply done as a tactic against Sony to gain market share fron their first
console. now they have that share, they are being more money-wise. they will

clearly make a profit from each machine until such time they price match Sony's PS3 in the future.

But the damage to Sony has already been done, by getting there first with the next gen consoles. MS will have an almost clear 6 month headstart on Sony with the 360, and with the already successful Live service and ever increasing backwards compatibility that the 360 provides will only hurt the not-entirely stable company that is Sony.

--

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* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4230. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 19:37:18 UTC
From: Lister <fache@SPAMclara.net>
Message-ID: <vovro1pjvsdr3u7ic41omkv0ckmhf20ho5@4ax.com>
Source record: 9185
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Wed, 30 Nov 2005 17:31:22 GMT, spike1@freenet.co.uk wrote:

>
>Hey, I was just saying what the point was, not that I was going to do it.
>I wouldn't have a microsoft product in the house.
>:-p
>(oh, and I've disliked microsoft for a lot longer than slashdot, try since I
>first saw their basic in '81? things haven't improved since then)

qbasic?

Yeah, horrible thing.

4231. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 19:46:45 UTC
From: "T." <used2it@gmail.com>
Message-ID: <Cknjf.4265$Et5.236153@news20.bellglobal.com>
Source record: 9187
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Lister" <fache@SPAMclara.net> wrote in message
news:vovro1pjvsdr3u7ic41omkv0ckmhf20ho5@4ax.com...
> On Wed, 30 Nov 2005 17:31:22 GMT, spike1@freenet.co.uk wrote:
>
>>
>>Hey, I was just saying what the point was, not that I was going to do it.
>>I wouldn't have a microsoft product in the house.
>>:-p
>>(oh, and I've disliked microsoft for a lot longer than slashdot, try since
>>I
>>first saw their basic in '81? things haven't improved since then)
>
>
> qbasic?
>
> Yeah, horrible thing.

Lol, how about... Commodore Basic? It's still M$ ya know..

4232. Re: {f/a} 5200 Multi-Cart 95 Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 19:51:35 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <bpnjf.7668$wf.2192@newsread3.news.atl.earthlink.net>
Source record: 9186
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Is that 5200 only? Or will it run in the 800/XL/XE?

-Jess

"RED MARTIAN" <martians@sdf.lNoOnSePsAtMar.org> wrote in message
news:dmfp6jogq1@chessie.cirr.com...
> Low reserve and buy it now option
>
> This is the non dipswitch version. It uses an interactive
menu.
> 95 games including rare runable demos. $5 shipping in the USA
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8237742374
>

4233. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 20:48:37 UTC
From: John Black <jblack@texas.net>
Message-ID: <MPG.1df7cc2b8d21916d989a0b@news.chi.sbcglobal.net>
Source record: 9188
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

In article <1133352451.027678.172550@g49g2000cwa.googlegroups.com>,
bill@ts1000.us says...
> Atari vs C64
>
> Atari 8bits hands down beat the C64. Better graphics, better sound,
> better basic (with the exception of the screwy DIM statement), better
> expansion etc. When using the C64 it just felt like it was cobbled
> together by a commitee and then given to the programmer to figure out
> how to make it work.

Ha ha. This is a better troll than the original post. The C64 is STILL
light years ahead of anything Atari ever made.

John Black

4234. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 20:55:31 UTC
From: cfriedel@gmail.com
Message-ID: <1133384131.743789.200880@g14g2000cwa.googlegroups.com>
Source record: 9189
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Mark Bedingfield wrote:
> Lance Lyon wrote:
> > "Blaine Adamson" <prison_mice@yahoo.com.hk> wrote in message
> > news:1133327818.894558.34980@g43g2000cwa.googlegroups.com...
> >
> > >>Which of these systems is the best doorstopper?
> > >>
> > >>Discuss.
> > >>
> > >
> > >
> > > Goes without saying, the xbox of course, it won't run either M.U.L.E. or
> > > Lords of Midnight :-)
> > >
> > > Come to think it, was there a conversion of LoM for Atari ?
> > >
> >
> > No, but you can emulate a speccy on a ST or better.
> >
> > Besides the best 8 bit game was Alternate Reality, closely followed by
> > Star Raiders of course. ;-)
> >
> > Mark

Indeed. I think people writing RPG games today should be required to
look at AR before they start coding. I still count it in the top 5
RPGs I have played and its 25 years old! The level of immersion is
just something you do not see today.

Cliff

4235. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 21:14:43 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3v6j24F12ubt5U1@individual.net>
Source record: 9192
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

John Black wrote:
> The C64 is STILL light years ahead of anything Atari ever made.

Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio at
50kHz, and 14Mb of RAM, and I might just believe you.

4236. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 21:57:16 UTC
From: Six/Style <six@thedarkside.ath.cx>
Message-ID: <d0bda$438e200d$48319bbd$1283@FUSE.NET>
Source record: 9193
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.marsscan

Bill H wrote:
> Atari vs C64
>
> Atari 8bits hands down beat the C64.
You're high.
> Better graphics,
This is demonstrably false, and I suspect you are relying on people not having knowledge of both platforms.

The Atari 8bit hardware modes are severly lacking by comparison to the C64. I use the highres mode as an example:

C64 Hires = 320x200 with 2 colors PER 8x8 cell (from a pal of 16)
Atari Hires = 320x192 with 2 colors PER screen, sharing a HUE!

And then there are the software modes, of which the C64 has legions, but I will name only two of the simplest that both defeat all of the Atari software modes that I know of:

C64 FLI = 16 colors in 136x200
C64 IFLI = 256 possible colors in 160x200

Atari APAC = 256 in 80x192
Atari Colorview = 4096 at 80x192 with terrible rolling
Atari HIP and RIP suffer from is inferior with

>better sound,
Not by a long run, though I suspect this has more to do with the coders on that platform than the hardware itself. After all, it does have one more "channel" than the SID, though the POKEY's 4 "channels" are not nearly as independent of one another as the SID's "voices".

The SID has ring modulation, the POKEY does not, for example.
Put simply, while the SID could emulate a POKEY's sound, a POKEY could not emulate a SID's sound. It simply lacks the features.

>better basic
This is more a matter of opinion, though the C64 has a quite powerful BASIC, and didn't need to load it's DOS from a disk. The Atari BASIC had some graphic commands similar to BASIC 7.0 on the 128.

> better expansion etc.
Uh, no. There is an enormous array of devices widely available for the C64 that you simply won't find even today on the Ataris. Quick and easy hard drives are one example.

> When using the C64 it just felt like it was cobbled
> together by a commitee and then given to the programmer to figure out
> how to make it work.
This is by far the most ridiculous part of your entire statement. I've used both, and having been in the position of wanting to use my Atari and lacking a DOS disk, will take the C64 over it any day. (And don't even get me started on that stupid SIO connector.)

Please, if you're going to make statements like this, stick to quantifiable comparisons. We all like our machines of choice better than any other, and I'm sure we are all tempted to claim that they are the best.

I would be happy to stack the C64 next to an Atari, Apple, Spectrum, CoCo, whatever of similar spec and compare feature for feature.

Frankly, in these days where knowledge of these older platforms is dwindling, we should try to set aside our petty differences, our communities should be coming together to support one another, to explore other retro-platforms, to share our enjoyment of our favorite platforms, to recount our stories of the glorious BBS-era days, and to become one single unified retro-computing community which embraces all platforms.

Just my %10 cents.
%0110

4237. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 21:58:33 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <dgpjf.364$n84.254@trnddc06>
Source record: 9194
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Matthew Westcott" wrote ...

> John Black wrote:
>> The C64 is STILL light years ahead of anything Atari ever made.
>
> Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio at
> 50kHz, and 14Mb of RAM, and I might just believe you.

Show me an 8-bit Atari with all of that and we might take you seriously.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4238. Re: Classic Computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 22:05:56 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1133388356.780265.205950@z14g2000cwz.googlegroups.com>
Source record: 9195

```
Bill Garber wrote:
> <anoneds@netscape.net> wrote in message
> news:1133358088.637660.161190@g43g2000cwa.googlegroups.com...
> >
> > Pixie wrote:
> >> Hi,
> >>
> >> Please forgive me if this is seen as spam or if you've seen this before,
> >> but
> >> I thought people here would be interested.
> >>
> >> I have printed and produced some classic computer wall calendars for
> >> 2006.
> >> You can see it and purchase them online at:
> >> http://www.digicraft.com.au/calendars.
> >>
> >> The calendar features the Atari 800XL.
> >
> > No $ale - no TI-99!
>
>
> The TI-99/4A was in the 2005 calendar. :o)
>
> I have an extra if you want one.
>

Really! In that case, it was probably dropped because EVERYONE knows
that TI'ers want everything for free, and wouldn't spend a dime on it!
```

4239. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 22:14:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.30.22.14.48.366251@charter.net>
Source record: 9196
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

On Wed, 30 Nov 2005 20:48:37 +0000, John Black wrote:

> Ha ha. This is a better troll than the original post. The C64 is STILL
> light years ahead of anything Atari ever made.
>
> John Black

Even my Falcon? :-)

--
_/_/_/

4240. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-11-30 22:15:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.11.30.22.15.27.279082@charter.net>
Source record: 9197
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Wed, 30 Nov 2005 21:58:33 +0000, Sam Gillett wrote:

>
> "Matthew Westcott" wrote ...
>
>> John Black wrote:
>>> The C64 is STILL light years ahead of anything Atari ever made.
>>
>> Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio at
>> 50kHz, and 14Mb of RAM, and I might just believe you.
>
> Show me an 8-bit Atari with all of that and we might take you seriously.

But the man said "anything Atari ever made"... :-)

--
_/_/_/
```

4241. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 00:50:46 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0511301950020.14853@static-141-149-129-16.buff.east.verizon.net>
Source record: 9198
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Wed, 30 Nov 2005, Sam Gillett wrote:

> "Matthew Westcott" wrote ...
>
>> John Black wrote:
>>> The C64 is STILL light years ahead of anything Atari ever made.
>>
>> Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio at
>> 50kHz, and 14Mb of RAM, and I might just believe you.
>
> Show me an 8-bit Atari with all of that and we might take you seriously.

Ah, but John Black never specified that limitation. The Atari ST in many respects does trash a C64, but it comes from the hands of Tramiel you know. :P

-uso.

4242. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 00:55:33 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <438e4a08@news.inet.com.pl>
Source record: 9199
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Six/Style wrote:

[...]

> though the C64 [...] didn't need to load it's DOS from a disk.

Some of the Atarians will tell you that "all professional machines need", which of course doesn't change the fact that it sucks on 8-biter with floppy, eats RAM, slows down the startup etc.. Hey, it sucks on each and any-biter with floppy only but gives them their delusion of "professionality" ;-)

>> better expansion etc.
>
> Uh, no. There is an enormous array of devices widely available for the
> C64 that you simply won't find even today on the Ataris. Quick and easy
> hard drives are one example.

Well, they do have harddrive solutions (I own three of them) but... somebody forgot to write a DOS to boot that would support something beyond 16MiB on a partition, not to mention that somebody forgot to write a DOS to boot that would allow normal usage of removable media like ZIP/LS/SyQuest etc. and of course I wouldn't call any of those solutions "quick and easy", especially when compared to the 64 based ones but of course: "ataris have better expansion possibilities" ...

> I've
> used both, and having been in the position of wanting to use my Atari
> and lacking a DOS disk

Uh, oh... ;-) Have you tried booting from cassette? ;-) ... Erm, that would require a DOS cassette... erm so you can't just easily check what's on the diskette and load a binary from it? Hm... I think that's the price for "professional" feel of the bootable DOS ;-)

>, will take the C64 over it any day. (And don't
> even get me started on that stupid SIO connector.)

That actually is possibly not THAT stupid. At least it was faster than the crippled IEC SERIAL bus on the 64... :-(

4243. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 01:16:11 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <v9sjf.7990$ea6.2030@news-server.bigpond.net.au>
Source record: 9200
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Lyrical Nanoha wrote:
> On Wed, 30 Nov 2005, Sam Gillett wrote:
>
>> "Matthew Westcott" wrote ...
>>
>>> John Black wrote:
>>>
>>>> The C64 is STILL light years ahead of anything Atari ever made.
>>>
>>>
>>> Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio at
>>> 50kHz, and 14Mb of RAM, and I might just believe you.
>>
>>
>> Show me an 8-bit Atari with all of that and we might take you seriously.
>
>
> Ah, but John Black never specified that limitation. The Atari ST in
> many respects does trash a C64, but it comes from the hands of Tramiel
> you know. :P
>

And the Amiga from Atari;-).

IIRC the guys that developed the Atari 8-bit designed the Amiga and the
guys that developed the C-64 developed the Atari ST.

Mark
```

4244. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 02:02:22 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <OQsjf.8023$ea6.6344@news-server.bigpond.net.au>
Source record: 9201
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

silverdr wrote:
> Six/Style wrote:
>
> [...]
>
>> though the C64 [...] didn't need to load it's DOS from a disk.
>
>
> Some of the Atarians will tell you that "all professional machines
> need", which of course doesn't change the fact that it sucks on 8-biter
> with floppy, eats RAM, slows down the startup etc.. Hey, it sucks on
> each and any-biter with floppy only but gives them their delusion of
> "professionality" ;-)

No delusion here, I wouldn't consider the C-64 pro either. However we
both could do things the big PC's could not;-)
>
>>> better expansion etc.
>>
>>
>> Uh, no. There is an enormous array of devices widely available for
>> the C64 that you simply won't find even today on the Ataris. Quick
>> and easy hard drives are one example.
>
>
> Well, they do have harddrive solutions (I own three of them) but...
> somebody forgot to write a DOS to boot that would support something
> beyond 16MiB on a partition, not to mention that somebody forgot to
> write a DOS to boot that would allow normal usage of removable media
> like ZIP/LS/SyQuest etc. and of course I wouldn't call any of those
> solutions "quick and easy", especially when compared to the 64 based
> ones but of course: "ataris have better expansion possibilities" ...

No one forgot, in 1978 there was no zip/ls/syquest avaliable. Who cares
if it is better or worse on either platform? Both had strengths and
weakness'. The debate is over, neither won.

>
>> I've used both, and having been in the position of wanting to use my
>> Atari and lacking a DOS disk
>
>
> Uh, oh... ;-) Have you tried booting from cassette? ;-) ... Erm, that
> would require a DOS cassette... erm so you can't just easily check

> what's on the diskette and load a binary from it? Hm... I think that's
> the price for "professional" feel of the bootable DOS ;-)

Dos is Disk Operating System. Not cassette. Personally I never got left
without a copy of Dos 2.5. Just bung it in the 1050 when you move it.
>
>> , will take the C64 over it any day. (And don't even get me started on
>> that stupid SIO connector.)
>
>
> That actually is possibly not THAT stupid. At least it was faster than
> the crippled IEC SERIAL bus on the 64... :-(

Ain't that the truth. I could not believe the loading times on the C-64
when I first saw one. Personally never had any hassles with SIO either.
My 850 works fine;-).

Mark

4245. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 02:34:37 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0511302134070.15068@static-141-149-129-16.buff.east.verizon.net>
Source record: 9202
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On Thu, 1 Dec 2005, Mark Bedingfield wrote:

> Ain't that the truth. I could not believe the loading times on the C-64 when
> I first saw one. Personally never had any hassles with SIO either. My 850
> works fine;-).

Yeah, even compared to Apple's disk][and later Unidisk 5.25, the 1541
was agony. x.x;

-uso.

4246. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 03:59:50 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <Wyujf.6888$AB2.3546@trnddc08>
Source record: 9203
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Lyrical Nanoha" wrote ...
>
> Ah, but John Black never specified that limitation. The Atari ST in many
> respects does trash a C64, but it comes from the hands of Tramiel you know.
> :P

Yes, the Commodore 64 and the Atari ST were both created by the same fertile
minds. :-) When Jack introduced it to the world, the Commodore 64 was
the best 8-bit computer of its time.

Jack wanted to build a 16-bit computer better than the Amiga, but Irving
Gould would not let him, and booted him out of the CBM organization. So,
Jack had to settle for second best and build the Atari ST. ;-)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4247. Re: TRON

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 04:11:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <4ntso1p95nss68s3mhmqq08gbdp9oshh7e@4ax.com>
Source record: 9204

On Sun, 28 Nov 2005 12:37:56 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet International Newsgate
>
> Nice ... so what exactly is this game about? The Light Cycle sequence?

Yep, exactly.

After that first posting, I mentioned this web page I put up for it:

http://home.centurytel.net/hunmanik/tron/

It does play well I would claim, better than it probably looks!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4248. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 04:30:45 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <V%ujf.1074$fY3.65@trnddc01>
Source record: 9205
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"silverdr" wrote ...

> Some of the Atarians will tell you that "all professional machines need",
> which of course doesn't change the fact that it sucks on 8-biter with
> floppy, eats RAM, slows down the startup etc.. Hey, it sucks on each and
> any-biter with floppy only but gives them their delusion of
> "professionality" ;-)

I used to have an XT Clone that had MS-DOS in ROM. The Custom Phoenix BIOS could be set to boot from ROM, A: drive, then C: if no disk in A:, or C: without checking A: first. The DOS in ROM was version 3.31 IIRC.

Booting from the hard drive was reasonably fast, but a boot from ROM was much faster, even if doing so was very unprofessional. :-)

> Well, they do have harddrive solutions (I own three of them) but...
> somebody forgot to write a DOS to boot that would support something beyond
> 16MiB on a partition, not to mention that somebody forgot to write a DOS to
> boot that would allow normal usage of removable media like ZIP/LS/SyQuest
> etc. and of course I wouldn't call any of those solutions "quick and easy",
> especially when compared to the 64 based ones but of course: "ataris have
> better expansion possibilities" ...

Drill a hole in the case, insert one stick of dynamite, and the Atari will expand quite nicely! ;-)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4249. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 04:41:19 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <P9vjf.8101$ea6.1906@news-server.bigpond.net.au>
Source record: 9206
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Sam Gillett wrote:
> "Lyrical Nanoha" wrote ...
>
>>Ah, but John Black never specified that limitation. The Atari ST in many
>>respects does trash a C64, but it comes from the hands of Tramiel you know.
>>:P
>
>
> Yes, the Commodore 64 and the Atari ST were both created by the same fertile
> minds. :-) When Jack introduced it to the world, the Commodore 64 was
> the best 8-bit computer of its time.

Did you forget that the 800XL was the best? The only thing better was
the 130XE.
>
> Jack wanted to build a 16-bit computer better than the Amiga,

And he did. In fact several.

but Irving
> Gould would not let him, and booted him out of the CBM organization. So,
> Jack had to settle for second best and build the Atari ST. ;-)

Which was a better computer than the Amiga games console;-).

The Amiga was initially setup by Atari, don't forget.

Man this is like 1990 all over again. Look we all know the Atari
machines where the best.

Mark

4250. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 05:50:16 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s03bt9mf3umdqj@thesmog.home.dokos-gr.net>
Source record: 9207
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΏ½oΏ½oΏ½ Wed, 30 Nov 2005 20:16:11 -0500,o(h) Mark Bedingfield <mark@nomorespamplease.computercom.com.au> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½:

```
>
> IIRC the guys that developed the Atari 8-bit designed the Amiga and the
> guys that developed the C-64 developed the Atari ST.
>
> Mark
```

```
And the guys that wrote Amiga DOS 1.x wrote it on a Sinclair QL using
Metacomco's BCPL of all things :-) (Well at least the kernel)
Plus the Amiga can execute QDOS software natively using QDOS Classic -NOT
an emulator really- (and there's even a replacement Kickstart ROM that
turns it completely into a QL). As a matter of fact until the Q60 <url:
http://www.q40.de/> came along, a souped-up Amiga (with an 060) was the
fastest QL compatible that one could get his hands on.

Phoebus

--
```

oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½ Opera: http://www.opera.com/mail/

4251. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 05:58:46 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438e9117$1@duster.adelaide.on.net>
Source record: 9208
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
> Sam Gillett wrote:
>> "Lyrical Nanoha" wrote ...
>>
>>>Ah, but John Black never specified that limitation. The Atari ST in many
>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>know.
>>>:P
>>
>>
>> Yes, the Commodore 64 and the Atari ST were both created by the same
>> fertile minds. :-) When Jack introduced it to the world, the
>> Commodore 64 was the best 8-bit computer of its time.
>
> Did you forget that the 800XL was the best? The only thing better was the
> 130XE.
>>
>> Jack wanted to build a 16-bit computer better than the Amiga,
>
> And he did. In fact several.
>
> but Irving
>> Gould would not let him, and booted him out of the CBM organization. So,
>> Jack had to settle for second best and build the Atari ST. ;-)
>
> Which was a better computer than the Amiga games console;-).

Nonsense, the ST was weak.

4252. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 06:46:05 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <N_wjf.8175$ea6.654@news-server.bigpond.net.au>
Source record: 9209
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>
>>Sam Gillett wrote:
>>
>>>"Lyrical Nanoha" wrote ...
>>>
>>>
>>>>Ah, but John Black never specified that limitation. The Atari ST in many
>>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>>know.
>>>>:P
>>>
>>>
>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>fertile minds. :-) When Jack introduced it to the world, the
>>>Commodore 64 was the best 8-bit computer of its time.
>>
>>Did you forget that the 800XL was the best? The only thing better was the
>>130XE.
>>
>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>
>>And he did. In fact several.
>>
>>but Irving
>>
>>>Gould would not let him, and booted him out of the CBM organization. So,
>>>Jack had to settle for second best and build the Atari ST. ;-)
>>
>>Which was a better computer than the Amiga games console;-).
>
>
> Nonsense, the ST was weak.
>
>

Nonsense, the Amiga was weak.

4253. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 06:49:05 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <B1xjf.8178$ea6.7989@news-server.bigpond.net.au>
Source record: 9210
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Da Smog wrote:
> oΩ½oΩ½oΩ½ Wed, 30 Nov 2005 20:16:11 -0500,o(h) Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½:
>
>>
>> IIRC the guys that developed the Atari 8-bit designed the Amiga and
>> the guys that developed the C-64 developed the Atari ST.
>>
>> Mark
>
>
> And the guys that wrote Amiga DOS 1.x wrote it on a Sinclair QL using
> Metacomco's BCPL of all things :-) (Well at least the kernel)
> Plus the Amiga can execute QDOS software natively using QDOS Classic
> -NOT an emulator really- (and there's even a replacement Kickstart ROM
> that turns it completely into a QL). As a matter of fact until the Q60
> <url: http://www.q40.de/> came along, a souped-up Amiga (with an 060)
> was the fastest QL compatible that one could get his hands on.

Talk about being in bed with each other. One big Atari/Amiga/Sinclair family. Here's a question, was Amiga DOS under development during the period Atari were going to release the Amiga?

Mark

4254. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 06:52:06 UTC
From: Martijn van Buul <pino@dohd.org>
Message-ID: <slrndot7cm.rl7.pino@mud.stack.nl>
Source record: 9211
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

["Followup-To:" header set to comp.sys.cbm.]
> Nonsense, the ST was weak.

peers over his shoulder

It looks like it's a pretty sturdy doorstop, though.

--
Martijn van Buul - pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
The most exciting phrase to hear in science, the one that heralds new
discoveries, is not 'Eureka!' (I found it!) but 'That's funny ...' Isaac Asimov

4255. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 09:16:07 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438ebf58$1@duster.adelaide.on.net>
Source record: 9212
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>
>>>Sam Gillett wrote:
>>>
>>>>"Lyrical Nanoha" wrote ...
>>>>
>>>>
>>>>>Ah, but John Black never specified that limitation. The Atari ST in
>>>>>many
>>>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>>>know.
>>>>>:P
>>>>
>>>>
>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>Commodore 64 was the best 8-bit computer of its time.
>>>
>>>Did you forget that the 800XL was the best? The only thing better was the
>>>130XE.
>>>
>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>
>>>And he did. In fact several.
>>>
>>>but Irving
>>>
>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>So, Jack had to settle for second best and build the Atari ST. ;-)
>>>
>>>Which was a better computer than the Amiga games console;-).
>>
>>
>> Nonsense, the ST was weak.
>>
>
>
> Nonsense, the Amiga was weak.
>
```

Moving from the ST to the Amiga was like a revelation. The ST was the weakest of all the Motorola 16 bit computers from that time.

4256. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 09:37:24 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512010436370.16145@static-141-149-129-16.buff.east.verizon.net>
Source record: 9213
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Thu, 1 Dec 2005, Clockmeister wrote:

> Moving from the ST to the Amiga was like a revelation. The ST was the
> weakest of all the Motorola 16 bit computers from that time.

Having GEM as the GUI and a DOS clone as the OS didn't help much either.
It was basically a PC with a 68000-class CPU.

-uso.

4257. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 12:09:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512010407080.9533-100000@onyx.spiritone.com>
Source record: 9215
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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4258. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 12:17:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512010413400.9533-100000@onyx.spiritone.com>
Source record: 9216
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4259. Read Sparta Disks from MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 12:27:09 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1133440029.586788.312640@g44g2000cwa.googlegroups.com>
Source record: 9214

I'm looking for a utility to at least read Sparta directories from MyDos (or other Dos 2 - type dos versions). Is anyone aware of such a utility? Thanks.

4260. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 13:11:25 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438ef67d$0$27017$91cee783@newsreader02.highway.telekom.at>
Source record: 9217
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

pakitching@hotmail.com wrote:

> > > Atari 8bits hands down beat the C64. ... better sound
>
> That must be why no-one has heard of the SID chip. Oh, wait.
> Everyone knows that the C64 music was the best of the 8-bits and the
> SID was voted as one of the most important chips ever made by Byte
> magazine and people are still making re-mixes if C64 tunes because
> they were so good.

No, better is a C64 with a Software-Sequencer (24) connected to a
synthesizer. Thatï¿½s digital. Forget abot thï¿½s clunkky, lousy and
irksome digital-soundchips. They are sounding alltogether terrible,
also SID.

Kind Regards,

Daniel Mandic

4261. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 13:11:25 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438ef67d$1$27017$91cee783@newsreader02.highway.telekom.at>
Source record: 9218
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

John Black wrote:

>
> Ha ha. This is a better troll than the original post. The C64 is
> STILL light years ahead of anything Atari ever made.
>
> John Black

Hmhmm.

Only the Space Shuttle has been designed and developed on an ATARI.
nop, that?s nothing, I know. So seen, is ATARI the most living Computer
Brand!!!!!! And much better in sound than a C64, of course.

Best Regards,

Daniel Mandic

4262. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 13:11:25 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438ef67d$2$27017$91cee783@newsreader02.highway.telekom.at>
Source record: 9219
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Matthew Westcott wrote:

> John Black wrote:
> > The C64 is STILL light years ahead of anything Atari ever made.
>
> Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio
> at 50kHz, and 14Mb of RAM, and I might just believe you.

Hi Matthew!

You mean 16MB, yes? :-) But how do you came to 16Bit 50KHz?

Best Regards,

Daniel Mandic

4263. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 13:11:25 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438ef67d$3$27017$91cee783@newsreader02.highway.telekom.at>
Source record: 9220
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Sam Gillett wrote:

>
> "Lyrical Nanoha" wrote ...
> >
> > Ah, but John Black never specified that limitation. The Atari ST
> > in many respects does trash a C64, but it comes from the hands of
> > Tramiel you know. :P
>
> Yes, the Commodore 64 and the Atari ST were both created by the same
> fertile minds. :-) When Jack introduced it to the world, the
> Commodore 64 was the best 8-bit computer of its time.
>
> Jack wanted to build a 16-bit computer better than the Amiga, but
> Irving Gould would not let him, and booted him out of the CBM
> organization. So, Jack had to settle for second best and build the
> Atari ST. ;-)

Fortunately. That Irving Gould and Mehdi Ali are the most worse
IT-Manager I ever knew and know. bahh...

But at least the ATARI (8 and 16bit) is more usable, today.

Daniel Mandic

P.S.: Speccy is full Support. Better than ever! Forget about all other
8bit.

4264. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 13:11:26 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <438ef67e$0$27017$91cee783@newsreader02.highway.telekom.at>
Source record: 9221
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Mark Bedingfield wrote:

>
> The Amiga was initially setup by Atari, don't forget.
>

I forget.

Jay Miner initiated the Antic-descendent (however he would have name it). Money was low, so a Joystick Company called AMIGA adopted (cooperated) the financial things..... ATARI could buy AMIGA and the A1000 but Commodore paid obviously more for the mighty AMIGA. Etc Etc-.....

Best Regards,

Daniel Mandic

4265. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 13:54:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.01.13.54.19.874687@charter.net>
Source record: 9222
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:

> Jack wanted to build a 16-bit computer better than the Amiga, but Irving
> Gould would not let him, and booted him out of the CBM organization. So,
> Jack had to settle for second best and build the Atari ST. ;-)

Depends. For a MIDI user, second best was the Amiga. :-)

--
_/_/_/

4266. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 14:07:15 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438f0398@duster.adelaide.on.net>
Source record: 9223
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.01.13.54.19.874687@charter.net...
> On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>
>> Jack wanted to build a 16-bit computer better than the Amiga, but Irving
>> Gould would not let him, and booted him out of the CBM organization. So,
>> Jack had to settle for second best and build the Atari ST. ;-)
>
> Depends. For a MIDI user, second best was the Amiga. :-)
>

For everyone else the Amiga was best.

Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.

4267. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 14:40:00 UTC
From: "W Marsh"
Message-ID: <in2uo1lmqnmqpgjveur3fjk70osov6gm7n@4ax.com>
Source record: 9224
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Thu, 01 Dec 2005 06:46:05 GMT, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> wrote:

>Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>
>>>Sam Gillett wrote:
>>>
>>>>"Lyrical Nanoha" wrote ...
>>>>
>>>>
>>>>>Ah, but John Black never specified that limitation. The Atari ST in many
>>>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>>>know.
>>>>>:P
>>>>
>>>>
>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>Commodore 64 was the best 8-bit computer of its time.
>>>
>>>Did you forget that the 800XL was the best? The only thing better was the
>>>130XE.
>>>
>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>
>>>And he did. In fact several.
>>>
>>>but Irving
>>>
>>>>Gould would not let him, and booted him out of the CBM organization. So,
>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>
>>>Which was a better computer than the Amiga games console;-).
>>
>>
>> Nonsense, the ST was weak.
>>
>>
>
>
>Nonsense, the Amiga was weak.

Debating this in 2005 is weak.

Just enjoy the stuff you like, yeah?

4268. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 14:51:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.01.14.51.51.685357@charter.net>
Source record: 9225
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:

> For everyone else the Amiga was best.

Odd then, that I'm -not- a MIDI user yet still chose the ST line.

> Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.

Sounds very comparable on an STe...

Look Clockmeister, I believe we've talked before. I've actually owned
Amiga machines in the past. They are nice. I like them. I just prefer my
Mega STe and modded Falcon more. Each machine has its advantages and
disadvantages, agreed?

--
_/_/_/

4269. Re: Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 15:18:25 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11ou521mppje021@corp.supernews.com>
Source record: 9226

On 30 Nov 2005 15:55:10 , "Edward S. Baiz Jr." wrote:
>>
>>A while back I stumbled onto a Web Site that was in German.
>>
>>It had pictures and diagrams of connecting an Atari 800XL to an
>>Atari Falcon 030. I am not sure what the purpose was as it
>>was in German. But it looked very interesting.
>>
>>However, I have lost that URL, and haven't been able to find it.
>>
>>Does anyone recall seeing this Site and or possible have the
>>URL for it.
>>
>>If so, post it or send it to me in e-mail.
>>
>>Thanks,
>>phantomm@bellsouth.net
>
>I connect my Atari XE to my Hades060 using the SIO cable and 800XLDJ software.
>
>.
I tried this with my Falcon, but discovered hardware mods are
necessary. Forgive me if I am incorrect, but I think it is because
of the SCC chip instead of MFP like the ST. I have the SIO2PC cable
connected to my 1040STe with 800XLDJ and it works great (wasn't
willing to modify my Falcon).

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

4270. Re: SIO2ST?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 15:20:10 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11ou55a486a1677@corp.supernews.com>
Source record: 9227

```
On 30 Nov 2005 03:32:39 , "Phantom" wrote:
>
>Most of us have heard of the SIO2PC.
>
>I have one of these my self.
>
>Was or is there a SIO2ST similar to the SIO2PC board?
>
>If so, I could use any info about it, A URL and or place to get it.
>
>
>I do have the X-Former Cable and Software, that allows one to transfer
>8-bit files to the ST. I have put together, some of the best software
>and it
>does work quite well. Although some of the software didn't work that
>well.
>
>That was the reason I took the best out of different versions of
>X-Former and
>mixed in some other software. I can now easily transfer 8-bit files
>straight to
>ST disks in the 8-bits normal file mode.
>
>And with a 8-bit emulator running on the ST, one can access the 8-bit
>files
>straight from the ST disks, without having to de-arc them or use some
>type of compression. The files will run straight from ST Disks.
>
>However, I would like to know about the SIO2ST if it exist.
>
>I did find a site where the X-Former Cable could be modified to work
>on a PC. Only a few wires have to be changed.
>
>It is on the X-Former Site if I am not mistaken. Just Google for
>X-Former if interested.
>
>phantomm@bellsouth.net
>
>
>
>.
You can use a standard SIO2PC cable with 800XLDJ (800XL DeeJay)
software. Works great!
```

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

4271. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 18:42:33 UTC
From: Geoffrey Summerhayes <sRuEmMrOnVoEt@hotmail.com>
Message-ID: <RuHjf.7052$wf2.700233@news20.bellglobal.com>
Source record: 9229
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Lyrical Nanoha" <LyricalNanoha@dosius.net> wrote in message
news:Pine.LNX.4.62.0512010436370.16145@static-141-149-129-16.buff.east.verizon.net...
> On Thu, 1 Dec 2005, Clockmeister wrote:
>
>> Moving from the ST to the Amiga was like a revelation. The ST was the
>> weakest of all the Motorola 16 bit computers from that time.
>
> Having GEM as the GUI and a DOS clone as the OS didn't help much either.
> It was basically a PC with a 68000-class CPU.

Damn you guys, I thought I'd finally gotten over leaving
Intuiton behind. *sob*

--
Geoff

4272. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 18:49:01 UTC
From: CIP <onzin-del-@hccnet.nl>
Message-ID: <438f448c$0$809$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 9228
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Ronald J. Hall wrote:

> On Wed, 30 Nov 2005 21:58:33 +0000, Sam Gillett wrote:
>
>>
>> "Matthew Westcott" wrote ...
>>
>>> John Black wrote:
>>>> The C64 is STILL light years ahead of anything Atari ever made.
>>>
>>> Show me a C64 with a 262,144 colour palette at 640x480, 16-bit audio at
>>> 50kHz, and 14Mb of RAM, and I might just believe you.
>>
>> Show me an 8-bit Atari with all of that and we might take you seriously.
>
> But the man said "anything Atari ever made"... :-)
>

I can't beat the ST specs but my 8-bit commodore next to me does a pretty
good job.

3.5 MHz
4096 colours pallete at 640x200
Double SID
Max of 8 Mbyte RAM

Show me a 8-bit ATARI system which comes close.....

CIP

www.commodore-info.com

4273. Re: USB Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 20:22:59 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.12.01.20.22.59.698687@strotmann.de>
Source record: 9230

On Wed, 30 Nov 2005 17:29:00 +0000, kenames wrote:

> hi,
> yea from what I understand, that is in the works. Carsten Strohman
> and friends work on usb cart quite a lot. Hope to see something soon.
>
> Ken
>
> On Wed, 30 Nov 2005 08:41:11 UTC, "Phantom" <phantomm@bellsouth.net>
> wrote:
>
>>
>> Are there any projects availabe for the USB cartridge?
>>
>>
>> I'd like to see someone come up with a program that would allow
>> those small USB memory drives to be used.
>>
>> Has anyone tried this yet?
>>
>> phantomm@bellsouth.net
>>
>>
>>

Yes, the Frankfurt Group of ABBUC is working on that. The next programming weekend is 10/11. Dec.

We'll post pictures and progress report on monday, 12.12.

Best regards

Carsten Strotmann

4274. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 22:43:20 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438f7c8d@duster.adelaide.on.net>
Source record: 9231
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.01.14.51.51.685357@charter.net...
> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>
>> For everyone else the Amiga was best.
>
> Odd then, that I'm -not- a MIDI user yet still chose the ST line.

You're mad :-)

>> Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>
> Sounds very comparable on an STe...

You must have odd ears ;-)

> Look Clockmeister, I believe we've talked before. I've actually owned
> Amiga machines in the past. They are nice. I like them. I just prefer my
> Mega STe and modded Falcon more. Each machine has its advantages and
> disadvantages, agreed?
>

Yeah sure, not like it matters anymore. Besides, it's OT in this group.

4275. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 23:20:58 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <uzLjf.8556$ea6.5392@news-server.bigpond.net.au>
Source record: 9232
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>
>>>
>>>>Sam Gillett wrote:
>>>>
>>>>
>>>>>"Lyrical Nanoha" wrote ...
>>>>>
>>>>>
>>>>>
>>>>>>Ah, but John Black never specified that limitation. The Atari ST in
>>>>>>many
>>>>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>>>>know.
>>>>>>:P
>>>>>
>>>>>
>>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>>Commodore 64 was the best 8-bit computer of its time.
>>>>
>>>>Did you forget that the 800XL was the best? The only thing better was the
>>>>130XE.
>>>>
>>>>
>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>
>>>>And he did. In fact several.
>>>>
>>>>but Irving
>>>>
>>>>
>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>So, Jack had to settle for second best and build the Atari ST. ;-)
>>>>
>>>>Which was a better computer than the Amiga games console;-).
```

>>>
>>>
>>>Nonsense, the ST was weak.
>>>
>>
>>
>>Nonsense, the Amiga was weak.
>>
>
>
> Moving from the ST to the Amiga was like a revelation. The ST was the
> weakest of all the Motorola 16 bit computers from that time.
>

First time I used an Amiga I could not believe how slow and clunky it
was. Shudder. It also creaks.

Mark

4276. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-01 23:25:10 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <qDLjf.8564$ea6.2941@news-server.bigpond.net.au>
Source record: 9233
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.01.13.54.19.874687@charter.net...
>
>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>
>>
>>>Jack wanted to build a 16-bit computer better than the Amiga, but Irving
>>>Gould would not let him, and booted him out of the CBM organization. So,
>>>Jack had to settle for second best and build the Atari ST. ;-)
>>
>>Depends. For a MIDI user, second best was the Amiga. :-)
>>
>
>
> For everyone else the Amiga was best.
>
> Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>

Apart from the fact it is Mono on and STFM it sounded OK. The STE easily
sounded as good, if not better (50 Khz). And the Falcon..... Amiga
wasn't in the same league.

Mark
```

4277. Re: CX481 The Entertainer

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 00:17:55 UTC
From: micrologix1500@yahoo.com
Message-ID: <1133482675.890461.138950@g47g2000cwa.googlegroups.com>
Source record: 9234

When my parents got me a 400 and the entertainer kit for christmas '82,
it came with star raiders and pac-man. I couldn't tell ya what was on
the box, it is long gone.

I thought the second game varied according to what was hot at the time.
I know something was offered before the pac-man cart was available,
missile command sounds right.

4278. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 00:26:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438f94d4@duster.adelaide.on.net>
Source record: 9235
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.01.13.54.19.874687@charter.net...
>>
>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>
>>>
>>>>Jack wanted to build a 16-bit computer better than the Amiga, but Irving
>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>So,
>>>>Jack had to settle for second best and build the Atari ST. ;-)
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>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>
>>
>>
>> For everyone else the Amiga was best.
>>
>> Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>
>
> Apart from the fact it is Mono on and STFM it sounded OK.

No it didn't, it was awful.

The STE easily
> sounded as good, if not better (50 Khz).

Nope.

And the Falcon..... Amiga
> wasn't in the same league.
>

Correct, it actually sold in numbers.

Next.

4279. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 00:29:29 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438f956e@duster.adelaide.on.net>
Source record: 9236
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
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>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Sam Gillett wrote:
>>>>>
>>>>>
>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Ah, but John Black never specified that limitation. The Atari ST in
>>>>>>>many
>>>>>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>>>>>know.
>>>>>>>:P
>>>>>>>
>>>>>>>
>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>>>>Commodore 64 was the best 8-bit computer of its time.
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>>>>>Did you forget that the 800XL was the best? The only thing better was
>>>>>the 130XE.
>>>>>
>>>>>
>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
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>>>>>
>>>>>but Irving
>>>>>
>>>>>
>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>So, Jack had to settle for second best and build the Atari ST. ;-)
```

>>>>>
>>>>>Which was a better computer than the Amiga games console;-).
>>>>
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>>>>Nonsense, the ST was weak.
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>>>Nonsense, the Amiga was weak.
>>>
>>
>>
>> Moving from the ST to the Amiga was like a revelation. The ST was the
>> weakest of all the Motorola 16 bit computers from that time.
>>
>
> First time I used an Amiga I could not believe how slow and clunky it was.
> Shudder. It also creaks.
>

Slow and clunky is the GEM/TOS insult to computing coupled with very
ordinary hardware.

4280. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 00:30:38 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438f95b1@duster.adelaide.on.net>
Source record: 9237
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
"W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
news:in2uo1lmqnmqpgjveur3fjk70osov6gm7n@4ax.com...
> On Thu, 01 Dec 2005 06:46:05 GMT, Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> wrote:
>
>>Clockmeister wrote:
>>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>> message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
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>>>>Sam Gillett wrote:
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>>>>Did you forget that the 800XL was the best? The only thing better was
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>>>>130XE.
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>>>>but Irving
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>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>So,
>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>
>>>>Which was a better computer than the Amiga games console;-).
>>>
>>>
>>> Nonsense, the ST was weak.
```

>>>
>>>
>>
>>
>>Nonsense, the Amiga was weak.
>
> Debating this in 2005 is weak.
>
> Just enjoy the stuff you like, yeah?

What if you like debating, yeah?

You pillock...

4281. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 00:36:34 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <mGMjf.8636$ea6.2974@news-server.bigpond.net.au>
Source record: 9238
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>
>>>
>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>
>>>>
>>>>
>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but Irving
>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>So,
>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>
>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>
>>>
>>>
>>>For everyone else the Amiga was best.
>>>
>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>
>>
>>Apart from the fact it is Mono on and STFM it sounded OK.
>
>
> No it didn't, it was awful.

Yes it did.
>
> The STE easily
>
>>sounded as good, if not better (50 Khz).
>
>
> Nope.

Yup.
>

> And the Falcon..... Amiga
>
>>wasn't in the same league.
>>
>
>
> Correct, it actually sold in numbers.

So VHS was better than Beta? CD was better than DAT? Spice Girls are better than the Eagles? Numbers do not a computer make. By that analogy the Amiga was a POS compared to a 286.

Next.

Mark

4282. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 00:37:26 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <aHMjf.8638$ea6.19@news-server.bigpond.net.au>
Source record: 9239
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Sam Gillett wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Ah, but John Black never specified that limitation. The Atari ST in
>>>>>>>>many
>>>>>>>>respects does trash a C64, but it comes from the hands of Tramiel you
>>>>>>>>know.
>>>>>>>>:P
>>>>>>>
>>>>>>>
>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>>>>Commodore 64 was the best 8-bit computer of its time.
>>>>>>
>>>>>>Did you forget that the 800XL was the best? The only thing better was
>>>>>>the 130XE.
>>>>>>
>>>>>>
>>>>>>
```

>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>
>>>>>>And he did. In fact several.
>>>>>>
>>>>>>but Irving
>>>>>>
>>>>>>
>>>>>>
>>>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>>>So, Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>
>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>
>>>>>
>>>>>Nonsense, the ST was weak.
>>>>>
>>>>
>>>>
>>>>Nonsense, the Amiga was weak.
>>>>
>>>
>>>
>>>Moving from the ST to the Amiga was like a revelation. The ST was the
>>>weakest of all the Motorola 16 bit computers from that time.
>>>
>>
>>First time I used an Amiga I could not believe how slow and clunky it was.
>>Shudder. It also creaks.
>>
>
>
> Slow and clunky is the GEM/TOS insult to computing coupled with very
> ordinary hardware.
>

Yet it was faster than an A500? How are your eyes after all that
interlacing?

Mark

4283. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 01:15:45 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fa044@duster.adelaide.on.net>
Source record: 9240
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Sam Gillett wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Ah, but John Black never specified that limitation. The Atari ST
>>>>>>>>>in many
>>>>>>>>>respects does trash a C64, but it comes from the hands of Tramiel
>>>>>>>>>you know.
>>>>>>>>>:P
>>>>>>>>
>>>>>>>>
>>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>>>>>Commodore 64 was the best 8-bit computer of its time.
>>>>>>>
>>>>>>>Did you forget that the 800XL was the best? The only thing better was
>>>>>>>the 130XE.
>>>>>>>
```

>>>>>>>
>>>>>>>
>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>>
>>>>>>>And he did. In fact several.
>>>>>>>
>>>>>>>but Irving
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>>>So, Jack had to settle for second best and build the Atari ST.
>>>>>>>>;-)
>>>>>>>
>>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>>
>>>>>>
>>>>>>Nonsense, the ST was weak.
>>>>>>
>>>>>
>>>>>
>>>>>Nonsense, the Amiga was weak.
>>>>>
>>>>
>>>>
>>>>Moving from the ST to the Amiga was like a revelation. The ST was the
>>>>weakest of all the Motorola 16 bit computers from that time.
>>>>
>>>
>>>First time I used an Amiga I could not believe how slow and clunky it
>>>was. Shudder. It also creaks.
>>>
>>
>>
>> Slow and clunky is the GEM/TOS insult to computing coupled with very
>> ordinary hardware.
>>
>
> Yet it was faster than an A500?

It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid was
neither here nor there.

How are your eyes after all that
> interlacing?
>

How did you find space for two monitors?

4284. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 01:23:33 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s04t5qfx3umdqj@thesmog.home.dokos-gr.net>
Source record: 9241
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΏ½oΏ½oΏ½ Thu, 01 Dec 2005 20:15:45 -0500,o(h) Clockmeister <no-one@nowhere.com> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½:

```
>
> It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid
> was
> neither here nor there.
```

No wonder since, as I stated previously, Amiga DOS was written on a *SINCLAIR* QL :-P

```
>
> How are your eyes after all that
>> interlacing?
>>
>
```

I get some visions of HAM mode though and my eyes hurt even more than with an ST.

Cheers,

Phoebus

--
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½ Opera: http://www.opera.com/mail/

4285. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 01:24:03 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fa236@duster.adelaide.on.net>
Source record: 9242
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>
>>>>
>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>>
>>>>>
>>>>>
>>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but
>>>>>>Irving
>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>So,
>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>
>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>
>>>>
>>>>
>>>>For everyone else the Amiga was best.
>>>>
>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>
>>>
>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>
>>
>> No it didn't, it was awful.
>
> Yes it did.
>>
>> The STE easily
>>
>>>sounded as good, if not better (50 Khz).
>>
>>
```

>> Nope.
>
> Yup.
>>
>> And the Falcon..... Amiga
>>
>>>wasn't in the same league.
>>>
>>
>>
>> Correct, it actually sold in numbers.
>
> So VHS was better than Beta? CD was better than DAT? Spice Girls are
> better than the Eagles? Numbers do not a computer make. By that analogy
> the Amiga was a POS compared to a 286.

Not at all since I never suggested that the Amiga was better because it sold
in numbers, only that it did and the Falcon didn't.

> Next.

Careful, your bias is showing.

4286. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 01:27:51 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <rqNjf.8685$ea6.6159@news-server.bigpond.net.au>
Source record: 9243
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>>message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Sam Gillett wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Ah, but John Black never specified that limitation. The Atari ST
>>>>>>>>>>in many
>>>>>>>>>>respects does trash a C64, but it comes from the hands of Tramiel
>>>>>>>>>>you know.
```

>>>>>>>>>>:P
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>>>>>>>fertile minds. :-) When Jack introduced it to the world, the
>>>>>>>>>Commodore 64 was the best 8-bit computer of its time.
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>>>>>>>>Did you forget that the 800XL was the best? The only thing better was
>>>>>>>>the 130XE.
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>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
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>>>>>>>>And he did. In fact several.
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>>>>>>>>but Irving
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>>>>So, Jack had to settle for second best and build the Atari ST.
>>>>>>>>>;-)
>>>>>>>>
>>>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>>>
>>>>>>>
>>>>>>>Nonsense, the ST was weak.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>Nonsense, the Amiga was weak.
>>>>>>
>>>>>
>>>>>
>>>>>Moving from the ST to the Amiga was like a revelation. The ST was the
>>>>>weakest of all the Motorola 16 bit computers from that time.
>>>>>
>>>>
>>>>First time I used an Amiga I could not believe how slow and clunky it
>>>>was. Shudder. It also creaks.
>>>>
>>>
>>>
>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>ordinary hardware.
>>>
>>

>>Yet it was faster than an A500?
>
>
> It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid was
> neither here nor there.

7.14Mhz Vs 8Mhz? Tos worked well for me, I am not sure what you were
doing wrong. I found the Amiga piss farted around too much and took ages
to boot up too.
BTW my Atari's Multitask just fine as well.

>
> How are your eyes after all that
>
>>interlacing?
>>
>
>
> How did you find space for two monitors?

No trouble, hows the eyes?

Mark

4287. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 01:30:16 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <IsNjf.8689$ea6.1243@news-server.bigpond.net.au>
Source record: 9244
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>>
>>>>>
>>>>>
>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>>>
>>>>>>
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>>>>>>
>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but
>>>>>>>Irving
>>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>>So,
>>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>
>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>
>>>>>>
>>>>>>
>>>>>>>For everyone else the Amiga was best.
>>>>>>>
>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>
>>>>>>
>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>
>>>>>>
>>>>>No it didn't, it was awful.
>>>>>
```

>>Yes it did.
>>
>>>The STE easily
>>>
>>>
>>>>sounded as good, if not better (50 Khz).
>>>
>>>
>>>Nope.
>>
>>Yup.
>>
>>>And the Falcon..... Amiga
>>>
>>>
>>>>wasn't in the same league.
>>>>
>>>
>>>
>>>Correct, it actually sold in numbers.
>>
>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>better than the Eagles? Numbers do not a computer make. By that analogy
>>the Amiga was a POS compared to a 286.
>
>
> Not at all since I never suggested that the Amiga was better because it sold
> in numbers, only that it did and the Falcon didn't.

So what is your point? Or was it just an observation?

So how is the 16bit DSP driven sound on the A1200 anyway?

>
>
>>Next.
>
>
> Careful, your bias is showing.
>

As is yours;-).

Mark

4288. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 02:07:27 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <438fac60@news.inet.com.pl>
Source record: 9245
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Mark Bedingfield wrote:

>>
>> Well, they do have harddrive solutions (I own three of them) but...
>> somebody forgot to write a DOS to boot that would support something
>> beyond 16MiB on a partition, not to mention that somebody forgot to
>> write a DOS to boot that would allow normal usage of removable media
>> like ZIP/LS/SyQuest etc. and of course I wouldn't call any of those
>> solutions "quick and easy", especially when compared to the 64 based
>> ones but of course: "ataris have better expansion possibilities" ...
>
>
> No one forgot, in 1978 there was no zip/ls/syquest avaliable.

Nor were the harddrive solutions for the 8bit Ataris?

> Who cares
> if it is better or worse on either platform? Both had strengths and
> weakness'. The debate is over, neither won.

OK :-) I almost can't belive me taking part in this debate but it's kind
of strange fun ;-)

>
>>
>>> I've used both, and having been in the position of wanting to use my
>>> Atari and lacking a DOS disk
>>
>>
>>
>> Uh, oh... ;-) Have you tried booting from cassette? ;-) ... Erm, that
>> would require a DOS cassette... erm so you can't just easily check
>> what's on the diskette and load a binary from it? Hm... I think that's
>> the price for "professional" feel of the bootable DOS ;-)
>
>
> Dos is Disk Operating System. Not cassette.

But it's still a software - I was joking that maybe he could boot the
Disk Operating System from the cassette...

>>> , will take the C64 over it any day. (And don't even get me started
>>> on that stupid SIO connector.)
>>
>> That actually is possibly not THAT stupid. At least it was faster than

>> the crippled IEC SERIAL bus on the 64... :-(
>
> Ain't that the truth. I could not believe the loading times on the C-64
> when I first saw one.

Ain't that what I just wrote? I believed SIO to be actually,
unfortunately ;-) better than the C64's SERIAL bus... at least in terms
of speed.

4289. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 02:22:20 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <wdOjf.8716$ea6.5568@news-server.bigpond.net.au>
Source record: 9246
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

silverdr wrote:
> Mark Bedingfield wrote:
>
>>>
>>> Well, they do have harddrive solutions (I own three of them) but...
>>> somebody forgot to write a DOS to boot that would support something
>>> beyond 16MiB on a partition, not to mention that somebody forgot to
>>> write a DOS to boot that would allow normal usage of removable media
>>> like ZIP/LS/SyQuest etc. and of course I wouldn't call any of those
>>> solutions "quick and easy", especially when compared to the 64 based
>>> ones but of course: "ataris have better expansion possibilities" ...
>>
>>
>>
>> No one forgot, in 1978 there was no zip/ls/syquest avaliable.
>
>
> Nor were the harddrive solutions for the 8bit Ataris?

Not then, no. In fact I don't think Atari ever made a hard drive for the
8-bit. Could be wrong tho.
>
>> Who cares if it is better or worse on either platform? Both had
>> strengths and weakness'. The debate is over, neither won.
>
>
> OK :-) I almost can't belive me taking part in this debate but it's kind
> of strange fun ;-)

It's like it is 1988 all over again, lol. I wasn't going to bother, but
it is fun. I was in a Atari/Commodore club, it used to go on all day.
The best thing was proving the other camp wrong;-).
>
>>
>>>
>>>> I've used both, and having been in the position of wanting to use my
>>>> Atari and lacking a DOS disk
>>>
>>>
>>>
>>>
>>> Uh, oh... ;-) Have you tried booting from cassette? ;-) ... Erm, that
>>> would require a DOS cassette... erm so you can't just easily check
>>> what's on the diskette and load a binary from it? Hm... I think

>>> that's the price for "professional" feel of the bootable DOS ;-)
>>
>>
>>
>> Dos is Disk Operating System. Not cassette.
>
>
> But it's still a software - I was joking that maybe he could boot the
> Disk Operating System from the cassette...

It is most likely possible, too. Never tried tho.
>
>
>>>> , will take the C64 over it any day. (And don't even get me started
>>>> on that stupid SIO connector.)
>>>
>>>
>>> That actually is possibly not THAT stupid. At least it was faster
>>> than the crippled IEC SERIAL bus on the 64... :-(
>>
>>
>> Ain't that the truth. I could not believe the loading times on the
>> C-64 when I first saw one.
>
>
> Ain't that what I just wrote? I believed SIO to be actually,
> unfortunately ;-) better than the C64's SERIAL bus... at least in terms
> of speed.

It was like torture, I have 3 C-64's in the shed, never had time to play
with them though. Too many Atari's to choose from. Actually I have 2
Falcon030's (one with CT2), a TT030, A MegaSTE, a STE, 6 STFM's, a
520ST, 130XE, XEGS, 2 800XL's (one with 256k ram and Omnimon), a 600XL
(64k), a Lynx, a portfolio, a Jaguar, 2 2600's, 3 C-64's, A500, A2000,
CD32 (with SX1). Jez, I didn't realise I had collected so much, although
the wife does. No wonder I have no time;-)

Mark

4290. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 02:53:58 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fb748$1@duster.adelaide.on.net>
Source record: 9247
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:rqNjf.8685$ea6.6159@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
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>>>>>>
>>>>>>>Clockmeister wrote:
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>>>>>>>
>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>in message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Sam Gillett wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>Ah, but John Black never specified that limitation. The Atari ST
>>>>>>>>>>>in many
```

>>>>>>>>>>>respects does trash a C64, but it comes from the hands of Tramiel
>>>>>>>>>>>you know.
>>>>>>>>>>>:P
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the
>>>>>>>>>>same fertile minds. :-) When Jack introduced it to the
>>>>>>>>>>world, the Commodore 64 was the best 8-bit computer of its time.
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>>>>>>>>>Did you forget that the 800XL was the best? The only thing better
>>>>>>>>>was the 130XE.
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>>>>>>>>>
>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
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>>>>>>>>>And he did. In fact several.
>>>>>>>>>
>>>>>>>>>but Irving
>>>>>>>>>
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>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>organization. So, Jack had to settle for second best and build the
>>>>>>>>>>Atari ST. ;-)
>>>>>>>>>
>>>>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>>>>
>>>>>>>>
>>>>>>>>Nonsense, the ST was weak.
>>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>Nonsense, the Amiga was weak.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>Moving from the ST to the Amiga was like a revelation. The ST was the
>>>>>>weakest of all the Motorola 16 bit computers from that time.
>>>>>>
>>>>>
>>>>>First time I used an Amiga I could not believe how slow and clunky it
>>>>>was. Shudder. It also creaks.
>>>>>
>>>>
>>>>
>>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>>ordinary hardware.

>>>>
>>>
>>>Yet it was faster than an A500?
>>
>>
>> It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid
>> was neither here nor there.
>
> 7.14Mhz Vs 8Mhz?

Irrelevant when the CPU couldn't offload some of the workload to custom
chips.

Tos worked well for me, I am not sure what you were
> doing wrong. I found the Amiga piss farted around too much and took ages
> to boot up too.

The price you pay for a revolutionary OS. Multitasking was sweet...
And those silly partition limitations on the ST... what a joke.

> BTW my Atari's Multitask just fine as well.
>

Not like an Amiga multitasks, and how splintered are the OS choices and
compatibilities between them?

>>
>> How are your eyes after all that
>>
>>>interlacing?
>>>
>>
>>
>> How did you find space for two monitors?
>
> No trouble, hows the eyes?
>

Fine. Ever heard of productivity mode... or a flicker fixer even?

4291. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 02:59:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fb8b0@duster.adelaide.on.net>
Source record: 9248
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but
>>>>>>>>>>>>Irving
>>>>>>>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>>>>>>>So,
>>>>>>>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>>>>>>
>>>>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>For everyone else the Amiga was best.
>>>>>>>>>>
>>>>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>>>
>>>>>>>>
```

>>>>No it didn't, it was awful.
>>>
>>>Yes it did.
>>>
>>>>The STE easily
>>>>
>>>>
>>>>>sounded as good, if not better (50 Khz).
>>>>
>>>>
>>>>Nope.
>>>
>>>Yup.
>>>
>>>>And the Falcon..... Amiga
>>>>
>>>>
>>>>>wasn't in the same league.
>>>>>
>>>>
>>>>
>>>>Correct, it actually sold in numbers.
>>>
>>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>>better than the Eagles? Numbers do not a computer make. By that analogy
>>>the Amiga was a POS compared to a 286.
>>
>>
>> Not at all since I never suggested that the Amiga was better because it
>> sold in numbers, only that it did and the Falcon didn't.
>
> So what is your point? Or was it just an observation?
>
> So how is the 16bit DSP driven sound on the A1200 anyway?
>

Possibly more common then Falcons.
http://amiga.resource.cx/exp/search.pl?dir=audio

Quite a number of options there.

>>>Next.
>>
>>
>> Careful, your bias is showing.
>>
>
> As is yours;-).
>

:-P

4292. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 03:13:27 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <rZOjf.8734$ea6.3146@news-server.bigpond.net.au>
Source record: 9249
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:rqNjf.8685$ea6.6159@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
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>>>
>>>>Clockmeister wrote:
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>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
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>>>>>>>>>in message news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
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>>>>>>>>>
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>>>>>>>>>
>>>>>>>>>>Sam Gillett wrote:
>>>>>>>>>>
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```

>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>"Lyrical Nanoha" wrote ...
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>>>>>>>>>>
>>>>>>>>>>
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>>>>>>>>>>>Ah, but John Black never specified that limitation. The Atari ST
>>>>>>>>>>>in many
>>>>>>>>>>>respects does trash a C64, but it comes from the hands of Tramiel
>>>>>>>>>>>you know.
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>>>>>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the
>>>>>>>>>>>same fertile minds. :-) When Jack introduced it to the
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>>>>>>>>>>Did you forget that the 800XL was the best? The only thing better
>>>>>>>>>>was the 130XE.
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>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
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>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
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>>>>>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>>>>>
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>>>>>>>>>Nonsense, the ST was weak.
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>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Nonsense, the Amiga was weak.

>>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>Moving from the ST to the Amiga was like a revelation. The ST was the
>>>>>>>weakest of all the Motorola 16 bit computers from that time.
>>>>>>>
>>>>>>
>>>>>>First time I used an Amiga I could not believe how slow and clunky it
>>>>>>was. Shudder. It also creaks.
>>>>>>
>>>>>
>>>>>
>>>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>>>ordinary hardware.
>>>>>
>>>>
>>>>Yet it was faster than an A500?
>>>
>>>
>>>It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid
>>>was neither here nor there.
>>
>>7.14Mhz Vs 8Mhz?
>
>
> Irrelevant when the CPU couldn't offload some of the workload to custom
> chips.
>

You just said it was slower.

> Tos worked well for me, I am not sure what you were
>
>>doing wrong. I found the Amiga piss farted around too much and took ages
>>to boot up too.
>
>
> The price you pay for a revolutionary OS. Multitasking was sweet...
> And those silly partition limitations on the ST... what a joke.

A price I happily didn't pay. Like ram limitations on a Amiga 1000?

>
>
>>BTW my Atari's Multitask just fine as well.
>>
>
>
> Not like an Amiga multitasks, and how splintered are the OS choices and
> compatibilities between them?

How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2, Geneva and NetBSD? And which one were you refering to? Magic, Mint, Multitos and Geneva are all relatively TOS/GEM compatible. How well do ALL WB 1 apps run under current AmigaOS?

>
>
>>> How are your eyes after all that
>>>
>>>
>>>>interlacing?
>>>>
>>>
>>>
>>>How did you find space for two monitors?
>>
>>No trouble, hows the eyes?
>>
>
>
> Fine. Ever heard of productivity mode... or a flicker fixer even?
>

Did they come as standard on an A500 did they? I never needed one on my SM124.

Mark

4293. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 03:20:52 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <o4Pjf.8738$ea6.6796@news-server.bigpond.net.au>
Source record: 9250
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
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>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
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>>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
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>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but
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>>>>>>>>>Gould would not let him, and booted him out of the CBM organization.
>>>>>>>>>So,
>>>>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>>>
>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>>>
>>>>>>>
```

>>>>>>>
>>>>>>>For everyone else the Amiga was best.
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>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
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>>>>>>
>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
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>>>>>
>>>>>No it didn't, it was awful.
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>>>>Yes it did.
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>>>>>The STE easily
>>>>>
>>>>>
>>>>>
>>>>>>sounded as good, if not better (50 Khz).
>>>>>
>>>>>
>>>>>Nope.
>>>>
>>>>Yup.
>>>>
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>>>>>And the Falcon..... Amiga
>>>>>
>>>>>
>>>>>
>>>>>>wasn't in the same league.
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>>>>>Correct, it actually sold in numbers.
>>>>
>>>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>>>better than the Eagles? Numbers do not a computer make. By that analogy
>>>>the Amiga was a POS compared to a 286.
>>>
>>>
>>>Not at all since I never suggested that the Amiga was better because it
>>>sold in numbers, only that it did and the Falcon didn't.
>>
>>So what is your point? Or was it just an observation?
>>
>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>
>
>

> Possibly more common then Falcons.
> http://amiga.resource.cx/exp/search.pl?dir=audio
>
> Quite a number of options there.

All factory standard were they?

http://www.czuba-tech.com/DEESSE/english/overview.htm

Hows about them apples?

Can a stock A1200 play MP3's? My stock Falcon can:-)
>
>
>
>>>>Next.
>>>
>>>
>>>Careful, your bias is showing.
>>>
>>
>>As is yours;-).
>>
>
>
> :-P
>
>
Nah, nah, nah, nah, neh.

ROTFLMAO.;-).

Mark

4294. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 03:57:05 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <ICPjf.3029$wD4.1161@trnddc02>
Source record: 9251
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" wrote ...

> Sam Gillett wrote:
>>
>> Yes, the Commodore 64 and the Atari ST were both created by the same
>> fertile minds. :-) When Jack introduced it to the world, the
>> Commodore 64 was the best 8-bit computer of its time.
>
> Did you forget that the 800XL was the best? The only thing better was the
> 130XE.

Nonsense! The Commodore 128 was much better than ANY Atari 8-bit.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4295. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:11:56 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <gQPjf.8768$ea6.4681@news-server.bigpond.net.au>
Source record: 9252
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Sam Gillett wrote:
> "Mark Bedingfield" wrote ...
>
>
>>Sam Gillett wrote:
>>
>>>Yes, the Commodore 64 and the Atari ST were both created by the same
>>>fertile minds. :-) When Jack introduced it to the world, the
>>>Commodore 64 was the best 8-bit computer of its time.
>>
>>Did you forget that the 800XL was the best? The only thing better was the
>>130XE.
>
>
> Nonsense! The Commodore 128 was much better than ANY Atari 8-bit.

Oh c'mon, the 130XE was the best.

Mark

4296. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:16:37 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fcaa7@duster.adelaide.on.net>
Source record: 9253
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:rZOjf.8734$ea6.3146@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:rqNjf.8685$ea6.6159@news-server.bigpond.net.au...
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>>>Clockmeister wrote:
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>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
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>>>>>Clockmeister wrote:
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>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
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>>>>>>>Clockmeister wrote:
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>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
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>>>>>>>>>>>>Ah, but John Black never specified that limitation. The Atari
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>>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
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>>>>>>>>>>
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>>>>>>>>>>>Nonsense, the ST was weak.
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>>>>>>>>>
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>>>>>>>>First time I used an Amiga I could not believe how slow and clunky it
>>>>>>>>was. Shudder. It also creaks.
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>>>>>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>>>>>ordinary hardware.
>>>>>>>
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>>>>>>Yet it was faster than an A500?
>>>>
>>>>
>>>>It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid
>>>>was neither here nor there.
>>>
>>>7.14Mhz Vs 8Mhz?
>>
>>
>> Irrelevant when the CPU couldn't offload some of the workload to custom
>> chips.
>>
>
> You just said it was slower.
>

Not in operation it isn't.

>> Tos worked well for me, I am not sure what you were
>>
>>>doing wrong. I found the Amiga piss farted around too much and took ages
>>>to boot up too.
>>
>>
>> The price you pay for a revolutionary OS. Multitasking was sweet...
>> And those silly partition limitations on the ST... what a joke.
>
> A price I happily didn't pay. Like ram limitations on a Amiga 1000?

What RAM limitations? The RAM limitations of the computers were more to do
with economical practicality at that time anyway.

>>
>>
>>>BTW my Atari's Multitask just fine as well.
>>>
>>
>>
>> Not like an Amiga multitasks, and how splintered are the OS choices and
>> compatibilities between them?
>
> How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2, Geneva
> and NetBSD? And which one were you refering to? Magic, Mint, Multitos and
> Geneva are all relatively TOS/GEM compatible.

You have just proved my point.

How well do
> ALL WB 1 apps run under current AmigaOS?
>

Irrelevant when both the OS and hardware has progressed well beyond the
original spec in the case of the Amiga. And before you start on about the
clones, the Hades was compatibility hell.

>>
>>>> How are your eyes after all that
>>>>
>>>>
>>>>>interlacing?
>>>>>
>>>>
>>>>
>>>>How did you find space for two monitors?
>>>
>>>No trouble, hows the eyes?
>>>
>>
>>
>> Fine. Ever heard of productivity mode... or a flicker fixer even?
>
> Did they come as standard on an A500 did they?

Any ECS machine with 2.1 could display productivity mode, and standard with
A500+.

I never needed one on my
> SM124.
>

Didn't need to. We didn't need to buy a (hideously expensive at the time)
second monitor either.

4297. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:20:13 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fcb7f$1@duster.adelaide.on.net>
Source record: 9254
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:o4Pjf.8738$ea6.6796@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
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>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
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>>>>>>>Clockmeister wrote:
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>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
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>>>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
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>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but
>>>>>>>>>>Irving
>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>organization. So,
>>>>>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>>>>
>>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)

>>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>For everyone else the Amiga was best.
>>>>>>>>
>>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>>
>>>>>>>
>>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>
>>>>>>
>>>>>>No it didn't, it was awful.
>>>>>
>>>>>Yes it did.
>>>>>
>>>>>
>>>>>>The STE easily
>>>>>>
>>>>>>
>>>>>>
>>>>>>>sounded as good, if not better (50 Khz).
>>>>>>
>>>>>>
>>>>>>Nope.
>>>>>
>>>>>Yup.
>>>>>
>>>>>
>>>>>>And the Falcon..... Amiga
>>>>>>
>>>>>>
>>>>>>
>>>>>>>wasn't in the same league.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>Correct, it actually sold in numbers.
>>>>>
>>>>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>>>>better than the Eagles? Numbers do not a computer make. By that analogy
>>>>>the Amiga was a POS compared to a 286.
>>>>
>>>>
>>>>Not at all since I never suggested that the Amiga was better because it
>>>>sold in numbers, only that it did and the Falcon didn't.
>>>
>>>So what is your point? Or was it just an observation?
>>>
>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>

>>
>>
>> Possibly more common then Falcons.
>> http://amiga.resource.cx/exp/search.pl?dir=audio
>>
>> Quite a number of options there.
>
> All factory standard were they?
>
> http://www.czuba-tech.com/DEESSE/english/overview.htm
>
> Hows about them apples?

I don't use them, I prefer PC's.

> Can a stock A1200 play MP3's? My stock Falcon can:-)
>>

So can a stock A4000. Next...

>>
>>>>>Next.
>>>>
>>>>
>>>>Careful, your bias is showing.
>>>>
>>>
>>>As is yours;-).
>>>
>>
>>
>> :-P
> Nah, nah, nah, nah, neh.
>
> ROTFLMAO.;-).
>

We've been here before :-) lol

4298. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:22:07 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <438fcbf1$1@duster.adelaide.on.net>
Source record: 9255
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:wdOjf.8716$ea6.5568@news-server.bigpond.net.au...
> silverdr wrote:
>> Mark Bedingfield wrote:
>>
>>>>
>>>> Well, they do have harddrive solutions (I own three of them) but...
>>>> somebody forgot to write a DOS to boot that would support something
>>>> beyond 16MiB on a partition, not to mention that somebody forgot to
>>>> write a DOS to boot that would allow normal usage of removable media
>>>> like ZIP/LS/SyQuest etc. and of course I wouldn't call any of those
>>>> solutions "quick and easy", especially when compared to the 64 based
>>>> ones but of course: "ataris have better expansion possibilities" ...
>>>
>>>
>>>
>>> No one forgot, in 1978 there was no zip/ls/syquest avaliable.
>>
>>
>> Nor were the harddrive solutions for the 8bit Ataris?
>
> Not then, no. In fact I don't think Atari ever made a hard drive for the
> 8-bit. Could be wrong tho.
>>
>>> Who cares if it is better or worse on either platform? Both had
>>> strengths and weakness'. The debate is over, neither won.
>>
>>
>> OK :-) I almost can't belive me taking part in this debate but it's kind
>> of strange fun ;-)
>
> It's like it is 1988 all over again, lol. I wasn't going to bother, but it
> is fun. I was in a Atari/Commodore club, it used to go on all day. The
> best thing was proving the other camp wrong;-).
>>
>>>
>>>>
>>>>> I've used both, and having been in the position of wanting to use my
>>>>> Atari and lacking a DOS disk
>>>>
>>>>
>>>>
>>>>

>>>> Uh, oh... ;-) Have you tried booting from cassette? ;-) ... Erm, that
>>>> would require a DOS cassette... erm so you can't just easily check
>>>> what's on the diskette and load a binary from it? Hm... I think that's
>>>> the price for "professional" feel of the bootable DOS ;-)
>>>
>>>
>>>
>>> Dos is Disk Operating System. Not cassette.
>>
>>
>> But it's still a software - I was joking that maybe he could boot the
>> Disk Operating System from the cassette...
>
> It is most likely possible, too. Never tried tho.
>>
>>
>>>>> , will take the C64 over it any day. (And don't even get me started on
>>>>> that stupid SIO connector.)
>>>>
>>>>
>>>> That actually is possibly not THAT stupid. At least it was faster than
>>>> the crippled IEC SERIAL bus on the 64... :-(
>>>
>>>
>>> Ain't that the truth. I could not believe the loading times on the C-64
>>> when I first saw one.
>>
>>
>> Ain't that what I just wrote? I believed SIO to be actually,
>> unfortunately ;-) better than the C64's SERIAL bus... at least in terms
>> of speed.
>

<snip>

> Too many Atari's to choose from. Actually I have 2 Falcon030's (one with
> CT2), a TT030, A MegaSTE, a STE, 6 STFM's, a 520ST, 130XE, XEGS, 2 800XL's
> (one with 256k ram and Omnimon), a 600XL (64k), a Lynx, a portfolio, a
> Jaguar, 2 2600's,

So much landfill... :-)

4299. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:38:43 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ndQjf.8779$ea6.5094@news-server.bigpond.net.au>
Source record: 9256
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:rZOjf.8734$ea6.3146@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:rqNjf.8685$ea6.6159@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>>message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Clockmeister wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>>in message news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Clockmeister wrote:
>>>>>>>>>>
>>>>>>>>>>
```

>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
>>>>>>>>>>>wrote in message
>>>>>>>>>>>news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>Sam Gillett wrote:
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Ah, but John Black never specified that limitation. The Atari
>>>>>>>>>>>>>>ST in many
>>>>>>>>>>>>>>respects does trash a C64, but it comes from the hands of
>>>>>>>>>>>>>>Tramiel you know.
>>>>>>>>>>>>>>:P
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by the
>>>>>>>>>>>>>>same fertile minds. :-) When Jack introduced it to the
>>>>>>>>>>>>>>world, the Commodore 64 was the best 8-bit computer of its time.
>>>>>>>>>>>>
>>>>>>>>>>>>>Did you forget that the 800XL was the best? The only thing better
>>>>>>>>>>>>>was the 130XE.
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>>>>>>>>
>>>>>>>>>>>>>>And he did. In fact several.
>>>>>>>>>>>>>

>>>>>>>>>>>>but Irving
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>>>>organization. So, Jack had to settle for second best and build
>>>>>>>>>>>>>the Atari ST. ;-)
>>>>>>>>>>>>
>>>>>>>>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>Nonsense, the ST was weak.
>>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>Nonsense, the Amiga was weak.
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>Moving from the ST to the Amiga was like a revelation. The ST was
>>>>>>>>>>>the weakest of all the Motorola 16 bit computers from that time.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>First time I used an Amiga I could not believe how slow and clunky it
>>>>>>>>>>was. Shudder. It also creaks.
>>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>>>>>>>ordinary hardware.
>>>>>>>>
>>>>>>>
>>>>>>>>Yet it was faster than an A500?
>>>>>>
>>>>>>
>>>>>>>It wasn't. Multitasking worked very well on the A500, the GEM/TOS hybrid
>>>>>>>was neither here nor there.
>>>>>
>>>>>>7.14Mhz Vs 8Mhz?
>>>>
>>>>
>>>>>Irrelevant when the CPU couldn't offload some of the workload to custom
>>>>>chips.
>>>>
>>
>>You just said it was slower.
>>

>
>
> Not in operation it isn't.

8mhz is faster than 7.14mhz.
>
>
>>>Tos worked well for me, I am not sure what you were
>>>
>>>
>>>>doing wrong. I found the Amiga piss farted around too much and took ages
>>>>to boot up too.
>>>
>>>
>>>The price you pay for a revolutionary OS. Multitasking was sweet...
>>>And those silly partition limitations on the ST... what a joke.
>>
>>A price I happily didn't pay. Like ram limitations on a Amiga 1000?
>
>
> What RAM limitations? The RAM limitations of the computers were more to do
> with economical practicality at that time anyway.

How much chip ram did the A1000 have? My STFM had 4 meg.
>
>
>>>
>>>>BTW my Atari's Multitask just fine as well.
>>>>
>>>
>>>
>>>Not like an Amiga multitasks, and how splintered are the OS choices and
>>>compatibilities between them?
>>
>>How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2, Geneva
>>and NetBSD? And which one were you refering to? Magic, Mint, Multitos and
>>Geneva are all relatively TOS/GEM compatible.
>
>
> You have just proved my point.

Which is?

Irrelevant when both the OS and hardware has progressed well beyond the
original spec in the case of the Atari.

>
> How well do
>
>>ALL WB 1 apps run under current AmigaOS?
>>
>

>
> Irrelevant when both the OS and hardware has progressed well beyond the
> original spec in the case of the Amiga. And before you start on about the
> clones, the Hades was compatibility hell.

The Clab Falcon MK2 was the ONLY Atari licenced clone. It was 100%
compatible with the Atari Falcon. All the other clones were developed to
run Gem apps, not to play Starglider. For that you keep an STFM around.
Much like you do on a modern Amiga, unless you emulate. On the Falcon we
had Backwards, which was a ST emulator for the Falcon.
>
>
>>>>>How are your eyes after all that
>>>>>
>>>>>
>>>>>
>>>>>>interlacing?
>>>>>>
>>>>>
>>>>>
>>>>>How did you find space for two monitors?
>>>>
>>>>No trouble, hows the eyes?
>>>>
>>>
>>>
>>>Fine. Ever heard of productivity mode... or a flicker fixer even?
>>
>>Did they come as standard on an A500 did they?
>
>
> Any ECS machine with 2.1 could display productivity mode, and standard with
> A500+.

What about A1000? That is the STFM era. 1985. 2.1 was 1992 was it not?

ALL 16bit and better Atari's could run with a VGA monitor. That is the
ST(M/F/FM/E), MegaST/E, TT030 and Falcon030.
>
> I never needed one on my
>
>>SM124.
>>
>
>
> Didn't need to. We didn't need to buy a (hideously expensive at the time)
> second monitor either.

Didn't need to what?

Mark

4300. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:41:39 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <7gQjf.8781$ea6.6937@news-server.bigpond.net.au>
Source record: 9257
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:o4Pjf.8738$ea6.6796@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>>message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Clockmeister wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>>>>>>>
>>>>>>>>>>
```

>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga, but
>>>>>>>>>>>Irving
>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>>organization. So,
>>>>>>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>>>>>
>>>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>For everyone else the Amiga was best.
>>>>>>>>>
>>>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>>>
>>>>>>>>
>>>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>>
>>>>>>>
>>>>>>>No it didn't, it was awful.
>>>>>>
>>>>>>Yes it did.
>>>>>>
>>>>>>
>>>>>>
>>>>>>>The STE easily
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>sounded as good, if not better (50 Khz).
>>>>>>>
>>>>>>>
>>>>>>>Nope.
>>>>>>
>>>>>>Yup.
>>>>>>
>>>>>>
>>>>>>
>>>>>>>And the Falcon..... Amiga
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>wasn't in the same league.
>>>>>>>>
>>>>>>>

>>>>>>>
>>>>>>>Correct, it actually sold in numbers.
>>>>>>
>>>>>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>>>>>better than the Eagles? Numbers do not a computer make. By that analogy
>>>>>>the Amiga was a POS compared to a 286.
>>>>>
>>>>>
>>>>>Not at all since I never suggested that the Amiga was better because it
>>>>>sold in numbers, only that it did and the Falcon didn't.
>>>>
>>>>So what is your point? Or was it just an observation?
>>>>
>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>
>>>
>>>
>>>Possibly more common then Falcons.
>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>
>>>Quite a number of options there.
>>
>>All factory standard were they?
>>
>>http://www.czuba-tech.com/DEESSE/english/overview.htm
>>
>>Hows about them apples?
>
>
> I don't use them, I prefer PC's.

LOL.

>
>
>>Can a stock A1200 play MP3's? My stock Falcon can:-)
>>
>
> So can a stock A4000. Next...

In 16bits? 8 tracks of 56001 dsp driven 16 bit 50Khz audio. Mods never
sounded so good, swoon.
>
>
>>>>>>Next.
>>>>>
>>>>>
>>>>>Careful, your bias is showing.
>>>>>
>>>>
>>>>As is yours;-).

>>>>
>>>
>>>
>>>:-P
>>
>>Nah, nah, nah, nah, neh.
>>
>>ROTFLMAO.;-).
>>
>
>
> We've been here before :-) lol
>

Strangely, yes. Chuckle.

Mark

4301. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 04:42:38 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <2hQjf.8784$ea6.7821@news-server.bigpond.net.au>
Source record: 9258
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:wdOjf.8716$ea6.5568@news-server.bigpond.net.au...
>
>>silverdr wrote:
>>
>>>Mark Bedingfield wrote:
>>>
>>>
>>>>>Well, they do have harddrive solutions (I own three of them) but...
>>>>>somebody forgot to write a DOS to boot that would support something
>>>>>beyond 16MiB on a partition, not to mention that somebody forgot to
>>>>>write a DOS to boot that would allow normal usage of removable media
>>>>>like ZIP/LS/SyQuest etc. and of course I wouldn't call any of those
>>>>>solutions "quick and easy", especially when compared to the 64 based
>>>>>ones but of course: "ataris have better expansion possibilities" ...
>>>>
>>>>
>>>>
>>>>No one forgot, in 1978 there was no zip/ls/syquest avaliable.
>>>
>>>
>>>Nor were the harddrive solutions for the 8bit Ataris?
>>
>>Not then, no. In fact I don't think Atari ever made a hard drive for the
>>8-bit. Could be wrong tho.
>>
>>>>Who cares if it is better or worse on either platform? Both had
>>>>strengths and weakness'. The debate is over, neither won.
>>>
>>>
>>>OK :-) I almost can't belive me taking part in this debate but it's kind
>>>of strange fun ;-)
>>
>>It's like it is 1988 all over again, lol. I wasn't going to bother, but it
>>is fun. I was in a Atari/Commodore club, it used to go on all day. The
>>best thing was proving the other camp wrong;-).
>>
>>>>>I've used both, and having been in the position of wanting to use my
>>>>>Atari and lacking a DOS disk
>>>>
>>>>
>>>>
```

>>>>>
>>>>>Uh, oh... ;-) Have you tried booting from cassette? ;-) ... Erm, that
>>>>>would require a DOS cassette... erm so you can't just easily check
>>>>>what's on the diskette and load a binary from it? Hm... I think that's
>>>>>the price for "professional" feel of the bootable DOS ;-)
>>>>
>>>>
>>>>
>>>>Dos is Disk Operating System. Not cassette.
>>>
>>>
>>>But it's still a software - I was joking that maybe he could boot the
>>>Disk Operating System from the cassette...
>>
>>It is most likely possible, too. Never tried tho.
>>
>>>
>>>>>>, will take the C64 over it any day. (And don't even get me started on
>>>>>>that stupid SIO connector.)
>>>>>
>>>>>
>>>>>That actually is possibly not THAT stupid. At least it was faster than
>>>>>the crippled IEC SERIAL bus on the 64... :-(
>>>>
>>>>
>>>>Ain't that the truth. I could not believe the loading times on the C-64
>>>>when I first saw one.
>>>
>>>
>>>Ain't that what I just wrote? I believed SIO to be actually,
>>>unfortunately ;-) better than the C64's SERIAL bus... at least in terms
>>>of speed.
>>
>
> <snip>
>
>>Too many Atari's to choose from. Actually I have 2 Falcon030's (one with
>>CT2), a TT030, A MegaSTE, a STE, 6 STFM's, a 520ST, 130XE, XEGS, 2 800XL's
>>(one with 256k ram and Omnimon), a 600XL (64k), a Lynx, a portfolio, a
>>Jaguar, 2 2600's,
>
>
> So much landfill... :-)
>
>

Its all taken up with ET cartridges, sorry.

Mark

4302. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 05:38:54 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1133501925@rtfm.mit.edu>
Source record: 9259
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4303. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 08:16:28 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439002df@duster.adelaide.on.net>
Source record: 9260
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:ndQjf.8779$ea6.5094@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:rZOjf.8734$ea6.3146@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:rqNjf.8685$ea6.6159@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Clockmeister wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>in message news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Clockmeister wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
>>>>>>>>>>wrote in message
>>>>>>>>>>news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
>>>>>>>>>>
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>>>>>>>>>>

>>>>>>>>>>>Clockmeister wrote:
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>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
>>>>>>>>>>>wrote in message
>>>>>>>>>>>news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>Sam Gillett wrote:
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>"Lyrical Nanoha" wrote ...
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Ah, but John Black never specified that limitation. The
>>>>>>>>>>>>>>Atari ST in many
>>>>>>>>>>>>>>respects does trash a C64, but it comes from the hands of
>>>>>>>>>>>>>>Tramiel you know.
>>>>>>>>>>>>>>:P
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Yes, the Commodore 64 and the Atari ST were both created by
>>>>>>>>>>>>>>the same fertile minds. :-) When Jack introduced it to
>>>>>>>>>>>>>>the world, the Commodore 64 was the best 8-bit computer of its
>>>>>>>>>>>>>>time.
>>>>>>>>>>>>
>>>>>>>>>>>>>Did you forget that the 800XL was the best? The only thing
>>>>>>>>>>>>>better was the 130XE.
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>

>>>>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>>>>>>>>
>>>>>>>>>>>>>And he did. In fact several.
>>>>>>>>>>>>>
>>>>>>>>>>>>>but Irving
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>>>>>organization. So, Jack had to settle for second best and build
>>>>>>>>>>>>>>the Atari ST. ;-)
>>>>>>>>>>>>>
>>>>>>>>>>>>>>Which was a better computer than the Amiga games console;-).
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>Nonsense, the ST was weak.
>>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>Nonsense, the Amiga was weak.
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>Moving from the ST to the Amiga was like a revelation. The ST was
>>>>>>>>>>>the weakest of all the Motorola 16 bit computers from that time.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>First time I used an Amiga I could not believe how slow and clunky
>>>>>>>>>>it was. Shudder. It also creaks.
>>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>>>>>>>ordinary hardware.
>>>>>>>>
>>>>>>>
>>>>>>>>Yet it was faster than an A500?
>>>>>>
>>>>>>
>>>>>>>It wasn't. Multitasking worked very well on the A500, the GEM/TOS
>>>>>>hybrid was neither here nor there.
>>>>>
>>>>>7.14Mhz Vs 8Mhz?
>>>>
>>>>
>>>>Irrelevant when the CPU couldn't offload some of the workload to custom
>>>>chips.

>>>>
>>>
>>>You just said it was slower.
>>>
>>
>>
>> Not in operation it isn't.
>
> 8mhz is faster than 7.14mhz.
>>

In actual use the ST isn't faster because the CPU has to do virtually
everything.

>>>>Tos worked well for me, I am not sure what you were
>>>>
>>>>
>>>>>doing wrong. I found the Amiga piss farted around too much and took
>>>>>ages to boot up too.
>>>>
>>>>
>>>>The price you pay for a revolutionary OS. Multitasking was sweet...
>>>>And those silly partition limitations on the ST... what a joke.
>>>
>>>A price I happily didn't pay. Like ram limitations on a Amiga 1000?
>>
>>
>> What RAM limitations? The RAM limitations of the computers were more to
>> do with economical practicality at that time anyway.
>
> How much chip ram did the A1000 have? My STFM had 4 meg.
>>

My STFM certainly did not. It had 1Mb and it was a shit to upgrade it beyond
that..
The A1000 could handle 9Mb.

>>>>
>>>>>BTW my Atari's Multitask just fine as well.
>>>>>
>>>>
>>>>
>>>>Not like an Amiga multitasks, and how splintered are the OS choices and
>>>>compatibilities between them?
>>>
>>>How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2,
>>>Geneva and NetBSD? And which one were you refering to? Magic, Mint,
>>>Multitos and Geneva are all relatively TOS/GEM compatible.
>>
>>
>> You have just proved my point.

>
> Which is?

Oh c'mon, with that many choices it's obvious there was something
desperately wrong with the core.

> Irrelevant when both the OS and hardware has progressed well beyond the
> original spec in the case of the Atari.
>
>>
>> How well do
>>
>>>ALL WB 1 apps run under current AmigaOS?
>>>
>>
>>
>> Irrelevant when both the OS and hardware has progressed well beyond the
>> original spec in the case of the Amiga. And before you start on about the
>> clones, the Hades was compatibility hell.
>
> The Clab Falcon MK2 was the ONLY Atari licenced clone. It was 100%
> compatible with the Atari Falcon.

And what a roaring success it was... not.

All the other clones were developed to
> run Gem apps, not to play Starglider. For that you keep an STFM around.
> Much like you do on a modern Amiga, unless you emulate. On the Falcon we
> had Backwards, which was a ST emulator for the Falcon.
>>

Rekick allows you to run even the oldest software on any Amiga.

>>>>>>How are your eyes after all that
>>>>>>
>>>>>>
>>>>>>
>>>>>>>interlacing?
>>>>>>>
>>>>>>
>>>>>>
>>>>>>How did you find space for two monitors?
>>>>>
>>>>>No trouble, hows the eyes?
>>>>>
>>>>
>>>>
>>>>Fine. Ever heard of productivity mode... or a flicker fixer even?
>>>
>>>Did they come as standard on an A500 did they?
>>
>>

>> Any ECS machine with 2.1 could display productivity mode, and standard
>> with A500+.
>
> What about A1000? That is the STFM era. 1985. 2.1 was 1992 was it not?

Two very expensive monitors wasn't an option for most either, in fact that
idea was rediculous. At least the A1000 had the option, flickery as one may
have been.

> ALL 16bit and better Atari's could run with a VGA monitor. That is the
> ST(M/F/FM/E), MegaST/E, TT030 and Falcon030.

Too bad if you wanted to play games. I had a VGA monitor on my A500 also,
and it would have worked just as happily on my A1000.

>> I never needed one on my
>>
>>>SM124.
>>>

I had one of those, 12" wasn't it. Nice and clear, but way too small.

>>
>> Didn't need to. We didn't need to buy a (hideously expensive at the time)
>> second monitor either.
>
> Didn't need to what?
>

Plug another monitor in just to play games.

4304. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 08:19:31 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43900399@duster.adelaide.on.net>
Source record: 9261
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:7gQjf.8781$ea6.6937@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:o4Pjf.8738$ea6.6796@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Clockmeister wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>in message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Clockmeister wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:

>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>>>>>>>but Irving
>>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>>>organization. So,
>>>>>>>>>>>>Jack had to settle for second best and build the Atari ST.
>>>>>>>>>>>>;-)
>>>>>>>>>>>
>>>>>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>For everyone else the Amiga was best.
>>>>>>>>>>
>>>>>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>>>
>>>>>>>>
>>>>>>>>>No it didn't, it was awful.
>>>>>>>
>>>>>>>Yes it did.
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>The STE easily
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>sounded as good, if not better (50 Khz).
>>>>>>>>
>>>>>>>>
>>>>>>>>>Nope.
>>>>>>>
>>>>>>>Yup.
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>And the Falcon..... Amiga
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>

>>>>>>>>>wasn't in the same league.
>>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>Correct, it actually sold in numbers.
>>>>>>>
>>>>>>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>>>>>>better than the Eagles? Numbers do not a computer make. By that
>>>>>>>analogy the Amiga was a POS compared to a 286.
>>>>>>
>>>>>>
>>>>>>Not at all since I never suggested that the Amiga was better because
>>>>>>it sold in numbers, only that it did and the Falcon didn't.
>>>>>
>>>>>So what is your point? Or was it just an observation?
>>>>>
>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>
>>>>
>>>>
>>>>Possibly more common then Falcons.
>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>
>>>>Quite a number of options there.
>>>
>>>All factory standard were they?
>>>
>>>http://www.czuba-tech.com/DEESSE/english/overview.htm
>>>
>>>Hows about them apples?
>>
>>
>> I don't use them, I prefer PC's.
>
> LOL.
>
>>
>>
>>>Can a stock A1200 play MP3's? My stock Falcon can:-)
>>>
>>
>> So can a stock A4000. Next...
>
> In 16bits? 8 tracks of 56001 dsp driven 16 bit 50Khz audio. Mods never
> sounded so good, swoon.

You were talking about Mp3's, now back to Mods? CPU power lacking a bit eh?

Mods sounded the best on what they were written for, Paula.

>>>>>>>Next.
>>>>>>
>>>>>>
>>>>>>Careful, your bias is showing.
>>>>>>
>>>>>
>>>>>As is yours;-).
>>>>>
>>>>
>>>>
>>>>:-P
>>>
>>>Nah, nah, nah, nah, neh.
>>>
>>>ROTFLMAO.;-).
>>>
>>
>>
>> We've been here before :-) lol
>
> Strangely, yes. Chuckle.
>

Let's let it go, you can't win anyway :-P

4305. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 08:20:44 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439003de$1@duster.adelaide.on.net>
Source record: 9262
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:2hQjf.8784$ea6.7821@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:wdOjf.8716$ea6.5568@news-server.bigpond.net.au...

>>
>> <snip>
>>
>>>Too many Atari's to choose from. Actually I have 2 Falcon030's (one with
>>>CT2), a TT030, A MegaSTE, a STE, 6 STFM's, a 520ST, 130XE, XEGS, 2
>>>800XL's (one with 256k ram and Omnimon), a 600XL (64k), a Lynx, a
>>>portfolio, a Jaguar, 2 2600's,
>>
>>
>> So much landfill... :-)
>
> Its all taken up with ET cartridges, sorry.
>

Damn, the only one I don't have! :-)
```

4306. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 08:26:36 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com>
Source record: 9263
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Fri, 2 Dec 2005 16:16:28 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>>>>
>>>>You just said it was slower.
>>>>
>>>
>>>
>>> Not in operation it isn't.
>>
>> 8mhz is faster than 7.14mhz.
>>>
>
>In actual use the ST isn't faster because the CPU has to do virtually
>everything.
>
It's always the classic argument that Commodore users try to use as ammo.

"Oh, my commodore was faster as it had custom chips!".

When will you guys admit that custom chips or not, it doesn't equal that the
computer was faster.

C64=custom chips
Speccy=none

Faster? Spectrum

Now you've moved onto the ST and Amiga. Still the same argument though. I
believe the ST was still faster than the Amiga, even with it's custom chips.

Hell the Sam Coupe was almost as fast, and that didn't have fancy custom chips
AND it was only an 8 bit machine!
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4307. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 08:27:45 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <ma10p1df9lhvg4he1re1f0atd15g05ur8n@4ax.com>
Source record: 9264
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Fri, 02 Dec 2005 03:57:05 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"Mark Bedingfield" wrote ...
>
>> Sam Gillett wrote:
>>>
>>> Yes, the Commodore 64 and the Atari ST were both created by the same
>>> fertile minds. :-) When Jack introduced it to the world, the
>>> Commodore 64 was the best 8-bit computer of its time.
>>
>> Did you forget that the 800XL was the best? The only thing better was the
>> 130XE.
>
>Nonsense! The Commodore 128 was much better than ANY Atari 8-bit.

But not as good as the Spectrum 128! :)

Actually, on an even more serious note, I'd like to play some C128 games.

Know where I can download some?
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4308. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 08:47:04 UTC
From: lechien <hcs@iol.ie>
Message-ID: <1133513224.203683.232140@g43g2000cwa.googlegroups.com>
Source record: 9265
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

And let us not forget that "Blaine Adamson", whoever he is, is an
anagram of "A LESBIAN NOMAD" and "I ABANDON MALES"

A coincidence? I think not.

4309. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 09:12:15 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43900ff3@duster.adelaide.on.net>
Source record: 9266
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
> On Fri, 2 Dec 2005 16:16:28 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>
>>>>>
>>>>>You just said it was slower.
>>>>>
>>>>
>>>>
>>>> Not in operation it isn't.
>>>
>>> 8mhz is faster than 7.14mhz.
>>>>
>>
>>In actual use the ST isn't faster because the CPU has to do virtually
>>everything.
>>
> It's always the classic argument that Commodore users try to use as ammo.
>
> "Oh, my commodore was faster as it had custom chips!"

And it rings true every time...

> When will you guys admit that custom chips or not, it doesn't equal that
> the
> computer was faster.
>
> C64=custom chips
> Speccy=none
>
> Faster? Spectrum

It couldn't do anything approaching what the C64 was capable of, so no
contest there.

> Now you've moved onto the ST and Amiga. Still the same argument though. I
> believe the ST was still faster than the Amiga, even with it's custom
> chips.

The Atari wasn't anywhere near as capable as the Amiga, games had to be
dumbed down for the ST for instance.

> Hell the Sam Coupe was almost as fast, and that didn't have fancy custom
> chips
> *AND* it was only an 8 bit machine!

And that is why it sold 22 million too I bet. Dream on, bedwetter. (Sorry
Paul)

4310. Re: SIO2ST?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 09:23:46 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <mmUjf.32129$i7.15474@bignews2.bellsouth.net>
Source record: 9267

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:11ou55a486a1677@corp.supernews.com...
>>.
> You can use a standard SIO2PC cable with 800XLDJ (800XL DeeJay)
> software. Works great!
>

You mean you can actually use the SIO2PC board on a ST/STE/Falcon as
long as
they will run 800XLDJ?????

With no modifications???

That would be great, let me know if I understood you correct.

phantomm@bellsouth.net

4311. Re: Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 09:36:07 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <XxUjf.32203$i7.7697@bignews2.bellsouth.net>
Source record: 9268

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:11ou521mppje021@corp.supernews.com...
> On 30 Nov 2005 15:55:10 , "Edward S. Baiz Jr." wrote:
>>
>>I connect my Atari XE to my Hades060 using the SIO cable and 800XLDJ
>>software.
>>
>>.
> I tried this with my Falcon, but discovered hardware mods are
> necessary. Forgive me if I am incorrect, but I think it is because
> of the SCC chip instead of MFP like the ST. I have the SIO2PC cable
> connected to my 1040STe with 800XLDJ and it works great (wasn't
> willing to modify my Falcon).
>
Maybe that site had sometime to do with modifying the Falcon for the
SIO2PC.

But I don't remember seeing it.

It looked liked they were hard wiring a 800XL to the Falcon so that both
machines could
be used while connected together. If the SIO2PC doesn't work with the
Falcon, then maybe
this was a way to get them connected together.

BTW, When you connect an 8-bit such as a 800XL to a 1040STE with the
SIO2PC,
Where does the SIO2PC connect in the 800XL Chain if you have a couple of
disk drives
attached and maybe a Printer or someother SIO Device?

Can you have alot of stuff like the above connected to the 800XL and
still be able to use
the SIO2PC hardware on the 1040STE?

Does the SIO2PC hardware connection on the 8-bit side connect at the end
of the
daisy chain of SIO cables?

phantomm@bellsouth.net

4312. Re: Alternate Reality?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 10:43:07 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <4390253b$0$63099$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 9269

Ronald J. Hall wrote:

> On Mon, 28 Nov 2005 12:52:20 +0000, Greg Goodwin wrote:

> > Shame!
> >
> > Doc Clu

> Hey Doc! Yeah, I would have picked one of those up for sure. :-)

All my A8 developments seem to be on hold these days, in work's infinite wisdom I'm now doing around 4/5 peoples jobs... I could cope with 2/3 and still get A8 bits done, but this is silly ;) Still, its better than not having a job so I muscle through.

When I do get back to coding, then AR City (&Dungeon) are top of the list along with getting an internal myIDE 4 going.

Regards,
Mark
of the list

4313. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 12:14:04 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com>
Source record: 9270
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...

>>
>> C64=custom chips
>> Speccy=none
>>
>> Faster? Spectrum
>
>It couldn't do anything approaching what the C64 was capable of, so no
>contest there.
>
What could the C64 do that the Spectrum couldn't?

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4314. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 12:33:58 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43903f3d@duster.adelaide.on.net>
Source record: 9271
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
> On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
>
>
>>>
>>> C64=custom chips
>>> Speccy=none
>>>
>>> Faster? Spectrum
>>
>>It couldn't do anything approaching what the C64 was capable of, so no
>>contest there.
>>
> What could the C64 do that the Spectrum couldn't?

Play SID tunes.
```

4315. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 12:58:49 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43904509$0$20767$91cee783@newsreader01.highway.telekom.at>
Source record: 9272
Cross-posted to: comp.sys.atari.8bit,

Mark Bedingfield wrote:

> >
> > > SM124.
> > >
> >
> >
> > Didn't need to. We didn't need to buy a (hideously expensive at the
> > time) second monitor either.
>
> Didn't need to what?
>
> Mark

That flame is absolutely

4316. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 13:07:24 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4390470c$0$20775$91cee783@newsreader01.highway.telekom.at>
Source record: 9273

Mark Bedingfield wrote:

> Clockmeister wrote:
> >"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
> in message news:rZOjf.8734$ea6.3146@news-server.bigpond.net.au...
> >
> > > Clockmeister wrote:
> > >
> >>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
> wrote in message
> news:rqNjf.8685$ea6.6159@news-server.bigpond.net.au...
> > > >
> > > >
> > > > > Clockmeister wrote:
> > > > >
> > > > >
> >>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
> wrote in message news:aHMjf.8638$ea6.19@news-server.bigpond.net.au...
> > > > > >
> > > > > >
> > > > > >
> > > > > > > Clockmeister wrote:
> > > > > > >
> > > > > > >
> > > > > > >
> >>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
> wrote in message
> news:uzLjf.8556$ea6.5392@news-server.bigpond.net.au...
> > > > > > > >
> > > > > > > >
> > > > > > > >
> > > > > > > >
> > > > > > > > > Clockmeister wrote:
> > > > > > > > >
> > > > > > > > >
> > > > > > > > >
> > > > > > > > >
> >>>>>>>>>"Mark Bedingfield"
> <mark@nomorespamplease.computercom.com.au> wrote in message
> news:N_wjf.8175$ea6.654@news-server.bigpond.net.au...
> > > > > > > > > >
> > > > > > > > > >
> > > > > > > > > >
> > > > > > > > > >

> > > > > > > > > > >
> > > > > > > > > > > > Clockmeister wrote:
> > > > > > > > > > > >
> > > > > > > > > > > >
> > > > > > > > > > > >
> > > > > > > > > > > >
> > > > > > > > > > > >
> > > > > > > > > > > >
> >>>>>>>>>>"Mark Bedingfield"
> <mark@nomorespamplease.computercom.com.au> wrote in message
> news:P9vjf.8101$ea6.1906@news-server.bigpond.net.au...
> > > > > > > > > > > > >
> > > > > > > > > > > > >
> > > > > > > > > > > > >
> > > > > > > > > > > > >
> > > > > > > > > > > > >
> > > > > > > > > > > > >
> > > > > > > > > > > > > > Sam Gillett wrote:
> > > > > > > > > > > > > >
> > > > > > > > > > > > > >
> > > > > > > > > > > > > >
> > > > > > > > > > > > > >
> > > > > > > > > > > > > >
> > > > > > > > > > > > > >
> > > > > > > > > > > > > > > "Lyrical Nanoha" wrote ...
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > > Ah, but John Black never specified that
> > > > > > > > > > > > > > > > limitation. The Atari ST in many
> > > > > > > > > > > > > > > > respects does trash a C64, but it comes
> > > > > > > > > > > > > > > > from the hands of Tramiel you know. :P
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > > Yes, the Commodore 64 and the Atari ST were
> > > > > > > > > > > > > > > > both created by the same fertile minds.
> > > > > > > > > > > > > > > > :-) When Jack introduced it to the
> > > > > > > > > > > > > > > > world, the Commodore 64 was the best 8-bit
> > > > > > > > > > > > > > > > computer of its time.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > > Did you forget that the 800XL was the best?
> > > > > > > > > > > > > > > > The only thing better was the 130XE.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >

> > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Jack wanted to build a 16-bit computer
> > > > > > > > > > > > > > > better than the Amiga,
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > And he did. In fact several.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > but Irving
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Gould would not let him, and booted him out
> > > > > > > > > > > > > > > of the CBM organization. So, Jack had to
> > > > > > > > > > > > > > > settle for second best and build the Atari
> > > > > > > > > > > > > > > ST. ;-)
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Which was a better computer than the Amiga
> > > > > > > > > > > > > > > games console;-).
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Nonsense, the ST was weak.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Nonsense, the Amiga was weak.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Moving from the ST to the Amiga was like a
> > > > > > > > > > > > > > > revelation. The ST was the weakest of all the
> > > > > > > > > > > > > > > Motorola 16 bit computers from that time.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > First time I used an Amiga I could not believe how
> > > > > > > > > > > > > > > slow and clunky it was. Shudder. It also creaks.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Slow and clunky is the GEM/TOS insult to computing
> > > > > > > > > > > > > > > coupled with very ordinary hardware.
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > >
> > > > > > > > > > > > > > > Yet it was faster than an A500?
> > > > > > > > > > > > > >
> > > > > > > > > > > > > >
> > > > > > > > > > > > > > It wasn't. Multitasking worked very well on the A500, the
> > > > > > > > > > > > > > GEM/TOS hybrid was neither here nor there.
> > > > > > > > > > > > >

> > > > > 7.14Mhz Vs 8Mhz?
> > > > >
> > > > >
> > > > Irrelevant when the CPU couldn't offload some of the workload
> > > > to custom chips.
> > > > >
> > > >
> > > You just said it was slower.
> > > >
> > >
> > >
> > Not in operation it isn't.
>
> 8mhz is faster than 7.14mhz.
> >
> >
> > > > Tos worked well for me, I am not sure what you were
> > > > >
> > > > >
> > > > > doing wrong. I found the Amiga piss farted around too much
> > > > > and took ages to boot up too.
> > > > >
> > > > >
> > > > The price you pay for a revolutionary OS. Multitasking was
> > > > sweet... And those silly partition limitations on the ST...
> > > > what a joke.
> > > >
> > > A price I happily didn't pay. Like ram limitations on a Amiga
> > > 1000?
> > >
> > >
> > What RAM limitations? The RAM limitations of the computers were
> > more to do with economical practicality at that time anyway.
>
> How much chip ram did the A1000 have? My STFM had 4 meg.
> >
> >
> > > > >
> > > > > BTW my Atari's Multitask just fine as well.
> > > > > >
> > > > >
> > > > >
> > > > Not like an Amiga multitasks, and how splintered are the OS
> > > > choices and compatibilities between them?
> > > >
> > > How is your knowledge of Magic, Mint, Multitos, Linux, Minix,
> > > SMS2, Geneva and NetBSD? And which one were you refering to?
> > > Magic, Mint, Multitos and Geneva are all relatively TOS/GEM
> > > compatible.
> > >

> >
> > You have just proved my point.
>
> Which is?
>
> Irrelevant when both the OS and hardware has progressed well beyond
> the original spec in the case of the Atari.
>
> >
> > How well do
> >
> > > ALL WB 1 apps run under current AmigaOS?
> > >
> >
> >
> > Irrelevant when both the OS and hardware has progressed well beyond
> > the original spec in the case of the Amiga. And before you start
> > on about the clones, the Hades was compatibility hell.
>
> The Clab Falcon MK2 was the ONLY Atari licenced clone. It was 100%
> compatible with the Atari Falcon. All the other clones were developed
> to run Gem apps, not to play Starglider. For that you keep an STFM
> around. Much like you do on a modern Amiga, unless you emulate. On
> the Falcon we had Backwards, which was a ST emulator for the Falcon.
> >
> >
> > > > > > > How are your eyes after all that
> > > > > > >
> > > > > > >
> > > > > > >
> > > > > > > > interlacing?
> > > > > > > >
> > > > > > > >
> > > > > > > >
> > > > > > > > How did you find space for two monitors?
> > > > > > >
> > > > > > > No trouble, hows the eyes?
> > > > > > >
> > > > > >
> > > > > >
> > > > > > Fine. Ever heard of productivity mode... or a flicker fixer
> > > > > > even?
> > > > >
> > > > > Did they come as standard on an A500 did they?
> > > >
> > > >
> > > > Any ECS machine with 2.1 could display productivity mode, and
> > > > standard with A500+.
> >
> > What about A1000? That is the STFM era. 1985. 2.1 was 1992 was it not?

>
> ALL 16bit and better Atari's could run with a VGA monitor. That is
> the ST(M/F/FM/E), MegaST/E, TT030 and Falcon030.
> >
> > I never needed one on my
> >
> > > SM124.
> > >
> >
> >
> > Didn't need to. We didn't need to buy a (hideously expensive at the
> > time) second monitor either.
>
> Didn't need to what?
>
> Mark

That flame between AMIGA and ST/TT is absolutely unnecessary. ST is a Audio Expert and AMIGA is a Video Expert. Both can do their strenghts w/o upgrading the Hardware.

Laughing about the flickermodes.... hey man, do you ï¿½know what you are talking about. Well, you could made your videoinlays with 640x200 in 4 ;-) colors. Iï¿½d take a standard A500 with 756x572 interlaced, full overscan... there you would need already a TT and the Overscan VME-Card (already a slot used 0:1), though you will only have 16 clors and too less lines. 0:2, 0:3.

Best Regards,

Daniel Mandic

4317. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 13:25:02 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43904b2e$0$27018$91cee783@newsreader02.highway.telekom.at>
Source record: 9274

Mark Bedingfield wrote:

>
> > > Can a stock A1200 play MP3's? My stock Falcon can:-)
> > >
> >
> > So can a stock A4000. Next...
>
> In 16bits? 8 tracks of 56001 dsp driven 16 bit 50Khz audio. Mods
> never sounded so good, swoon.
> >
> >

Oh my Dear, for what purposes do you use your F030. MP3? Shit....

Best Regards,

Daniel Mandic

4318. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 13:25:03 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43904b2e$1$27018$91cee783@newsreader02.highway.telekom.at>
Source record: 9275

Clockmeister wrote:

>
> "The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
> news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com... >On Fri, 2 Dec
> 2005 16:16:28 +0800, "Clockmeister" <no-one@nowhere.com> wrote:
> >
> >
> > > > > > >
> > > > > > > You just said it was slower.
> > > > > > >
> > > > > > >
> > > > > > >
> > > > > > >
> > > > > > > Not in operation it isn't.
> > > > > >
> > > > > > 8mhz is faster than 7.14mhz.
> > > > > > >
> > > > >
> > > > In actual use the ST isn't faster because the CPU has to do
> > > > virtually everything.
> > > >
> > > It's always the classic argument that Commodore users try to use as
> > > ammo.
> > >
> > "Oh, my commodore was faster as it had custom chips!"
>
> And it rings true every time...
>
>
> > When will you guys admit that custom chips or not, it doesn't equal
> > that the computer was faster.
> >
> > C64=custom chips
> > Speccy=none
> >
> > Faster? Spectrum
>
> It couldn't do anything approaching what the C64 was capable of, so
> no contest there.
>
> > Now you've moved onto the ST and Amiga. Still the same argument
> > though. I believe the ST was still faster than the Amiga, even with
> > it's custom chips.
>

> The Atari wasn't anywhere near as capable as the Amiga, games had to
> be dumbed down for the ST for instance.
>

Nothing sounds on MIDI better, than the mighty ATARI ST, TT or Falcon.
Forget it!

Tho only alternative, that is told to be as smooth as the ST-MIDI, is
the mighty Voeyetra-Set (ISA-BUS, Instrument and MIDI-Card) under DOS
and Windows 3.x.

Even that, the ATARI onboard-MIDI seems to work with all MIDI-capable
Devices ;-). Whereas the PC makes you more trouble in five weeks, as if
experienced with a ST/TT/Falcon in five years.

Best Regards,

Daniel Mandic

4319. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 13:51:20 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <87iru7fwcj.fsf@onyxia.eiendomsnett.no>
Source record: 9276
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* The Starglider <the_starglider2002@wibble.co.uk> wrote:
|
| What could the C64 do that the Spectrum couldn't?

320x200 pixels?
Hardware sprites?
Smooth scrolling?
More than 2 colours in one 8x8 pixels grid?
3 voices of highly programmable sound?

What could the Spectrum do that the C64 couldn't?

--
Lars Haugseth
```

4320. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 14:06:09 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.02.14.06.08.298860@charter.net>
Source record: 9277
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:

> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>> Clockmeister wrote:

>> So how is the 16bit DSP driven sound on the A1200 anyway?
>>
>
> Possibly more common then Falcons.
> http://amiga.resource.cx/exp/search.pl?dir=audio
>
> Quite a number of options there.

I'm sorry, I couldn't find prices for those cards. How much does it cost
to make an Amiga comparable, audio wise, to a stock Falcon? :-)

--
_/_/_/

4321. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 14:06:30 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s05thbaa3umdqj@thesmog.home.dokos-gr.net>
Source record: 9278
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΏ½oΏ½oΏ½ Fri, 02 Dec 2005 08:51:20 -0500,o(h) Lars Haugseth <njus@larshaugseth.com> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½:

```
>
> * The Starglider <the_starglider2002@wibble.co.uk> wrote:
> |
> | What could the C64 do that the Spectrum couldn't?
>
> 320x200 pixels? 512 x 192 (T/S 2068 - Since we're comparing American
> computers ;-)
> Hardware sprites? - nope
> Smooth scrolling? - yep and then some with buffered screens (256 x 192)
> (T/S2068)
> More than 2 colours in one 8x8 pixels grid? - Yep 256 x 192, 32x192
> attributes ;-) (T/S2068)
> 3 voices of highly programmable sound? - 3 +1 AY-3-8912 (T/S2068)
>
> What could the Spectrum do that the C64 couldn't?
>
Faster tape loading - Up to 6Kbps :-)
Z80A processor clocked at 3.58Mhz
72K (48K RAM; 24K ROM) which is bankswitched between three internal 64K
memory banks called the HOME bank (16K ROM, 48K RAM), the EXROM bank (8K
ROM; this one is not completely decoded and can only hold 8K), and the
DOCK bank which is empty and is reserved for cartridges. The memory is
bankswitched in 8K chunks
DMA support and memory bankswitching.

Superior Basic (and with GW & Se BASIC... PERFECT BASIC)

Cheers,

Phoebus

--
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½ Opera:
http://www.opera.com/mail/
```

4322. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 14:23:52 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s05uaaje3umdqj@thesmog.home.dokos-gr.net>
Source record: 9279
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΩ½oΩ½oΩ½ Fri, 02 Dec 2005 09:06:30 -0500,o(h) Da Smog <thesmog@nospam.net>
oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½:

That didn't look right... here's a new try :-)

> oΩ½oΩ½oΩ½ Fri, 02 Dec 2005 08:51:20 -0500,o(h) Lars Haugseth
> <njus@larshaugseth.com> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½:
>
>
> * The Starglider <the_starglider2002@wibble.co.uk> wrote:
> |
> | What could the C64 do that the Spectrum couldn't?
>>
>> 320x200 pixels?

More than that! 512 x 192 (T/S 2068 - Since we're comparing American
computers ;-)

>> Hardware sprites?

nope

>> Smooth scrolling?

yep and then some with buffered screens (256 x 192) ((T/S2068)

>> More than 2 colours in one 8x8 pixels grid? -

Yep 256 x 192, 32x192 attributes ;-) (T/S2068)

>> 3 voices of highly programmable sound? -

Nope, more: 3 +1 AY-3-8912 (T/S2068, 128K, +2 etc..)

>>
>> What could the Spectrum do that the C64 couldn't?
>>

* Faster tape loading - Up to 6Kbps :-)
* DMA support and memory bankswitching (T/S 2068)
* Superior Basic (and with GW & Se BASIC... PERFECT BASIC)
* Slow Scan TV! (Yes)
* Drive your Commodore-owning neighbour mad (always a plus)
* Appeal to girls ;-) (Black is always in fashion)

Cheers,

Phoebus

--
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½ Opera:
http://www.opera.com/mail/

4323. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 15:43:56 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3vb8dtF152eqrU1@individual.net>
Source record: 9280
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Clockmeister wrote:
> "The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
> news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>
>>What could the C64 do that the Spectrum couldn't?
>
> Play SID tunes.

http://www.pouet.net/prod.php?which=11147

4324. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 15:57:18 UTC
From: "W Marsh"
Message-ID: <qmr0p1lio1ns9251hft6komht91lt44pvr@4ax.com>
Source record: 9281
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Fri, 02 Dec 2005 08:26:36 +0000, The Starglider
<the_starglider2002@wibble.co.uk> wrote:

>On Fri, 2 Dec 2005 16:16:28 +0800, "Clockmeister" <no-one@nowhere.com> wrote:
>
>
>>>>>
>>>>>You just said it was slower.
>>>>>
>>>>
>>>>
>>>> Not in operation it isn't.
>>>
>>> 8mhz is faster than 7.14mhz.
>>>>
>>
>>In actual use the ST isn't faster because the CPU has to do virtually
>>everything.
>>
>It's always the classic argument that Commodore users try to use as ammo.
>
>"Oh, my commodore was faster as it had custom chips!".
>
>When will you guys admit that custom chips or not, it doesn't equal that the
>computer was faster.
>
>C64=custom chips
>Speccy=none
>
>Faster? Spectrum
>
>Now you've moved onto the ST and Amiga. Still the same argument though. I
>believe the ST was still faster than the Amiga, even with it's custom chips.
>
>Hell the Sam Coupe was almost as fast, and that didn't have fancy custom chips
>*AND* it was only an 8 bit machine!

You guys need to get over this.

Take a leaf out of Nintendo's book - they've actually said "Our latest
machine won't be at all as powerful as its competition". They're
relying on good software and innovation rather than specs. Okay, they
might fall flat on that one, but if they can say that about their own
machine that will decide the future of their company, perhaps you

should let go and stop having these hateful arguments about computers
that are 20+ years old.

4325. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 16:05:37 UTC
From: Lister <fache@SPAMclara.net>
Message-ID: <11s0p1lg5ej214ma29t66bh308uqmoqrf8@4ax.com>
Source record: 9282
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox.uk.games.video.xbox

On Fri, 02 Dec 2005 09:06:09 -0500, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>> Clockmeister wrote:
>
>>> So how is the 16bit DSP driven sound on the A1200 anyway?
>>>
>>
>> Possibly more common then Falcons.
>> http://amiga.resource.cx/exp/search.pl?dir=audio
>>
>> Quite a number of options there.
>
>I'm sorry, I couldn't find prices for those cards. How much does it cost
>to make an Amiga comparable, audio wise, to a stock Falcon? :-)

There's an important group you've left out of this crosspost.

I wonder if this will summon Scoopex?

4326. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 17:53:57 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <3h21p11108k7lt0h6anibnp45quvqu658o@4ax.com>
Source record: 9283
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Fri, 2 Dec 2005 20:33:58 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>> On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
>>
>>
>>>>
>>>> C64=custom chips
>>>> Speccy=none
>>>>
>>>> Faster? Spectrum
>>>
>>>It couldn't do anything approaching what the C64 was capable of, so no
>>>contest there.
>>>
>> What could the C64 do that the Spectrum couldn't?
>
>Play SID tunes.
>
The 128k can do SID type music no problem.

next?
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4327. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 17:56:23 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <aj21p158erkruc83uoaerf81739gf3pq98@4ax.com>
Source record: 9284
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:

>
>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>|
>| What could the C64 do that the Spectrum couldn't?
>
>320x200 pixels?
>Hardware sprites?
>Smooth scrolling?
>More than 2 colours in one 8x8 pixels grid?
>3 voices of highly programmable sound?
>
My question was not what hardware has the C64 got that the Speccy hasn't got.

My question was what can the C64 do that the Speccy can't?

And apart from the resolution, which I do concede the C64 has got a higher
"mode", what else? The Speccy can do the rest.

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4328. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 18:22:17 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s055bniy3umdqj@thesmog.home.dokos-gr.net>
Source record: 9285
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΏ½oΏ½oΏ½ Fri, 02 Dec 2005 12:56:23 -0500,o(h) The Starglider <the_starglider2002@wibble.co.uk> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½:

<snip>

> My question was what can the C64 do that the Speccy can't?
>
> And apart from the resolution, which I do concede the C64 has got a
> higher
> "mode", what else? The Speccy can do the rest.
>

I am sad to admit it, but there is one thing that the C64 can do and the Spectrum (as of now at least) cannot...

see here: <url: http://tfe.c64.org/> and this: <http://dunkels.com/adam/tfe/>

Someone make something similar for the T/S2068, the Speccy or the ZX81 and I will stop whining immediately :-)

Phoebus
--
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½ Opera: http://www.opera.com/mail/

4329. Re: Read Sparta Disks from MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-02 23:14:48 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <lz4kf.3045$nA2.417@newssvr22.news.prodigy.net>
Source record: 9286

"Larry" <LLppwhite@MUNGEaol.com> wrote in message
news:1133440029.586788.312640@g44g2000cwa.googlegroups.com...
> I'm looking for a utility to at least read Sparta directories from
> MyDos (or other Dos 2 - type dos versions). Is anyone aware of such a
> utility? Thanks.
Nope. I could maybe make one, I have a little program that
reads sector 1 for First Sector Map and First Bit Map, then you can
look at the directory entries, which are 23 bytes, with info about the file
and the filename itself. You just want one that reads filename and size, or
also time/date, in use, deleted?
Russg

4330. Re: Read Sparta Disks from MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 00:01:04 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133568064.706912.303150@z14g2000cwz.googlegroups.com>
Source record: 9287

Larry wrote:
> I'm looking for a utility to at least read Sparta directories from
> MyDos (or other Dos 2 - type dos versions). Is anyone aware of such a
> utility? Thanks.

I'd be interested in such a utility too! (Pre-made or write my own)

Anyone have a link for the various SpartaDOS disk layouts? I'm personally interested in 1.1H and 3.2xx (the one realeased to PD is what version?), not so much for SpartaDOS X. Reading Bewesoft DOS disks would be good too (if there is any difference vs SpartaDOS formats).

Additionally, I would like to be able to copy files off SpartaDOS disks using MyDOS, not just view directories.

Taking this a little further, are there any Atari utilties that are good at identifying DOS disks, the format and the version number?

- Steve Sheppard

4331. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 00:36:50 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4390e8a8@duster.adelaide.on.net>
Source record: 9288
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:3h21p11108k7lt0h6anibnp45quvqu658o@4ax.com...
> On Fri, 2 Dec 2005 20:33:58 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>>> On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>
>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
>>>
>>>
>>>>>>>
>>>>> C64=custom chips
>>>>> Speccy=none
>>>>>
>>>>> Faster? Spectrum
>>>>
>>>>It couldn't do anything approaching what the C64 was capable of, so no
>>>>contest there.
>>>>
>>> What could the C64 do that the Spectrum couldn't?
>>
>>Play SID tunes.
>>
> The 128k can do SID type music no problem.

Nothing like a the SID, it sounds crap. Next...

4332. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 00:37:11 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4390e8bb@duster.adelaide.on.net>
Source record: 9289
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Matthew Westcott" <gasman@raww.org> wrote in message
news:3vb8dtF152eqrU1@individual.net...
> Clockmeister wrote:
>> "The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>> news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>>
>>>What could the C64 do that the Spectrum couldn't?
>>
>> Play SID tunes.
>
> http://www.pouet.net/prod.php?which=11147

That is playing them, but you're not hearing them.

4333. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 00:40:03 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4390e966$1@duster.adelaide.on.net>
Source record: 9290
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
news:qmr0p1lio1ns9251hft6komht91lt44pvr@4ax.com...
> On Fri, 02 Dec 2005 08:26:36 +0000, The Starglider
> <the_starglider2002@wibble.co.uk> wrote:
>
>>On Fri, 2 Dec 2005 16:16:28 +0800, "Clockmeister" <no-one@nowhere.com>
>>wrote:
>>
>>
>>>>>>
>>>>>>You just said it was slower.
>>>>>>
>>>>>
>>>>>
>>>>> Not in operation it isn't.
>>>>
>>>> 8mhz is faster than 7.14mhz.
>>>>>
>>>
>>>In actual use the ST isn't faster because the CPU has to do virtually
>>>everything.
>>>
>>It's always the classic argument that Commodore users try to use as ammo.
>>
>>"Oh, my commodore was faster as it had custom chips!".
>>
>>When will you guys admit that custom chips or not, it doesn't equal that
>>the
>>computer was faster.
>>
>>C64=custom chips
>>Speccy=none
>>
>>Faster? Spectrum
>>
>>Now you've moved onto the ST and Amiga. Still the same argument though. I
>>believe the ST was still faster than the Amiga, even with it's custom
>>chips.
>>
>>Hell the Sam Coupe was almost as fast, and that didn't have fancy custom
>>chips
>>*AND* it was only an 8 bit machine!
>

> You guys need to get over this.
>
> Take a leaf out of Nintendo's book - they've actually said "Our latest
> machine won't be at all as powerful as its competition". They're
> relying on good software and innovation rather than specs. Okay, they
> might fall flat on that one, but if they can say that about their own
> machine that will decide the future of their company, perhaps you
> should let go and stop having these hateful arguments about computers
> that are 20+ years old.

As far as I'm concerned it is just in jest.

4334. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 00:43:13 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4390ea25$1@duster.adelaide.on.net>
Source record: 9291
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.02.14.06.08.298860@charter.net...
> On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>> Clockmeister wrote:
>
>>> So how is the 16bit DSP driven sound on the A1200 anyway?
>>>
>>
>> Possibly more common then Falcons.
>> http://amiga.resource.cx/exp/search.pl?dir=audio
>>
>> Quite a number of options there.
>
> I'm sorry, I couldn't find prices for those cards. How much does it cost
> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>

What does that have to do with what was being discussed?

Where would you find a Falcon period?
```

4335. Re: SIO2ST?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 01:31:53 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11p1tc96sn592cf@corp.supernews.com>
Source record: 9292

```
On 2 Dec 2005 04:23:46 -, "Phantom" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>news:11ou55a486a1677@corp.supernews.com...
>>>.
>> You can use a standard SIO2PC cable with 800XLDJ (800XL DeeJay)
>> software. Works great!
>>
>
>You mean you can actually use the SIO2PC board on a ST/STE/Falcon as
>long as
>they will run 800XLDJ?????
>
>With no modifications???
>
>
>That would be great, let me know if I understood you correct.
>
>phantomm@bellsouth.net
>
>
>
>.
No mods on ST or 520/1040STe. Falcon must be modified, not sure
about Mega or TT.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com
```

4336. Re: Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 01:35:27 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11p1tivpr0dsj5a@corp.supernews.com>
Source record: 9293

```
On 2 Dec 2005 04:36:07 -, "Phantom" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>news:11ou521mppje021@corp.supernews.com...
>> On 30 Nov 2005 15:55:10 , "Edward S. Baiz Jr." wrote:
>>>
>>>I connect my Atari XE to my Hades060 using the SIO cable and 800XLDJ
>>>software.
>>>
>>>.
>> I tried this with my Falcon, but discovered hardware mods are
>> necessary. Forgive me if I am incorrect, but I think it is because
>> of the SCC chip instead of MFP like the ST. I have the SIO2PC cable
>> connected to my 1040STe with 800XLDJ and it works great (wasn't
>> willing to modify my Falcon).
>>
>Maybe that site had sometime to do with modifying the Falcon for the
>SIO2PC.
>
>But I don't remember seeing it.
>
>It looked liked they were hard wiring a 800XL to the Falcon so that both
>machines could
>be used while connected together. If the SIO2PC doesn't work with the
>Falcon, then maybe
>this was a way to get them connected together.
>
>BTW, When you connect an 8-bit such as a 800XL to a 1040STE with the
>SIO2PC,
>Where does the SIO2PC connect in the 800XL Chain if you have a couple of
>disk drives
>attached and maybe a Printer or someother SIO Device?
>
>Can you have alot of stuff like the above connected to the 800XL and
>still be able to use
>the SIO2PC hardware on the 1040STE?
>
>Does the SIO2PC hardware connection on the 8-bit side connect at the end
>of the
>daisy chain of SIO cables?
>
>phantomm@bellsouth.net
>
>
```

>
>.
I have the cable at the 1040STe (at the end of the chain).

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

4337. Re: Read Sparta Disks from MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 02:46:11 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1133577971.659767.263070@g47g2000cwa.googlegroups.com>
Source record: 9294

Hi Russ, Steve-

Russ, if you already have something, I'd appreciate a copy. BASIC?
Perhaps we could all three work on this? I do have the SpartaDos
Construction Set, so I presume that it lays out the details of the disk
architecture. The idea of being able to directly copy files from a SD
disk to a MyDos disk is certainly a good one. Sort of a "PolyCopy --
SD." Sounds interesting, fun, and doable.

Steve, I'm not aware of any utility that could differentiate different
Dos disks. I think that would be pretty difficult, unless the actual
Dos files are on the disk, and of course, it would be simple to
identify Sparta (and probably Bewesoft).
-Larry

4338. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 03:12:41 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43910c09$0$9287$afc38c87@news.optusnet.com.au>
Source record: 9295
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.02.14.06.08.298860@charter.net...
>
>>On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>>
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>
>>>>Clockmeister wrote:
>>
>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>
>>>
>>>Possibly more common then Falcons.
>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>
>>>Quite a number of options there.
>>
>>I'm sorry, I couldn't find prices for those cards. How much does it cost
>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>
>
>
> What does that have to do with what was being discussed?
>
> Where would you find a Falcon period?
>
2 in the room I am typing this in. I have never seen an Amiga sound
card, seen plenty Falcon's tho;-)

One has a CT2, 80 meg of ram, 10 gig hard drive, zip drive, Yamaha cdrw,
Panasonic CD and the other is fitted with a 6 gig hdd and 14 meg ram.
Hows the chip ram on a standard A1200?
My CD32 with SX1 could not hope to compete with the Falcon.

Mark
```

4339. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 03:29:34 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43910ffe$0$9292$afc38c87@news.optusnet.com.au>
Source record: 9296
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:

<out of control snip>

>>>>>>>>>
>>>>>>>>>Slow and clunky is the GEM/TOS insult to computing coupled with very
>>>>>>>>>ordinary hardware.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Yet it was faster than an A500?
>>>>>>>
>>>>>>>
>>>>>>>It wasn't. Multitasking worked very well on the A500, the GEM/TOS
>>>>>>>hybrid was neither here nor there.
>>>>>>
>>>>>>7.14Mhz Vs 8Mhz?
>>>>>
>>>>>
>>>>>Irrelevant when the CPU couldn't offload some of the workload to custom
>>>>>chips.
>>>>>
>>>>
>>>>You just said it was slower.
>>>>
>>>
>>>
>>>Not in operation it isn't.
>>
>>8mhz is faster than 7.14mhz.
>>
>
> In actual use the ST isn't faster because the CPU has to do virtually
> everything.

It was 8Mhz. It was faster.
>
>
>>>>>Tos worked well for me, I am not sure what you were
>>>>>
>>>>>
>>>>>
>>>>>>doing wrong. I found the Amiga piss farted around too much and took
>>>>>>ages to boot up too.
>>>>>

>>>>>
>>>>>The price you pay for a revolutionary OS. Multitasking was sweet...
>>>>>And those silly partition limitations on the ST... what a joke.
>>>>
>>>>A price I happily didn't pay. Like ram limitations on a Amiga 1000?
>>>
>>>
>>>What RAM limitations? The RAM limitations of the computers were more to
>>>do with economical practicality at that time anyway.
>>
>>How much chip ram did the A1000 have? My STFM had 4 meg.
>>
>
> My STFM certainly did not. It had 1Mb and it was a shit to upgrade it beyond
> that..

I have upgraded a few ST's. The STE has simm slots built in. The STFM's
could use a marpet type upgrade that takes 15 minutes to fit, if you
know what you are doing. I have even done a few chip upgrades as well as
hot wiring in Simms directly. NONE of them were difficult.

> The A1000 could handle 9Mb.

Chip Ram?

>
>
>>>>>>BTW my Atari's Multitask just fine as well.
>>>>>>
>>>>>
>>>>>
>>>>>Not like an Amiga multitasks, and how splintered are the OS choices and
>>>>>compatibilities between them?
>>>>
>>>>How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2,
>>>>Geneva and NetBSD? And which one were you refering to? Magic, Mint,
>>>>Multitos and Geneva are all relatively TOS/GEM compatible.
>>>
>>>
>>>You have just proved my point.
>>
>>Which is?
>
>
> Oh c'mon, with that many choices it's obvious there was something
> desperately wrong with the core.

What is wrong with choice? The Vast majority are just evolutions of the
same OS.
>
>
>>Irrelevant when both the OS and hardware has progressed well beyond the

>>original spec in the case of the Atari.
>>
>>
>>>How well do
>>>
>>>
>>>>ALL WB 1 apps run under current AmigaOS?
>>>>
>>>
>>>
>>>Irrelevant when both the OS and hardware has progressed well beyond the
>>>original spec in the case of the Amiga. And before you start on about the
>>>clones, the Hades was compatibility hell.
>>
>>The Clab Falcon MK2 was the ONLY Atari licenced clone. It was 100%
>>compatible with the Atari Falcon.
>
>
> And what a roaring success it was... not.
>
> All the other clones were developed to
>
>>run Gem apps, not to play Starglider. For that you keep an STFM around.
>>Much like you do on a modern Amiga, unless you emulate. On the Falcon we
>>had Backwards, which was a ST emulator for the Falcon.
>>
>
> Rekick allows you to run even the oldest software on any Amiga.

And Backwards on an Falcon does the same thing.
>
>
>>>>>>>How are your eyes after all that
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>>interlacing?
>>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>How did you find space for two monitors?
>>>>>>
>>>>>>No trouble, hows the eyes?
>>>>>>
>>>>>
>>>>>
>>>>>Fine. Ever heard of productivity mode... or a flicker fixer even?
>>>>
>>>>Did they come as standard on an A500 did they?

>>>
>>>
>>>Any ECS machine with 2.1 could display productivity mode, and standard
>>>with A500+.
>>
>>What about A1000? That is the STFM era. 1985. 2.1 was 1992 was it not?
>
>
> Two very expensive monitors wasn't an option for most either, in fact that
> idea was rediculous. At least the A1000 had the option, flickery as one may
> have been.

Yup and you could run the Monulator on the ST or Sebra. But no-one used
them for serious use.
>
>
>>ALL 16bit and better Atari's could run with a VGA monitor. That is the
>>ST(M/F/FM/E), MegaST/E, TT030 and Falcon030.
>
>
> Too bad if you wanted to play games. I had a VGA monitor on my A500 also,
> and it would have worked just as happily on my A1000.

And I have used LCD's on my ST, so what? Incidently with an LCD you can
get ALL resolutions.

>
>
>>> I never needed one on my
>>>
>>>
>>>>SM124.
>>>>
>
>
> I had one of those, 12" wasn't it. Nice and clear, but way too small.

Only for those that have size issues;-)
>
>
>>>Didn't need to. We didn't need to buy a (hideously expensive at the time)
>>>second monitor either.
>>
>>Didn't need to what?
>>
>
>
> Plug another monitor in just to play games.
>
>
Or use a TV. The STFM had a built in modulator, why did the Amiga omit

it when the majority were used for games playing? Soooo many A500's I saw with the A520 fitted, what a mess, not to mention the external brick.

Mark

4340. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 03:38:01 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <439111f9$0$17703$afc38c87@news.optusnet.com.au>
Source record: 9297
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:7gQjf.8781$ea6.6937@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:o4Pjf.8738$ea6.6796@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>>message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Clockmeister wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>>in message news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Clockmeister wrote:
>>>>>>>>>>
>>>>>>>>>>
```

>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>>>>>>but Irving
>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>>organization. So,
>>>>>>>>>>>Jack had to settle for second best and build the Atari ST.
>>>>>>>>>>>;-)
>>>>>>>>>>
>>>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>For everyone else the Amiga was best.
>>>>>>>>>>
>>>>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>No it didn't, it was awful.
>>>>>>>>
>>>>>>>>Yes it did.
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>The STE easily
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>

>>>>>>>>>
>>>>>>>>>>sounded as good, if not better (50 Khz).
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Nope.
>>>>>>>>
>>>>>>>>Yup.
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>And the Falcon..... Amiga
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>wasn't in the same league.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Correct, it actually sold in numbers.
>>>>>>>>
>>>>>>>>So VHS was better than Beta? CD was better than DAT? Spice Girls are
>>>>>>>>better than the Eagles? Numbers do not a computer make. By that
>>>>>>>>analogy the Amiga was a POS compared to a 286.
>>>>>>>
>>>>>>>
>>>>>>>Not at all since I never suggested that the Amiga was better because
>>>>>>>it sold in numbers, only that it did and the Falcon didn't.
>>>>>>
>>>>>>So what is your point? Or was it just an observation?
>>>>>>
>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>
>>>>>
>>>>>
>>>>>Possibly more common then Falcons.
>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>
>>>>>Quite a number of options there.
>>>>
>>>>All factory standard were they?
>>>>
>>>>http://www.czuba-tech.com/DEESSE/english/overview.htm
>>>>
>>>>Hows about them apples?
>>>
>>>
>>>I don't use them, I prefer PC's.

>>
>>LOL.
>>
>>
>>>
>>>>Can a stock A1200 play MP3's? My stock Falcon can:-)
>>>>
>>>
>>>So can a stock A4000. Next...
>>
>>In 16bits? 8 tracks of 56001 dsp driven 16 bit 50Khz audio. Mods never
>>sounded so good, swoon.
>
>
> You were talking about Mp3's, now back to Mods? CPU power lacking a bit eh?
>
> Mods sounded the best on what they were written for, Paula.
>
>
>>>>>>>>Next.
>>>>>>>
>>>>>>>
>>>>>>>Careful, your bias is showing.
>>>>>>>
>>>>>>
>>>>>>As is yours;-).
>>>>>>
>>>>>
>>>>>
>>>>>:-P
>>>>
>>>>Nah, nah, nah, nah, neh.
>>>>
>>>>ROTFLMAO.;-).
>>>>
>>>
>>>
>>>We've been here before :-) lol
>>
>>Strangely, yes. Chuckle.
>>
>
>
> Let's let it go, you can't win anyway :-P
>
>
>
Funny that is what Obi Wan Kenobi said.

You are in Perth aren't you? If you are ever in Melbourne, Pop in and I will let you have a listen to a couple of S3M's on a Falcon, through the Altec Lansing speakers I use in here. Heaven.

Mark

4341. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 03:52:55 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43911696$0$27011$91cee783@newsreader02.highway.telekom.at>
Source record: 9099

Mark Bedingfield wrote:

> meg ram. Hows the chip ram on a standard A1200?

Slower. Other Amigaï¿½s have faster CHIP Ram. Designed for 8MB.

Best Regards,

Daniel Mandic

4342. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 04:00:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.04.00.25.186585@charter.net>
Source record: 9098
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sat, 03 Dec 2005 08:43:13 +0800, Clockmeister wrote:

>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.02.14.06.08.298860@charter.net...
>> On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>>
>>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>> Clockmeister wrote:
>>
>>>> So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>
>>>
>>> Possibly more common then Falcons.
>>> http://amiga.resource.cx/exp/search.pl?dir=audio
>>>
>>> Quite a number of options there.
>>
>> I'm sorry, I couldn't find prices for those cards. How much does it cost
>> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>
>
> What does that have to do with what was being discussed?

Because if I have to go out and pay $$$ to add something to an Amiga just
to bring it *up* to the level of my Falcon...well, I'll just stick with my
Falcon. :-)

> Where would you find a Falcon period?

Right now? About 2 feet away... :-)

--
_/_/_/
```

4343. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 04:09:07 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.04.09.06.195533@charter.net>
Source record: 9100
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 03 Dec 2005 14:12:41 +1100, Mark Bedingfield wrote:

> Clockmeister wrote:
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.02.14.06.08.298860@charter.net...
>>
>>>On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>>>
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>
>>>>>Clockmeister wrote:
>>>
>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>
>>>>
>>>>Possibly more common then Falcons.
>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>
>>>>Quite a number of options there.
>>>
>>>I'm sorry, I couldn't find prices for those cards. How much does it cost
>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>
>>
>>
>> What does that have to do with what was being discussed?
>>
>> Where would you find a Falcon period?
>>
> 2 in the room I am typing this in. I have never seen an Amiga sound
> card, seen plenty Falcon's tho;-)
>
> One has a CT2, 80 meg of ram, 10 gig hard drive, zip drive, Yamaha cdrw,
> Panasonic CD and the other is fitted with a 6 gig hdd and 14 meg ram.
> Hows the chip ram on a standard A1200?
> My CD32 with SX1 could not hope to compete with the Falcon.
>
> Mark

Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs of
SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI CDRW,
450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running

the MINT OS/Thing desktop.

I've owned (in order), an A1000 (I still like the layout of this machine a lot, especially the keyboard well), an A2000, and an A1200. None of these Amigas could match my stock Falcon, let alone in its current state.

Just for the record, I really do like Amigas... If I could find a good deal on an A1000 in good shape, I'd probably pick it up for old times sake. I just think my Atari comps are a notch above them.

I have a lot of respect for both computer lines and their (important) place in computing history.

C'mon Clockie, can't we just acknowledge that both have strengths and weaknessess and let be? :-)

--
_/_/_/

4344. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 04:19:00 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43911cb4$0$20781$91cee783@newsreader01.highway.telekom.at>
Source record: 9101

Ronald J. Hall wrote:

> On Sat, 03 Dec 2005 08:43:13 +0800, Clockmeister wrote:
>
> >
> > "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> > news:pan.2005.12.02.14.06.08.298860@charter.net...
> >> On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
> > >
> > >>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
> > wrote in >>> message
> > news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au... >>>>
> > Clockmeister wrote:
> > > >
> > >>>> So how is the 16bit DSP driven sound on the A1200 anyway?
> > > > > > >
> > > > > >
> > >>> Possibly more common then Falcons.
> > >>> http://amiga.resource.cx/exp/search.pl?dir=audio
> > > > > >
> > >>> Quite a number of options there.
> > > >
> > >> I'm sorry, I couldn't find prices for those cards. How much does
> > it cost >> to make an Amiga comparable, audio wise, to a stock
> > Falcon? :-)
> > > >
> > >
> > > What does that have to do with what was being discussed?
>
> Because if I have to go out and pay $$$ to add something to an Amiga
> just to bring it up to the level of my Falcon...well, I'll just stick
> with my Falcon. :-)
>
> > Where would you find a Falcon period?
>
> Right now? About 2 feet away... :-)

Yeah, the Falcon is a nice seat. ;-)

Plaese stop .... rotfl.. this all Falcon Amiga Stuff...

The Falcon does not have the slightest chance. Well, it does have itï¿½s
Strenghts, DSP, MIDI, IDE (erm..)etc... but letï¿½s say real - AMIGA is
the right HC. Or, it was at that time. Falcon was a last attempt to
save something which donï¿½t want to be saved. Instead of making a cheap,

and better than the ST, new Design (again with MIDI), they tried the onboard-sound Sector (ruled by Paula, SID, Archimedes, ULA), already being collected by PC and Soundcards.

Nice Machine.... but vs. the AMIGA. hmmmm. I had A4000/030/040, A1200, A500/+ (2MBChip, Standard and not soldering), A2000, A2000/040/060. 1024x768 True Color Z2, 68060/60>MHz (like a p100-200), Fast-Scsi II ..... at this time Atari started with the first 040 clones... ha.. I have pulled the 060 in the A2000 and it worked. With every Z and ISA Card, indeed.

Five Years after AMIGA died, the IBM-PC overtake. Yes, Yes ... at least five years.

Well, today I am as fast. But at least the noise level, got nearly off. PC.

Best Regards,

Daniel Mandic

4345. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 04:25:46 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43911d2a$0$18199$afc38c87@news.optusnet.com.au>
Source record: 9102
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Ronald J. Hall wrote:
> On Sat, 03 Dec 2005 14:12:41 +1100, Mark Bedingfield wrote:
>
>
>>Clockmeister wrote:
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.02.14.06.08.298860@charter.net...
>>>
>>>
>>>>On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>>>>
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>
>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>
>>>>>
>>>>>Possibly more common then Falcons.
>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>
>>>>>Quite a number of options there.
>>>>
>>>>I'm sorry, I couldn't find prices for those cards. How much does it cost
>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>
>>>
>>>
>>>What does that have to do with what was being discussed?
>>>
>>>Where would you find a Falcon period?
>>>
>>
>>2 in the room I am typing this in. I have never seen an Amiga sound
>>card, seen plenty Falcon's tho;-)
>>
>>One has a CT2, 80 meg of ram, 10 gig hard drive, zip drive, Yamaha cdrw,
>>Panasonic CD and the other is fitted with a 6 gig hdd and 14 meg ram.
```

>>Hows the chip ram on a standard A1200?
>>My CD32 with SX1 could not hope to compete with the Falcon.
>>
>>Mark
>
>
> Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs of
> SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI CDRW,
> 450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
> the MINT OS/Thing desktop.

Wipes drool off keyboard;-)
>
> I've owned (in order), an A1000 (I still like the layout of this machine a
> lot, especially the keyboard well), an A2000, and an A1200. None of these
> Amigas could match my stock Falcon, let alone in its current state.
>
> Just for the record, I really do like Amigas... If I could find a good
> deal on an A1000 in good shape, I'd probably pick it up for old times
> sake. I just think my Atari comps are a notch above them.

I had a A1000 for a while, swapped it for a A500 then got a A2000. Got
given a CD32 for fixing a few Amiga's for a friend. I love it. Have a
350 meg HDD and 8 meg in my SX1 ;-) I could watch demos on the Amiga and
Atari all day (before I had kids - better get the little on up I suppose).
>
> I have a lot of respect for both computer lines and their (important)
> place in computing history.

Damn straight. Amiga and Atari were out of the same stable. Whether
anyone wants to admit it or not. If it wasn't for Atari the Amiga would
not have seen the light of day and if it wasn't for Commodore the ST
would not have seen it either.
>
> C'mon Clockie, can't we just acknowledge that both have strengths and
> weaknessess and let be? :-)
>
I can;-).

mark

4346. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 04:51:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.04.51.16.126240@charter.net>
Source record: 9103
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 03 Dec 2005 15:25:46 +1100, Mark Bedingfield wrote:

>> Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs of
>> SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI CDRW,
>> 450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
>> the MINT OS/Thing desktop.
>
> Wipes drool off keyboard;-)

Its an awesome machine. Sometimes I just sit in amazement when I turn it
on and watch it bootup. Even with MINT, it boots up blazingly fast.
Honestly, I can't follow the onscreen text!

>> I've owned (in order), an A1000 (I still like the layout of this machine a
>> lot, especially the keyboard well), an A2000, and an A1200. None of these
>> Amigas could match my stock Falcon, let alone in its current state.
>>
>> Just for the record, I really do like Amigas... If I could find a good
>> deal on an A1000 in good shape, I'd probably pick it up for old times
>> sake. I just think my Atari comps are a notch above them.
>
> I had a A1000 for a while, swapped it for a A500 then got a A2000. Got
> given a CD32 for fixing a few Amiga's for a friend. I love it. Have a
> 350 meg HDD and 8 meg in my SX1 ;-) I could watch demos on the Amiga and
> Atari all day (before I had kids - better get the little on up I suppose).

I hear ya. Love those Euro-style demos. Like you, I'm mesmerized by them.
I could sit and watch Sonoluminesence, Hydroxyd, etc, etc, etc,...all day
long.

>> I have a lot of respect for both computer lines and their (important)
>> place in computing history.
>
> Damn straight. Amiga and Atari were out of the same stable. Whether
> anyone wants to admit it or not. If it wasn't for Atari the Amiga would
> not have seen the light of day and if it wasn't for Commodore the ST
> would not have seen it either.
>>
>> C'mon Clockie, can't we just acknowledge that both have strengths and
>> weaknessess and let be? :-)
>>
> I can;-).
>
> mark

:-)

--
_/_/_/

4347. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 06:01:10 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <Gwakf.1241$xg1.1240@trnddc03>
Source record: 9104
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" <the_starglider2002@wibble.co.uk> wrote ...
>
> Actually, on an even more serious note, I'd like to play some C128 games.
>
> Know where I can download some?

You can find a good selection of Public Domain and Shareware/Freeware games
here:

http://cmdrkey.com/cbm/genie/C128GamesListing.html

As with any collection of this type, some games are good and some are not.
Try several until you find some that you like.
--
Best regards,

Sam Gillett

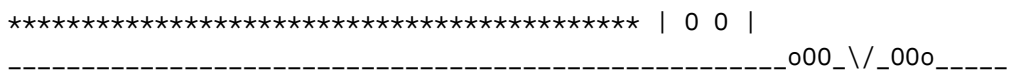
Change is inevitable,
except from vending machines!

4348. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 08:35:23 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <f5m2p1lrr2h3q3buqlnldggrqm8eciu22r@4ax.com>
Source record: 9105
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sat, 3 Dec 2005 08:36:50 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:3h21p11108k7lt0h6anibnp45quvqu658o@4ax.com...
>> On Fri, 2 Dec 2005 20:33:58 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>>>> On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com>
>>>> wrote:
>>>>
>>>>>
>>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
>>>>
>>>>
>>>>>>
>>>>>> C64=custom chips
>>>>>> Speccy=none
>>>>>>
>>>>>> Faster? Spectrum
>>>>>
>>>>>It couldn't do anything approaching what the C64 was capable of, so no
>>>>>contest there.
>>>>>
>>>> What could the C64 do that the Spectrum couldn't?
>>>
>>>Play SID tunes.
>>>
>> The 128k can do SID type music no problem.
>
>Nothing like a the SID, it sounds crap. Next...
>
Thne you're tone deaf, as it's doing exactly the same effect as a SID chip does.
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
```


| 0 0 |
o00_\/_00o_____

4349. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 08:37:18 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <88m2p1dm2cd5b4oufi84k3uaifmac44qgd@4ax.com>
Source record: 9106
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 03 Dec 2005 06:01:10 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote ...
>>
>> Actually, on an even more serious note, I'd like to play some C128 games.
>>
>> Know where I can download some?
>
>You can find a good selection of Public Domain and Shareware/Freeware games
>here:
>
>http://cmdrkey.com/cbm/genie/C128GamesListing.html
>
>As with any collection of this type, some games are good and some are not.
>Try several until you find some that you like.

Oh god no, I'd rather play commercial stuff.

I've never been interested in free domain stuff. Even on the Speccy, I've
preferred to play the old 80's games you could buy off the shelf.

I'm funny like that.
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4350. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 08:38:28 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <ram2p1pgd498hop09k5psemh7apduf9c6q@4ax.com>
Source record: 9107
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>news:pan.2005.12.01.14.51.51.685357@charter.net...
>> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>
>>> For everyone else the Amiga was best.
>>
>> Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>
>You're mad :-)
>
Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance tracks
that have sold millions around the world.

--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4351. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 11:04:30 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43917a9c$0$17703$afc38c87@news.optusnet.com.au>
Source record: 9108
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

The Starglider wrote:
> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com> wrote:
>
>
>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>
>>>On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>
>>>
>>>>For everyone else the Amiga was best.
>>>
>>>Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>
>>You're mad :-)
>>
>
> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance tracks
> that have sold millions around the world.
>
And Queen, Madonna, Jean Michael Jaree.....

4352. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:06:30 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <87ek4ufle6.fsf@onyxia.eiendomsnett.no>
Source record: 9109
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

* "Da Smog" <thesmog@nospam.net> wrote:
|
|> oΩ½oΩ½oΩ½ Fri, 02 Dec 2005 08:51:20 -0500,o(h) Lars Haugseth
|> <njus@larshaugseth.com> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½:
|>
|>
|> * The Starglider <the_starglider2002@wibble.co.uk> wrote:
|> |
|> | What could the C64 do that the Spectrum couldn't?
|>>
|>> 320x200 pixels?
|
| More than that! 512 x 192 (T/S 2068 - Since we're comparing American
| computers ;-)

We were talking about the Spectrum, not the Timex. The Timex wasn't
very compatible with the Spectrum, and there wasn't a lot of software
produced for it, was it?

|>> Smooth scrolling?
|
| yep and then some with buffered screens (256 x 192) ((T/S2068)

How about the Spectrum?

|>> More than 2 colours in one 8x8 pixels grid? -
|
| Yep 256 x 192, 32x192 attributes ;-) (T/S2068)

How about the Spectrum?

|>> 3 voices of highly programmable sound? -
|
| Nope, more: 3 +1 AY-3-8912 (T/S2068, 128K, +2 etc..)

How about the Spectrum?

|>> What could the Spectrum do that the C64 couldn't?
|
| * Faster tape loading - Up to 6Kbps :-)

The stock tape routines of the C64 sucked, yes. But most games
used some sort of custom turbo tape routines. Most applications
were released on floppy disk.

| * DMA support and memory bankswitching (T/S 2068)

How about the Spectrum?

| * Superior Basic (and with GW & Se BASIC... PERFECT BASIC)

Lots of basic extensions and replacements for the C64 as well, though
just about anything worth having were made in machine code anyway, for
both the Spectrum and the C64.

| * Slow Scan TV! (Yes)

Please elaborate.

| * Drive your Commodore-owning neighbour mad (always a plus)

Spectrum users didn't need any such driving, or if they did,
it was a very short ride. :-)

| * Appeal to girls ;-) (Black is always in fashion)

A-ha, so _that_ is why all Spectrum users are women...

--
Lars Haugseth

4353. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:06:32 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <87acfifl2m.fsf@onyxia.eiendomsnett.no>
Source record: 9110
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* The Starglider <the_starglider2002@wibble.co.uk> wrote:
|
| On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
|
|>
|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
|>|
|>| What could the C64 do that the Spectrum couldn't?
|>
|>320x200 pixels?
|>Hardware sprites?
|>Smooth scrolling?
|>More than 2 colours in one 8x8 pixels grid?
|>3 voices of highly programmable sound?
|>
| My question was not what hardware has the C64 got that the Speccy hasn't got.
|
| My question was what can the C64 do that the Speccy can't?

What can be done with software is very much dependent on the hardware on which
it is run and not much else, so I fail to see the distinction.

--
Lars Haugseth
```

4354. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:09:27 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43918afa@duster.adelaide.on.net>
Source record: 9111
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:f5m2p1lrr2h3q3buqlnldggrqm8eciu22r@4ax.com...
> On Sat, 3 Dec 2005 08:36:50 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:3h21p11108k7lt0h6anibnp45quvqu658o@4ax.com...
>>> On Fri, 2 Dec 2005 20:33:58 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>
>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>>>>> On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com>
>>>>> wrote:
>>>>>
>>>>>>
>>>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>>>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
>>>>>>>
>>>>>>>
>>>>>>>> C64=custom chips
>>>>>>>> Speccy=none
>>>>>>>>
>>>>>>>> Faster? Spectrum
>>>>>>>
>>>>>>>It couldn't do anything approaching what the C64 was capable of, so no
>>>>>>>contest there.
>>>>>>>
>>>>>>> What could the C64 do that the Spectrum couldn't?
>>>>>>
>>>>>>Play SID tunes.
>>>>>>
>>>>> The 128k can do SID type music no problem.
>>>>
>>>>Nothing like a the SID, it sounds crap. Next...
>>>>
>>> Thne you're tone deaf, as it's doing exactly the same effect as a SID chip
>>> does.

Not even close.
```

4355. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:11:50 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43918b89$1@duster.adelaide.on.net>
Source record: 9112
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:439111f9$0$17703$afc38c87@news.optusnet.com.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:7gQjf.8781$ea6.6937@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:o4Pjf.8738$ea6.6796@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Clockmeister wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>in message news:mGMjf.8636$ea6.2974@news-server.bigpond.net.au...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Clockmeister wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au>
>>>>>>>>>>wrote in message
>>>>>>>>>>news:qDLjf.8564$ea6.2941@news-server.bigpond.net.au...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>

>>>>>>>>>>>Clockmeister wrote:
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>>>>news:pan.2005.12.01.13.54.19.874687@charter.net...
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>On Thu, 01 Dec 2005 03:59:50 +0000, Sam Gillett wrote:
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>Jack wanted to build a 16-bit computer better than the Amiga,
>>>>>>>>>>>>>but Irving
>>>>>>>>>>>>>Gould would not let him, and booted him out of the CBM
>>>>>>>>>>>>>organization. So,
>>>>>>>>>>>>>Jack had to settle for second best and build the Atari ST. ;-)
>>>>>>>>>>>>
>>>>>>>>>>>>Depends. For a MIDI user, second best was the Amiga. :-)
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>For everyone else the Amiga was best.
>>>>>>>>>>>
>>>>>>>>>>>Listen to an Amiga MOD on an ST for a laugh, it's so pathetic.
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>Apart from the fact it is Mono on and STFM it sounded OK.
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>No it didn't, it was awful.
>>>>>>>>>
>>>>>>>>>Yes it did.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>The STE easily
>>>>>>>>>
>>>>>>>>>

>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>sounded as good, if not better (50 Khz).
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>Nope.
>>>>>>>>>
>>>>>>>>>>Yup.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>And the Falcon..... Amiga
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>wasn't in the same league.
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>Correct, it actually sold in numbers.
>>>>>>>>>
>>>>>>>>>>So VHS was better than Beta? CD was better than DAT? Spice Girls
>>>>>>>>>>are better than the Eagles? Numbers do not a computer make. By that
>>>>>>>>>>analogy the Amiga was a POS compared to a 286.
>>>>>>>>
>>>>>>>>
>>>>>>>>>Not at all since I never suggested that the Amiga was better because
>>>>>>>>>it sold in numbers, only that it did and the Falcon didn't.
>>>>>>>
>>>>>>>>So what is your point? Or was it just an observation?
>>>>>>>
>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>
>>>>>>
>>>>>>
>>>>>>>Possibly more common then Falcons.
>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>
>>>>>>>Quite a number of options there.
>>>>>
>>>>>All factory standard were they?
>>>>>
>>>>>http://www.czuba-tech.com/DEESSE/english/overview.htm
>>>>>
>>>>>Hows about them apples?
>>>>

>>>>
>>>>I don't use them, I prefer PC's.
>>>
>>>LOL.
>>>
>>>
>>>>
>>>>>Can a stock A1200 play MP3's? My stock Falcon can:-)
>>>>>
>>>>
>>>>So can a stock A4000. Next...
>>>
>>>In 16bits? 8 tracks of 56001 dsp driven 16 bit 50Khz audio. Mods never
>>>sounded so good, swoon.
>>
>>
>> You were talking about Mp3's, now back to Mods? CPU power lacking a bit
>> eh?
>>
>> Mods sounded the best on what they were written for, Paula.
>>
>>
>>>>>>>>>Next.
>>>>>>>>
>>>>>>>>
>>>>>>>>>Careful, your bias is showing.
>>>>>>>>
>>>>>>>
>>>>>>>>As is yours;-).
>>>>>>>
>>>>>>
>>>>>>
>>>>>>:-P
>>>>>
>>>>>Nah, nah, nah, nah, neh.
>>>>>
>>>>>ROTFLMAO.;-).
>>>>>
>>>>
>>>>
>>>>We've been here before :-) lol
>>>
>>>Strangely, yes. Chuckle.
>>>
>>
>>
>> Let's let it go, you can't win anyway :-P
>>
>>
>>

> Funny that is what Obi Wan Kenobi said.
>
> You are in Perth aren't you? If you are ever in Melbourne, Pop in and I
> will let you have a listen to a couple of S3M's on a Falcon, through the
> Altec Lansing speakers I use in here. Heaven.
>

Yeah OK that is a deal. :-)

4356. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:17:27 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43918cda@duster.adelaide.on.net>
Source record: 9113
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.03.04.09.06.195533@charter.net...
> On Sat, 03 Dec 2005 14:12:41 +1100, Mark Bedingfield wrote:
>
>> Clockmeister wrote:
>>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>> news:pan.2005.12.02.14.06.08.298860@charter.net...
>>>
>>>>On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>>
>>>>>>Clockmeister wrote:
>>>>
>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>
>>>>>
>>>>>Possibly more common then Falcons.
>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>
>>>>>Quite a number of options there.
>>>>
>>>>I'm sorry, I couldn't find prices for those cards. How much does it cost
>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>
>>>
>>>
>>> What does that have to do with what was being discussed?
>>>
>>> Where would you find a Falcon period?
>>>
>> 2 in the room I am typing this in. I have never seen an Amiga sound
>> card, seen plenty Falcon's tho;-)
>>
>> One has a CT2, 80 meg of ram, 10 gig hard drive, zip drive, Yamaha cdrw,
>> Panasonic CD and the other is fitted with a 6 gig hdd and 14 meg ram.
>> Hows the chip ram on a standard A1200?
>> My CD32 with SX1 could not hope to compete with the Falcon.
>>
>> Mark
>
```

> Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs of
> SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI CDRW,
> 450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
> the MINT OS/Thing desktop.
>
> I've owned (in order), an A1000 (I still like the layout of this machine a
> lot, especially the keyboard well), an A2000, and an A1200. None of these
> Amigas could match my stock Falcon, let alone in its current state.
>
> Just for the record, I really do like Amigas... If I could find a good
> deal on an A1000 in good shape, I'd probably pick it up for old times
> sake. I just think my Atari comps are a notch above them.
>
> I have a lot of respect for both computer lines and their (important)
> place in computing history.
>
> C'mon Clockie, can't we just acknowledge that both have strengths and
> weaknessess and let be? :-)

Sure, I never have disagreed with that but the claim that ST's are better
then any Amiga is nonsense.

4357. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:19:07 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43918d3e$1@duster.adelaide.on.net>
Source record: 9114
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.03.04.51.16.126240@charter.net...
> On Sat, 03 Dec 2005 15:25:46 +1100, Mark Bedingfield wrote:
>
>>> Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs
>>> of
>>> SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI
>>> CDRW,
>>> 450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
>>> the MINT OS/Thing desktop.
>>
>> Wipes drool off keyboard;-)
>
> Its an awesome machine. Sometimes I just sit in amazement when I turn it
> on and watch it bootup. Even with MINT, it boots up blazingly fast.
> Honestly, I can't follow the onscreen text!
>
>>> I've owned (in order), an A1000 (I still like the layout of this machine
>>> a
>>> lot, especially the keyboard well), an A2000, and an A1200. None of
>>> these
>>> Amigas could match my stock Falcon, let alone in its current state.
>>>
>>> Just for the record, I really do like Amigas... If I could find a good
>>> deal on an A1000 in good shape, I'd probably pick it up for old times
>>> sake. I just think my Atari comps are a notch above them.
>>
>> I had a A1000 for a while, swapped it for a A500 then got a A2000. Got
>> given a CD32 for fixing a few Amiga's for a friend. I love it. Have a
>> 350 meg HDD and 8 meg in my SX1 ;-) I could watch demos on the Amiga and
>> Atari all day (before I had kids - better get the little on up I
>> suppose).
>
> I hear ya. Love those Euro-style demos. Like you, I'm mesmerized by them.
> I could sit and watch Sonoluminesence, Hydroxyd, etc, etc, etc,...all day
> long.
>
>>> I have a lot of respect for both computer lines and their (important)
>>> place in computing history.
>>
>> Damn straight. Amiga and Atari were out of the same stable. Whether
>> anyone wants to admit it or not. If it wasn't for Atari the Amiga would
>> not have seen the light of day and if it wasn't for Commodore the ST

>> would not have seen it either.
>>>
>>> C'mon Clockie, can't we just acknowledge that both have strengths and
>>> weaknessess and let be? :-)
>>>
>> I can;-).
>>
>> mark
>

Euro style demos on Amiga = heaven.

Ok Atari too but they weren't as impressive you have to admit.

4358. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:42:36 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439192bf$1@duster.adelaide.on.net>
Source record: 9115
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.03.04.00.25.186585@charter.net...
> On Sat, 03 Dec 2005 08:43:13 +0800, Clockmeister wrote:
>
>>
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.02.14.06.08.298860@charter.net...
>>> On Fri, 02 Dec 2005 10:59:57 +0800, Clockmeister wrote:
>>>
>>>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>> message news:IsNjf.8689$ea6.1243@news-server.bigpond.net.au...
>>>>> Clockmeister wrote:
>>>
>>>>> So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>
>>>>
>>>> Possibly more common then Falcons.
>>>> http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>
>>>> Quite a number of options there.
>>>
>>> I'm sorry, I couldn't find prices for those cards. How much does it cost
>>> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>
>>
>> What does that have to do with what was being discussed?
>
> Because if I have to go out and pay $$$ to add something to an Amiga just
> to bring it *up* to the level of my Falcon...

...and beyond. Amiga has that option, you don't.

well, I'll just stick with my
> Falcon. :-)

Good for you, it's a nice machine in it's standard configuration, no
question. I prefer my PC nowadays.

>> Where would you find a Falcon period?
>
> Right now? About 2 feet away... :-)
>

I know of one in Perth...
```

4359. 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 12:51:53 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1133614313.453065.47640@g43g2000cwa.googlegroups.com>
Source record: 9116
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

Read the following and discuss:

http://news.yahoo.com/s/ap/20051201/ap_on_fe_st/wa_bestiality;_ylt=Am4Pka1yCqInOQsoYbL3V8sDW7oF;_ylu=X3oDMTBiMW04NW9mBHNlYwMlJVRPUCUl

4360. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 14:19:36 UTC
From: "W Marsh"
Message-ID: <e5a3p1tdoritq4hj5esd0u63m63mt2f3p6@4ax.com>
Source record: 9117
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Sat, 03 Dec 2005 08:35:23 +0000, The Starglider
<the_starglider2002@wibble.co.uk> wrote:

>On Sat, 3 Dec 2005 08:36:50 +0800, "Clockmeister" <no-one@nowhere.com> wrote:
>
>>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:3h21p11108k7lt0h6anibnp45quvqu658o@4ax.com...
>>> On Fri, 2 Dec 2005 20:33:58 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>
>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>news:the0p1hk6qnt4na5ikn7d0524htu3ok704@4ax.com...
>>>>> On Fri, 2 Dec 2005 17:12:15 +0800, "Clockmeister" <no-one@nowhere.com>
>>>>> wrote:
>>>>>
>>>>>>
>>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>>news:3210p15k3mq6q38ia6sip5e7n3kfjleanh@4ax.com...
>>>>>
>>>>>
>>>>>>>>> C64=custom chips
>>>>>>>>> Speccy=none
>>>>>>>>>
>>>>>>>>> Faster? Spectrum
>>>>>>
>>>>>>It couldn't do anything approaching what the C64 was capable of, so no
>>>>>>contest there.
>>>>>>
>>>>> What could the C64 do that the Spectrum couldn't?
>>>>
>>>>Play SID tunes.
>>>>
>>> The 128k can do SID type music no problem.
>>
>>Nothing like a the SID, it sounds crap. Next...
>>
>Thne you're tone deaf, as it's doing exactly the same effect as a SID chip does.

Nonsense - the SID chip is an analogue/digital (mixed) synthesizer
with proper envelopes, lots of waveforms and a filter. It sound is
very complex - even PCs can't replicate it perfectly, let alone a

Spectrum on an AY.

You're timbre deaf!

4361. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 16:17:13 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.16.17.11.568084@charter.net>
Source record: 9118
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 03 Dec 2005 20:42:36 +0800, Clockmeister wrote:

>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> Because if I have to go out and pay $$$ to add something to an Amiga just
>> to bring it *up* to the level of my Falcon...
>
> ...and beyond. Amiga has that option, you don't.

Wrong. There are options for Atari's as well.

> well, I'll just stick with my
>> Falcon. :-)
>
> Good for you, it's a nice machine in it's standard configuration, no
> question. I prefer my PC nowadays.

Yes, very nice in its standard configuration. Of course, mine is way
beyond "stock" now:

95mhz '060 CPU
256 megs SDRAM
14 megs ST RAM
80 gig HD
Plextor 12/4/32 CDRW
Wizztronics Rack case

The question is Clockie, do you prefer your nowadays PC over your Amigas?
There is no doubt that my AMD powered Linux box with a 19" monitor, 120
gid HD, 512 megs RAM, etc, etc out-specs my Falcon (and your Amiga), but
which do we **enjoy* using more? :-)

>>> Where would you find a Falcon period?
>>
>> Right now? About 2 feet away... :-)
>>
>
> I know of one in Perth...

I know of many here...

--
_/_/_/

4362. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 16:31:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.16.31.19.221377@charter.net>
Source record: 9119
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 03 Dec 2005 20:17:27 +0800, Clockmeister wrote:

> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> C'mon Clockie, can't we just acknowledge that both have strengths and
>> weaknessess and let be? :-)
>
> Sure, I never have disagreed with that but the claim that ST's are better
> then any Amiga is nonsense.

I still disagree with you here. Why? Because use of a computer, is very individualistic. "Better" doesn't necessarily have to mean hard specs that are better or less from one computer model to the next. Give you an example, setup my main AMD computer with Windows. XP, 98SE, it don't matter. Then set it up with Mandriva Linux. Which is more enjoyable? For me, beyond any hope of arguement, its Linux. I think Windows (any version) and MS suck vacuum hard. Its the exact same hardware, but the machine is absolutley *totally* different under these 2 OSs. One for me is enjoyable, the other is a real PITA.

Same with the Amiga and Atari. Sure, on some individual models, the Amiga has some better hard specs. Sure, on some individual models, the Atari line has some better hard specs. There is nothing wrong with Intuition and Workbench, I just feel infinitely more comfortable with TOS. So, as I said, its very individualistic. Thats why I feel when someone says, computer X is better than computer Y, and someone else says thats nonsense, I can't help but feel that the issue is being overly simplified. I could accept it if you said, "the Amiga is better for me". As I'm saying, Atari is better for me... :-)

Everyones mileage may vary, of course.

--
_/_/_/

4363. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 16:38:49 UTC
From: deKay <andyk@deleteme.lofi-gaming.nospam.org.uk.invalid>
Message-ID: <pfi3p15k3i3pp2o43odqk54hionaik1kis@4ax.com>
Source record: 9120
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Soni tempori elseu romani yeof helsforo nisson ol sefini ill des Fri, 02 Dec 2005 18:22:17 GMT, sefini jorgo geanyet des mani yeof do comp.sys.sinclair, yawatina tan reek esk "Da Smog" <thesmog@nospam.net> fornis do marikano es bono tan el:

>I am sad to admit it, but there is one thing that the C64 can do and the
>Spectrum (as of now at least) cannot...
>
>see here: <url: http://tfe.c64.org/> and this:
><http://dunkels.com/adam/tfe/>

Starglider said:

"My question was not what hardware has the C64 got that the Speccy hasn't got."

deKay
--
+ Lofi Gaming: www.lofi-gaming.org.uk [Gamertag: deKay 01]
|- Gaming Diary: www.lofi-gaming.org.uk/diary/
|- My computer runs at 3.5MHz and I'm proud of that
|- CSS Crap Games Comp 2005: http://www.lofi-gaming.org.uk/speccy/cgc2005/

4364. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 17:14:23 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s07wt6kc3umdqj@thesmog.home.dokos-gr.net>
Source record: 9121
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΏ½oΏ½oΏ½ Sat, 03 Dec 2005 11:38:49 -0500,o(h) deKay
<andyk@deleteme.lofi-gaming.nospam.org.uk.invalid> oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½:

```
> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des Fri, 02
> Dec
> 2005 18:22:17 GMT, sefini jorgo geanyet des mani yeof do
> comp.sys.sinclair,
> yawatina tan reek esk "Da Smog" <thesmog@nospam.net> fornis do marikano
> es
> bono tan el:
>
>> I am sad to admit it, but there is one thing that the C64 can do and the
>> Spectrum (as of now at least) cannot...
>>
>> see here: <url: http://tfe.c64.org/> and this:
>> <http://dunkels.com/adam/tfe/>
>
> Starglider said:
>
> "My question was not what hardware has the C64 got that the Speccy hasn't
> got."
>
> deKay
```

```
Yes and the reason for the link was that it can run a webserver (not the
TFE hardware but the actual software) and connect to the net. They can, we
can't (darn).
```

Phoebus
--
oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½oΏ½ oΏ½oΏ½oΏ½ Opera: http://www.opera.com/mail/

4365. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 17:25:10 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3ve2noF15n6caU1@individual.net>
Source record: 9122
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

deKay wrote:

> yawatina tan reek esk "Da Smog" <thesmog@nospam.net> fornis do marikano es
> bono tan el:
>
>>I am sad to admit it, but there is one thing that the C64 can do and the
>>Spectrum (as of now at least) cannot...
>>
>>see here: <url: http://tfe.c64.org/> and this:
>><http://dunkels.com/adam/tfe/>
>
> Starglider said:
>
> "My question was not what hardware has the C64 got that the Speccy hasn't
> got."

We're probably closer to having web-server hardware for the Speccy than
we are to having web-server software, though.

4366. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 18:17:35 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <l8o3p15m7i7qdcoep2t8sm9m4qttgpjb66@4ax.com>
Source record: 9123
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 03 Dec 2005 12:06:32 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:

>
>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>|
>| On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
>|
>|>
>|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>|>|
>|>| What could the C64 do that the Spectrum couldn't?
>|>
>|>320x200 pixels?
>|>Hardware sprites?
>|>Smooth scrolling?
>|>More than 2 colours in one 8x8 pixels grid?
>|>3 voices of highly programmable sound?
>|>
>| My question was not what hardware has the C64 got that the Speccy hasn't got.
>|
>| My question was what can the C64 do that the Speccy can't?
>
>What can be done with software is very much dependent on the hardware on which
>it is run and not much else, so I fail to see the distinction.

the distinction is that with a stock C64 and a stock Spectrum, there's really
nothing (bar the resolution) that the C64 can do that the speccy can't in games
or apps.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4367. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 18:58:29 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <pVlkf.1809$iz3.537@text.news.blueyonder.co.uk>
Source record: 9124
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

Ever heard of shorter links?

Anyway, I don't think I want to comment, the guy was an idiot.

Brian

--
Brian Gaff....Note, this account does not accept Bcc: email.
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk

"Bill H" <bill@ts1000.us> wrote in message
news:1133614313.453065.47640@g43g2000cwa.googlegroups.com...
> Read the following and discuss:
>
> http://news.yahoo.com/s/ap/20051201/ap_on_fe_st/wa_bestiality;_ylt=Am4Pka1yCqInOQsoYbL3V8sDW7oF;_ylu=X3oDMTBiMW04NW9mBHNlYwMlJVRPUCUl
>

4368. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 19:23:54 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4391f0cd$1@duster.adelaide.on.net>
Source record: 9125
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:l8o3p15m7i7qdcoep2t8sm9m4qttgpjb66@4ax.com...
> On Sat, 03 Dec 2005 12:06:32 GMT, Lars Haugseth <njus@larshaugseth.com>
> wrote:
>
>>
>>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>>|
>>| On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth <njus@larshaugseth.com>
>>wrote:
>>|
>>|>
>>|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>>|>|
>>|>| What could the C64 do that the Spectrum couldn't?
>>|>
>>|>320x200 pixels?
>>|>Hardware sprites?
>>|>Smooth scrolling?
>>|>More than 2 colours in one 8x8 pixels grid?
>>|>3 voices of highly programmable sound?
>>|>
>>| My question was not what hardware has the C64 got that the Speccy hasn't
>>got.
>>|
>>| My question was what can the C64 do that the Speccy can't?
>>
>>What can be done with software is very much dependent on the hardware on
>>which
>>it is run and not much else, so I fail to see the distinction.
>
> the distinction is that with a stock C64 and a stock Spectrum, there's
> really
> nothing (bar the resolution) that the C64 can do that the speccy can't in
> games
> or apps.

Hardware sprites.
```

4369. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 19:28:00 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4391f1c3$1@duster.adelaide.on.net>
Source record: 9126
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:ram2p1pgd498hop09k5psemh7apduf9c6q@4ax.com...
> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>
>>>> For everyone else the Amiga was best.
>>>
>>> Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>
>>You're mad :-)
>>
> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
> tracks
> that have sold millions around the world.
>

You'll find that he *is* a MIDI user. Do try to keep up.
```

4370. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 19:31:59 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4391f2b2$1@duster.adelaide.on.net>
Source record: 9127
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:43917a9c$0$17703$afc38c87@news.optusnet.com.au...
> The Starglider wrote:
>> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>>
>>>>On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>>
>>>>
>>>>>For everyone else the Amiga was best.
>>>>
>>>>Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>
>>>You're mad :-)
>>>
>>
>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>> tracks
>> that have sold millions around the world.
>>
> And Queen, Madonna, Jean Michael Jaree.....

Moby too at one time I believe. None of that proves a thing though, the
amount of TV networks, artists and studios etc that used Amigas is just as
impressive.
They were the glory days for the niche systems...

4371. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 19:39:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4391f6cc$1@duster.adelaide.on.net>
Source record: 9128
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.03.16.31.19.221377@charter.net...
> On Sat, 03 Dec 2005 20:17:27 +0800, Clockmeister wrote:
>
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>> C'mon Clockie, can't we just acknowledge that both have strengths and
>>> weaknessess and let be? :-)
>>
>> Sure, I never have disagreed with that but the claim that ST's are better
>> then any Amiga is nonsense.
>
> I still disagree with you here. Why? Because use of a computer, is very
> individualistic. "Better" doesn't necessarily have to mean hard specs that
> are better or less from one computer model to the next.

The Amiga was simply a more capable computer. Sure, the ST was better at
one thing out of the box, but that was it.
Read the hardware specs, from a technical point of view the Amiga is simply
much more impressive.

Give you an
> example, setup my main AMD computer with Windows. XP, 98SE, it don't
> matter. Then set it up with Mandriva Linux. Which is more enjoyable? For
> me, beyond any hope of arguement, its Linux. I think Windows (any version)
> and MS suck vacuum hard. Its the exact same hardware, but the machine is
> absolutley *totally* different under these 2 OSs. One for me is enjoyable,
> the other is a real PITA.
>

OS choice, yeah OK I've tried Linux and Windows of various ilks and now use
XP.

> Same with the Amiga and Atari. Sure, on some individual models, the Amiga
> has some better hard specs. Sure, on some individual models, the Atari
> line has some better hard specs. There is nothing wrong with Intuition and
> Workbench, I just feel infinitely more comfortable with TOS. So, as I
> said, its very individualistic. Thats why I feel when someone says,
> computer X is better than computer Y, and someone else says thats
> nonsense, I can't help but feel that the issue is being overly simplified.
> I could accept it if you said, "the Amiga is better for me". As I'm
> saying, Atari is better for me... :-)
>
> Everyones mileage may vary, of course.

Sure, it's subjective and that is a fair enough but for me using TOS is like going back in time to the dark ages.
Remember, I had both an ST and an Amiga at the same time (ST first) and I simply cannot see the benefit of owning an ST unless you are into MIDI.
The ST simply lacked that jaw dropping WOW factor the Amiga had.

To each their own.

4372. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 19:48:26 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4391f6cd$1@duster.adelaide.on.net>
Source record: 9129
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.03.16.17.11.568084@charter.net...
> On Sat, 03 Dec 2005 20:42:36 +0800, Clockmeister wrote:
>
>>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>> Because if I have to go out and pay $$$ to add something to an Amiga
>>> just
>>> to bring it *up* to the level of my Falcon...
>>
>> ...and beyond. Amiga has that option, you don't.
>
> Wrong. There are options for Atari's as well.
>
>> well, I'll just stick with my
>>> Falcon. :-)
>>
>> Good for you, it's a nice machine in it's standard configuration, no
>> question. I prefer my PC nowadays.
>
> Yes, very nice in its standard configuration. Of course, mine is way
> beyond "stock" now:
>
> 95mhz '060 CPU

Is that overclocked?

> 256 megs SDRAM
> 14 megs ST RAM
> 80 gig HD
> Plextor 12/4/32 CDRW
> Wizztronics Rack case
>
> The question is Clockie, do you prefer your nowadays PC over your Amigas?

Absolutely. Games like BF2 rock, the application choices are wide and varied
plus XP is good. I hardly use alternatives at all anymore.

> There is no doubt that my AMD powered Linux box with a 19" monitor, 120
> gid HD, 512 megs RAM, etc, etc out-specs my Falcon (and your Amiga), but
> which do we **enjoy* using more? :-)

To be honest, I enjoy my PC. I still wish the multitasking was as fast and
smooth and efficient on my PC as it was on my Amiga, but of all the OS's
I've tried none come close.
Ah well, I can live with it.

>>>> Where would you find a Falcon period?
>>>
>>> Right now? About 2 feet away... :-)
>>>
>>
>> I know of one in Perth...
>
> I know of many here...

Imagine if C= and Atari had kept going and actually got their shit
together... where we would be now.

Probably doing this ;-)

4373. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:05:41 UTC
From: Sintech <speccyman@yahoo.de>
Message-ID: <1133640341.518303.323600@g49g2000cwa.googlegroups.com>
Source record: 9130
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Hi Bill, we are talking about use as a doorstopper, not as a games machine.

4374. Re: Read Sparta Disks from MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:23:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133641414.041367.323000@f14g2000cwb.googlegroups.com>
Source record: 9131

Larry wrote:
> Hi Russ, Steve-
>
> Russ, if you already have something, I'd appreciate a copy. BASIC?
> Perhaps we could all three work on this? I do have the SpartaDos
> Construction Set, so I presume that it lays out the details of the disk
> architecture. The idea of being able to directly copy files from a SD
> disk to a MyDos disk is certainly a good one. Sort of a "PolyCopy --
> SD." Sounds interesting, fun, and doable.
>
"Construction Set"? I'll look for this. Thanks!

I did find this:

http://ftp.atari.art.pl/stuff/collections/nir_dary_cds/Tech%2520Info/SPDOS.TXT

> Steve, I'm not aware of any utility that could differentiate different
> Dos disks. I think that would be pretty difficult, unless the actual
> Dos files are on the disk, and of course, it would be simple to
> identify Sparta (and probably Bewesoft).
> -Larry

I should have realized this and probably would have if I took the time
to think. Maybe not. Sometimes I'm just slow.

- Steve Sheppard

4375. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:40:35 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <hj04p1d4c39joi17snd42oh48u1h37lol6@4ax.com>
Source record: 9132
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 4 Dec 2005 03:23:54 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:l8o3p15m7i7qdcoep2t8sm9m4qttgpjb66@4ax.com...
>> On Sat, 03 Dec 2005 12:06:32 GMT, Lars Haugseth <njus@larshaugseth.com>
>> wrote:
>>
>>>
>>>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>>>|
>>>| On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth <njus@larshaugseth.com>
>>>wrote:
>>>|
>>>|>
>>>|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>>>|>|
>>>|>| What could the C64 do that the Spectrum couldn't?
>>>|>
>>>|>320x200 pixels?
>>>|>Hardware sprites?
>>>|>Smooth scrolling?
>>>|>More than 2 colours in one 8x8 pixels grid?
>>>|>3 voices of highly programmable sound?
>>>|>
>>>| My question was not what hardware has the C64 got that the Speccy hasn't
>>>got.
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>>>| My question was what can the C64 do that the Speccy can't?
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>>>What can be done with software is very much dependent on the hardware on
>>>which
>>>it is run and not much else, so I fail to see the distinction.
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>> the distinction is that with a stock C64 and a stock Spectrum, there's
>> really
>> nothing (bar the resolution) that the C64 can do that the speccy can't in
>> games
>> or apps.
>
>Hardware sprites.
>
Again, you're missing the point. I said what can the C64 do that the Spectrum
```

can't, regardless of hardware.

Now Sprites... Yup, speccy can do that.

Next?

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4376. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:41:02 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <km04p19bns8pjrsevq12iut1agl95o65o9@4ax.com>
Source record: 9133
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 4 Dec 2005 03:31:59 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
>message news:43917a9c$0$17703$afc38c87@news.optusnet.com.au...
>> The Starglider wrote:
>>> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
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>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
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>>>>>On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
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>>>>>
>>>>>>For everyone else the Amiga was best.
>>>>>
>>>>>Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>>
>>>>You're mad :-)
>>>>
>>>
>>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>> tracks
>>> that have sold millions around the world.
>>>
>> And Queen, Madonna, Jean Michael Jaree.............
>
>Moby too at one time I believe. None of that proves a thing though, the
>amount of TV networks, artists and studios etc that used Amigas is just as
>impressive.
>They were the glory days for the niche systems...
>
For music? I know of no artist that does.
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**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
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* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4377. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:41:31 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <7n04p114bd3qegqm8pv9vr6darppa6nvdq@4ax.com>
Source record: 9134
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 4 Dec 2005 03:28:00 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:ram2p1pgd498hop09k5psemh7apduf9c6q@4ax.com...
>> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
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>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>>> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
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>>>>> For everyone else the Amiga was best.
>>>>
>>>> Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>
>>>You're mad :-)
>>>
>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>> tracks
>> that have sold millions around the world.
>>
>
>You'll find that he *is* a MIDI user. Do try to keep up.
>
And more so, an Atari ST MIDI user.

please do keep up yourself!
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4378. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:46:11 UTC
From: "W Marsh"
Message-ID: <e014p1l6gc8btb1qrj8kntbppkh48809j1@4ax.com>
Source record: 9135
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Sat, 03 Dec 2005 20:41:02 +0000, The Starglider
<the_starglider2002@wibble.co.uk> wrote:

>On Sun, 4 Dec 2005 03:31:59 +0800, "Clockmeister" <no-one@nowhere.com> wrote:
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>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
>>message news:43917a9c$0$17703$afc38c87@news.optusnet.com.au...
>>> The Starglider wrote:
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>>>>>>Odd then, that I'm -not- a MIDI user yet still chose the ST line.
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>>>>>You're mad :-)
>>>>>
>>>>
>>>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>>> tracks
>>>> that have sold millions around the world.
>>>>
>>> And Queen, Madonna, Jean Michael Jaree.............
>>
>>Moby too at one time I believe. None of that proves a thing though, the
>>amount of TV networks, artists and studios etc that used Amigas is just as
>>impressive.
>>They were the glory days for the niche systems...
>>
>For music? I know of no artist that does.

Didn't Bomb The Bass use an Amiga?
```

4379. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 20:57:25 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <2k14p1d2ogc15aicofj5l5mg37gltunmt7@4ax.com>
Source record: 9136
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Sat, 03 Dec 2005 20:46:11 +0000, W Marsh <wayneDOTmarshATgmailDOTcom@> wrote:

>On Sat, 03 Dec 2005 20:41:02 +0000, The Starglider
><the_starglider2002@wibble.co.uk> wrote:
>
>>On Sun, 4 Dec 2005 03:31:59 +0800, "Clockmeister" <no-one@nowhere.com> wrote:
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>>>"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
>>>message news:43917a9c$0$17703$afc38c87@news.optusnet.com.au...
>>>> The Starglider wrote:
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>>>>> that have sold millions around the world.
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>>>> And Queen, Madonna, Jean Michael Jaree.....
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>>>Moby too at one time I believe. None of that proves a thing though, the
>>>amount of TV networks, artists and studios etc that used Amigas is just as
>>>impressive.
>>>They were the glory days for the niche systems...
>>>
>>For music? I know of no artist that does.
>
>Didn't Bomb The Bass use an Amiga?

I'm pretty certain they didn't, although David Whittaker did use their samples
to great effect to recreate Megablast for the game.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
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** | O O |
____oOO_\/_OOo_____

4380. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 22:17:51 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43921992$1@duster.adelaide.on.net>
Source record: 9137
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:hj04p1d4c39joi17snd42oh48u1h37lol6@4ax.com...
> On Sun, 4 Dec 2005 03:23:54 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
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>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:l8o3p15m7i7qdcoep2t8sm9m4qttgpjb66@4ax.com...
>>> On Sat, 03 Dec 2005 12:06:32 GMT, Lars Haugseth <njus@larshaugseth.com>
>>> wrote:
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>>>>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
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>>>>| On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth
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>>>>|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
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>>>>| My question was what can the C64 do that the Speccy can't?
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>>>>What can be done with software is very much dependent on the hardware on
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>>>>it is run and not much else, so I fail to see the distinction.
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>>> the distinction is that with a stock C64 and a stock Spectrum, there's
>>> really
>>> nothing (bar the resolution) that the C64 can do that the speccy can't
>>> in
```

>>> games
>>> or apps.
>>
>>Hardware sprites.
>>
> Again, you're missing the point. I said what can the C64 do that the
> Spectrum
> can't, regardless of hardware.
>
> Now Sprites... Yup, speccy can do that.
>
> Next?

Watch a demo on a C64, wipe the drool off your face and then come back...

4381. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 22:28:48 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43921c84$1@duster.adelaide.on.net>
Source record: 9139
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:2k14p1d2ogc15aicofj5l5mg37gltunmt7@4ax.com...
> On Sat, 03 Dec 2005 20:46:11 +0000, W Marsh <wayneDOTmarshATgmailDOTcom@>
> wrote:
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>>>>>>>Odd then, that I'm -not- a MIDI user yet still chose the ST line.
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>>>>>>You're mad :-)
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>>>>>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>>>>> tracks
>>>>>> that have sold millions around the world.
>>>>>>
>>>>> And Queen, Madonna, Jean Michael Jaree.............
>>>>
>>>>Moby too at one time I believe. None of that proves a thing though, the
>>>>amount of TV networks, artists and studios etc that used Amigas is just
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>>>>impressive.
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>>>>They were the glory days for the niche systems...
>>>>
>>>For music? I know of no artist that does.
>>
>>Didn't Bomb The Bass use an Amiga?
>
> I'm pretty certain they didn't, although David Whittaker did use their
> samples
> to great effect to recreate Megablast for the game.

Bomb the Bass were big Amiga fans and did in fact use them. So do Men at Work, and numerous DJ's and electronic artists around the world. Listen to JJJ and Paula's distinct ring pops up time and time again.
EA still uses Amiga 1200's for creating voice synthesis and sound effects in games too.

4382. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 22:30:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43921c84$3@duster.adelaide.on.net>
Source record: 9138
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

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"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
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> On Sun, 4 Dec 2005 03:28:00 +0800, "Clockmeister" <no-one@nowhere.com>
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>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
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>>> that have sold millions around the world.
>>>
>>
>>You'll find that he *is* a MIDI user. Do try to keep up.
>>
> And more so, an Atari ST MIDI user.
>

Follow the thread, your comments have nothing to do with what was being
discussed.
```

4383. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 22:40:38 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <6m74p1pdkkc35sqbfn94b60m9f476dkq4o@4ax.com>
Source record: 9140
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 4 Dec 2005 06:17:51 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

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>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:hj04p1d4c39joi17snd42oh48u1h37lol6@4ax.com...
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>>>>>|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
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>>>>>|>| What could the C64 do that the Spectrum couldn't?
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>>>>>|>320x200 pixels?
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>>>>>| My question was not what hardware has the C64 got that the Speccy
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>>>> the distinction is that with a stock C64 and a stock Spectrum, there's
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>>>> nothing (bar the resolution) that the C64 can do that the speccy can't
>>>> in
>>>> games
>>>> or apps.
>>>
>>>Hardware sprites.
>>>
>> Again, you're missing the point. I said what can the C64 do that the
>> Spectrum
>> can't, regardless of hardware.
>>
>> Now Sprites... Yup, speccy can do that.
>>
>> Next?
>
>Watch a demo on a C64, wipe the drool off your face and then come back...
>
I've seen nothing sprite wise on the C64 that impresses me. And saying that is
not a troll. I seriously haven't.

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4384. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 22:57:28 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439222dc$1@duster.adelaide.on.net>
Source record: 9141
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
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> On Sun, 4 Dec 2005 06:17:51 +0800, "Clockmeister" <no-one@nowhere.com>
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>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:hj04p1d4c39joi17snd42oh48u1h37lol6@4ax.com...
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>>>>>
>>>>>>
>>>>>>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>>>>>>|
>>>>>>| On Fri, 02 Dec 2005 13:51:20 GMT, Lars Haugseth
>>>>>><njus@larshaugseth.com>
>>>>>>wrote:
>>>>>>|
>>>>>>|>
>>>>>>|>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>>>>>>|>|
>>>>>>|>| What could the C64 do that the Spectrum couldn't?
>>>>>>|>
>>>>>>|>320x200 pixels?
>>>>>>|>Hardware sprites?
>>>>>>|>Smooth scrolling?
>>>>>>|>More than 2 colours in one 8x8 pixels grid?
>>>>>>|>3 voices of highly programmable sound?
>>>>>>|>
>>>>>>| My question was not what hardware has the C64 got that the Speccy
>>>>>>hasn't
>>>>>>got.
>>>>>>|
>>>>>>| My question was what can the C64 do that the Speccy can't?
>>>>>>
>>>>>>What can be done with software is very much dependent on the hardware
```

>>>>>>on
>>>>>>which
>>>>>>it is run and not much else, so I fail to see the distinction.
>>>>>
>>>>> the distinction is that with a stock C64 and a stock Spectrum, there's
>>>>> really
>>>>> nothing (bar the resolution) that the C64 can do that the speccy can't
>>>>> in
>>>>> games
>>>>> or apps.
>>>>
>>>>Hardware sprites.
>>>>
>>> Again, you're missing the point. I said what can the C64 do that the
>>> Spectrum
>>> can't, regardless of hardware.
>>>
>>> Now Sprites... Yup, speccy can do that.
>>>
>>> Next?
>>
>>Watch a demo on a C64, wipe the drool off your face and then come back...
>>
> I've seen nothing sprite wise on the C64 that impresses me. And saying
> that is
> not a troll. I seriously haven't.
>

Not just the sprites champ...

Gotta say though, Spectrums make damn fine clay pidgeons.

4385. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 23:03:33 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <3YSdnZz8up7buQ_enZ2dnUVZ_tOdnZ2d@comcast.com>
Source record: 9142
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

"Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
news:pVlkf.1809$iz3.537@text.news.blueyonder.co.uk...
> Ever heard of shorter links?
>
> Anyway, I don't think I want to comment, the guy was an idiot.
>
> Brian

Sadly if he was caught video-taping him having sex with
another man, he would have received 10-15 years, and a
much steeper fine.

Bill Garber

4386. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 23:39:05 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512031838490.26742@static-141-149-129-16.buff.east.verizon.net>
Source record: 9144
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sat, 3 Dec 2005, Ronald J. Hall wrote:

> I enjoy my PC too - but I wouldn't if it was MS owned.

You mean MS pwn3d?

-uso.

4387. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-03 23:39:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.03.23.39.51.415305@charter.net>
Source record: 9143
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sun, 04 Dec 2005 03:48:26 +0800, Clockmeister wrote:

> Is that overclocked?

Yes, its one of the "good" revisions, running standard at 66mhz but easy
to overclock. Several Atarians have reported 100mhz+ !

> Absolutely. Games like BF2 rock, the application choices are wide and varied
> plus XP is good. I hardly use alternatives at all anymore.

Ugh. Hate MS products. :-(

I like Linux though.

> To be honest, I enjoy my PC. I still wish the multitasking was as fast and
> smooth and efficient on my PC as it was on my Amiga, but of all the OS's
> I've tried none come close.
> Ah well, I can live with it.

I enjoy my PC too - but I wouldn't if it was MS owned.

> Imagine if C= and Atari had kept going and actually got their shit
> together... where we would be now.
>
> Probably doing this ;-)

and enjoying the hell out of it! :-)

--
_/_/_/

4388. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 00:30:09 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43923894$3@duster.adelaide.on.net>
Source record: 9145
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.03.23.39.51.415305@charter.net...
> On Sun, 04 Dec 2005 03:48:26 +0800, Clockmeister wrote:
>
>> Is that overclocked?
>
> Yes, its one of the "good" revisions, running standard at 66mhz but easy
> to overclock. Several Atarians have reported 100mhz+ !
>
>> Absolutely. Games like BF2 rock, the application choices are wide and
>> varied
>> plus XP is good. I hardly use alternatives at all anymore.
>
> Ugh. Hate MS products. :-(
> I like Linux though.

Been there and done that. I'm over it, Linux is overrated at best and a
nightmare at worst.
I just want my OS to work, run what I want to run and I don't want to spend
time rooting around just to get something to work.

>
>> To be honest, I enjoy my PC. I still wish the multitasking was as fast
>> and
>> smooth and efficient on my PC as it was on my Amiga, but of all the OS's
>> I've tried none come close.
>> Ah well, I can live with it.
>
> I enjoy my PC too - but I wouldn't if it was MS owned.
>
>> Imagine if C= and Atari had kept going and actually got their shit
>> together... where we would be now.
>>
>> Probably doing this ;-)
>
> and enjoying the hell out of it! :-)
>

Agreed :-)

4389. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 00:36:38 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <871x0tg13l.fsf@onyxia.eiendomsnett.no>
Source record: 9146
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* The Starglider <the_starglider2002@wibble.co.uk> wrote:
|
| On Sat, 03 Dec 2005 12:06:32 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
|
| > What can be done with software is very much dependent on the hardware on which
| > it is run and not much else, so I fail to see the distinction.
|
| the distinction is that with a stock C64 and a stock Spectrum, there's really
| nothing (bar the resolutionï¿½) that the C64 can do that the speccy can't in games
| or apps.

ï¿½ and the framerate

--
Lars Haugseth
```

4390. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 00:37:26 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <43923a46$1@news.inet.com.pl>
Source record: 9147
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Mark Bedingfield wrote:

[...]

>>> doing wrong. I found the Amiga piss farted around too much and took
>>> ages to boot up too.

Like the 8bit Atari?

>> The price you pay for a revolutionary OS. Multitasking was sweet...
>> And those silly partition limitations on the ST... what a joke.
>
>
> A price I happily didn't pay. Like ram limitations on a Amiga 1000?

???

>
> How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2,
> Geneva and NetBSD? And which one were you refering to? Magic, Mint,
> Multitos and Geneva are all relatively TOS/GEM compatible. How well do
> ALL WB 1 apps run under current AmigaOS?

Very well.

>>>> How are your eyes after all that
>>>>
>>>>
>>>>> interlacing?
>>>>>
>>>>
>>>>
>>>> How did you find space for two monitors?
>>>
>>>
>>> No trouble, hows the eyes?
>>>
>>
>>
>> Fine. Ever heard of productivity mode... or a flicker fixer even?
>
>
> Did they come as standard on an A500 did they? I never needed one on my
> SM124.

Oh, I never needed one on my A500 and 1024x800 A2024 monitor neither.
And how well BTW your ST worked in a video editing environment _without_
the interlace modes?

4391. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 00:40:04 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <rme4p19f8ju6e40qncpqrchic9bimrb36s@4ax.com>
Source record: 9048
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sun, 04 Dec 2005 00:36:38 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:

>
>* The Starglider <the_starglider2002@wibble.co.uk> wrote:
>|
>| On Sat, 03 Dec 2005 12:06:32 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
>|
>| > What can be done with software is very much dependent on the hardware on which
>| > it is run and not much else, so I fail to see the distinction.
>|
>| the distinction is that with a stock C64 and a stock Spectrum, there's really
>| nothing (bar the resolutionï¿½) that the C64 can do that the speccy can't in games
>| or apps.
>
>ï¿½ and the framerate

What about the framerate?
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4392. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 00:58:49 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <43923f49$1@news.inet.com.pl>
Source record: 9049
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Da Smog wrote:

>>
>> What could the Spectrum do that the C64 couldn't?
>>
> Faster tape loading - Up to 6Kbps :-)

No problem.

> Z80A processor clocked at 3.58Mhz

No need ;-)

> 72K (48K RAM; 24K ROM) which is bankswitched between three internal 64K
> memory banks called the HOME bank (16K ROM, 48K RAM), the EXROM bank
> (8K ROM; this one is not completely decoded and can only hold 8K), and
> the DOCK bank which is empty and is reserved for cartridges. The memory
> is bankswitched in 8K chunks

No sense...

> DMA support and memory bankswitching.

Not true.

>
> Superior Basic (and with GW & Se BASIC... PERFECT BASIC)
>

To write BEEP 10,10 ? ;-)

4393. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 01:07:22 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4392414a$1@news.inet.com.pl>
Source record: 9050
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

The Starglider wrote:

>>|>| What could the C64 do that the Spectrum couldn't?
>>|>
>>|>320x200 pixels?
>>|>Hardware sprites?
>>|>Smooth scrolling?
>>|>More than 2 colours in one 8x8 pixels grid?
>>|>3 voices of highly programmable sound?
>>|>
>>| My question was not what hardware has the C64 got that the Speccy hasn't got.
>>|
>>| My question was what can the C64 do that the Speccy can't?
>>
>>What can be done with software is very much dependent on the hardware on which
>>it is run and not much else, so I fail to see the distinction.
>
>
> the distinction is that with a stock C64 and a stock Spectrum, there's really
> nothing (bar the resolution) that the C64 can do that the speccy can't in games
> or apps.

Again (changing the nouns to verbs):

- display multiple, 1:1 frame synchronised, perfectly smooth moving sprites
- present smooth 1:1 frame synchronised scrolling of the text and gfx
- render more than two colours in in one 8x8 pixel chunk
- play music rather than beeps ;-)

etc., etc.

4394. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 01:09:22 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <439241c2$1@news.inet.com.pl>
Source record: 9051
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

The Starglider wrote:

>>
>>Watch a demo on a C64, wipe the drool off your face and then come back...
>>
>
> I've seen nothing sprite wise on the C64 that impresses me. And saying that is
> not a troll. I seriously haven't.
>

Interesting... if you're not trolling I may select some sprite-heavy
demos of the eighties for your perusal.

4395. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 01:14:57 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <43924311$1@news.inet.com.pl>
Source record: 9052
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Mark Bedingfield wrote:

>>>>>>>>>>
>>>>>>>>>> Slow and clunky is the GEM/TOS insult to computing coupled
>>>>>>>>>> with very ordinary hardware.
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>> Yet it was faster than an A500?
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>> It wasn't. Multitasking worked very well on the A500, the
>>>>>>>> GEM/TOS hybrid was neither here nor there.
>>>>>>>
>>>>>>>
>>>>>>> 7.14Mhz Vs 8Mhz?
>>>>>>
>>>>>>
>>>>>>
>>>>>> Irrelevant when the CPU couldn't offload some of the workload to
>>>>>> custom chips.
>>>>>>
>>>>>
>>>>> You just said it was slower.
>>>>>
>>>>
>>>>
>>>> Not in operation it isn't.
>>>
>>>
>>> 8mhz is faster than 7.14mhz.
>>>
>>
>> In actual use the ST isn't faster because the CPU has to do virtually
>> everything.
>
>
> It was 8Mhz. It was faster.

It had faster CPU, which is only one component of the machine.

>>>>>> Tos worked well for me, I am not sure what you were
>>>>>>
>>>>>>

>>>>>>
>>>>>>> doing wrong. I found the Amiga piss farted around too much and
>>>>>>> took ages to boot up too.
>>>>>>
>>>>>>
>>>>>>
>>>>>> The price you pay for a revolutionary OS. Multitasking was sweet...
>>>>>> And those silly partition limitations on the ST... what a joke.
>>>>>
>>>>>
>>>>> A price I happily didn't pay. Like ram limitations on a Amiga 1000?
>>>>
>>>>
>>>>
>>>> What RAM limitations? The RAM limitations of the computers were more
>>>> to do with economical practicality at that time anyway.
>>>
>>>
>>> How much chip ram did the A1000 have? My STFM had 4 meg.

Chip RAM? And what you used it for?

>>>
>>
>> My STFM certainly did not. It had 1Mb and it was a shit to upgrade it
>> beyond that..
>
>
> I have upgraded a few ST's. The STE has simm slots built in. The STFM's
> could use a marpet type upgrade that takes 15 minutes to fit, if you
> know what you are doing. I have even done a few chip upgrades as well as
> hot wiring in Simms directly. NONE of them were difficult.
>
>> The A1000 could handle 9Mb.

MiB...

>
>
> Chip Ram?
>

Total RAM.

4396. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 01:23:08 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <439244fc$1@news.inet.com.pl>
Source record: 9053
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Ronald J. Hall wrote:

>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>
>>
>>Possibly more common then Falcons.
>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>
>>Quite a number of options there.
>
>
> I'm sorry, I couldn't find prices for those cards. How much does it cost
> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>

Oh, and what's the price of the Falcons?

4397. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 02:30:36 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <439253a9$0$9288$afc38c87@news.optusnet.com.au>
Source record: 9054
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:43917a9c$0$17703$afc38c87@news.optusnet.com.au...
>
>>The Starglider wrote:
>>
>>>On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
>>>wrote:
>>>
>>>
>>>
>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>>>
>>>>
>>>>>On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>>>
>>>>>
>>>>>
>>>>>>For everyone else the Amiga was best.
>>>>>
>>>>>Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>>
>>>>You're mad :-)
>>>>
>>>
>>>Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>>tracks
>>>that have sold millions around the world.
>>>
>>
>>And Queen, Madonna, Jean Michael Jaree.............
>
>
> Moby too at one time I believe. None of that proves a thing though, the
> amount of TV networks, artists and studios etc that used Amigas is just as
> impressive.
> They were the glory days for the niche systems...
>
>
And with that I do believe we have examined the strengths and weakness
of each machine. I will say this though, if you know what you are doing
there is stuff all difference between the two. For me I prefer Gem, all
```

that comes down to, is preferance.

Mark

4398. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 02:36:42 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <87wtilegrl.fsf@onyxia.eiendomsnett.no>
Source record: 9057
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* The Starglider <the_starglider2002@wibble.co.uk> wrote:
|
| On Sun, 04 Dec 2005 00:36:38 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
| > |
| > | the distinction is that with a stock C64 and a stock Spectrum, there's really
| > | nothing (bar the resolutionï¿½) that the C64 can do that the speccy can't in games
| > | or apps.
| >
| > ï¿½ and the framerate
|
| What about the framerate?

Show me an example of a Spectrum game (or demo) with smooth scrolling (vertical
or horizontal) full screen graphics, and 30 or more sprites moving individually
on top, all running at 50 fps.

--
Lars Haugseth
```

4399. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 02:37:27 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43925545$0$9288$afc38c87@news.optusnet.com.au>
Source record: 9055
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

silverdr wrote:
> Ronald J. Hall wrote:
>
>>>> So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>
>>>
>>> Possibly more common then Falcons.
>>> http://amiga.resource.cx/exp/search.pl?dir=audio
>>>
>>> Quite a number of options there.
>>
>>
>>
>> I'm sorry, I couldn't find prices for those cards. How much does it cost
>> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>
>
> Oh, and what's the price of the Falcons?

I got my spare one for $50. My main one for $200. Australian that is.

Mark

4400. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 02:40:12 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <439255e8$0$9288$afc38c87@news.optusnet.com.au>
Source record: 9056
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.03.04.51.16.126240@charter.net...
>
>>On Sat, 03 Dec 2005 15:25:46 +1100, Mark Bedingfield wrote:
>>
>>
>>>>Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs
>>>>of
>>>>SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI
>>>>CDRW,
>>>>450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
>>>>the MINT OS/Thing desktop.
>>>
>>>Wipes drool off keyboard;-)
>>
>>Its an awesome machine. Sometimes I just sit in amazement when I turn it
>>on and watch it bootup. Even with MINT, it boots up blazingly fast.
>>Honestly, I can't follow the onscreen text!
>>
>>
>>>>I've owned (in order), an A1000 (I still like the layout of this machine
>>>>a
>>>>lot, especially the keyboard well), an A2000, and an A1200. None of
>>>>these
>>>>Amigas could match my stock Falcon, let alone in its current state.
>>>>
>>>>Just for the record, I really do like Amigas... If I could find a good
>>>>deal on an A1000 in good shape, I'd probably pick it up for old times
>>>>sake. I just think my Atari comps are a notch above them.
>>>
>>>I had a A1000 for a while, swapped it for a A500 then got a A2000. Got
>>>given a CD32 for fixing a few Amiga's for a friend. I love it. Have a
>>>350 meg HDD and 8 meg in my SX1 ;-) I could watch demos on the Amiga and
>>>Atari all day (before I had kids - better get the little on up I
>>>suppose).
>>
>>I hear ya. Love those Euro-style demos. Like you, I'm mesmerized by them.
>>I could sit and watch Sonoluminesence, Hydroxyd, etc, etc, etc,...all day
>>long.
>>
>>
>>>>I have a lot of respect for both computer lines and their (important)
```

>>>>place in computing history.
>>>
>>>Damn straight. Amiga and Atari were out of the same stable. Whether
>>>anyone wants to admit it or not. If it wasn't for Atari the Amiga would
>>>not have seen the light of day and if it wasn't for Commodore the ST
>>>would not have seen it either.
>>>
>>>>C'mon Clockie, can't we just acknowledge that both have strengths and
>>>>weaknessess and let be? :-)
>>>>
>>>
>>>I can;-).
>>>
>>>mark
>>
>
> Euro style demos on Amiga = heaven.
>
> Ok Atari too but they weren't as impressive you have to admit.
>
>

I take it you have never seen an STE, TT or Falcon Demo? They have no
trouble keeping up with an A500 or A1200.

Mark

4401. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 02:43:55 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <439256c7$0$18198$afc38c87@news.optusnet.com.au>
Source record: 9058
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

silverdr wrote:
> Mark Bedingfield wrote:
>
> [...]
>
>>>> doing wrong. I found the Amiga piss farted around too much and took
>>>> ages to boot up too.
>
>
> Like the 8bit Atari?

Faster than a C64 tho.
>
>
>>> The price you pay for a revolutionary OS. Multitasking was sweet...
>>> And those silly partition limitations on the ST... what a joke.
>>
>>
>>
>> A price I happily didn't pay. Like ram limitations on a Amiga 1000?
>
>
> ???
>
>>
>> How is your knowledge of Magic, Mint, Multitos, Linux, Minix, SMS2,
>> Geneva and NetBSD? And which one were you refering to? Magic, Mint,
>> Multitos and Geneva are all relatively TOS/GEM compatible. How well do
>> ALL WB 1 apps run under current AmigaOS?
>
>
> Very well.
>
>>>>> How are your eyes after all that
>>>>>
>>>>>
>>>>>> interlacing?
>>>>>>
>>>>>
>>>>>
>>>>> How did you find space for two monitors?
>>>>
>>>>

>>>>
>>>> No trouble, hows the eyes?
>>>>
>>>
>>>
>>> Fine. Ever heard of productivity mode... or a flicker fixer even?
>>
>>
>>
>> Did they come as standard on an A500 did they? I never needed one on
>> my SM124.
>
>
> Oh, I never needed one on my A500 and 1024x800 A2024 monitor neither.
> And how well BTW your ST worked in a video editing environment _without_
> the interlace modes?

I did fit a overscan circuit which consisted of 2 ic's and a driver. It
worked well. I never got into video editing. I did do some on a friends
Falcon, it was able to do 16bit. And 1024x768 on a VGA monitor.

Mark.

4402. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 03:21:40 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <87r78tefbs.fsf@onyxia.eiendomsnett.no>
Source record: 9059
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* silverdr <silverdr@inet.remove.it.pl> wrote:
|
| The Starglider wrote:
| >>
| >> Watch a demo on a C64, wipe the drool off your face and then come
| >> back...
| >>
| > I've seen nothing sprite wise on the C64 that impresses me. And
| > saying that is
| > not a troll. I seriously haven't.
|
| Interesting... if you're not trolling I may select some sprite-heavy
| demos of the eighties for your perusal.

Load this part (from a demo released in 1991) into VICE:
http://www.larshaugseth.com/mplx.prg

Let's see something like that on a Speccy.

--
Lars Haugseth
```

4403. Re: Read Sparta Disks from MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 03:58:52 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <0Qtkf.3250$nA2.2912@newssvr22.news.prodigy.net>
Source record: 9060

"Larry" <LLppwhite@MUNGEaol.com> wrote in message > Hi Russ, Steve-
>
> Russ, if you already have something, I'd appreciate a copy. BASIC?
> Perhaps we could all three work on this? I do have the SpartaDos
> Construction Set, so I presume that it lays out the details of the disk
> architecture. The idea of being able to directly copy files from a SD
> disk to a MyDos disk is certainly a good one. Sort of a "PolyCopy --
> SD." Sounds interesting, fun, and doable.

Larry. I'd be glad to give you my little BASIC program I call
splook.bas. It is little more than a raw sector reader, and quite a ways
from being a directory lister, and not at all a file copier. I'll send it.
Sparta/FTe has the location of the first directory sector map in the
boot sector 1, 23 byte records for each file. Then you go to the
sector map of the file. The first two bytes the next sector map, zero
if last map, second two bytes previous sector map sector. Oh,
well, I'll send it. It uses abbreviation of First Sector Map, FSM.
> Steve, I'm not aware of any utility that could differentiate different
> Dos disks. I think that would be pretty difficult, unless the actual
> Dos files are on the disk, and of course, it would be simple to
> identify Sparta (and probably Bewesoft).
> -Larry
>

4404. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 04:06:42 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3vf8ajF15m7jvU1@individual.net>
Source record: 9061
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Lars Haugseth wrote:
> Show me an example of a Spectrum game (or demo) with smooth scrolling (vertical
> or horizontal) full screen graphics, and 30 or more sprites moving individually
> on top, all running at 50 fps.

The closest I can think of off the top of my head is part 3 of NMI 3:
http://www.zxdemo.org/item.php?id=3042
Unfortunately that only scrolls two thirds of the screen, so you'll have
to trust me that it *could* have been done full-screen, except then we'd
lose the nice logos.

4405. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 04:22:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.04.04.22.20.799037@charter.net>
Source record: 9062
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:

> Ronald J. Hall wrote:
>
>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>
>>>
>>>Possibly more common then Falcons.
>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>
>>>Quite a number of options there.
>>
>>
>> I'm sorry, I couldn't find prices for those cards. How much does it cost
>> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>
>
> Oh, and what's the price of the Falcons?

Less than the cost of an Amiga + a sound card. :-)

--
_/_/_/

4406. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 04:29:36 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3vf9lhF156gpiU1@individual.net>
Source record: 9063
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

silverdr wrote:

> The Starglider wrote:
>
>>> | My question was what can the C64 do that the Speccy can't?
>>>
> - render more than two colours in in one 8x8 pixel chunk

http://www.zxdemo.org/screens/full/0/76.png
http://www.zxdemo.org/screens/full/0/93.png
http://www.zxdemo.org/screens/full/0/210.png
http://www.zxdemo.org/screens/full/0/281.png
http://www.zxdemo.org/screens/full/0/569.png

Is that enough proof for you?

4407. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 05:55:39 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <vxvkf.93$Jg5.56@trnddc07>
Source record: 9064
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

"Sintech" wrote ...

> Hi Bill, we are talking about use as a doorstopper, not as a games
> machine.

Whoops! This thread did get badly sidetracked didn't it?

As a doorstop, the Spectrum wins hands down... or rubber keyboard down... as
the case may be.

How did the X-Box get into this? It isn't even an 8-bitter.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4408. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 05:55:40 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <wxvkf.94$Jg5.54@trnddc07>
Source record: 9066
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" wrote ...

> On Sat, 03 Dec 2005 06:01:10 GMT, "Sam Gillett"
> <samgillettnospam@diespammermsn.com> wrote:
>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote ...
>>>
>>> Actually, on an even more serious note, I'd like to play some C128 games.
>>>
>>> Know where I can download some?
>>
>>You can find a good selection of Public Domain and Shareware/Freeware games
>>here:
>>
>>http://cmdrkey.com/cbm/genie/C128GamesListing.html
>>
>>As with any collection of this type, some games are good and some are not.
>>Try several until you find some that you like.
>
> Oh god no, I'd rather play commercial stuff.
>
> I've never been interested in free domain stuff. Even on the Speccy, I've
> preferred to play the old 80's games you could buy off the shelf.
>
> I'm funny like that.

Here is at least a partial list, copied from another thread in comp.sys.cbm

A Mind Forever Voyaging
Bureaucracy
Beyond Zork
Hitchhikers Guide to the Galaxy (Solid Gold Re-Release)
Kikstart 128
Last V8 128
Maidstone Quest
Nord & Bert Couldn't Make Heads or Tails
Rocky Horror Show
Sherlock: The Riddle of the Crown Jewels
Space Pirates 128
Starship Battles 128
Thai Boxing 128
Trinity
Ultima V
Zork I (Solid Gold Re-Release)

Zork the Undiscovered Underground

I don't deal in warez... I'm funny like that. So, I don't have any download URL's, but a little searching should turn up cracked copies of some of the above games.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4409. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 05:55:41 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <xxvkf.95$Jg5.39@trnddc07>
Source record: 9065
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" wrote ...

> On Sun, 4 Dec 2005 03:23:54 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>Hardware sprites.
>>
> Again, you're missing the point. I said what can the C64 do that the
> Spectrum
> can't, regardless of hardware.
>
> Now Sprites... Yup, speccy can do that.

In hardware? Without using Z80 clock cycles?

The VIC chip in the C64 can move sprites around on the screen _without_ any
help from the 6510. The main processor can be busy doing something else
while sprites move.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4410. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 07:52:33 UTC
From: Martijn van Buul <pino@dohd.org>
Message-ID: <slrndp5821.1isq.pino@mud.stack.nl>
Source record: 9067
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

It occurred to me that silverdr wrote in comp.sys.cbm:
> Da Smog wrote:
>
>>>
>>> What could the Spectrum do that the C64 couldn't?

>> 72K (48K RAM; 24K ROM) which is bankswitched between three internal 64K
>> memory banks called the HOME bank (16K ROM, 48K RAM), the EXROM bank
>> (8K ROM; this one is not completely decoded and can only hold 8K), and
>> the DOCK bank which is empty and is reserved for cartridges. The memory
>> is bankswitched in 8K chunks
>
> No sense...

Not to mention the fact that it's untrue; A stock C64 holds 64K RAM, 4K character ROM, 8K Basic, 8K Kernal ROM - cartridges have another 8K to their disposal, and some I/O addresses too. So, that sums up to 84K.

Hey, I might get nitpicky, and include the Colour RAM: 1024 memory locations, of which only the lower 4 bits are actually used, but then I'd have to compensate for the fact that $0000 and $0001 are actually I/O, and that the underlying RAM isn't particulary easy to access. Either way:

YOU LOSE.

Bank switching is much more elegant, too. The lower 32 KB of memory ($0000-$7fff) always holds RAM - at least from the CPU's point of view. The next 8K ($8000-$9fff) usually holds RAM, except when a ROM cartridge is inserted. $a000-$bfff holds either the BASIC interpreter, or RAM (Selectable with an internal I/O port). $c000-$cfff is always RAM (and not in use by BASIC, so it's a convenient location to store your machine language gimmicks). $d000-$dfff holds either RAM, the character generator ROM, or the I/O area (The 6502 doesn't suffer from the wicked concept of a seperate I/O memory space). Out of this I/O range, 2 banks of 256 bytes each are mapped out and available on the expansion port for use by external devices. The last 8K of memory ($e000 - $ffff) is either RAM or (kernal) ROM, once again selectable with an I/O port.

The fact that there's "RAM under ROM" is very convenient, too; when ROM has been selected for a particular area, all writes will go to the RAM. This means that you can easily copy the ROM to the RAM, make some alterations, and switch over. This was a commonly used technique to make OS changes.

So once again: You lose.

>> DMA support and memory bankswitching.

The C64 had bank switching (See above), and it did feature DMA support, too.
This DMA support was even used to add additional CPU's to the system. There
was a CP/M cartridge available which included a (severely underclocked) Z80
which could take over the bus. the Commodore memory expansion kits did their
transfer over DMA.

--
Martijn van Buul - pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
The most exciting phrase to hear in science, the one that heralds new
discoveries, is not 'Eureka!' (I found it!) but 'That's funny ...' Isaac Asimov

4411. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 08:49:25 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4392ac70$0$6195$afc38c87@news.optusnet.com.au>
Source record: 9068
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Sam Gillett wrote:
> "Sintech" wrote ...
>
>
>>Hi Bill, we are talking about use as a doorstopper, not as a games
>>machine.
>
>
> Whoops! This thread did get badly sidetracked didn't it?
>
> As a doorstop, the Spectrum wins hands down... or rubber keyboard down... as
> the case may be.
>
> How did the X-Box get into this? It isn't even an 8-bitter.

It has a 8bit heritage;-)

Mark

4412. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 12:51:10 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <ahp5p1tjfjtk257f34lahuehb5l4k6nk45@4ax.com>
Source record: 9069
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sun, 04 Dec 2005 03:21:40 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:

>
>* silverdr <silverdr@inet.remove.it.pl> wrote:
>|
>| The Starglider wrote:
>| >>
>| >> Watch a demo on a C64, wipe the drool off your face and then come
>| >> back...
>| >>
>| > I've seen nothing sprite wise on the C64 that impresses me. And
>| > saying that is
>| > not a troll. I seriously haven't.
>|
>| Interesting... if you're not trolling I may select some sprite-heavy
>| demos of the eighties for your perusal.
>
>Load this part (from a demo released in 1991) into VICE:
>http://www.larshaugseth.com/mplx.prg
>
I'm not impressed.

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4413. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 12:52:49 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <nip5p1pac66o4l31tgsbpb5lrp0d9giu33@4ax.com>
Source record: 9070
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 04 Dec 2005 05:55:41 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"The Starglider" wrote ...
>
>> On Sun, 4 Dec 2005 03:23:54 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>Hardware sprites.
>>>
>> Again, you're missing the point. I said what can the C64 do that the
>> Spectrum
>> can't, regardless of hardware.
>>
>> Now Sprites... Yup, speccy can do that.
>
>In hardware? Without using Z80 clock cycles?
>
Gah! Again I state! I not comparing hardware. I'm comparing ability of each
machine - WHAT THEY CAN DO - regardless of hardware.

The C64 has sprites... so does the spectrum. Hardware or not.

Do you understand now?
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4414. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 12:56:17 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <3rp5p1hpdsk1lcjsqbd0mjoiejiugbijhj@4ax.com>
Source record: 9071
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 04 Dec 2005 05:55:40 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"The Starglider" wrote ...
>
>> On Sat, 03 Dec 2005 06:01:10 GMT, "Sam Gillett"
>> <samgillettnospam@diespammermsn.com> wrote:
>>
>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote ...
>>>>
>>>> Actually, on an even more serious note, I'd like to play some C128 games.
>>>>
>>>> Know where I can download some?
>>>
>>>You can find a good selection of Public Domain and Shareware/Freeware games
>>>here:
>>>
>>>http://cmdrkey.com/cbm/genie/C128GamesListing.html
>>>
>>>As with any collection of this type, some games are good and some are not.
>>>Try several until you find some that you like.
>>
>> Oh god no, I'd rather play commercial stuff.
>>
>> I've never been interested in free domain stuff. Even on the Speccy, I've
>> preferred to play the old 80's games you could buy off the shelf.
>>
>> I'm funny like that.
>
>Here is at least a partial list, copied from another thread in comp.sys.cbm
>
>A Mind Forever Voyaging
>Bureaucracy
>Beyond Zork
>Hitchhikers Guide to the Galaxy (Solid Gold Re-Release)
>Kikstart 128
>Last V8 128
>Maidstone Quest
>Nord & Bert Couldn't Make Heads or Tails
>Rocky Horror Show
>Sherlock: The Riddle of the Crown Jewels
>Space Pirates 128
```

>Starship Battles 128
>Thai Boxing 128
>Trinity
>Ultima V
>Zork I (Solid Gold Re-Release)
>Zork the Undiscovered Underground
>
>I don't deal in warez... I'm funny like that. So, I don't have any download
>URL's, but a little searching should turn up cracked copies of some of the
>above games.

Cheers. I'll have a look around and try them out.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4415. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 13:13:04 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4392eb63$1@duster.adelaide.on.net>
Source record: 9072
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Matthew Westcott" <gasman@raww.org> wrote in message
news:3vf9lhF156gpiU1@individual.net...
> silverdr wrote:
>
>> The Starglider wrote:
>>
>>>> | My question was what can the C64 do that the Speccy can't?
>>>>
>> - render more than two colours in in one 8x8 pixel chunk
>
> http://www.zxdemo.org/screens/full/0/76.png
> http://www.zxdemo.org/screens/full/0/93.png
> http://www.zxdemo.org/screens/full/0/210.png
> http://www.zxdemo.org/screens/full/0/281.png
> http://www.zxdemo.org/screens/full/0/569.png
>
> Is that enough proof for you?

LOL, what do you call that shite.

4416. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 13:15:53 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4392ec0d$1@duster.adelaide.on.net>
Source record: 9073
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
message news:439255e8$0$9288$afc38c87@news.optusnet.com.au...
> Clockmeister wrote:
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.03.04.51.16.126240@charter.net...
>>
>>>On Sat, 03 Dec 2005 15:25:46 +1100, Mark Bedingfield wrote:
>>>
>>>
>>>>>>>Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs
>>>>>>>of
>>>>>>>SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI
>>>>>>>CDRW,
>>>>>>>450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
>>>>>>>the MINT OS/Thing desktop.
>>>>
>>>>Wipes drool off keyboard;-)
>>>
>>>Its an awesome machine. Sometimes I just sit in amazement when I turn it
>>>on and watch it bootup. Even with MINT, it boots up blazingly fast.
>>>Honestly, I can't follow the onscreen text!
>>>
>>>
>>>>>>>I've owned (in order), an A1000 (I still like the layout of this
>>>>>>>machine a
>>>>>>>lot, especially the keyboard well), an A2000, and an A1200. None of
>>>>>>>these
>>>>>>>Amigas could match my stock Falcon, let alone in its current state.
>>>>>>>
>>>>>>>Just for the record, I really do like Amigas... If I could find a good
>>>>>>>deal on an A1000 in good shape, I'd probably pick it up for old times
>>>>>>>sake. I just think my Atari comps are a notch above them.
>>>>
>>>>I had a A1000 for a while, swapped it for a A500 then got a A2000. Got
>>>>given a CD32 for fixing a few Amiga's for a friend. I love it. Have a
>>>>350 meg HDD and 8 meg in my SX1 ;-) I could watch demos on the Amiga and
>>>>Atari all day (before I had kids - better get the little on up I
>>>>suppose).
>>>
>>>I hear ya. Love those Euro-style demos. Like you, I'm mesmerized by them.
>>>I could sit and watch Sonoluminesence, Hydroxyd, etc, etc, etc,...all day
>>>long.
>>>

>>>
>>>>>I have a lot of respect for both computer lines and their (important)
>>>>>place in computing history.
>>>>
>>>>Damn straight. Amiga and Atari were out of the same stable. Whether
>>>>anyone wants to admit it or not. If it wasn't for Atari the Amiga would
>>>>not have seen the light of day and if it wasn't for Commodore the ST
>>>>would not have seen it either.
>>>>
>>>>>C'mon Clockie, can't we just acknowledge that both have strengths and
>>>>>weaknessess and let be? :-)
>>>>>
>>>>
>>>>I can;-).
>>>>
>>>>mark
>>>
>>
>> Euro style demos on Amiga = heaven.
>>
>> Ok Atari too but they weren't as impressive you have to admit.
>>
>>
>
> I take it you have never seen an STE, TT or Falcon Demo? They have no
> trouble keeping up with an A500 or A1200.
>

Plenty of demo sceners would disagree with you there.

4417. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 13:17:01 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4392ec50$1@duster.adelaide.on.net>
Source record: 9074
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.04.04.22.20.799037@charter.net...
> On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>
>> Ronald J. Hall wrote:
>>
>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>
>>>>
>>>>Possibly more common then Falcons.
>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>
>>>>Quite a number of options there.
>>>
>>>
>>> I'm sorry, I couldn't find prices for those cards. How much does it cost
>>> to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>
>>
>> Oh, and what's the price of the Falcons?
>
> Less than the cost of an Amiga + a sound card. :-)

Much harder to find though.
```

4418. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 13:51:20 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <4392f472$0$806$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 9075
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
The Starglider wrote:
> On Sun, 04 Dec 2005 03:21:40 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
>
>
>>* silverdr <silverdr@inet.remove.it.pl> wrote:
>>|
>>| The Starglider wrote:
>>| >>
>>| >> Watch a demo on a C64, wipe the drool off your face and then come
>>| >> back...
>>| >>
>>| > I've seen nothing sprite wise on the C64 that impresses me. And
>>| > saying that is
>>| > not a troll. I seriously haven't.
>>|
>>| Interesting... if you're not trolling I may select some sprite-heavy
>>| demos of the eighties for your perusal.
>>
>>Load this part (from a demo released in 1991) into VICE:
>>http://www.larshaugseth.com/mplx.prg
>
> I'm not impressed.

That is not the most impressive C64 demo indeed. Demo's like Deus Ex
Machina do a much better job of showing the true capabilities of the
C64. I have yet to see a ZX Spectrum demo or game that is graphics- and
sound-wise impressive compared to C64 standards.
```

4419. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 15:21:45 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <87ek4sewhz.fsf@onyxia.eiendomsnett.no>
Source record: 9076
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* Peter van Merkerk <merkerk@deadspam.com> wrote:
|
| The Starglider wrote:
| > On Sun, 04 Dec 2005 03:21:40 GMT, Lars Haugseth <njus@larshaugseth.com> wrote:
| >
| >>Load this part (from a demo released in 1991) into VICE:
| >>http://www.larshaugseth.com/mplx.prg
| > I'm not impressed.
|
| That is not the most impressive C64 demo indeed. Demo's like Deus Ex
| Machina do a much better job of showing the true capabilities of the
| C64.

That was just an example (and an old one at that) of what you can do with
hardware sprites.

--
Lars Haugseth
```

4420. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 16:52:33 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <gk76p1p2o2mno9a2fk976dej6fenn7rmm4@4ax.com>
Source record: 9077
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Sun, 4 Dec 2005 21:13:04 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Matthew Westcott" <gasman@raww.org> wrote in message
>news:3vf9lhF156gpiU1@individual.net...
>> silverdr wrote:
>>
>>> The Starglider wrote:
>>>
>>>>> | My question was what can the C64 do that the Speccy can't?
>>>>>
>>> - render more than two colours in in one 8x8 pixel chunk
>>
>> http://www.zxdemo.org/screens/full/0/76.png
>> http://www.zxdemo.org/screens/full/0/93.png
>> http://www.zxdemo.org/screens/full/0/210.png
>> http://www.zxdemo.org/screens/full/0/281.png
>> http://www.zxdemo.org/screens/full/0/569.png
>>
>> Is that enough proof for you?
>
>LOL, what do you call that shite.
>
>
After the insightful posts from Peter, he only confirms my thoughts that you are
indeed just trolling for arguments, and haven't actually shown any evidence to
back up any claims that the C64 can do more than the spectrum.
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________________oOO_\/_OOo_____
```

4421. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 18:30:10 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439335b2$1@duster.adelaide.on.net>
Source record: 9078
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Peter van Merkerk" <merkerk@deadspam.com> wrote in message
news:4392f472$0$806$3a628fcd@textreader.nntp.hccnet.nl...
> The Starglider wrote:
>> On Sun, 04 Dec 2005 03:21:40 GMT, Lars Haugseth <njus@larshaugseth.com>
>> wrote:
>>
>>
>>>* silverdr <silverdr@inet.remove.it.pl> wrote:
>>>|
>>>| The Starglider wrote:
>>>| >>
>>>| >> Watch a demo on a C64, wipe the drool off your face and then come
>>>| >> back...
>>>| >>
>>>| > I've seen nothing sprite wise on the C64 that impresses me. And
>>>| > saying that is
>>>| > not a troll. I seriously haven't.
>>>|
>>>| Interesting... if you're not trolling I may select some sprite-heavy
>>>| demos of the eighties for your perusal.
>>>
>>>Load this part (from a demo released in 1991) into VICE:
>>>http://www.larshaugseth.com/mplx.prg
>>
>> I'm not impressed.
>
> That is not the most impressive C64 demo indeed. Demo's like Deus Ex
> Machina do a much better job of showing the true capabilities of the C64.
> I have yet to see a ZX Spectrum demo or game that is graphics- and
> sound-wise impressive compared to C64 standards.
>

Spectrum games and demos look like they are a whole generation behind the
C64.
```

4422. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 18:37:42 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43933776$1@duster.adelaide.on.net>
Source record: 9079
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:gk76p1p2o2mno9a2fk976dej6fenn7rmm4@4ax.com...
> On Sun, 4 Dec 2005 21:13:04 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"Matthew Westcott" <gasman@raww.org> wrote in message
>>news:3vf9lhF156gpiU1@individual.net...
>>> silverdr wrote:
>>>
>>>> The Starglider wrote:
>>>>
>>>>>> | My question was what can the C64 do that the Speccy can't?
>>>>>>
>>>> - render more than two colours in in one 8x8 pixel chunk
>>>
>>> http://www.zxdemo.org/screens/full/0/76.png
>>> http://www.zxdemo.org/screens/full/0/93.png
>>> http://www.zxdemo.org/screens/full/0/210.png
>>> http://www.zxdemo.org/screens/full/0/281.png
>>> http://www.zxdemo.org/screens/full/0/569.png
>>>
>>> Is that enough proof for you?
>>
>>LOL, what do you call that shite.
>>
>>
> After the insightful posts from Peter, he only confirms my thoughts that
> you are
> indeed just trolling for arguments, and haven't actually shown any
> evidence to
> back up any claims that the C64 can do more than the spectrum.

You want me to argue with you when all you want to do is dumb it down to
which computers produces the nicest looking letters on screen.

It is all about the hardware, like I said produce a demo that matches
anything like what a stock C64 can do easily and we can discuss further.

I'm not a coder, but I have eyes.
```

4423. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 19:05:39 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <kdf6p1lo3l8d7778bs245m2ilf34f4ip0b@4ax.com>
Source record: 9080
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Mon, 5 Dec 2005 02:37:42 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:gk76p1p2o2mno9a2fk976dej6fenn7rmm4@4ax.com...
>> On Sun, 4 Dec 2005 21:13:04 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"Matthew Westcott" <gasman@raww.org> wrote in message
>>>news:3vf9lhF156gpiU1@individual.net...
>>>> silverdr wrote:
>>>>
>>>>> The Starglider wrote:
>>>>>
>>>>>>>>>> | My question was what can the C64 do that the Speccy can't?
>>>>>>>>>>
>>>>> - render more than two colours in in one 8x8 pixel chunk
>>>>
>>>> http://www.zxdemo.org/screens/full/0/76.png
>>>> http://www.zxdemo.org/screens/full/0/93.png
>>>> http://www.zxdemo.org/screens/full/0/210.png
>>>> http://www.zxdemo.org/screens/full/0/281.png
>>>> http://www.zxdemo.org/screens/full/0/569.png
>>>>
>>>> Is that enough proof for you?
>>>
>>>LOL, what do you call that shite.
>>>
>>>
>> After the insightful posts from Peter, he only confirms my thoughts that
>> you are
>> indeed just trolling for arguments, and haven't actually shown any
>> evidence to
>> back up any claims that the C64 can do more than the spectrum.
>
>You want me to argue with you when all you want to do is dumb it down to
>which computers produces the nicest looking letters on screen.
>
>It is all about the hardware, like I said produce a demo that matches
>anything like what a stock C64 can do easily and we can discuss further.
>
>I'm not a coder, but I have eyes.
```

>
Well use them then! Repeatedly I've asked for al ist of things a C64 can do that a Speccy can't, and all you can do is refer to hardware. I'm not talking hardware. You've only come up with one thing so far - resolution - but nothing else.

You've lost the argument on attributes, sprites, sound and just about everything else, so what else have you got?

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4424. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 19:32:19 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <7vHkf.8039$xP2.2765@newsfe2-gui.ntli.net>
Source record: 9082
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Clockmeister wrote:

> I'm not a coder, but I have eyes.

lol, point proven :)

D.

4425. Finding a debugger

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 19:34:04 UTC
From: "tom@iccy.org" <tom@iccy.org>
Message-ID: <1133724844.720015.47930@g49g2000cwa.googlegroups.com>
Source record: 9081

I've recently gotten back into 8-bit programming, and I've decided to start learning 6502 assembly. atariarchives.org has several books online which I've been reading through, and I'm starting to get a good basic understanding of how the 6502 works (I can add 2 numbers, as long as the result is less than 255 :P). I've been trying out examples using Mac/65. I've found both a cartridge image and a disk image for Mac/65. The cart is version 1.01, and includes the DDT debugger. The disk image filename is M65V42, and it's the one FTe released as shareware for use with XFormer. This disk doesn't seem to have a debugger (or I don't know how to access it). I've been reading through Atari Roots on atariarchives.org as a tutorial. This book is mainly written for an older Mac/65 disk version, which included the Bug/65 debugger (which I do not have). The book has a nice chapter on using this debugger. I thought about contacting Mike at FTe, but I gather from other posts that he is MIA.

I'm looking for 3 things. First, does anybody have a text file or a manual which describes the operation of DDT? If I just had a list of the commands, I could use DDT. Second, does anybody know where I might find a copy of Bug/65? I got my two Mac/65 images from the CTH archive, but I haven't come across any debuggers at all in this archive. Of course, the files have no descriptions. Third, does anybody have any tips for other directions I might go? I haven't really tried any other assemblers.

Thanks guys!

-Tom Rosso

4426. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 20:37:26 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43935607$1@duster.adelaide.on.net>
Source record: 9083
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:kdf6p1lo3l8d7778bs245m2ilf34f4ip0b@4ax.com...
> On Mon, 5 Dec 2005 02:37:42 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:gk76p1p2o2mno9a2fk976dej6fenn7rmm4@4ax.com...
>>> On Sun, 4 Dec 2005 21:13:04 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>
>>>>"Matthew Westcott" <gasman@raww.org> wrote in message
>>>>news:3vf9lhF156gpiU1@individual.net...
>>>>> silverdr wrote:
>>>>>
>>>>>> The Starglider wrote:
>>>>>>
>>>>>>> | My question was what can the C64 do that the Speccy can't?
>>>>>>>
>>>>>> - render more than two colours in in one 8x8 pixel chunk
>>>>>
>>>>> http://www.zxdemo.org/screens/full/0/76.png
>>>>> http://www.zxdemo.org/screens/full/0/93.png
>>>>> http://www.zxdemo.org/screens/full/0/210.png
>>>>> http://www.zxdemo.org/screens/full/0/281.png
>>>>> http://www.zxdemo.org/screens/full/0/569.png
>>>>>
>>>>> Is that enough proof for you?
>>>>
>>>>LOL, what do you call that shite.
>>>>
>>>>
>>> After the insightful posts from Peter, he only confirms my thoughts that
>>> you are
>>> indeed just trolling for arguments, and haven't actually shown any
>>> evidence to
>>> back up any claims that the C64 can do more than the spectrum.
>>
>>You want me to argue with you when all you want to do is dumb it down to
>>which computers produces the nicest looking letters on screen.
>>
>>It is all about the hardware, like I said produce a demo that matches
```

>>anything like what a stock C64 can do easily and we can discuss further.
>>
>>I'm not a coder, but I have eyes.
>>
> Well use them then! Repeatedly I've asked for al ist of things a C64 can
> do that
> a Speccy can't, and all you can do is refer to hardware. I'm not talking
> hardware. You've only come up with one thing so far - resolution - but
> nothing
> else.
>
> You've lost the argument on attributes, sprites, sound and just about
> everything
> else, so what else have you got?
>

You can't compete on the level the C64 is playing at. You can't play SID's like their supposed to sound, you don't ahev hardware sprites that blitz anything the Spectrum can come up with, you don't have demos that leave anything you can come up with in the dust. I'm glad you are happy with your boring, colourless uninspiring little calculator, but it doesn't cut the mustard in my book.

As much as you wish it to be different, it isn't.

4427. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 20:59:14 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <CMIkf.14041$y36.10342@newsfe1-win.ntli.net>
Source record: 9084
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Clockmeister wrote:

>> You've lost the argument on attributes, sprites, sound and just about
>> everything
>> else, so what else have you got?

> You can't compete on the level the C64 is playing at. You can't play
> SID's like their supposed to sound, you don't ahev hardware sprites
> that blitz anything the Spectrum can come up with, you don't have
> demos that leave anything you can come up with in the dust. I'm glad
> you are happy with your boring, colourless uninspiring little
> calculator, but it doesn't cut the mustard in my book.

And a good job too - you're definitely a lot more argumentative than anyone else in this discussion. I think that you should spend some time actually watching some demos before you pass judgement - but you won't, because it's obvious from your "tone" that you find the Speccy offensive (else you wouldn't have wasted so much effort defending your C64) and as such you'll just sit there secure in your own opinion without having any shred of evidence to prove your point - you've played with a C64 and seen it's demos, and you've looked at some screens from a speccy. Hardly a comparison.

You come across as a whining bigot most of the time. The only thing that prevents you from becoming classified as a troll is that you respond to people's replies. But that's the only thing.

And it's rather amusing watching Starglider winding you up - you've bitten every time.

D.

4428. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 22:16:49 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <0jq6p1pgrfqhclfr49itmjka5j29vgvpvb@4ax.com>
Source record: 9085
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Mon, 5 Dec 2005 04:37:26 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:kdf6p1lo3l8d7778bs245m2ilf34f4ip0b@4ax.com...
>> On Mon, 5 Dec 2005 02:37:42 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>news:gk76p1p2o2mno9a2fk976dej6fenn7rmm4@4ax.com...
>>>> On Sun, 4 Dec 2005 21:13:04 +0800, "Clockmeister" <no-one@nowhere.com>
>>>> wrote:
>>>>
>>>>>
>>>>>"Matthew Westcott" <gasman@raww.org> wrote in message
>>>>>news:3vf9lhF156gpiU1@individual.net...
>>>>>> silverdr wrote:
>>>>>>
>>>>>>> The Starglider wrote:
>>>>>>>
>>>>>>>> | My question was what can the C64 do that the Speccy can't?
>>>>>>>>
>>>>>>> - render more than two colours in in one 8x8 pixel chunk
>>>>>>
>>>>>> http://www.zxdemo.org/screens/full/0/76.png
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>>>>>> http://www.zxdemo.org/screens/full/0/210.png
>>>>>> http://www.zxdemo.org/screens/full/0/281.png
>>>>>> http://www.zxdemo.org/screens/full/0/569.png
>>>>>>
>>>>>> Is that enough proof for you?
>>>>>
>>>>>LOL, what do you call that shite.
>>>>>
>>>>>
>>>> After the insightful posts from Peter, he only confirms my thoughts that
>>>> you are
>>>> indeed just trolling for arguments, and haven't actually shown any
>>>> evidence to
>>>> back up any claims that the C64 can do more than the spectrum.
>>>
>>>You want me to argue with you when all you want to do is dumb it down to
```

>>>which computers produces the nicest looking letters on screen.
>>>
>>>It is all about the hardware, like I said produce a demo that matches
>>>anything like what a stock C64 can do easily and we can discuss further.
>>>
>>>I'm not a coder, but I have eyes.
>>>
>> Well use them then! Repeatedly I've asked for al ist of things a C64 can
>> do that
>> a Speccy can't, and all you can do is refer to hardware. I'm not talking
>> hardware. You've only come up with one thing so far - resolution - but
>> nothing
>> else.
>>
>> You've lost the argument on attributes, sprites, sound and just about
>> everything
>> else, so what else have you got?
>>
>
>You can't compete on the level the C64 is playing at. You can't play SID's
>like their supposed to sound, you don't ahev hardware sprites that blitz
>anything the Spectrum can come up with, you don't have demos that leave
>anything you can come up with in the dust. I'm glad you are happy with your
>boring, colourless uninspiring little calculator, but it doesn't cut the
>mustard in my book.
>
Typical reaction from you...

"Ooh! Ooh! Our hardware sprites! Ooh! Ooh! The SID chip!".

Still having to rely on hardware to try to prove your point.

I'm still waiting for this almighty list to show what the C64 can do that the
speccy can't.

I'll tell you why you're not answering it...

...because you can't actually think of one thing it can do more than the
Spectrum.

Sad, sad little man.

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4429. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 22:53:53 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <5sKkf.1694$xg1.720@trnddc03>
Source record: 9086
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Martijn van Buul" wrote ...

[snip]
> YOU LOSE.
>
[snip]
>
> So once again: You lose.

They always do. They must really be gluttons for punishment to continue
their silly claims that the Spectrum is better than the C64 year after year.
;-)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4430. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 22:53:54 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <6sKkf.1695$xg1.727@trnddc03>
Source record: 9088
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" wrote ...

> Gah! Again I state! I not comparing hardware. I'm comparing ability of each
> machine - WHAT THEY CAN DO - regardless of hardware.

A computer can not do anything that exceeds the capability of the hardware.
In other words, WHAT THEY CAN DO depends to a great extent on the hardware
available for use by the CPU, and hardware available to give the CPU a
helping had with some tasks.

> The C64 has sprites... so does the spectrum. Hardware or not.

Using 1980's terminology the Spectrum does not have sprites. It can be
programmed to use MOBs (Movable Object Blocks). MOBs were also used in many
other 80's machines, for example, IBM XT Clones with CGA.

On the screen, a MOB looks a lot like a sprite, and may even move somewhat
like a sprite. The trouble is, that even with the block memory move command
of the Z-80, moving half a dozen MOBs takes huge slices of CPU cycles.

As the 80's turned into the 90's, video cards for PC Clones were improved.
The ability to move object blocks without eating huge amounts of CPU clock
cycles was implemented in the better video cards. And then came 3-D video
cards. PC Clones had always been good at word processing, spreadsheets, and
data bases. Now they were good game machines also!

> Do you understand now?

Do _you_ understand yet?
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4431. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 22:53:55 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <7sKkf.1696$xg1.298@trnddc03>
Source record: 9087
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

"Mark Bedingfield" wrote ...

> Sam Gillett wrote:
>> "Sintech" wrote ...
>>
>>>Hi Bill, we are talking about use as a doorstopper, not as a games
>>>machine.
>>
>> Whoops! This thread did get badly sidetracked didn't it?
>>
>> As a doorstop, the Spectrum wins hands down... or rubber keyboard down...
>> as
>> the case may be.
>>
>> How did the X-Box get into this? It isn't even an 8-bitter.
>
> It has a 8bit heritage;-)

Point taken. To expand on that point, I suppose that all of today's
computers have an 8-bit heritage.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4432. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 23:39:43 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <37Lkf.11193$ea6.2337@news-server.bigpond.net.au>
Source record: 9089
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.04.04.22.20.799037@charter.net...
>
>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>
>>
>>>Ronald J. Hall wrote:
>>>
>>>
>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>
>>>>
>>>>Possibly more common then Falcons.
>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>
>>>>Quite a number of options there.
>>>>
>>>>
>>>>I'm sorry, I couldn't find prices for those cards. How much does it cost
>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>
>>>
>>>Oh, and what's the price of the Falcons?
>>
>>Less than the cost of an Amiga + a sound card. :-)
>
>
> Much harder to find though.
>
>
A quick ebay search finds 3.

Whilst a search fo Amiga soundcard or Amiga sound card draws nil.

About 10 Amiga 1200's on ebay, none with sound cards.

Mark

4433. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-04 23:41:31 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <2jv6p1lcehesc24nac96i8l64bbi2a7fan@4ax.com>
Source record: 9090
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sun, 04 Dec 2005 22:53:54 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"The Starglider" wrote ...
>
>> Gah! Again I state! I not comparing hardware. I'm comparing ability of each
>> machine - WHAT THEY CAN DO - regardless of hardware.
>
>A computer can not do anything that exceeds the capability of the hardware.
>In other words, WHAT THEY CAN DO depends to a great extent on the hardware
>available for use by the CPU, and hardware available to give the CPU a
>helping had with some tasks.
>
>> The C64 has sprites... so does the spectrum. Hardware or not.
>
>Using 1980's terminology the Spectrum does not have sprites. It can be
>programmed to use MOBs (Movable Object Blocks). MOBs were also used in many
>other 80's machines, for example, IBM XT Clones with CGA.
>
>On the screen, a MOB looks a lot like a sprite, and may even move somewhat
>like a sprite. The trouble is, that even with the block memory move command
>of the Z-80, moving half a dozen MOBs takes huge slices of CPU cycles.
>
>As the 80's turned into the 90's, video cards for PC Clones were improved.
>The ability to move object blocks without eating huge amounts of CPU clock
>cycles was implemented in the better video cards. And then came 3-D video
>cards. PC Clones had always been good at word processing, spreadsheets, and
>data bases. Now they were good game machines also!
>
>> Do you understand now?
>
>Do _you_ understand yet?

Define what a sprite is then. because by your very own definition, a sprite is
also just a MOB.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4434. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 00:16:52 UTC
From: iAN CooG <iancoog@despammed.com>
Message-ID: <UFLkf.21096$S6.393917@twister2.libero.it>
Source record: 9091
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

The Starglider <the_starglider2002@wibble.co.uk> wrote:

PLEASE LEARN TO QUOTE
thanks

> Define what a sprite is then. because by your very own definition, a
> sprite is also just a MOB.

Movable objects that are not painted on the bitmap but over/underlayed on
screen by the video chip.
They're called also missiles on Atari. Normally a MOB is referenced as
Software sprites, ie on the c16/+4

This one of the most comprehensive article about the VIC Chip:
http://www.minet.uni-jena.de/~andreasg/c64/vic_artikel/vic_article_3.8.htm

And for what it counts, these are the definitions in wikipedia (scroll down
to "Hardware sprites")
http://en.wikipedia.org/wiki/Sprite_(computer_science)

--
-=[]=--- iAN CooG/HokutoForce ---=[]=-
Backup not found: (A)bort (R)etry (S)lap nearest innocent bystander.

4435. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 00:32:38 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43938aa6$1@duster.adelaide.on.net>
Source record: 9092
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:2jv6p1lcehesc24nac96i8l64bbi2a7fan@4ax.com...
> On Sun, 04 Dec 2005 22:53:54 GMT, "Sam Gillett"
> <samgillettnospam@diespammermsn.com> wrote:
>
>>
>>"The Starglider" wrote ...
>>
>>> Gah! Again I state! I not comparing hardware. I'm comparing ability of
>>> each
>>> machine - WHAT THEY CAN DO - regardless of hardware.
>>
>>A computer can not do anything that exceeds the capability of the
>>hardware.
>>In other words, WHAT THEY CAN DO depends to a great extent on the hardware
>>available for use by the CPU, and hardware available to give the CPU a
>>helping had with some tasks.
>>
>>> The C64 has sprites... so does the spectrum. Hardware or not.
>>
>>Using 1980's terminology the Spectrum does not have sprites. It can be
>>programmed to use MOBs (Movable Object Blocks). MOBs were also used in
>>many
>>other 80's machines, for example, IBM XT Clones with CGA.
>>
>>On the screen, a MOB looks a lot like a sprite, and may even move somewhat
>>like a sprite. The trouble is, that even with the block memory move
>>command
>>of the Z-80, moving half a dozen MOBs takes huge slices of CPU cycles.
>>
>>As the 80's turned into the 90's, video cards for PC Clones were improved.
>>The ability to move object blocks without eating huge amounts of CPU clock
>>cycles was implemented in the better video cards. And then came 3-D video
>>cards. PC Clones had always been good at word processing, spreadsheets,
>>and
>>data bases. Now they were good game machines also!
>>
>>> Do you understand now?
>>
>>Do _you_ understand yet?
>
> Define what a sprite is then. because by your very own definition, a
> sprite is

> also just a MOB.

You're an idiot. You simply keep moving the goalposts so that in your mind you can never *lose* the arguement.

FYI it's an arguement you can never *win*. The Speccy simply is more limited then the C64, and that is all there is to it.

4436. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 00:35:31 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43938b53$1@duster.adelaide.on.net>
Source record: 9093
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
news:CMIkf.14041$y36.10342@newsfe1-win.ntli.net...
> Clockmeister wrote:
>
>>> You've lost the argument on attributes, sprites, sound and just about
>>> everything
>>> else, so what else have you got?
>
>> You can't compete on the level the C64 is playing at. You can't play
>> SID's like their supposed to sound, you don't ahev hardware sprites
>> that blitz anything the Spectrum can come up with, you don't have
>> demos that leave anything you can come up with in the dust. I'm glad
>> you are happy with your boring, colourless uninspiring little
>> calculator, but it doesn't cut the mustard in my book.
>
> And a good job too - you're definitely a lot more argumentative than
> anyone else in this discussion. I think that you should spend some time
> actually watching some demos before you pass judgement - but you won't,
> because it's obvious from your "tone" that you find the Speccy offensive
> (else you wouldn't have wasted so much effort defending your C64) and as
> such you'll just sit there secure in your own opinion without having any
> shred of evidence to prove your point - you've played with a C64 and seen
> it's demos, and you've looked at some screens from a speccy. Hardly a
> comparison.

I lived through the 80's, I've seen the results. If you don't like it go
back to your own newsgroup, troll.

> You come across as a whining bigot most of the time. The only thing that
> prevents you from becoming classified as a troll is that you respond to
> people's replies. But that's the only thing.
>
> And it's rather amusing watching Starglider winding you up - you've bitten
> every time.
>

Wound up? It's Starglider who is frothing at the mouth.

4437. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 00:37:13 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43938bba$1@duster.adelaide.on.net>
Source record: 9094
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.04.04.22.20.799037@charter.net...
>>
>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>
>>>
>>>>Ronald J. Hall wrote:
>>>>
>>>>
>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>
>>>>>>Possibly more common then Falcons.
>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>
>>>>>>Quite a number of options there.
>>>>>
>>>>>
>>>>>I'm sorry, I couldn't find prices for those cards. How much does it
>>>>>cost
>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>
>>>>
>>>>Oh, and what's the price of the Falcons?
>>>
>>>Less than the cost of an Amiga + a sound card. :-)
>>
>>
>> Much harder to find though.
> A quick ebay search finds 3.

> Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>
> About 10 Amiga 1200's on ebay, none with sound cards.
>

The soundcards are all in use ;-)
```

4438. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 00:39:27 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s1ab32u43umdqj@thesmog.home.dokos-gr.net>
Source record: 9095
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

oΩ½oΩ½oΩ½ Sun, 04 Dec 2005 19:16:52 -0500,o(h) iAN CooG <iancoog@despammed.com>
oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½:

> The Starglider <the_starglider2002@wibble.co.uk> wrote:
>
> PLEASE LEARN TO QUOTE
> thanks
>
>> Define what a sprite is then. because by your very own definition, a
>> sprite is also just a MOB.
>
> Movable objects that are not painted on the bitmap but over/underlayed on
> screen by the video chip.
> They're called also missiles on Atari. Normally a MOB is referenced as
> Software sprites, ie on the c16/+4
>
> This one of the most comprehensive article about the VIC Chip:
> http://www.minet.uni-jena.de/~andreasg/c64/vic_artikel/vic_article_3.8.htm
>
> And for what it counts, these are the definitions in wikipedia (scroll
> down
> to "Hardware sprites")
> http://en.wikipedia.org/wiki/Sprite_(computer_science)
>

The problem is that they still do not understand the question.
To elaborate, a sprite is a sprite, hardware or software, to the effect
that the user sees the same thing.

If you quantify then you could ask:

Q. Can the Spectrum draw as many sprites as a C64 can at the same speed?
A. The answer is yes regardless of how it does it.

Q. Can the Spectrum display colours at a 8x1 attributes like the C64?
A. Yes it can (same as above)

Q. Can the standard Spectrum play digitised sound or 3 +1 sound?
A. Yes it can (via Software yes...) but it does nonetheless

Q. Can it peform number crunching faster than the C64?
A. Yes it can.

See if you ask qualitative answers, these are subjective and they can
never be answered in an impartial way.
Quantitative answers though can be answered... even if one doesn't like

the results.

Now you could say that you don't like the results of the demos, or how it sounds or a number of other things. That's fine... I personally do not like fish ;-) You cannot make me eat it even if it's the best thing in the world. Same with your machine of choice. If you say that you don't like a machine just... *because* :-) That's an acceptable statement even if the other party doesn't agree with it.

The facts though support Starglider. Anything that the C64 can do (except run a webserver maybe) a Spectrum can do too, regardless of how that is achieved.

What has been going on, is that one sayss the equivalent of the following statement: "It is day outside". And the answer instead of being acknoledgement of the fact, becomes: "Well I do not actually like the particular blue of the sky, ergo it is night)

My 2 cents

Cheers,

Phoebus
--
oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½ oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½oΩ½ Opera: http://www.opera.com/mail/

4439. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 01:29:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.05.01.29.40.189608@charter.net>
Source record: 9096
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Mon, 05 Dec 2005 08:37:13 +0800, Clockmeister wrote:

>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>> Clockmeister wrote:
>>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>> news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>
>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>
>>>>
>>>>>Ronald J. Hall wrote:
>>>>>
>>>>>
>>>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
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>>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
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>>>>>>>>>>>Quite a number of options there.
>>>>>>>>>>
>>>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does it
>>>>>>>>>>cost
>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>>>
>>>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>>>
>>>>>>>
>>>>>>> Much harder to find though.
>>>>>> A quick ebay search finds 3.
>>>>>
>>>>> Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>>
>>>>> About 10 Amiga 1200's on ebay, none with sound cards.
>>>>>
>>>>
>>>> The soundcards are all in use ;-)
```

But that wasn't the point was it? Next. :-)

--
_/_/_/

4440. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 01:33:13 UTC
From: David Murray <spamsucks@stopspam.com>
Message-ID: <Xns9722C6EA0987Bneverspamnospamcom@207.115.17.102>
Source record: 9097
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

>
> Bill Garber
>
>

I hate to make an off-topic thread go further. but you have my curiousity.
Why would having sex with another man get 10-15 years? People do that all
the time. (not me, by the way, I like girls)

4441. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 01:44:41 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <dYMkf.11264$ea6.10920@news-server.bigpond.net.au>
Source record: 8898
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
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>>>Much harder to find though.
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>
>
>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
```

>>
>>About 10 Amiga 1200's on ebay, none with sound cards.
>>
>
>
> The soundcards are all in use ;-)
>

People are obviously selling their A1200's in droves tho;-)

Mark

4442. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 02:44:51 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4393a9a4$1@duster.adelaide.on.net>
Source record: 8899
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
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>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
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>>>>>>>>>>>>
>>>>>>>>>>>Oh, and what's the price of the Falcons?
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>>>>>>>>>>>>
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>>
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>>>
>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>
>>
>>
>> The soundcards are all in use ;-)
>>
>
> People are obviously selling their A1200's in droves tho;-)

There is plenty of them out there.

I've still got mine though it's been boxed up for a while now since we are
renovating.

4443. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 02:46:25 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4393aa02@duster.adelaide.on.net>
Source record: 8900
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.05.01.29.40.189608@charter.net...
> On Mon, 05 Dec 2005 08:37:13 +0800, Clockmeister wrote:
>
>>
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>> Clockmeister wrote:
>>>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>> news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>
>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
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>>> About 10 Amiga 1200's on ebay, none with sound cards.
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>> The soundcards are all in use ;-)
>
> But that wasn't the point was it? Next. :-)

There are plenty of A1200's out there, so ofcourse more will be on sale then
Falcon's which are pretty rare by comparison.

If I came across a Falcon I would snap it up.

4444. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 02:51:35 UTC
From: Curtis F Kaylor <curtis@example.com>
Message-ID: <XWNkf.12428$lh.8026@tornado.ohiordc.rr.com>
Source record: 8901
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Sam Gillett wrote:
> How did the X-Box get into this? It isn't even an 8-bitter.

Given the reported failure rate, some persons have concluded that a door stop is an excellent use for an X-Box 360.

4445. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 02:53:59 UTC
From: Da Smog <thesmog@nospam.net>
Message-ID: <op.s1aicblk3umdqj@thesmog.home.dokos-gr.net>
Source record: 8902
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

oΩ½oΩ½oΩ½ Sun, 04 Dec 2005 21:51:35 -0500,o(h) Curtis F Kaylor <curtis@example.com> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½:

```
> Sam Gillett wrote:
>> How did the X-Box get into this? It isn't even an 8-bitter.
>
> Given the reported failure rate, some persons have concluded that a door
> stop is an excellent use for an X-Box 360.
```

```
Yea a $499 one :-P
```

--
oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½ oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½ oΩ½oΩ½oΩ½ Opera: http://www.opera.com/mail/

4446. Re: Finding a debugger

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 03:16:33 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9722E29AC7718emuslor@216.196.97.136>
Source record: 8903

Despite all prevention efforts, "tom@iccy.org" <tom@iccy.org> wrote in
news:1133724844.720015.47930@g49g2000cwa.googlegroups.com:

>
> I'm looking for 3 things. First, does anybody have a text file or a
> manual which describes the operation of DDT? If I just had a list of
> the commands, I could use DDT. Second, does anybody know where I might
> find a copy of Bug/65? I got my two Mac/65 images from the CTH
> archive, but I haven't come across any debuggers at all in this
> archive. Of course, the files have no descriptions. Third, does
> anybody have any tips for other directions I might go? I haven't
> really tried any other assemblers.

2. I have a bad OCR scan (yeah, I'm too lazy to clean it up) of the DDT
manual I'll send you.
3. If you want to cross-assemble, you might go with atasm or ca65 (or
others) to compile at PC speed. I also recommend dis6502
(www.sf.net/projects/dis6502) for cross-disassembling.

--
Slor

4447. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 04:13:11 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <r7Pkf.11343$ea6.10769@news-server.bigpond.net.au>
Source record: 8904
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>
>>>>>
>>>>>
>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Ronald J. Hall wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>>>
>>>>>>>>>>Quite a number of options there.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does it
>>>>>>>>>>cost
>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>
>>>>>>>>>
>>>>>>>Oh, and what's the price of the Falcons?
```

>>>>>>
>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>
>>>>>
>>>>>Much harder to find though.
>>>>
>>>>A quick ebay search finds 3.
>>>
>>>
>>>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>
>>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>>
>>>
>>>
>>>The soundcards are all in use ;-)
>>>
>>
>>People are obviously selling their A1200's in droves tho;-)
>
>
> There is plenty of them out there.
>
> I've still got mine though it's been boxed up for a while now since we are
> renovating.
>
>

I would be quite happy to trade my A2000 and A500 for an A600. Only
downside is you can't play F1GP on a A600 IIRC. Doesn't matter though,
it was faster on an STFM.

Mark

4448. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 04:22:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.05.04.22.55.713626@charter.net>
Source record: 8905
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Mon, 05 Dec 2005 10:46:25 +0800, Clockmeister wrote:

> If I came across a Falcon I would snap it up.

3 on Ebay, last time I checked. :-)

--
_/_/_/

4449. Re: {f/a} 5200 Multi-Cart 95 Games

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 05:33:59 UTC
From: jt august <starsabre@att.net>
Message-ID: <starsabre-6EAE22.23380304122005@netnews.worldnet.att.net>
Source record: 8906
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In article <bpnjf.7668$wf.2192@newsread3.news.atl.earthlink.net>,
"RetroJess" <RJH4JHH2@peoplepc.com> wrote:

> Is that 5200 only? Or will it run in the 800/XL/XE?
>
> -Jess
>
> "RED MARTIAN" <martians@sdf.lNoOnSePsAtMar.org> wrote in message
> news:dmfp6jogq1@chessie.cirr.com...
> > Low reserve and buy it now option
> >
> > This is the non dipswitch version. It uses an interactive
> menu.
> > 95 games including rare runable demos. $5 shipping in the USA
> >
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8237742374
> >

The item got killed, but it is a 5200 only item. The cart will not
physically fit in an 800 slot.

jt

4450. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 06:54:28 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4393e425$1@duster.adelaide.on.net>
Source record: 8907
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:r7Pkf.11343$ea6.10769@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Ronald J. Hall wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>>>
>>>>>>>>>>Quite a number of options there.
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>>>>>>>>>>
>>>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does it
>>>>>>>>>>cost
>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>>
```

>>>>>>>>
>>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>>
>>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>>
>>>>>>
>>>>>>Much harder to find though.
>>>>>
>>>>>A quick ebay search finds 3.
>>>>
>>>>
>>>>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>>
>>>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>>>
>>>>
>>>>
>>>>The soundcards are all in use ;-)
>>>>
>>>
>>>People are obviously selling their A1200's in droves tho;-)
>>
>>
>> There is plenty of them out there.
>>
>> I've still got mine though it's been boxed up for a while now since we
>> are renovating.
>>
>>
>
> I would be quite happy to trade my A2000 and A500 for an A600. Only
> downside is you can't play F1GP on a A600 IIRC. Doesn't matter though, it
> was faster on an STFM.
>

Much faster on an A1200 or the A2000 I had at the time. It was a good game.
I enjoyed playing Wings, and Dune II as well, brilliant with the Supraturbo
28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz A2000 :-)

I personally don't see the point of owning an A600 when A1200's are much
better, more common and it has plethora of expansion options available for
it.

.

4451. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 07:12:02 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <6LRkf.11656$ea6.773@news-server.bigpond.net.au>
Source record: 8908
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:r7Pkf.11343$ea6.10769@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Ronald J. Hall wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
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>>>>>>>>>>
>>>>>>>>>>
```

>>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>>>>
>>>>>>>>>>>Quite a number of options there.
>>>>>>>>>>>
>>>>>>>>>>>
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>>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>>>>
>>>>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>>>>
>>>>>>>>
>>>>>>>>Much harder to find though.
>>>>>>
>>>>>>A quick ebay search finds 3.
>>>>>
>>>>>
>>>>>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>>>
>>>>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>>>>
>>>>>
>>>>>
>>>>>The soundcards are all in use ;-)
>>>>>
>>>>
>>>>People are obviously selling their A1200's in droves tho;-)
>>>
>>>
>>>There is plenty of them out there.
>>>
>>>I've still got mine though it's been boxed up for a while now since we
>>>are renovating.
>>>
>>>
>>
>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter though, it
>>was faster on an STFM.
>>
>
>
> Much faster on an A1200 or the A2000 I had at the time. It was a good game.
> I enjoyed playing Wings, and Dune II as well, brilliant with the Supraturbo
> 28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz A2000 :-)

Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut cat.
Vroom too.
>
> I personally don't see the point of owning an A600 when A1200's are much
> better, more common and it has plethora of expansion options available for
> it.
>
Convenience and size. My CD32/SX1 is bloody huge.

Mark

4452. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 08:14:32 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1133770472.527780.119060@g47g2000cwa.googlegroups.com>
Source record: 8909
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

Items Missing:
* Horse Gender
* Source of Internal Injuries
Hypothesis:
(He) was a male horse. Didn't particularly care fore being buggered,
and thus kicked the innards out of the camera guy.

Couple of life lessons for the kiddies:
* Don't have sex with animals.
* Don't have sex with animals of your gender
* Don't offer to film anyone having sex with an animal
* If you must film someone having sex with an animal,
make sure that the money's good, you're paid in advance,
and fer'goshsakes use the TELEPHOTO LENS.

Unless you like jails,fines,courtrooms, or don't like your innards.

4453. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 08:22:43 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <66u7p1h6v34bvr3626t767du0sq1f9eg8n@4ax.com>
Source record: 8910
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Mon, 5 Dec 2005 08:32:38 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:2jv6p1lcehesc24nac96i8l64bbi2a7fan@4ax.com...
>> On Sun, 04 Dec 2005 22:53:54 GMT, "Sam Gillett"
>> <samgillettnospam@diespammermsn.com> wrote:
>>
>>>
>>>"The Starglider" wrote ...
>>>
>>>> Gah! Again I state! I not comparing hardware. I'm comparing ability of
>>>> each
>>>> machine - WHAT THEY CAN DO - regardless of hardware.
>>>
>>>A computer can not do anything that exceeds the capability of the
>>>hardware.
>>>In other words, WHAT THEY CAN DO depends to a great extent on the hardware
>>>available for use by the CPU, and hardware available to give the CPU a
>>>helping had with some tasks.
>>>
>>> The C64 has sprites... so does the spectrum. Hardware or not.
>>>
>>>Using 1980's terminology the Spectrum does not have sprites. It can be
>>>programmed to use MOBs (Movable Object Blocks). MOBs were also used in
>>>many
>>>other 80's machines, for example, IBM XT Clones with CGA.
>>>
>>>On the screen, a MOB looks a lot like a sprite, and may even move somewhat
>>>like a sprite. The trouble is, that even with the block memory move
>>>command
>>>of the Z-80, moving half a dozen MOBs takes huge slices of CPU cycles.
>>>
>>>As the 80's turned into the 90's, video cards for PC Clones were improved.
>>>The ability to move object blocks without eating huge amounts of CPU clock
>>>cycles was implemented in the better video cards. And then came 3-D video
>>>cards. PC Clones had always been good at word processing, spreadsheets,
>>>and
>>>data bases. Now they were good game machines also!
>>>
>>> Do you understand now?
>>>
>>>Do _you_ understand yet?
```

>>
>> Define what a sprite is then. because by your very own definition, a
>> sprite is
>> also just a MOB.
>
>You're an idiot. You simply keep moving the goalposts so that in your mind
>you can never *lose* the arguement.
>
>FYI it's an arguement you can never *win*. The Speccy simply is more limited
>then the C64, and that is all there is to it.
>
THEN PROVE IT FOOL!

--
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* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4454. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 08:23:27 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <47u7p1hdu283br4304k5qo6j142uppao10@4ax.com>
Source record: 8911
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Mon, 5 Dec 2005 08:35:31 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
>news:CMIkf.14041$y36.10342@newsfe1-win.ntli.net...
>> Clockmeister wrote:
>>
>>>> You've lost the argument on attributes, sprites, sound and just about
>>>> everything
>>>> else, so what else have you got?
>>
>>> You can't compete on the level the C64 is playing at. You can't play
>>> SID's like their supposed to sound, you don't ahev hardware sprites
>>> that blitz anything the Spectrum can come up with, you don't have
>>> demos that leave anything you can come up with in the dust. I'm glad
>>> you are happy with your boring, colourless uninspiring little
>>> calculator, but it doesn't cut the mustard in my book.
>>
>> And a good job too - you're definitely a lot more argumentative than
>> anyone else in this discussion. I think that you should spend some time
>> actually watching some demos before you pass judgement - but you won't,
>> because it's obvious from your "tone" that you find the Speccy offensive
>> (else you wouldn't have wasted so much effort defending your C64) and as
>> such you'll just sit there secure in your own opinion without having any
>> shred of evidence to prove your point - you've played with a C64 and seen
>> it's demos, and you've looked at some screens from a speccy. Hardly a
>> comparison.
>
>I lived through the 80's, I've seen the results. If you don't like it go
>back to your own newsgroup, troll.
>
Yeah, because you're the only one who lived throught the eighties you silly
excuse for a human!
>
>
>

--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
```

_____o00_\/_00o_____

4455. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 08:24:20 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <u8u7p1l9ah55t6jpotiqdfslegfqpuunl5@4ax.com>
Source record: 8912
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Sun, 04 Dec 2005 20:29:41 -0500, "Ronald J. Hall" <dark_lord@charter.net>
wrote:

>On Mon, 05 Dec 2005 08:37:13 +0800, Clockmeister wrote:
>
>>
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>> Clockmeister wrote:
>>>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>> news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>
>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>
>>>>>
>>>>>>Ronald J. Hall wrote:
>>>>>>
>>>>>>
>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>>
>>>>>>>>
>>>>>>>>Possibly more common then Falcons.
>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>
>>>>>>>>Quite a number of options there.
>>>>>>>
>>>>>>>
>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does it
>>>>>>>cost
>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>
>>>>>>
>>>>>>Oh, and what's the price of the Falcons?
>>>>>
>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>
>>>>
>>>> Much harder to find though.
>>> A quick ebay search finds 3.
>>
>> Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>
>> About 10 Amiga 1200's on ebay, none with sound cards.

>>>
>>
>> The soundcards are all in use ;-)
>
>But that wasn't the point was it? Next. :-)

Oh don't even go there.

Clockmeister doesn't understand questions at all.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4456. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 08:28:33 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <8pWdnaoYTLnQZw7enZ2dnUVZ8qmdnZ2d@pipex.net>
Source record: 8913
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

"Tarkin" wrote...
> Couple of life lessons for the kiddies:
> * Don't have sex with animals.
> * Don't have sex with animals of your gender
> * Don't offer to film anyone having sex with an animal
> * If you must film someone having sex with an animal,
> make sure that the money's good, you're paid in advance,
> and fer'goshsakes use the TELEPHOTO LENS.

...and if you really must...

* Always ensure the animal is smaller than yourself
* Check animal for powerful hooves, teeth, claws, venom etc before getting
your apparatus out

Finally, make sure the animal is large enough that it won't split on the
first thrust.

It's at this point that sheep look promising...

MikeW

4457. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 09:06:55 UTC
From: Lars Haugseth <njus@larshaugseth.com>
Message-ID: <873bl8dj6y.fsf@onyxia.eiendomsnett.no>
Source record: 8914
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
* "Da Smog" <thesmog@nospam.net> wrote:
|
| If you quantify then you could ask:

I agree with your line of questioning. However:

| Q. Can the Spectrum draw as many sprites as a C64 can at the same speed?
| A. The answer is yes regardless of how it does it.

This conclusion I'd like you to explain. The C64 can display more than 100
sprites moving on top of other bitmapped graphics, without the CPU having
to do anything else than setting the x/y position and data pointers. On the
Spectrum, the CPU will have to a) either redraw the complete background each
frame, or create a copy of the background image under the area where each
"sprite" is to be drawn, and b) draw the sprites above or below the background
image and perform the appropriate masking.

Somehow I don't think the CPU of the Spectrum will be able to do all this
with a scrolling background and lots and lots of sprites. I will ofcourse be
convinced if you send me a link to a game or demo that does all this, and
a link to an emulator I can use to see it in action.

Here's another question for you:

Q. Can the Spectrum use sprite colours that are separate from the colours
used in the background image, without any form of colour bleeding?

--
Lars Haugseth
```

4458. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 10:29:59 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <4394157f$0$9288$afc38c87@news.optusnet.com.au>
Source record: 8915
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <atari030@nomorespampleaseoptusnet.com.au> wrote in
> message news:439255e8$0$9288$afc38c87@news.optusnet.com.au...
>
>>Clockmeister wrote:
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.03.04.51.16.126240@charter.net...
>>>
>>>
>>>>On Sat, 03 Dec 2005 15:25:46 +1100, Mark Bedingfield wrote:
>>>>
>>>>
>>>>
>>>>>Ditto here. I've got a CT60 powered Falcon (95mhz '060), with 256 megs
>>>>>of
>>>>>SDRAM, 14 megs ST RAM, 80 gig Maxtor IDE HD, PlexWriter 12/4/32 SCSI
>>>>>CDRW,
>>>>>450 watt ATX P/S, wrapped up in a Wizztronics Falcon rack case, running
>>>>>the MINT OS/Thing desktop.
>>>>>
>>>>>Wipes drool off keyboard;-)
>>>>
>>>>Its an awesome machine. Sometimes I just sit in amazement when I turn it
>>>>on and watch it bootup. Even with MINT, it boots up blazingly fast.
>>>>Honestly, I can't follow the onscreen text!
>>>>
>>>>
>>>>
>>>>>I've owned (in order), an A1000 (I still like the layout of this
>>>>>machine a
>>>>>lot, especially the keyboard well), an A2000, and an A1200. None of
>>>>>these
>>>>>Amigas could match my stock Falcon, let alone in its current state.
>>>>>
>>>>>Just for the record, I really do like Amigas... If I could find a good
>>>>>deal on an A1000 in good shape, I'd probably pick it up for old times
>>>>>sake. I just think my Atari comps are a notch above them.
>>>>>
>>>>>I had a A1000 for a while, swapped it for a A500 then got a A2000. Got
>>>>>given a CD32 for fixing a few Amiga's for a friend. I love it. Have a
>>>>>350 meg HDD and 8 meg in my SX1 ;-) I could watch demos on the Amiga and
>>>>>Atari all day (before I had kids - better get the little on up I
```

>>>>>suppose).
>>>>
>>>>I hear ya. Love those Euro-style demos. Like you, I'm mesmerized by them.
>>>>I could sit and watch Sonoluminesence, Hydroxyd, etc, etc, etc,...all day
>>>>long.
>>>>
>>>>
>>>>
>>>>>>I have a lot of respect for both computer lines and their (important)
>>>>>>place in computing history.
>>>>>
>>>>>Damn straight. Amiga and Atari were out of the same stable. Whether
>>>>>anyone wants to admit it or not. If it wasn't for Atari the Amiga would
>>>>>not have seen the light of day and if it wasn't for Commodore the ST
>>>>>would not have seen it either.
>>>>>
>>>>>
>>>>>>C'mon Clockie, can't we just acknowledge that both have strengths and
>>>>>>weaknessess and let be? :-)
>>>>>>
>>>>>
>>>>>I can;-).
>>>>>
>>>>>mark
>>>>
>>>Euro style demos on Amiga = heaven.
>>>
>>>Ok Atari too but they weren't as impressive you have to admit.
>>>
>>>
>>
>>I take it you have never seen an STE, TT or Falcon Demo? They have no
>>trouble keeping up with an A500 or A1200.
>>
>
>
> Plenty of demo sceners would disagree with you there.
>
>
You've gotta be shitting me? How can a crappy machine with only a 68020
keep up with a 68030 and a 56001? Its like comparing a Holden Camira to
GTR Godzilla Skyline. As far as the STE goes I have seen several demo's
that easily rival the A500, both machines are very close in terms of raw
horsepower, but comparing a Falcon030 to an A1200? Especially after
carrying on about custom chips. The DSP in the Falcon alone is good for
around 16mips. And being that it is fully programmable, it can be used
for just about anything (giving a total of 20 mips for the Falcon
WITHOUT a 68882). Bizarre. Although, if you concede that the A1200 DOES
keep up with a Falcon (chuckle;-), then you have to concede that a STFM
CAN keep up with a A500, or a Speccy CAN keep up with a C64. Get a hold

of the Froggies over the fence demo, or the Sam Fox demo.......
thousands to choose from.

http://www.dhs.nu/
http://www.atari.st/ (click on Amiga;-)

Might sit down and play a few demos on the MegaSTE, thanks;-).

Mark

4459. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 11:11:19 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43942058$1@duster.adelaide.on.net>
Source record: 8916
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:47u7p1hdu283br4304k5qo6j142uppao10@4ax.com...
> On Mon, 5 Dec 2005 08:35:31 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
>>news:CMIkf.14041$y36.10342@newsfe1-win.ntli.net...
>>> Clockmeister wrote:
>>>
>>>>> You've lost the argument on attributes, sprites, sound and just about
>>>>> everything
>>>>> else, so what else have you got?
>>>
>>>> You can't compete on the level the C64 is playing at. You can't play
>>>> SID's like their supposed to sound, you don't ahev hardware sprites
>>>> that blitz anything the Spectrum can come up with, you don't have
>>>> demos that leave anything you can come up with in the dust. I'm glad
>>>> you are happy with your boring, colourless uninspiring little
>>>> calculator, but it doesn't cut the mustard in my book.
>>>
>>> And a good job too - you're definitely a lot more argumentative than
>>> anyone else in this discussion. I think that you should spend some time
>>> actually watching some demos before you pass judgement - but you won't,
>>> because it's obvious from your "tone" that you find the Speccy offensive
>>> (else you wouldn't have wasted so much effort defending your C64) and as
>>> such you'll just sit there secure in your own opinion without having any
>>> shred of evidence to prove your point - you've played with a C64 and
>>> seen
>>> it's demos, and you've looked at some screens from a speccy. Hardly a
>>> comparison.
>>
>>I lived through the 80's, I've seen the results. If you don't like it go
>>back to your own newsgroup, troll.
>>
> Yeah, because you're the only one who lived throught the eighties you
> silly
> excuse for a human!

Spectrum is weak, end of story.

4460. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 11:11:54 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394207b@duster.adelaide.on.net>
Source record: 8917
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:u8u7p1l9ah55t6jpotiqdfslegfqpuunl5@4ax.com...
> On Sun, 04 Dec 2005 20:29:41 -0500, "Ronald J. Hall"
> <dark_lord@charter.net>
> wrote:
>
>>On Mon, 05 Dec 2005 08:37:13 +0800, Clockmeister wrote:
>>
>>>
>>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>> message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>> Clockmeister wrote:
>>>>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>> news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>
>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>>
>>>>>>
>>>>>>>Ronald J. Hall wrote:
>>>>>>>
>>>>>>>
>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>>
>>>>>>>>
>>>>>>>>Possibly more common then Falcons.
>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>
>>>>>>>>Quite a number of options there.
>>>>>>>>
>>>>>>>>
>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does it
>>>>>>>>cost
>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>
>>>>>>>
>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>
>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>
>>>>>
>>>>> Much harder to find though.
>>>> A quick ebay search finds 3.
>>>
```

>>>> Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>
>>>> About 10 Amiga 1200's on ebay, none with sound cards.
>>>>
>>>
>>> The soundcards are all in use ;-)
>>
>>But that wasn't the point was it? Next. :-)
>
> Oh don't even go there.
>
> Clockmeister doesn't understand questions at all.

You don't like the answers.

4461. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 11:45:53 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43942872$1@duster.adelaide.on.net>
Source record: 8918
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:6LRkf.11656$ea6.773@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:r7Pkf.11343$ea6.10769@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Clockmeister wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>Ronald J. Hall wrote:
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
```

>>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>>>>>
>>>>>>>>>>>>Quite a number of options there.
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does
>>>>>>>>>>>it cost
>>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>>>>
>>>>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>>>>
>>>>>>>>
>>>>>>>>Much harder to find though.
>>>>>>>
>>>>>>>A quick ebay search finds 3.
>>>>>>
>>>>>>
>>>>>>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>>>>
>>>>>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>The soundcards are all in use ;-)
>>>>>>
>>>>>
>>>>>People are obviously selling their A1200's in droves tho;-)
>>>>
>>>>
>>>>There is plenty of them out there.
>>>>
>>>>I've still got mine though it's been boxed up for a while now since we
>>>>are renovating.
>>>>
>>>>
>>>
>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter though, it
>>>was faster on an STFM.
>>>
>>
>>
>> Much faster on an A1200 or the A2000 I had at the time. It was a good
>> game. I enjoyed playing Wings, and Dune II as well, brilliant with the

>> Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz A2000
>> :-)
>
> Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut cat.
> Vroom too.

Too fast I imagine, there is a hack to slow it down on systems that are too
fast for the game, for Amiga anyway.

>> I personally don't see the point of owning an A600 when A1200's are much
>> better, more common and it has plethora of expansion options available
>> for it.
>>
> Convenience and size. My CD32/SX1 is bloody huge.
>

A1200 is pretty compact.

4462. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 12:02:29 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1133782199.130031.150750@g47g2000cwa.googlegroups.com>
Source record: 8919
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

I get the feeling that the horse was male - which makes the internal injuries worse... surely the guy would have know it was going to hurt before he got to the point of no return.

4463. Cancel Atari Xmas! 40% off!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 14:22:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512050545300.27604-100000@onyx.spiritone.com>
Source record: 8920
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The Atari Xmas Sale is Canceled! Why you might ask? I'm buying out an
Atari Dealer! So far I'm buying out his Atari ST Games/Software! Whats
arrived so far has increased my New in the Box ST Games/Software by 50%
and should more than Double ST Games/Software stock when it all gets Here!

So be looking for my Atari Clearance Sale to make Room for more stuff!

http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4464. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 17:39:33 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <4qu8p1da1t62ap3l9fljoi6h3righs8k47@4ax.com>
Source record: 8921
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Sun, 4 Dec 2005 06:30:25 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:7n04p114bd3qegqm8pv9vr6darppa6nvdq@4ax.com...
>> On Sun, 4 Dec 2005 03:28:00 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>news:ram2p1pgd498hop09k5psemh7apduf9c6q@4ax.com...
>>>> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
>>>> wrote:
>>>>
>>>>>
>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>>>>> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>>>>
>>>>>>> For everyone else the Amiga was best.
>>>>>>
>>>>>> Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>>>
>>>>>You're mad :-)
>>>>>
>>>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>>> tracks
>>>> that have sold millions around the world.
>>>>
>>>
>>>You'll find that he *is* a MIDI user. Do try to keep up.
>>>
>> And more so, an Atari ST MIDI user.
>>
>
>Follow the thread, your comments have nothing to do with what was being
>discussed.
>
And your comments have nothing to do with anything at all!

--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
```

```
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4465. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 17:39:42 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p141x0rwiht.fsf@panini.cling.gu.se>
Source record: 8922
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

>>>>> "MW" == Matthew Westcott <gasman@raww.org> writes:

LH> Show me an example of a Spectrum game (or demo) with smooth
LH> scrolling (vertical or horizontal) full screen graphics, and 30 or
LH> more sprites moving individually on top, all running at 50 fps.

MW> The closest I can think of off the top of my head is part 3 of NMI
MW> 3: http://www.zxdemo.org/item.php?id=3042 Unfortunately that only
MW> scrolls two thirds of the screen, so you'll have to trust me that
MW> it *could* have been done full-screen, except then we'd lose the
MW> nice logos.

That just repeats the same 16x16 pattern across the screen, which is
hardly what Lars meanth. How about scrolling a full screen of actual,
meningful graphics, with some sprites on top? The end part of Demode
is a pretty good example, with an IFLI image (6 colours per 8x1 cell)
and 16 sprites on top:

http://noname.c64.org/csdb/release/?id=15101

Of course, demos are all about cheating. How about an 8-way scrolling,
full screen, 50 fps game? Turrican II demonstrates it nicely:

http://www.lemon64.com/games/details.php?ID=2730

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4466. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 18:14:37 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14mzjfv2b6.fsf@panini.cling.gu.se>
Source record: 8923
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

>>>>> "MB" == Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au> writes:

PLEASE trim when quoting (and that goes to the rest of you overzealous
quoters too).

MB> You've gotta be shitting me? How can a crappy machine with only a
MB> 68020 keep up with a 68030 and a 56001?

Well, both machines have several architectural problems. The A1200 has
a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
custom chips (in fast ram it runs at full speed). The Falcon has a 16
MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
IIRC the A1200 is even a little bit faster. The 56001 is nice though,
and a general purpose coprocessor, as opposed to the Amiga's specia-
lized blitter and copper. Either way, the machines are definitely in
the same ballpark.

MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
MB> demo....... thousands to choose from.

MB> http://www.dhs.nu/
MB> http://www.atari.st/ (click on Amiga;-)

New demos are always fun. What are the top 3 unaccelerated Falcon
demos? 060 stuff doesn't interest me, it just looks like crappy PC
demos...

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4467. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 18:40:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.05.18.40.51.891965@charter.net>
Source record: 8924
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Mon, 05 Dec 2005 19:14:37 +0100, MagerValp wrote:

> Well, both machines have several architectural problems. The A1200 has
> a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
> custom chips (in fast ram it runs at full speed). The Falcon has a 16
> MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
> IIRC the A1200 is even a little bit faster. The 56001 is nice though,
> and a general purpose coprocessor, as opposed to the Amiga's specia-
> lized blitter and copper. Either way, the machines are definitely in
> the same ballpark.

Hmm, not arguing here, honest curiosity, but I thought the Falcon was 32
bit internally? Also, it does have a blitter chip as well.

--
_/_/_/

4468. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 19:05:36 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43948f97$0$810$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8925
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Paul Dunn wrote:
> Clockmeister wrote:
>
>
>>>You've lost the argument on attributes, sprites, sound and just about
>>>everything
>>>else, so what else have you got?
>
>>You can't compete on the level the C64 is playing at. You can't play
>>SID's like their supposed to sound, you don't ahev hardware sprites
>>that blitz anything the Spectrum can come up with, you don't have
>>demos that leave anything you can come up with in the dust. I'm glad
>>you are happy with your boring, colourless uninspiring little
>>calculator, but it doesn't cut the mustard in my book.
>
> And a good job too - you're definitely a lot more argumentative than anyone
> else in this discussion. I think that you should spend some time actually
> watching some demos before you pass judgement

I've asked this question before: name one demo that truly shows off the
capabilities of the Spectrum. Give it your best shot: which Spectrum
demo turns the faces of the CSC crowd green with envy?

4469. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 19:13:58 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43949179@duster.adelaide.on.net>
Source record: 8926
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:4qu8p1da1t62ap3l9fljoi6h3righs8k47@4ax.com...
> On Sun, 4 Dec 2005 06:30:25 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>news:7n04p114bd3qegqm8pv9vr6darppa6nvdq@4ax.com...
>>> On Sun, 4 Dec 2005 03:28:00 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>
>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>news:ram2p1pgd498hop09k5psemh7apduf9c6q@4ax.com...
>>>>> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
>>>>> wrote:
>>>>>
>>>>>>
>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>>>>>> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>>>>>
>>>>>>>> For everyone else the Amiga was best.
>>>>>>>
>>>>>>> Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>>>>
>>>>>>You're mad :-)
>>>>>>
>>>>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>>>> tracks
>>>>> that have sold millions around the world.
>>>>>
>>>>
>>>>You'll find that he *is* a MIDI user. Do try to keep up.
>>>>
>>> And more so, an Atari ST MIDI user.
>>>
>>
>>Follow the thread, your comments have nothing to do with what was being
>>discussed.
>>
> And your comments have nothing to do with anything at all!

Give it up.

4470. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 19:17:03 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43949236@duster.adelaide.on.net>
Source record: 8927
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.05.18.40.51.891965@charter.net...
> On Mon, 05 Dec 2005 19:14:37 +0100, MagerValp wrote:
>
>> Well, both machines have several architectural problems. The A1200 has
>> a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
>> custom chips (in fast ram it runs at full speed). The Falcon has a 16
>> MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
>> IIRC the A1200 is even a little bit faster. The 56001 is nice though,
>> and a general purpose coprocessor, as opposed to the Amiga's specia-
>> lized blitter and copper. Either way, the machines are definitely in
>> the same ballpark.
>
> Hmm, not arguing here, honest curiosity, but I thought the Falcon was 32
> bit internally?

Yes, but it is bottlenecked by the external bus.

Also, it does have a blitter chip as well.
>
> --
> _/_/_/_

4471. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 19:22:41 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43949388@duster.adelaide.on.net>
Source record: 8928
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14mzjfv2b6.fsf@panini.cling.gu.se...
>>>>>> "MB" == Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
>>>>>> writes:
>
> PLEASE trim when quoting (and that goes to the rest of you overzealous
> quoters too).
>
> MB> You've gotta be shitting me? How can a crappy machine with only a
> MB> 68020 keep up with a 68030 and a 56001?
>
> Well, both machines have several architectural problems. The A1200 has
> a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
> custom chips (in fast ram it runs at full speed). The Falcon has a 16
> MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
> IIRC the A1200 is even a little bit faster. The 56001 is nice though,
> and a general purpose coprocessor, as opposed to the Amiga's specia-
> lized blitter and copper. Either way, the machines are definitely in
> the same ballpark.

Comments Mark?

> MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
> MB> demo....... thousands to choose from.
>
> MB> http://www.dhs.nu/
> MB> http://www.atari.st/ (click on Amiga;-)
>
> New demos are always fun. What are the top 3 unaccelerated Falcon
> demos? 060 stuff doesn't interest me, it just looks like crappy PC
> demos...

Agreed, they aren't inspiring at all. Still amazed by what the C64 can be
made to do some 20 odd years after it's introduction.

4472. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 19:47:05 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43949940@duster.adelaide.on.net>
Source record: 8929
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Peter van Merkerk" <merkerk@deadspam.com> wrote in message
news:43948f97$0$810$3a628fcd@textreader.nntp.hccnet.nl...
> Paul Dunn wrote:
>> Clockmeister wrote:
>>
>>
>>>>You've lost the argument on attributes, sprites, sound and just about
>>>>everything
>>>>else, so what else have you got?
>>
>>>You can't compete on the level the C64 is playing at. You can't play
>>>SID's like their supposed to sound, you don't ahev hardware sprites
>>>that blitz anything the Spectrum can come up with, you don't have
>>>demos that leave anything you can come up with in the dust. I'm glad
>>>you are happy with your boring, colourless uninspiring little
>>>calculator, but it doesn't cut the mustard in my book.
>>
>> And a good job too - you're definitely a lot more argumentative than
>> anyone else in this discussion. I think that you should spend some time
>> actually watching some demos before you pass judgement
>
> I've asked this question before: name one demo that truly shows off the
> capabilities of the Spectrum. Give it your best shot: which Spectrum demo
> turns the faces of the CSC crowd green with envy?

Waiting...

4473. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 20:23:54 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14fyp71eed.fsf@panini.cling.gu.se>
Source record: 8930
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

>>>>> "RJH" == Ronald J Hall <dark_lord@charter.net> writes:

RJH> Hmm, not arguing here, honest curiosity, but I thought the Falcon
RJH> was 32 bit internally?

It sits on a 16-bit memory bus. It's still a 68030 CPU with full
32-bit registers and ALU, but the memory speed is halved.

RJH> Also, it does have a blitter chip as well.

Yes, but apparently it's quite slow. The first google hit for "Falcon
blitter" gives you:

"Unfortunately, the Falcon Blitter is rather useless since the 68030
is, when doing a simple 1:1 copy, about a factor of 4 to 5 faster
than the Blitter in the Falcon is, even though the Falcon Blitter is
running at 16 MHz. On the Falcon, the Blitter can become useful if
you plan to heavily use Halftone-pattern, bitwise-shifts and logical
operations. Otherwise, use the CPU instead."

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4474. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 21:16:24 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <afb9p1ph9o0et7jogutb8m02i4rqkfkhnp@4ax.com>
Source record: 8931
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
On Tue, 6 Dec 2005 03:13:58 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>news:4qu8p1da1t62ap3l9fljoi6h3righs8k47@4ax.com...
>> On Sun, 4 Dec 2005 06:30:25 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>news:7n04p114bd3qegqm8pv9vr6darppa6nvdq@4ax.com...
>>>> On Sun, 4 Dec 2005 03:28:00 +0800, "Clockmeister" <no-one@nowhere.com>
>>>> wrote:
>>>>
>>>>>
>>>>>"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
>>>>>news:ram2p1pgd498hop09k5psemh7apduf9c6q@4ax.com...
>>>>>> On Fri, 2 Dec 2005 06:43:20 +0800, "Clockmeister" <no-one@nowhere.com>
>>>>>> wrote:
>>>>>>
>>>>>>>
>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>news:pan.2005.12.01.14.51.51.685357@charter.net...
>>>>>>>> On Thu, 01 Dec 2005 22:07:15 +0800, Clockmeister wrote:
>>>>>>>>
>>>>>>>>> For everyone else the Amiga was best.
>>>>>>>>
>>>>>>>> Odd then, that I'm -not- a MIDI user yet still chose the ST line.
>>>>>>>
>>>>>>>You're mad :-)
>>>>>>>
>>>>>> Maybe so, but so then is Fatboy Slim, who uses ST's to make his dance
>>>>>> tracks
>>>>>> that have sold millions around the world.
>>>>>>
>>>>>
>>>>>You'll find that he *is* a MIDI user. Do try to keep up.
>>>>>
>>>> And more so, an Atari ST MIDI user.
>>>>
>>>
>>>Follow the thread, your comments have nothing to do with what was being
>>>discussed.
```

>>>
>> And your comments have nothing to do with anything at all!
>
>Give it up.
>
Is that all you've got to say? That's wtice now you've said the same thing. I'm
still waiting for some answers to questions I posed to you some time ago.

Or have you run out of steam? You're really no good at arguing, are you?
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4475. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 21:17:49 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <aib9p1pootoih50n8dp8qb0v8v4vm9c8s6@4ax.com>
Source record: 8932
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Tue, 6 Dec 2005 03:47:05 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Peter van Merkerk" <merkerk@deadspam.com> wrote in message
>news:43948f97$0$810$3a628fcd@textreader.nntp.hccnet.nl...
>> Paul Dunn wrote:
>>> Clockmeister wrote:
>>>
>>>
>>>>>>You've lost the argument on attributes, sprites, sound and just about
>>>>>>everything
>>>>>>else, so what else have you got?
>>>
>>>>>>You can't compete on the level the C64 is playing at. You can't play
>>>>SID's like their supposed to sound, you don't ahev hardware sprites
>>>>that blitz anything the Spectrum can come up with, you don't have
>>>>demos that leave anything you can come up with in the dust. I'm glad
>>>>you are happy with your boring, colourless uninspiring little
>>>>calculator, but it doesn't cut the mustard in my book.
>>>
>>> And a good job too - you're definitely a lot more argumentative than
>>> anyone else in this discussion. I think that you should spend some time
>>> actually watching some demos before you pass judgement
>>
>> I've asked this question before: name one demo that truly shows off the
>> capabilities of the Spectrum. Give it your best shot: which Spectrum demo
>> turns the faces of the CSC crowd green with envy?
>
>Waiting...
>
Who needs demos? there are planty of games that can do that. Starglider, Carrier
Command, Starstrike are just a couple of examples.
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4476. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 22:33:44 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <4394c060$0$813$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8933
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Lars Haugseth wrote:
> * The Starglider <the_starglider2002@wibble.co.uk> wrote:
> |
> | What could the C64 do that the Spectrum couldn't?
>
> 320x200 pixels?
> Hardware sprites?
> Smooth scrolling?
> More than 2 colours in one 8x8 pixels grid?
> 3 voices of highly programmable sound?
>
> What could the Spectrum do that the C64 couldn't?

The Spectrum has hardware support for flashing things on the screen. I guess the "usefulness" of that feature was enough justification to limit the choice of the colors in an attribute cell to either two high brightness colors or two normal brightness colors.

4477. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 22:34:55 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <jg3lf.12107$ea6.11950@news-server.bigpond.net.au>
Source record: 8934
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:6LRkf.11656$ea6.773@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:r7Pkf.11343$ea6.10769@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>>
>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
>>>>>
>>>>>
>>>>>
>>>>>>Clockmeister wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>>message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>Clockmeister wrote:
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:
>>>>>>>>>>
>>>>>>>>>>
```

>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>Ronald J. Hall wrote:
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>>>>>>
>>>>>>>>>>>>>Quite a number of options there.
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much does
>>>>>>>>>>>>>it cost
>>>>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>>>>>
>>>>>>>>>>>>>
>>>>>>>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>>>>>>
>>>>>>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Much harder to find though.
>>>>>>>>
>>>>>>>>A quick ebay search finds 3.
>>>>>>>
>>>>>>>
>>>>>>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>>>>
>>>>>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>The soundcards are all in use ;-)
>>>>>>>
>>>>>>
>>>>>>People are obviously selling their A1200's in droves tho;-)
>>>>>
>>>>>
>>>>>There is plenty of them out there.
>>>>>
>>>>>I've still got mine though it's been boxed up for a while now since we

>>>>>are renovating.
>>>>>
>>>>>
>>>>
>>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter though, it
>>>>was faster on an STFM.
>>>>
>>>
>>>
>>>Much faster on an A1200 or the A2000 I had at the time. It was a good
>>>game. I enjoyed playing Wings, and Dune II as well, brilliant with the
>>>Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz A2000
>>>:-)
>>
>>Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut cat.
>>Vroom too.
>
>
> Too fast I imagine, there is a hack to slow it down on systems that are too
> fast for the game, for Amiga anyway.

Timing was better on the Atari, no hack neccesary. Major frame rate
improvement tho.
>
>
>>>I personally don't see the point of owning an A600 when A1200's are much
>>>better, more common and it has plethora of expansion options available
>>>for it.
>>>
>>
>>Convenience and size. My CD32/SX1 is bloody huge.
>>
>
>
> A1200 is pretty compact.

A6000 is smaller, and I already have a CD32.

Mark

4478. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 22:46:52 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <wr3lf.6075$xg1.663@trnddc03>
Source record: 8935
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" wrote ...
>
> Define what a sprite is then. because by your very own definition, a sprite
> is also just a MOB.

No, by _your_ definition, not _mine_.

An MOB must be moved in memory in order for it to move on the screen, and the background beneath the MOB must be redrawn to avoid creating a hole in the background where the MOB was before being moved.

On a machine like the Spectrum, moving an MOB the same size as a C64 sprite smoothly from one side of the screen to the other side, all the while redrawing portions of the background as necessary, requires huge amounts of CPU cycles.

A sprite can be moved on the screen without moving it in memory, and is nondestructive to the background that it moves over.

A sprite on the C64 can move all over the screen without ever being moved in memory, and without affecting the bitmapped background beneath the sprite. The magic is done by the VIC chip (Video Interface Controller), and only a few clock cycles from the CPU are needed to instruct the VIC chip as to what it should do with the sprite.

The Spectrum just can't compete with the Commodore 64 because it isn't even in the same league!
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4479. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 22:54:15 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ry3lf.12116$ea6.2535@news-server.bigpond.net.au>
Source record: 8936
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.05.18.40.51.891965@charter.net...
>
>>On Mon, 05 Dec 2005 19:14:37 +0100, MagerValp wrote:
>>
>>
>>>Well, both machines have several architectural problems. The A1200 has
>>>a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
>>>custom chips (in fast ram it runs at full speed). The Falcon has a 16
>>>MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
>>>IIRC the A1200 is even a little bit faster. The 56001 is nice though,
>>>and a general purpose coprocessor, as opposed to the Amiga's specia-
>>>lized blitter and copper. Either way, the machines are definitely in
>>>the same ballpark.
>>
>>Hmm, not arguing here, honest curiosity, but I thought the Falcon was 32
>>bit internally?
>
>
> Yes, but it is bottlenecked by the external bus.
>
> Also, it does have a blitter chip as well.
>

Yup, my CT2 is actually 32 bit tho, one of the improvements by Rudolph Czuba. Interestingly enough, not alot of progs use the blitter, because the 68030 gets no real benefit. Also it cannot be overclocked, but because it is a part of the Videl chip, it cannot be removed. I run a little app on boot up that switches it off completely. Otherwise the screen garbles if it is enabled. Also, using NVDI or FVDI is a software blitter than is actually FASTER in operation than the hardware one.

How many mips is the A1200? 1.6? Not even close to the Falcon on its worst day, crippled or otherwise. A 68030+65001@16Mhz combo is always going to out do a 68020@14Mhz, especially after dropping a 68882 into the equation;-). Does the A1200 have a copro?

Again if you concede that the A1200 can be made to appear faster than a Falcon then the same can be said for the STFM v A500. And believe me I have seen 4096 colours (I think even 19,200 IIRC), overscan and smooth scrolling even on a stock STFM, every bit as good as an A500. One demo I saw was having a crack at how badly Shadow of the Beast was coded (ported) to the ST. It had all the elements of what Psygnosis should

have done. The bitmap brothers could do it.

Mark

4480. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 22:58:07 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <3C3lf.12120$ea6.4496@news-server.bigpond.net.au>
Source record: 8937
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "MagerValp" <MagerValp@cling.gu.se> wrote in message
> news:p14mzjfv2b6.fsf@panini.cling.gu.se...
>
>>>>>>>"MB" == Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
>>>>>>>writes:
>>
>>PLEASE trim when quoting (and that goes to the rest of you overzealous
>>quoters too).
>>
>>MB> You've gotta be shitting me? How can a crappy machine with only a
>>MB> 68020 keep up with a 68030 and a 56001?
>>
>>Well, both machines have several architectural problems. The A1200 has
>>a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
>>custom chips (in fast ram it runs at full speed). The Falcon has a 16
>>MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
>>IIRC the A1200 is even a little bit faster. The 56001 is nice though,
>>and a general purpose coprocessor, as opposed to the Amiga's specia-
>>lized blitter and copper. Either way, the machines are definitely in
>>the same ballpark.
>
>
> Comments Mark?

See other post.
>
>
>>MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
>>MB> demo....... thousands to choose from.
>>
>>MB> http://www.dhs.nu/
>>MB> http://www.atari.st/ (click on Amiga;-)
>>
>>New demos are always fun. What are the top 3 unaccelerated Falcon
>>demos? 060 stuff doesn't interest me, it just looks like crappy PC
>>demos...
>
>
> Agreed, they aren't inspiring at all. Still amazed by what the C64 can be
> made to do some 20 odd years after it's introduction.

Never bothered with PC demo's, plenty on the Falcon/TT/ST tho. The 800XL
is the same, and even the STFM is having MORE boundaries broken as time
```

goes on. You would think the demo coders would move on, but it isn't the case.
Maybe we need to organise a Computer fest in Australia, Clocks? Pizza, Beer and Atari's;-). And maybe a few Amiga's?

Mark

4481. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 23:04:38 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4394c786$0$20765$91cee783@newsreader01.highway.telekom.at>
Source record: 8938
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Peter van Merkerk wrote:

> I've asked this question before: name one demo that truly shows off
> the capabilities of the Spectrum. Give it your best shot: which
> Spectrum demo turns the faces of the CSC crowd green with envy?

And I can give you this Answer the first time.

The Spectrum does not show its abilities by demos, it shows it by high quality and High End Games. Of course!

I could say a dozen games.... I am sure you know them..

Best Regards,

Daniel Mandic

4482. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 23:16:48 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512051815350.2022@static-141-149-129-16.buff.east.verizon.net>
Source record: 8939
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Mon, 5 Dec 2005, Daniel Mandic wrote:

> Peter van Merkerk wrote:
>
>> I've asked this question before: name one demo that truly shows off
>> the capabilities of the Spectrum. Give it your best shot: which
>> Spectrum demo turns the faces of the CSC crowd green with envy?
>
> And I can give you this Answer the first time.
>
> The Spectrum does not show its abilities by demos, it shows it by high
> quality and High End Games. Of course!
>
> I could say a dozen games.... I am sure you know them..

Games which could be theoretically ported to the C64 and run just as well
or better.

-uso.

4483. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-05 23:28:53 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4394cd35$0$27021$91cee783@newsreader02.highway.telekom.at>
Source record: 8940
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Lyrical Nanoha wrote:

> Games which could be theoretically ported to the C64 and run just as
> well or better.
>
> -uso.

Yes. Yes. Yes and Not.

Best Regards,

Daniel Mandic

4484. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 00:28:08 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394db19$1@duster.adelaide.on.net>
Source record: 8941
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:4394cd35$0$27021$91cee783@newsreader02.highway.telekom.at...
> Lyrical Nanoha wrote:
>
>> Games which could be theoretically ported to the C64 and run just as
>> well or better.
>>
>> -uso.
>
> Yes. Yes. Yes and Not.
>

So the only thing you can use as a basis for comparison are games which
weren't ported to the C64?

Then you will excuse us for using demos that weren't ported to the ZX as our
example. Since the demo scene is about extracting what is possible out of
limited hardware, one can only assume that either the ZX had lousy coders or
the hardware sucked... which is it?

4485. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 00:33:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394dc60$1@duster.adelaide.on.net>
Source record: 8942
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:3C3lf.12120$ea6.4496@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "MagerValp" <MagerValp@cling.gu.se> wrote in message
>> news:p14mzjfv2b6.fsf@panini.cling.gu.se...
>>
>>>>>>>>"MB" == Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
>>>>>>>>writes:
>>>
>>>PLEASE trim when quoting (and that goes to the rest of you overzealous
>>>quoters too).
>>>
>>>MB> You've gotta be shitting me? How can a crappy machine with only a
>>>MB> 68020 keep up with a 68030 and a 56001?
>>>
>>>Well, both machines have several architectural problems. The A1200 has
>>>a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
>>>custom chips (in fast ram it runs at full speed). The Falcon has a 16
>>>MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
>>>IIRC the A1200 is even a little bit faster. The 56001 is nice though,
>>>and a general purpose coprocessor, as opposed to the Amiga's specia-
>>>lized blitter and copper. Either way, the machines are definitely in
>>>the same ballpark.
>>
>>
>> Comments Mark?
>
> See other post.
>>
>>
>>>MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
>>>MB> demo....... thousands to choose from.
>>>
>>>MB> http://www.dhs.nu/
>>>MB> http://www.atari.st/ (click on Amiga;-)
>>>
>>>New demos are always fun. What are the top 3 unaccelerated Falcon
>>>demos? 060 stuff doesn't interest me, it just looks like crappy PC
>>>demos...
>>
>>
>> Agreed, they aren't inspiring at all. Still amazed by what the C64 can be
>> made to do some 20 odd years after it's introduction.

>
> Never bothered with PC demo's, plenty on the Falcon/TT/ST tho. The 800XL
> is the same, and even the STFM is having MORE boundaries broken as time
> goes on. You would think the demo coders would move on, but it isn't the
> case.

Quite a number are still coding ECS demos though AGA offers a lot more
scope.

> Maybe we need to organise a Computer fest in Australia, Clocks? Pizza,
> Beer and Atari's;-). And maybe a few Amiga's?

You'll end up red-faced ;-)

4486. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 00:37:40 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394dd56@duster.adelaide.on.net>
Source record: 8943
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:jg3lf.12107$ea6.11950@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:6LRkf.11656$ea6.773@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>message news:r7Pkf.11343$ea6.10769@news-server.bigpond.net.au...
>>>>
>>>>
>>>>>Clockmeister wrote:
>>>>>
>>>>>
>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>>>>message news:dYMkf.11264$ea6.10920@news-server.bigpond.net.au...
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Clockmeister wrote:
>>>>>>>
>>>>>>>
>>>>>>>
>>>>>>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote
>>>>>>>>in message news:37Lkf.11193$ea6.2337@news-server.bigpond.net.au...
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>Clockmeister wrote:
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>>>>>>news:pan.2005.12.04.04.22.20.799037@charter.net...
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>>On Sun, 04 Dec 2005 02:23:08 +0100, silverdr wrote:

>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>>Ronald J. Hall wrote:
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>
>>>>>>>>>>>>>>So how is the 16bit DSP driven sound on the A1200 anyway?
>>>>>>>>>>>>>>>
>>>>>>>>>>>>>>>
>>>>>>>>>>>>>>>Possibly more common then Falcons.
>>>>>>>>>>>>>>>http://amiga.resource.cx/exp/search.pl?dir=audio
>>>>>>>>>>>>>>>
>>>>>>>>>>>>>>>Quite a number of options there.
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>I'm sorry, I couldn't find prices for those cards. How much
>>>>>>>>>>>>>>does it cost
>>>>>>>>>>>>>>to make an Amiga comparable, audio wise, to a stock Falcon? :-)
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>
>>>>>>>>>>>>>>Oh, and what's the price of the Falcons?
>>>>>>>>>>>>
>>>>>>>>>>>>Less than the cost of an Amiga + a sound card. :-)
>>>>>>>>>>>
>>>>>>>>>>>
>>>>>>>>>>>Much harder to find though.
>>>>>>>>>>
>>>>>>>>>>A quick ebay search finds 3.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Whilst a search fo Amiga soundcard or Amiga sound card draws nil.
>>>>>>>>>
>>>>>>>>>About 10 Amiga 1200's on ebay, none with sound cards.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>The soundcards are all in use ;-)
>>>>>>>>>
>>>>>>>>
>>>>>>>>People are obviously selling their A1200's in droves tho;-)
>>>>>>
>>>>>>
>>>>>>There is plenty of them out there.

>>>>>>
>>>>>>I've still got mine though it's been boxed up for a while now since we
>>>>>>are renovating.
>>>>>>
>>>>>>
>>>>>
>>>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter though,
>>>>>it was faster on an STFM.
>>>>>
>>>>
>>>>
>>>>Much faster on an A1200 or the A2000 I had at the time. It was a good
>>>>game. I enjoyed playing Wings, and Dune II as well, brilliant with the
>>>>Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz A2000
>>>>:-)
>>>
>>>Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut cat.
>>>Vroom too.
>>
>>
>> Too fast I imagine, there is a hack to slow it down on systems that are
>> too fast for the game, for Amiga anyway.
>
> Timing was better on the Atari, no hack neccesary. Major frame rate
> improvement tho.

It has nothing to do with the timing of the computers but the way it was
coded. I doubt the Atari version was any different.

>>>>I personally don't see the point of owning an A600 when A1200's are much
>>>>better, more common and it has plethora of expansion options available
>>>>for it.
>>>>
>>>
>>>Convenience and size. My CD32/SX1 is bloody huge.
>>>
>>
>>
>> A1200 is pretty compact.
>
> A6000 is smaller, and I already have a CD32.
>

A600's suck, really.

4487. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 00:44:11 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <v95lf.10641$wf.1652@newsread3.news.atl.earthlink.net>
Source record: 8944
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
news:aib9p1pootoih50n8dp8qb0v8v4vm9c8s6@4ax.com...
> On Tue, 6 Dec 2005 03:47:05 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
> Who needs demos? there are planty of games that can do that. Starglider,
> Carrier
> Command, Starstrike are just a couple of examples.
> --

I've been following this thread for a while, thinking it was kind of interesting (minus the name-calling). I'm a C64 fan, I've never even laid eyes on a Spectrum before, so I took a look at the list of demo screenshots for the Spectrum that you posted earlier. To my surprise, they all look pretty terrible-- after all the strident arguing you've done I was shocked at how poor looking they were. In fact, I have VIC-20 games and demos that look as good.

So, I did a little googling, looking for some more Spectrum screenshots of games I am familiar with; games that were also made for the C64. I found shots of International Karate, Winter Games, Ghostbusters and a few others. These games all look ridiculous compared to the C64 versions. Generally, they all look like plain 2-color bitmaps. Just a foreground color and a background color. Once again, I thought of the VIC-20 and how a fully RAM expanded VIC could probably produce games that look almost as good as what I've seen from the Spectrum so far.

One site I visited had some audio samples from Spectrum games. Yet again, they seemed more in line (even inferior in some cases) with the sounds I've heard from VIC-20s. Comparing them to what a SID can produce is, well, like comparing a SID to the VIC.

Don't get me wrong, I totally understand being fanatical about your system of choice-- there's a lot of nostalgia wrapped up in this for all of us-- but it seems to me a Spectrum/VIC-20 comparison is more realistic than a Spectrum/C64 one.

Or is there something I'm missing? I'm eager to be educated. As several others have requested, I'd like to see some screenshots of what you consider the really great Spectrum games and demos. What I've seen so far tells me that your obvious love for the Spectrum has pretty seriously damaged your ability to be objective about it's abilities.
--

Alan
((��.�� ..��
-:|:- ((�� ��.�

4488. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 00:47:18 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <qc5lf.12295$ea6.8466@news-server.bigpond.net.au>
Source record: 8945
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:3C3lf.12120$ea6.4496@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"MagerValp" <MagerValp@cling.gu.se> wrote in message
>>>news:p14mzjfv2b6.fsf@panini.cling.gu.se...
>>>
>>>
>>>>>>>>>>"MB" == Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
>>>>>>>>>writes:
>>>>
>>>>PLEASE trim when quoting (and that goes to the rest of you overzealous
>>>>quoters too).
>>>>
>>>>MB> You've gotta be shitting me? How can a crappy machine with only a
>>>>MB> 68020 keep up with a 68030 and a 56001?
>>>>
>>>>Well, both machines have several architectural problems. The A1200 has
>>>>a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
>>>>custom chips (in fast ram it runs at full speed). The Falcon has a 16
>>>>MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
>>>>IIRC the A1200 is even a little bit faster. The 56001 is nice though,
>>>>and a general purpose coprocessor, as opposed to the Amiga's specia-
>>>>lized blitter and copper. Either way, the machines are definitely in
>>>>the same ballpark.
>>>
>>>
>>>Comments Mark?
>>
>>See other post.
>>
>>>
>>>>MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
>>>>MB> demo....... thousands to choose from.
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>>>>MB> http://www.dhs.nu/
>>>>MB> http://www.atari.st/ (click on Amiga;-)
>>>>
>>>>New demos are always fun. What are the top 3 unaccelerated Falcon
>>>>demos? 060 stuff doesn't interest me, it just looks like crappy PC
>>>>demos...
```

>>>
>>>
>>>Agreed, they aren't inspiring at all. Still amazed by what the C64 can be
>>>made to do some 20 odd years after it's introduction.
>>
>>Never bothered with PC demo's, plenty on the Falcon/TT/ST tho. The 800XL
>>is the same, and even the STFM is having MORE boundaries broken as time
>>goes on. You would think the demo coders would move on, but it isn't the
>>case.
>
>
> Quite a number are still coding ECS demos though AGA offers a lot more
> scope.

Same in the Atari camp. Plenty still coding on a ST.
>
>
>>Maybe we need to organise a Computer fest in Australia, Clocks? Pizza,
>>Beer and Atari's;-). And maybe a few Amiga's?
>
>
> You'll end up red-faced ;-)
>
With laughter;-)

Mark

4489. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 00:51:55 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Lg5lf.12300$ea6.4674@news-server.bigpond.net.au>
Source record: 8946
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:

<snip for convenience>

>>>>>>>
>>>>>>
>>>>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter though,
>>>>>>it was faster on an STFM.
>>>>>>
>>>>>
>>>>>
>>>>>Much faster on an A1200 or the A2000 I had at the time. It was a good
>>>>>game. I enjoyed playing Wings, and Dune II as well, brilliant with the
>>>>>Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz A2000
>>>>>:-)
>>>>
>>>>Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut cat.
>>>>Vroom too.
>>>
>>>
>>>Too fast I imagine, there is a hack to slow it down on systems that are
>>>too fast for the game, for Amiga anyway.
>>
>>Timing was better on the Atari, no hack neccesary. Major frame rate
>>improvement tho.
>
>
> It has nothing to do with the timing of the computers but the way it was
> coded. I doubt the Atari version was any different.

It must have been different, because I simply loaded the game on my
Falcon and bingo. Only Backwards was neccesary for OS patching, not
hardware patching.
>
>
>>>>>I personally don't see the point of owning an A600 when A1200's are much
>>>>>better, more common and it has plethora of expansion options available
>>>>>for it.
>>>>>
>>>>
>>>>Convenience and size. My CD32/SX1 is bloody huge.
>>>>
>>>

>>>
>>>A1200 is pretty compact.
>>
>>A6000 is smaller, and I already have a CD32.
>>
>
>
> A600's suck, really.
>

But they are no different to an A500, bar the keyboard? Wasn't stunt car racer an issue too (WB2)? We used to run an Atari Vs an Amiga using null modem, great fun. Atari had the minor frame rate advantage.

Mark

4490. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:05:24 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394e3de@duster.adelaide.on.net>
Source record: 8947
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Alan" <areed65@earthlink.net> wrote in message
news:v95lf.10641$wf.1652@newsread3.news.atl.earthlink.net...
> "The Starglider" <the_starglider2002@wibble.co.uk> wrote in message
> news:aib9p1pootoih50n8dp8qb0v8v4vm9c8s6@4ax.com...
>> On Tue, 6 Dec 2005 03:47:05 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>> Who needs demos? there are planty of games that can do that. Starglider,
>> Carrier
>> Command, Starstrike are just a couple of examples.
>> --
>
> I've been following this thread for a while, thinking it was kind of
> interesting (minus the name-calling). I'm a C64 fan, I've never even laid
> eyes on a Spectrum before, so I took a look at the list of demo
> screenshots for the Spectrum that you posted earlier. To my surprise,
> they all look pretty terrible-- after all the strident arguing you've done
> I was shocked at how poor looking they were. In fact, I have VIC-20 games
> and demos that look as good.
>
> So, I did a little googling, looking for some more Spectrum screenshots of
> games I am familiar with; games that were also made for the C64. I found
> shots of International Karate, Winter Games, Ghostbusters and a few
> others. These games all look ridiculous compared to the C64 versions.
> Generally, they all look like plain 2-color bitmaps. Just a foreground
> color and a background color. Once again, I thought of the VIC-20 and how
> a fully RAM expanded VIC could probably produce games that look almost as
> good as what I've seen from the Spectrum so far.
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> One site I visited had some audio samples from Spectrum games. Yet again,
> they seemed more in line (even inferior in some cases) with the sounds
> I've heard from VIC-20s. Comparing them to what a SID can produce is,
> well, like comparing a SID to the VIC.
>
> Don't get me wrong, I totally understand being fanatical about your system
> of choice-- there's a lot of nostalgia wrapped up in this for all of us--
> but it seems to me a Spectrum/VIC-20 comparison is more realistic than a
> Spectrum/C64 one.
>
> Or is there something I'm missing? I'm eager to be educated. As several
> others have requested, I'd like to see some screenshots of what you
> consider the really great Spectrum games and demos. What I've seen so far
> tells me that your obvious love for the Spectrum has pretty seriously

> damaged your ability to be objective about it's abilities.

Starglider is like Christmas, it comes around once a year but most people are glad when it is over again.

Like you I have trawled through sites, watched the demos, listened to the tunes and played the games. I have come to the same conclusions that you have, the Spectrum is a limited little box a generation behind the C64.

To advocate the ZX over the C64, well I find it embarassing for them that they can't see what is plainly obvious to anyone with eyes and ears.

4491. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:08:48 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394e4a1$1@duster.adelaide.on.net>
Source record: 8798
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:qc5lf.12295$ea6.8466@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
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>>>>>a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by the
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>>>See other post.
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>>>>>MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
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>>
>>
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>> scope.
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>>
>>>Maybe we need to organise a Computer fest in Australia, Clocks? Pizza,
>>>Beer and Atari's;-). And maybe a few Amiga's?
>>
>>
>> You'll end up red-faced ;-)
>>
> With laughter;-)
>

From the many beers consumed after you end up with pizza on your face;-)

4492. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:14:33 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ZB5lf.12322$ea6.11463@news-server.bigpond.net.au>
Source record: 8799
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:qc5lf.12295$ea6.8466@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:3C3lf.12120$ea6.4496@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
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>>>>
>>>>>"MagerValp" <MagerValp@cling.gu.se> wrote in message
>>>>>news:p14mzjfv2b6.fsf@panini.cling.gu.se...
>>>>>
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>>>>>>>"MB" == Mark Bedingfield
>>>>>>>><atari030@nomorespampleaseoptusnet.com.au> writes:
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>>>>>>PLEASE trim when quoting (and that goes to the rest of you overzealous
>>>>>>quoters too).
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>>>>>>MB> You've gotta be shitting me? How can a crappy machine with only a
>>>>>>MB> 68020 keep up with a 68030 and a 56001?
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>>>>>>Well, both machines have several architectural problems. The A1200 has
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>>>>>>MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
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>>>>>
>>>>>Comments Mark?
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>>>>See other post.
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>>>>>>MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
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>>>>>be made to do some 20 odd years after it's introduction.
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>>>>Never bothered with PC demo's, plenty on the Falcon/TT/ST tho. The 800XL
>>>>is the same, and even the STFM is having MORE boundaries broken as time
>>>>goes on. You would think the demo coders would move on, but it isn't the
>>>>case.
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>>>Quite a number are still coding ECS demos though AGA offers a lot more
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>>Same in the Atari camp. Plenty still coding on a ST.
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>>>You'll end up red-faced ;-)
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>>With laughter;-)
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>
> From the many beers consumed after you end up with pizza on your face;-)
>
And whats wrong with that? I like both Pizza and Beer.

Mark

4493. Re: Finding a debugger

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:17:14 UTC
From: Alphasys <news@alphasys.nl>
Message-ID: <212bd$4394e689$18843479$7548@news.chello.nl>
Source record: 8800

Hello Tom,

When I was working a lot with the Atari 8-bit computers, I used a
non-standard operating system ROM with built in monitor to tweak and test
most of the stuff. I had Q-meg, Bibomon, and Supermon installed, each
helping in their own way.

But nowadays, it's best to work with a PC based cross-assembler like ATASM.
Most programs can be found on Ken's Atari 8-bit zone:
http://atari.ksiders.tzo.com/a8programming.html but when you're really
trying to do nice things on an Atari 8-bit computer, you need to read a lot
aswell. To get some more examples on 6502 programming, I'd recommend
http://www.6502.org/source/

As far as I know, it is not yet possible to run the Mac/65 Cartridge on the
emulator, but since I don't have the cart image, I can't be sure.

Hope to have helped.

Arianne Slaager (Alphasys)

<tom@iccy.org> wrote in message
news:1133724844.720015.47930@g49g2000cwa.googlegroups.com...
> I've recently gotten back into 8-bit programming, and I've decided to
> start learning 6502 assembly. atariarchives.org has several books
> online which I've been reading through, and I'm starting to get a good
> basic understanding of how the 6502 works (I can add 2 numbers, as long
> as the result is less than 255 :P). I've been trying out examples
> using Mac/65. I've found both a cartridge image and a disk image for
> Mac/65. The cart is version 1.01, and includes the DDT debugger. The
> disk image filename is M65V42, and it's the one FTe released as
> shareware for use with XFormer. This disk doesn't seem to have a
> debugger (or I don't know how to access it). I've been reading through
> Atari Roots on atariarchives.org as a tutorial. This book is mainly
> written for an older Mac/65 disk version, which included the Bug/65
> debugger (which I do not have). The book has a nice chapter on using
> this debugger. I thought about contacting Mike at FTe, but I gather
> from other posts that he is MIA.
>
> I'm looking for 3 things. First, does anybody have a text file or a
> manual which describes the operation of DDT? If I just had a list of
> the commands, I could use DDT. Second, does anybody know where I might
> find a copy of Bug/65? I got my two Mac/65 images from the CTH
> archive, but I haven't come across any debuggers at all in this
> archive. Of course, the files have no descriptions. Third, does
> anybody have any tips for other directions I might go? I haven't

> really tried any other assemblers.
>
> Thanks guys!
>
> -Tom Rosso
>

4494. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:20:31 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394e760$1@duster.adelaide.on.net>
Source record: 8801
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:Lg5lf.12300$ea6.4674@news-server.bigpond.net.au...
> Clockmeister wrote:
>
> <snip for convenience>
>
>>>>>>>>
>>>>>>>
>>>>>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>>>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter
>>>>>>>though, it was faster on an STFM.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>Much faster on an A1200 or the A2000 I had at the time. It was a good
>>>>>>game. I enjoyed playing Wings, and Dune II as well, brilliant with the
>>>>>>Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to 40Mhz
>>>>>>A2000 :-)
>>>>>
>>>>>Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut cat.
>>>>>Vroom too.
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>>>>Too fast I imagine, there is a hack to slow it down on systems that are
>>>>too fast for the game, for Amiga anyway.
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>>>Timing was better on the Atari, no hack neccesary. Major frame rate
>>>improvement tho.
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>>
>> It has nothing to do with the timing of the computers but the way it was
>> coded. I doubt the Atari version was any different.
>
> It must have been different, because I simply loaded the game on my Falcon
> and bingo. Only Backwards was neccesary for OS patching, not hardware
> patching.

No OS patchiing required on the Amiga either, and the A1200 must just be
faster.

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>>>>>>I personally don't see the point of owning an A600 when A1200's are
>>>>>>much better, more common and it has plethora of expansion options
>>>>>>available for it.

>>>>>>
>>>>>
>>>>>Convenience and size. My CD32/SX1 is bloody huge.
>>>>>
>>>>
>>>>
>>>>A1200 is pretty compact.
>>>
>>>A6000 is smaller, and I already have a CD32.
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>>
>>
>> A600's suck, really.
>
> But they are no different to an A500, bar the keyboard?

You have to get the right revision ROM or the onboard IDE isn't supported
(granted most have the right ROM), PCMCIA is crippled with certain RAM
expansions.

Wasn't stunt car
> racer an issue too (WB2)?

Nah, none of my Amigas ever had a problem with it.

We used to run an Atari Vs an Amiga using null
> modem, great fun. Atari had the minor frame rate advantage.

Did it, I never spotted it when doing the same. Plenty of Amiga specific
titles were dumbed down to make them work on ST ;-)

4495. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:29:18 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4394e970$1@duster.adelaide.on.net>
Source record: 8802
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:ZB5lf.12322$ea6.11463@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:qc5lf.12295$ea6.8466@news-server.bigpond.net.au...
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>>>>>800XL is the same, and even the STFM is having MORE boundaries broken
>>>>>as time goes on. You would think the demo coders would move on, but it
>>>>>isn't the case.
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>>>>Quite a number are still coding ECS demos though AGA offers a lot more
>>>>scope.
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>>>Same in the Atari camp. Plenty still coding on a ST.
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>>>>You'll end up red-faced ;-)
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>>>With laughter;-)
>>>
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>> From the many beers consumed after you end up with pizza on your face;-)
>>
> And whats wrong with that? I like both Pizza and Beer.
>

Even when the Pizza replaces the egg?

4496. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:44:47 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <j26lf.12338$ea6.11321@news-server.bigpond.net.au>
Source record: 8803
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:Lg5lf.12300$ea6.4674@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
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>><snip for convenience>
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>>and bingo. Only Backwards was neccesary for OS patching, not hardware
>>patching.
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> No OS patchiing required on the Amiga either, and the A1200 must just be
> faster.

ROTFLMAO. So what was the patch you used for? Shitty timing code?
```

>
>
>>>>>>>I personally don't see the point of owning an A600 when A1200's are
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>>>>>>Convenience and size. My CD32/SX1 is bloody huge.
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>>>A600's suck, really.
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>>But they are no different to an A500, bar the keyboard?
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>
> You have to get the right revision ROM or the onboard IDE isn't supported
> (granted most have the right ROM), PCMCIA is crippled with certain RAM
> expansions.

Sounds a bit silly.
>
> Wasn't stunt car
>
>>racer an issue too (WB2)?
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>
> Nah, none of my Amigas ever had a problem with it.
>
> We used to run an Atari Vs an Amiga using null
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>>modem, great fun. Atari had the minor frame rate advantage.
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> Did it, I never spotted it when doing the same. Plenty of Amiga specific
> titles were dumbed down to make them work on ST ;-)
>
And vice versa.

Mark

4497. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 01:53:02 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <2a6lf.12342$ea6.2762@news-server.bigpond.net.au>
Source record: 8804
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:ZB5lf.12322$ea6.11463@news-server.bigpond.net.au...
>
<trimmed snip>
>>>>>>>
>>>>>>>>>>>>>"MB" == Mark Bedingfield
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I thought it was Aussies that liked egg on Pizza? Besides the reality is
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would be like comparing Coke to Pepsi. I prefer pepsi.
I have seen awesome demos on BOTH machines. In the end Atari programmers
are as good as Amiga ones.

Did you answer these?

How many mips is the A1200? 1.6? Not even close to the Falcon on its
worst day, crippled or otherwise. A 68030+65001@16Mhz combo is always
going to out do a 68020@14Mhz, especially after dropping a 68882 into
the equation;-). Does the A1200 have a copro?

Again if you concede that the A1200 can be made to appear faster than a Falcon then the same can be said for the STFM v A500. And believe me I have seen 4096 colours (I think even 19,200 IIRC), overscan and smooth scrolling even on a stock STFM, every bit as good as an A500. One demo I saw was having a crack at how badly Shadow of the Beast was coded (ported) to the ST. It had all the elements of what Psygnosis should have done. The bitmap brothers could do it, why couldn't psygnosis.

Incedently they sorted their shit out a little better after that, because of the crappy reviews. The Amiga was useful because it showed up their programming, or lack thereof.

Mark

4498. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 04:24:31 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43951280@duster.adelaide.on.net>
Source record: 8805
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

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"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:2a6lf.12342$ea6.2762@news-server.bigpond.net.au...
> Clockmeister wrote:
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> day, crippled or otherwise. A 68030+65001@16Mhz combo is always going to
> out do a 68020@14Mhz, especially after dropping a 68882 into the
> equation;-). Does the A1200 have a copro?

An '030 Amiga will kick your arse performance wise since it isn't crippled
by a 16 bit bus, and an '020 isn't significantly slower then an '030 at the
same clock speed. Like someone else said, the bottleneck in the system
architecture means actual system performance isn't as significantly better
then an A1200 (as you might not expect just looking at numbers)

The A1200 doesn't have a copro as standard but in any case that doesn't
increase system performance significantly, only certain apps that use the
copro.

> Again if you concede that the A1200 can be made to appear faster than a
> Falcon then the same can be said for the STFM v A500.

It's not a question of appearance so much as the system architecture.

And believe me I
> have seen 4096 colours (I think even 19,200 IIRC), overscan and smooth
> scrolling even on a stock STFM, every bit as good as an A500.

Well I haven't, State of the art, Nine fingers, Jesus on E's... name your
favourites so I can compare some demos.

One demo I
> saw was having a crack at how badly Shadow of the Beast was coded (ported)
> to the ST. It had all the elements of what Psygnosis should have done. The
> bitmap brothers could do it, why couldn't psygnosis.

Xenon II is much better on a A500 then on an STFM.

> Incedently they sorted their shit out a little better after that, because
> of the crappy reviews. The Amiga was useful because it showed up their
> programming, or lack thereof.

You would like to believe that but I'm not convinced. Lets agree to disagree
;-)

4499. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 04:36:36 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43951555$1@duster.adelaide.on.net>
Source record: 8806
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:j26lf.12338$ea6.11321@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:Lg5lf.12300$ea6.4674@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>><snip for convenience>
>>>
>>>>>>>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>>>>>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter
>>>>>>>>>though, it was faster on an STFM.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Much faster on an A1200 or the A2000 I had at the time. It was a
>>>>>>>>>good game. I enjoyed playing Wings, and Dune II as well, brilliant
>>>>>>>>>with the Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to
>>>>>>>>>40Mhz A2000 :-)
>>>>>>>>
>>>>>>>>Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut
>>>>>>>>cat. Vroom too.
>>>>>>
>>>>>>
>>>>>>Too fast I imagine, there is a hack to slow it down on systems that
>>>>>>are too fast for the game, for Amiga anyway.
>>>>>
>>>>>Timing was better on the Atari, no hack neccesary. Major frame rate
>>>>>improvement tho.
>>>>
>>>>
>>>>It has nothing to do with the timing of the computers but the way it was
>>>>coded. I doubt the Atari version was any different.
>>>
>>>It must have been different, because I simply loaded the game on my
>>>Falcon and bingo. Only Backwards was neccesary for OS patching, not
>>>hardware patching.
>>
>>
>> No OS patchiing required on the Amiga either, and the A1200 must just be
>> faster.
>
```

> ROTFLMAO. So what was the patch you used for? Shitty timing code?

F1GP-Ed fixes this...

"If you run the game at high frame rates (20+ ???), then go into race mode,
and sometimes in other modes, the car will spin to its left around its
axis. This is probably due to some calculations (the game makes)
overflowing, as it was not intended to be run at high frame rates."

From the Amiga F1GP website.

>>
>>
>>>>>>>>I personally don't see the point of owning an A600 when A1200's are
>>>>>>>>much better, more common and it has plethora of expansion options
>>>>>>>>available for it.
>>>>>>>>
>>>>>>>
>>>>>>>Convenience and size. My CD32/SX1 is bloody huge.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>A1200 is pretty compact.
>>>>>
>>>>>A6000 is smaller, and I already have a CD32.
>>>>>
>>>>
>>>>
>>>>A600's suck, really.
>>>
>>>But they are no different to an A500, bar the keyboard?
>>
>>
>> You have to get the right revision ROM or the onboard IDE isn't supported
>> (granted most have the right ROM), PCMCIA is crippled with certain RAM
>> expansions.
>
> Sounds a bit silly.
>>
>> Wasn't stunt car
>>
>>>racer an issue too (WB2)?
>>
>>
>> Nah, none of my Amigas ever had a problem with it.
>>
>> We used to run an Atari Vs an Amiga using null
>>
>>>modem, great fun. Atari had the minor frame rate advantage.
>>
>>

>> Did it, I never spotted it when doing the same. Plenty of Amiga specific
>> titles were dumbed down to make them work on ST ;-)
>>
> And vice versa.

Nope, they were straight ports.

There is nothing an ST can do that an A500 isn't capable of.

4500. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 04:45:58 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <aI8lf.12716$ea6.6983@news-server.bigpond.net.au>
Source record: 8807
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:2a6lf.12342$ea6.2762@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:ZB5lf.12322$ea6.11463@news-server.bigpond.net.au...
>>>
>>
>><trimmed snip>
>>
>>>>>>>>>>>>>>>"MB" == Mark Bedingfield
>>>>>>>>>>>>>>>><atari030@nomorespampleaseoptusnet.com.au> writes:
>>>>>>>>>>
>>>>>>>>>>PLEASE trim when quoting (and that goes to the rest of you
>>>>>>>>>>overzealous
>>>>>>>>>>quoters too).
>>>>>>>>>>
>>>>>>>>>>MB> You've gotta be shitting me? How can a crappy machine with only
>>>>>>>>>>a
>>>>>>>>>>MB> 68020 keep up with a 68030 and a 56001?
>>>>>>>>>>
>>>>>>>>>>Well, both machines have several architectural problems. The A1200
>>>>>>>>>>has
>>>>>>>>>>a 14 MHz 68020 on a 32-bit bus, but is bottlenecked in chip ram by
>>>>>>>>>>the
>>>>>>>>>>custom chips (in fast ram it runs at full speed). The Falcon has a
>>>>>>>>>>16
>>>>>>>>>>MHz 68030 on a 16-bit bus, and as the 020 and 030 are about equal,
>>>>>>>>>>IIRC the A1200 is even a little bit faster. The 56001 is nice
>>>>>>>>>>though,
>>>>>>>>>>and a general purpose coprocessor, as opposed to the Amiga's
>>>>>>>>>>specia-
>>>>>>>>>>lized blitter and copper. Either way, the machines are definitely
>>>>>>>>>>in
>>>>>>>>>>the same ballpark.
>>>>>>>>>>
>>>>>>>>>>
>>>>>>>>>>Comments Mark?
>>>>>>>>>
>>>>>>>>>See other post.
>>>>>>>>>
```

>>>>>>>>
>>>>>>>>
>>>>>>>>
>>>>>>>>>>MB> Get a hold of the Froggies over the fence demo, or the Sam Fox
>>>>>>>>>>MB> demo..... thousands to choose from.
>>>>>>>>>>
>>>>>>>>>>MB> http://www.dhs.nu/
>>>>>>>>>>MB> http://www.atari.st/ (click on Amiga;-)
>>>>>>>>>>
>>>>>>>>>>New demos are always fun. What are the top 3 unaccelerated Falcon
>>>>>>>>>>demos? 060 stuff doesn't interest me, it just looks like crappy PC
>>>>>>>>>>demos...
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Agreed, they aren't inspiring at all. Still amazed by what the C64
>>>>>>>>>can be made to do some 20 odd years after it's introduction.
>>>>>>>>
>>>>>>>>Never bothered with PC demo's, plenty on the Falcon/TT/ST tho. The
>>>>>>>>800XL is the same, and even the STFM is having MORE boundaries broken
>>>>>>>>as time goes on. You would think the demo coders would move on, but
>>>>>>>>it isn't the case.
>>>>>>>
>>>>>>>
>>>>>>>Quite a number are still coding ECS demos though AGA offers a lot more
>>>>>>>scope.
>>>>>>
>>>>>>Same in the Atari camp. Plenty still coding on a ST.
>>>>>>
>>>>>>
>>>>>>
>>>>>>>>>>>>Maybe we need to organise a Computer fest in Australia, Clocks?
>>>>>>>>>>>>Pizza, Beer and Atari's;-). And maybe a few Amiga's?
>>>>>>>
>>>>>>>
>>>>>>>You'll end up red-faced ;-)
>>>>>>>
>>>>>>
>>>>>>With laughter;-)
>>>>>>
>>>>>
>>>>>
>>>>>From the many beers consumed after you end up with pizza on your face;-)
>>>>
>>>>And whats wrong with that? I like both Pizza and Beer.
>>>>
>>>
>>>
>>>Even when the Pizza replaces the egg?
>>>
>>>

>>
>>I thought it was Aussies that liked egg on Pizza? Besides the reality is
>>there are plenty of demos as good as each other on both machines. It would
>>be like comparing Coke to Pepsi. I prefer pepsi.
>>I have seen awesome demos on BOTH machines. In the end Atari programmers
>>are as good as Amiga ones.
>>
>>Did you answer these?
>>
>>How many mips is the A1200? 1.6? Not even close to the Falcon on its worst
>>day, crippled or otherwise. A 68030+65001@16Mhz combo is always going to
>>out do a 68020@14Mhz, especially after dropping a 68882 into the
>>equation;-). Does the A1200 have a copro?
>
>
> An '030 Amiga will kick your arse performance wise since it isn't crippled
> by a 16 bit bus, and an '020 isn't significantly slower then an '030 at the
> same clock speed. Like someone else said, the bottleneck in the system
> architecture means actual system performance isn't as significantly better
> then an A1200 (as you might not expect just looking at numbers)

And a Atari TT030 will wipe the floor with an A1200 too. But an A1200 is
no competition in terms of horsepower compared to the holy trinity of
68030+68882+65001. How many mips is the A1200 capable of? The DSP on the
Falcon alone is worth 16. That is about 10 times the A1200. Correct?
>
> The A1200 doesn't have a copro as standard but in any case that doesn't
> increase system performance significantly, only certain apps that use the
> copro.

You should see the Falcon demos that do, very nice. A 68882 is much more
potent than even an 030 at maths, and significantly better than an 020.
>
>
>>Again if you concede that the A1200 can be made to appear faster than a
>>Falcon then the same can be said for the STFM v A500.
>
>
> It's not a question of appearance so much as the system architecture.

And an A1200 is not as fast as a Falcon.
>
> And believe me I
>
>>have seen 4096 colours (I think even 19,200 IIRC), overscan and smooth
>>scrolling even on a stock STFM, every bit as good as an A500.
>
>
> Well I haven't, State of the art, Nine fingers, Jesus on E's... name your
> favourites so I can compare some demos.

So because you haven't seen it, it does not exist? Well sorry it/they
do. Froggies over the fence has nice 4096 colour piccies on a STFM and
have a google for the overscan demo.
>
> One demo I
>
>>saw was having a crack at how badly Shadow of the Beast was coded (ported)
>>to the ST. It had all the elements of what Psygnosis should have done. The
>>bitmap brothers could do it, why couldn't psygnosis.
>
>
> Xenon II is much better on a A500 then on an STFM.

True not ALL Bitmap brothers stuff is as good as the Amiga. The Chaos
Engine is sweet on an Atari. And there are games on the Atari better
than the Amiga.
>
>
>>Incedently they sorted their shit out a little better after that, because
>>of the crappy reviews. The Amiga was useful because it showed up their
>>programming, or lack thereof.
>
>
> You would like to believe that but I'm not convinced. Lets agree to disagree
> ;-)
>

Nah.

Mark

4501. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 04:46:15 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <rl8lf.12717$ea6.12701@news-server.bigpond.net.au>
Source record: 8808
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:j26lf.12338$ea6.11321@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:Lg5lf.12300$ea6.4674@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
>>>>
>>>><snip for convenience>
>>>>
>>>>>>>>>>>I would be quite happy to trade my A2000 and A500 for an A600. Only
>>>>>>>>>>>downside is you can't play F1GP on a A600 IIRC. Doesn't matter
>>>>>>>>>>>though, it was faster on an STFM.
>>>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Much faster on an A1200 or the A2000 I had at the time. It was a
>>>>>>>>>good game. I enjoyed playing Wings, and Dune II as well, brilliant
>>>>>>>>>with the Supraturbo 28 accelerator I had, 28Mhz 68000 overclocked to
>>>>>>>>>40Mhz A2000 :-)
>>>>>>>>
>>>>>>>>Hmm you she see it on a 50Mhz Atari Falcon (CT2), runs like a cut
>>>>>>>>cat. Vroom too.
>>>>>>>
>>>>>>>
>>>>>>>Too fast I imagine, there is a hack to slow it down on systems that
>>>>>>>are too fast for the game, for Amiga anyway.
>>>>>>
>>>>>>Timing was better on the Atari, no hack neccesary. Major frame rate
>>>>>>improvement tho.
>>>>>
>>>>>
>>>>>It has nothing to do with the timing of the computers but the way it was
>>>>>coded. I doubt the Atari version was any different.
>>>>
>>>>It must have been different, because I simply loaded the game on my
>>>>Falcon and bingo. Only Backwards was neccesary for OS patching, not
>>>>hardware patching.
>>>
```

>>>
>>>No OS patchiing required on the Amiga either, and the A1200 must just be
>>>faster.
>>
>>ROTFLMAO. So what was the patch you used for? Shitty timing code?
>
>
> F1GP-Ed fixes this...
>
> "If you run the game at high frame rates (20+ ???), then go into race mode,
> and sometimes in other modes, the car will spin to its left around its
> axis. This is probably due to some calculations (the game makes)
> overflowing, as it was not intended to be run at high frame rates."
>
> From the Amiga F1GP website.
>
>
>>>
>>>>>>>>>I personally don't see the point of owning an A600 when A1200's are
>>>>>>>>>much better, more common and it has plethora of expansion options
>>>>>>>>>available for it.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>Convenience and size. My CD32/SX1 is bloody huge.
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>
>>>>>>>>>A1200 is pretty compact.
>>>>>>>
>>>>>>>A6000 is smaller, and I already have a CD32.
>>>>>>>
>>>>>>
>>>>>>
>>>>>>A600's suck, really.
>>>>
>>>>But they are no different to an A500, bar the keyboard?
>>>
>>>
>>>You have to get the right revision ROM or the onboard IDE isn't supported
>>>(granted most have the right ROM), PCMCIA is crippled with certain RAM
>>>expansions.
>>
>>Sounds a bit silly.
>>
>>> Wasn't stunt car
>>>
>>>
>>>>racer an issue too (WB2)?
>>>
>>>

>>>Nah, none of my Amigas ever had a problem with it.
>>>
>>>We used to run an Atari Vs an Amiga using null
>>>
>>>
>>>>modem, great fun. Atari had the minor frame rate advantage.
>>>
>>>
>>>Did it, I never spotted it when doing the same. Plenty of Amiga specific
>>>titles were dumbed down to make them work on ST ;-)
>>>
>>
>>And vice versa.
>
>
> Nope, they were straight ports.

Those were the games that failed. Crappy programmers that didn't
optimise the software for the hardware. Awesome Amiga programmers,
crappy Atari programmers.
>
> There is nothing an ST can do that an A500 isn't capable of.
>

The only thing I have not seen an STFM not do that the A500 could is
stereo. There is a tweety board that allows stereo mind you. And Atari
corrected the issue with the STE, as well as hardware scrolling they
added DMA sound and increased the palette. There is nothing an A500 can
do a STE cannot.

Mark

4502. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 06:06:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <rKSdnRyxCrfntwjenZ2dnUVZ_tidnZ2d@comcast.com>
Source record: 8809
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

"David Murray" <spamsucks@stopspam.com> wrote in message
news:Xns9722C6EA0987Bneverspamnospamcom@207.115.17.102...
>
>>
>> Bill Garber
>>
>>
>
> I hate to make an off-topic thread go further. but you have my
> curiousity.
> Why would having sex with another man get 10-15 years? People do that all
> the time. (not me, by the way, I like girls)

Why all you guys don't read? I said caught taping, not having sex.

Bill Garber

4503. Re: SIO2ST?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 06:46:09 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <yqalf.54659$s92.33682@bignews6.bellsouth.net>
Source record: 8810

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
news:11p1tc96sn592cf@corp.supernews.com...
> On 2 Dec 2005 04:23:46 -, "Phantom" wrote:
>>
>>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>>news:11ou55a486a1677@corp.supernews.com...
>>>>.
>>> You can use a standard SIO2PC cable with 800XLDJ (800XL DeeJay)
>>> software. Works great!
>>>
>>
>>You mean you can actually use the SIO2PC board on a ST/STE/Falcon as
>>long as
>>they will run 800XLDJ?????
>>
>>With no modifications???
>>
>>
>>That would be great, let me know if I understood you correct.
>>
>>phantomm@bellsouth.net
>>
>>
>>
>>.
> No mods on ST or 520/1040STe. Falcon must be modified, not sure
> about Mega or TT.

Thanks for the Info, What needs to be done to the Falcon to get it
running with it
if ya know?

I'd like to use it on one of mine.
phantomm@bellsouth.net

4504. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 08:12:22 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <ouhap1hc8c5dcgcvp14rtvjh29ev1ll0ag@4ax.com>
Source record: 8811
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Mon, 05 Dec 2005 23:16:48 GMT, Lyrical Nanoha <LyricalNanoha@dosius.net>
wrote:

>On Mon, 5 Dec 2005, Daniel Mandic wrote:
>
>> Peter van Merkerk wrote:
>>
>>> I've asked this question before: name one demo that truly shows off
>>> the capabilities of the Spectrum. Give it your best shot: which
>>> Spectrum demo turns the faces of the CSC crowd green with envy?
>>
>> And I can give you this Answer the first time.
>>
>> The Spectrum does not show its abilities by demos, it shows it by high
>> quality and High End Games. Of course!
>>
>> I could say a dozen games.... I am sure you know them..
>
>Games which could be theoretically ported to the C64 and run just as well
>or better.
>
As the three games I've just mentioned were?

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4505. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 08:13:58 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <e1iap1hjq7bmfh4rtqsqbp4kb3v2rer0oe@4ax.com>
Source record: 8812
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Mon, 05 Dec 2005 23:33:44 +0100, Peter van Merkerk <merkerk@deadspam.com>
wrote:

>Lars Haugseth wrote:
>> * The Starglider <the_starglider2002@wibble.co.uk> wrote:
>> |
>> | What could the C64 do that the Spectrum couldn't?
>>
>> 320x200 pixels?
>> Hardware sprites?
>> Smooth scrolling?
>> More than 2 colours in one 8x8 pixels grid?
>> 3 voices of highly programmable sound?
>>
>> What could the Spectrum do that the C64 couldn't?
>
>The Spectrum has hardware support for flashing things on the screen. I
>guess the "usefulness" of that feature was enough justification to limit
>the choice of the colors in an attribute cell to either two high
>brightness colors or two normal brightness colors.

But as already stated, the "default" limits of the attributes can be easily
overcome.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4506. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 08:15:38 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512060315110.3209@static-141-149-129-16.buff.east.verizon.net>
Source record: 8813
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Tue, 6 Dec 2005, The Starglider wrote:

> On Mon, 05 Dec 2005 23:16:48 GMT, Lyrical Nanoha <LyricalNanoha@dosius.net>
> wrote:
>
>> Games which could be theoretically ported to the C64 and run just as well
>> or better.
>>
> As the three games I've just mentioned were?

Wouldn't surprise me. I was an Apple user though, not a C= user.

-uso.

4507. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 08:29:38 UTC
From: Tarkin <nuke48386@yahoo.com>
Message-ID: <1133857778.362652.272640@g44g2000cwa.googlegroups.com>
Source record: 8814
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

Not in California or New York; Gay Porn is a multi-million dollar
industry.
I am hard pressed to think of where in Europe laws like that would be
enforced.
In *one* of the Middle Eastern countries, it is legal to have sex with
an animal, as long as it is male.
Ok, the last one wasn't from a credible source.

No matter where you are, you'd have to be in the public square, or
trespassing (as this guy was),
or filming the loudest gaygasm, to be caught at such an activity.

Someone should make a ZX81 demo ala ZX-Team's adult-model demo.
Pixellated buggery!!
Imagine the profits!!! Charge people an outrageous fee to UN-register
their gayware!!!

Sorry. I'm wanting to bugger the MS-SDK development team for making it
so obscure on how to
apply an icon to the titlebar of an app. Oh, and it's 3:25 a.m .

4508. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 11:19:25 UTC
From: "Michael J. Schülke" <news0511@mjschuelke.de>
Message-ID: <MPG.1dff922ca05cc168989755@news.t-online.de>
Source record: 8815
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

Bill Garber wrote:
> Why all you guys don't read? I said caught taping, not having sex.

So why would taping two men having sex result in a 10-15 year prison
sentence?

Moral questions aside (IMO there's nothing wrong with porn, gay or
straight, as long as everybody involved (including the viewers) is a
consenting adult), there is (judging from some of the spam I get) a
thriving gay porn industry, and AFAIK, they're not operating from inside
prison walls.

Michael

4509. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 12:46:54 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <vq1bp1tiuqfkbk7avck1elkde4u2deus9u@4ax.com>
Source record: 8816
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Tue, 06 Dec 2005 08:15:38 GMT, Lyrical Nanoha <LyricalNanoha@dosius.net>
wrote:

>On Tue, 6 Dec 2005, The Starglider wrote:
>
>> On Mon, 05 Dec 2005 23:16:48 GMT, Lyrical Nanoha <LyricalNanoha@dosius.net>
>> wrote:
>>
>>> Games which could be theoretically ported to the C64 and run just as well
>>> or better.
>>>
>> As the three games I've just mentioned were?
>
>Wouldn't surprise me. I was an Apple user though, not a C= user.
>
Ah.

Well, Carrier Command on the Spectrum was a full filled-polygon 3D
strategy/action game with 32 islands, aircraft, amphibious vehicles, and
actually improved gameplay over the Atari ST version.

The C64 version was a 2D affair, that lacked any impressive features found in
the Speccy version.

Starglider on the Spectrum was again an improvement over the ST version with
improved sampling of the on-board computer, and better model and animation
design of the 3D craft in the game.

the C64 version contained no sampled speech, slower animation and lacked decent
model design.

Starion is possibly the fastest Vector game on the Spectrum. The C64 has no such
game of the same speed.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
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4510. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 12:55:37 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14iru2v0za.fsf@panini.cling.gu.se>
Source record: 8817
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

>>>>> "TS" == The Starglider <the_starglider2002@wibble.co.uk> writes:

Please trim when quoting.

PD> I've asked this question before: name one demo that truly shows
PD> off the capabilities of the Spectrum. Give it your best shot:
PD> which Spectrum demo turns the faces of the CSC crowd green with
PD> envy?

TS> Who needs demos? there are planty of games that can do that.
TS> Starglider, Carrier Command, Starstrike are just a couple of
TS> examples.

They're all vector games, and they don't exactly turn us C64 owners
green with envy. The same stuff is perfectly doable at the same
framerate on the C64, especially if you limit yourself to a 256 pixel
wide window like the spectrum games. Still, 3D games are slow and
never really worked well on 8-bit machines. The Amiga and ST had some
decent 3D games, but you didn't really get interesting environments at
decent framerates until the 486 came out.

Are 5 fps wireframe games really the best action games the speccy had?

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___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4511. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 13:07:30 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <f83bp19sthftj6n2gdsnrpq7el1gvts4ub@4ax.com>
Source record: 8818
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On 06 Dec 2005 13:55:37 +0100, MagerValp <MagerValp@cling.gu.se> wrote:

>>>>>> "TS" == The Starglider <the_starglider2002@wibble.co.uk> writes:
>
>Please trim when quoting.
>
>PD> I've asked this question before: name one demo that truly shows
>PD> off the capabilities of the Spectrum. Give it your best shot:
>PD> which Spectrum demo turns the faces of the CSC crowd green with
>PD> envy?
>
>TS> Who needs demos? there are planty of games that can do that.
>TS> Starglider, Carrier Command, Starstrike are just a couple of
>TS> examples.
>
>They're all vector games, and they don't exactly turn us C64 owners
>green with envy. The same stuff is perfectly doable at the same
>framerate on the C64, especially if you limit yourself to a 256 pixel
>wide window like the spectrum games. Still, 3D games are slow and
>never really worked well on 8-bit machines. The Amiga and ST had some
>decent 3D games, but you didn't really get interesting environments at
>decent framerates until the 486 came out.
>
>Are 5 fps wireframe games really the best action games the speccy had?

And again, Starion?
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
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4512. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 13:23:01 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14ek4quzpm.fsf@panini.cling.gu.se>
Source record: 8819
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

>>>>> "MB" == Mark Bedingfield <mark@nomorespamplease.computercom.com.au> writes:

MB> How many mips is the A1200? 1.6? Not even close to the Falcon on
MB> its worst day, crippled or otherwise. A 68030+65001@16Mhz combo is
MB> always going to out do a 68020@14Mhz, especially after dropping a
MB> 68882 into the equation;-).

Of course, I wasn't arguing that. I said that the 14 MHz 68020 in the
A1200 is roughly as fast as the 16 MHz 68030 in the Falcon. Their
custom chips have different strengths, and which is faster depends on
what you're trying to do. If you're memory bound (blitting a bunch of
moving objects), the A1200's memory bus is 63% faster than the
Falcon's. If you're doing lots of calculations (say 3D graphics), the
56001 and 68882 are a huge benefit.

MB> Does the A1200 have a copro?

A 68881 or 68882 is supported, but not included in the base model.
However, if you consider the launch date and price, you should
probably be comparing the Falcon to the A4000/030, which had a 030/25
with 68882 as standard.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4513. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 13:34:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.06.13.34.02.636931@charter.net>
Source record: 8820
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:

> There is nothing an ST can do that an A500 isn't capable of.

MIDI...from a stock machine.

--
_/_/_/

4514. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 13:40:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.06.13.40.37.108969@charter.net>
Source record: 8821
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:

> A 68881 or 68882 is supported, but not included in the base model.
> However, if you consider the launch date and price, you should
> probably be comparing the Falcon to the A4000/030, which had a 030/25
> with 68882 as standard.

<puzzled look on face> I don't see how you get that. I mean, when I saw an
A4000 for the first time it was *expensive*.

My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
but it still was well under a $1000 here in the US.

--
_/_/_/

4515. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 13:51:39 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gslt68has.fsf@legolas.mdh.se>
Source record: 8822
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> writes:

> when I saw an A4000 for the first time it was *expensive*.
>
> My first Falcon in '92 was $799.00 - I did add a HD and some other
> stuff but it still was well under a $1000 here in the US.

Maybe Atari had a special intro price in the US? When the Falcon 030 was introduced in Sweden during early spring 1993, the recommended price including a 64 MB hard disk was around 16000 SEK ($2100). As MagerValp indicated, you could find a similar Amiga 4000/030 for a few thousand SEK less. A MIDI interface was only a few hundred crowns, so you almost could afford one more funky item of upgrade before you reached the list/sale price of a Falcon.

Of course, the 4000 would not have a DSP, which IMHO might be the only hardware thing which makes the Falcon superior for its cost.

--
Anders Carlsson

4516. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 13:51:59 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43959780$1@duster.adelaide.on.net>
Source record: 8823
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:f83bp19sthftj6n2gdsnrpq7el1gvts4ub@4ax.com...
> On 06 Dec 2005 13:55:37 +0100, MagerValp <MagerValp@cling.gu.se> wrote:
>
>>>>>>> "TS" == The Starglider <the_starglider2002@wibble.co.uk> writes:
>>
>>Please trim when quoting.
>>
>>PD> I've asked this question before: name one demo that truly shows
>>PD> off the capabilities of the Spectrum. Give it your best shot:
>>PD> which Spectrum demo turns the faces of the CSC crowd green with
>>PD> envy?
>>
>>TS> Who needs demos? there are planty of games that can do that.
>>TS> Starglider, Carrier Command, Starstrike are just a couple of
>>TS> examples.
>>
>>They're all vector games, and they don't exactly turn us C64 owners
>>green with envy. The same stuff is perfectly doable at the same
>>framerate on the C64, especially if you limit yourself to a 256 pixel
>>wide window like the spectrum games. Still, 3D games are slow and
>>never really worked well on 8-bit machines. The Amiga and ST had some
>>decent 3D games, but you didn't really get interesting environments at
>>decent framerates until the 486 came out.
>>
>>Are 5 fps wireframe games really the best action games the speccy had?
>
> And again, Starion?

Is that the only ammo you have? Weak.

4517. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 14:00:39 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43959989$1@duster.adelaide.on.net>
Source record: 8824
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:vq1bp1tiuqfkbk7avck1elkde4u2deus9u@4ax.com...
> On Tue, 06 Dec 2005 08:15:38 GMT, Lyrical Nanoha
> <LyricalNanoha@dosius.net>
> wrote:
>
>>On Tue, 6 Dec 2005, The Starglider wrote:
>>
>>> On Mon, 05 Dec 2005 23:16:48 GMT, Lyrical Nanoha
>>> <LyricalNanoha@dosius.net>
>>> wrote:
>>>
>>>> Games which could be theoretically ported to the C64 and run just as
>>>> well
>>>> or better.
>>>>
>>> As the three games I've just mentioned were?
>>
>>Wouldn't surprise me. I was an Apple user though, not a C= user.
>>
> Ah.
>
> Well, Carrier Command on the Spectrum was a full filled-polygon 3D
> strategy/action game with 32 islands, aircraft, amphibious vehicles, and
> actually improved gameplay over the Atari ST version.
>
> The C64 version was a 2D affair, that lacked any impressive features found
> in
> the Speccy version.
>
> Starglider on the Spectrum was again an improvement over the ST version
> with
> improved sampling of the on-board computer, and better model and animation
> design of the 3D craft in the game.

Are you suggesting that the ZX is better then a ST now?

> the C64 version contained no sampled speech, slower animation and lacked
> decent
> model design.

A bad port which proves nothing.

> Starion is possibly the fastest Vector game on the Spectrum. The C64 has
> no such
> game of the same speed.

Vector games suck, give me Turrican II anyday.

4518. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 14:07:12 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43959b12@duster.adelaide.on.net>
Source record: 8825
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.06.13.40.37.108969@charter.net...
> On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:
>
>> A 68881 or 68882 is supported, but not included in the base model.
>> However, if you consider the launch date and price, you should
>> probably be comparing the Falcon to the A4000/030, which had a 030/25
>> with 68882 as standard.
>
> <puzzled look on face> I don't see how you get that. I mean, when I saw an
> A4000 for the first time it was *expensive*.

The A4000 was a big box easily expandable machine, ofcourse it cost more.

> My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
> but it still was well under a $1000 here in the US.

You get what you pay for.

4519. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 14:21:28 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43959e69$1@duster.adelaide.on.net>
Source record: 8826
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.06.13.34.02.636931@charter.net...
> On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
>
>> There is nothing an ST can do that an A500 isn't capable of.
>
> MIDI...from a stock machine.
>

MIDI is absolutely useless without additional hardware... and subsequent
cost.

$29.95 bought you an Amiga MIDI interface should you need it, and support
was built into the serial port.

4520. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 15:31:07 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <mlbbp1p65o8loqh8jkd5bf8dnvuek2kecl@4ax.com>
Source record: 8827
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

On Tue, 6 Dec 2005 22:21:28 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>news:pan.2005.12.06.13.34.02.636931@charter.net...
>> On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
>>
>>> There is nothing an ST can do that an A500 isn't capable of.
>>
>> MIDI...from a stock machine.
>>
>
>
>MIDI is absolutely useless without additional hardware... and subsequent
>cost.
>
>$29.95 bought you an Amiga MIDI interface should you need it, and support
>was built into the serial port.
>
No none built in as standard though?

--
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* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
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4521. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 15:33:02 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <umbbp19a4isr6sthno5tk81jdnig0qlg6b@4ax.com>
Source record: 8828
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Tue, 6 Dec 2005 22:00:39 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <thestarglider@wibble.co.uk> wrote in message
>news:vq1bp1tiuqfkbk7avck1elkde4u2deus9u@4ax.com...
>> On Tue, 06 Dec 2005 08:15:38 GMT, Lyrical Nanoha
>> <LyricalNanoha@dosius.net>
>> wrote:
>>
>>>On Tue, 6 Dec 2005, The Starglider wrote:
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>>>> On Mon, 05 Dec 2005 23:16:48 GMT, Lyrical Nanoha
>>>> <LyricalNanoha@dosius.net>
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>>>>
>>>>> Games which could be theoretically ported to the C64 and run just as
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>>>> As the three games I've just mentioned were?
>>>
>>>Wouldn't surprise me. I was an Apple user though, not a C= user.
>>>
>> Ah.
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>> Well, Carrier Command on the Spectrum was a full filled-polygon 3D
>> strategy/action game with 32 islands, aircraft, amphibious vehicles, and
>> actually improved gameplay over the Atari ST version.
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>> The C64 version was a 2D affair, that lacked any impressive features found
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>> the Speccy version.
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>> Starglider on the Spectrum was again an improvement over the ST version
>> with
>> improved sampling of the on-board computer, and better model and animation
>> design of the 3D craft in the game.
>
>Are you suggesting that the ZX is better then a ST now?

No, I would dare suggest such a thing, but it is simple truth from the
prgrammers themselves that such things were done.
>
>> the C64 version contained no sampled speech, slower animation and lacked

>> decent
>> model design.
>
>A bad port which proves nothing.

I've yet to see a 3D game from the C64 that is AS good as the spectrum version.

--
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* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
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4522. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 15:33:24 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <vpbbp1l3kcldlspnbj9bn3fafahdt985q2@4ax.com>
Source record: 8829
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Tue, 6 Dec 2005 21:51:59 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <thestarglider@wibble.co.uk> wrote in message
>news:f83bp19sthftj6n2gdsnrpq7el1gvts4ub@4ax.com...
>> On 06 Dec 2005 13:55:37 +0100, MagerValp <MagerValp@cling.gu.se> wrote:
>>
>>>>>>>> "TS" == The Starglider <the_starglider2002@wibble.co.uk> writes:
>>>
>>>Please trim when quoting.
>>>
>>>PD> I've asked this question before: name one demo that truly shows
>>>PD> off the capabilities of the Spectrum. Give it your best shot:
>>>PD> which Spectrum demo turns the faces of the CSC crowd green with
>>>PD> envy?
>>>
>>>TS> Who needs demos? there are planty of games that can do that.
>>>TS> Starglider, Carrier Command, Starstrike are just a couple of
>>>TS> examples.
>>>
>>>They're all vector games, and they don't exactly turn us C64 owners
>>>green with envy. The same stuff is perfectly doable at the same
>>>framerate on the C64, especially if you limit yourself to a 256 pixel
>>>wide window like the spectrum games. Still, 3D games are slow and
>>>never really worked well on 8-bit machines. The Amiga and ST had some
>>>decent 3D games, but you didn't really get interesting environments at
>>>decent framerates until the 486 came out.
>>>
>>>Are 5 fps wireframe games really the best action games the speccy had?
>>
>> And again, Starion?
>
>Is that the only ammo you have? Weak.
>
Not at all, but I'm waiting for the comparison from the C64.
--
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* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
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4523. cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 16:02:29 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <4395b60d$0$9636$9b4e6d93@newsread2.arcor-online.net>
Source record: 8830
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Hello,

please excuse the cross-posting, but I thought that maybe somebody from these three groups might be able to help me along a bit.

I'm not new to the C language or to 6502 assembly language, but I'm new to cc65. I want to write a program in C using cc65, but I need to integrate a small piece of cycle-counted assembly code to do low-level disk writes with the correct timing; the Apple hardware is very picky in this regard, so it's impossible to use compiled code.

I'd like best to use inline assembly ("asm") statements inside a C frame function, but the code is not allowed to cross a page boundary, since this would destroy the timing of branch instructions; and it seems that ".align" is not allowed in asm statements. Is there any way to tell the compiler that you want a piece of inline assembly to be page-aligned?

If I can't use inline assembly, I'd need to know how to interface assembly and C code. Especially, how do I access function parameters of different data types from assembly language, how do I return values, and how can I use temporary storage in the zero page without interfering with whatever the compiled code does on the zero page. The cc65 documentation is largely silent on these matters, and while I've looked at a few pieces of assembly code produced by the compiler, I found it rather convoluted and not that easy to understand.

I understand that there's a software-implemented stack, using "sp" for a stack pointer / base pointer, local variables and parameters are both stored on this stack, and addressed with "(sp),y" type instructions, and that for a number of stack manipulation operations, there are a couple of standardized "jsr"s to library code; but exactly how the different data types are stored remains unclear to me, also how to use zero page in a compatible way.

If anybody could help with hints or with just some sample code that I could look at, I'd be grateful for replies in these groups. Given that the resulting discussion will probably be of some interest to the people in these three groups, I've not set a "Followup-To:"; if you're absolutely against cross posting, feel free to reply in just one group.

If there are any web forums or mailing lists where this question is more likely to get useful answers, I'd be also grateful for a link.

Many thanks in advance!

--
Linards Ticmanis

4524. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 16:07:30 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p1464q2us3h.fsf@panini.cling.gu.se>
Source record: 8831
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

>>>>> "TS" == The Starglider <thestarglider@wibble.co.uk> writes:

MV> Are 5 fps wireframe games really the best action games the speccy
MV> had?

TS> And again, Starion?

We already established that the speccy gets a slightly better frame
rate in 3D games in the first csc vs css flamewar. Starion's speed is
quite decent when there isn't too much on the screen, but a starfield
and some simple wireframe graphics doesn't make me go wow. The Masque
by Oxyron shows complex 3D objects at a nice framerate, if you're into
that kind of thing:

http://noname.c64.org/csdb/release/?id=820

As we already discussed back then, a lot of the gain is due to the
Spectrum's lower resolution - if you use reprogrammable charsets on
the C64 to build a 256 pixel wide screen you get a similar speedup,
something that C64 game programmers failed to exploit in the 80s.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4525. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 16:13:36 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14y82ytd8v.fsf@panini.cling.gu.se>
Source record: 8832
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

>>>>> "RJH" == Ronald J Hall <dark_lord@charter.net> writes:

RJH> <puzzled look on face> I don't see how you get that. I mean, when
RJH> I saw an A4000 for the first time it was *expensive*.

That was probably the A4000/040, which costed a lot more than the 030
model.

RJH> My first Falcon in '92 was $799.00 - I did add a HD and some
RJH> other stuff but it still was well under a $1000 here in the US.

I honestly don't remember the prices anymore, but unless I'm mistaken
the A1200 was about half the price of the Falcon back then. I paid
somewhere around $500 for my A1200 in 1993.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4526. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 16:33:58 UTC
From: Andy McFadden <fadden@fadden.com>
Message-ID: <4395bd76$0$81295$742ec2ed@news.sonic.net>
Source record: 8833
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In comp.sys.apple2 Linards Ticmanis <ticmanis@gmx.de> wrote:
> I'd like best to use inline assembly ("asm") statements inside a C frame
> function, but the code is not allowed to cross a page boundary, since
> this would destroy the timing of branch instructions; and it seems that
> ".align" is not allowed in asm statements. Is there any way to tell the
> compiler that you want a piece of inline assembly to be page-aligned?
>
> If I can't use inline assembly, I'd need to know how to interface
> assembly and C code. Especially, how do I access function parameters of
> different data types from assembly language, how do I return values, and
> how can I use temporary storage in the zero page without interfering
> with whatever the compiled code does on the zero page. The cc65
> documentation is largely silent on these matters, and while I've looked
> at a few pieces of assembly code produced by the compiler, I found it
> rather convoluted and not that easy to understand.

If you're worried about where your code lives, relocate your code
somewhere else during program initialization, and jump to it. This
is essentially the approach used for assembly code embedded in Applesoft
programs. Write some inline assembly that calls the function at the
fixed address.

The way you carefully avoid interfering with zero page is to save and
restore the zero-page values on entry and exit. You won't be using
interrupts since your code is timing-critical, so there's no race
condition.

--
Send mail to fadden@fadden.com (Andy McFadden) - http://www.fadden.com/
CD-Recordable FAQ - http://www.cdrfaq.org/
CiderPress Apple II archive utility for Windows - http://www.faddensoft.com/
Fight Internet Spam - http://spam.abuse.net/spam/ & http://spamcop.net/

4527. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 17:20:47 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14psoata4w.fsf@panini.cling.gu.se>
Source record: 8834
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

```
>>>>> "LT" == Linards Ticmanis <ticmanis@gmx.de> writes:

LT> I'd like best to use inline assembly ("asm") statements inside a C
LT> frame function, but the code is not allowed to cross a page boundary,

Unfortunately, this rules out inline __asm__ statements.

LT> If I can't use inline assembly, I'd need to know how to interface
LT> assembly and C code.

Sure thing, it's simple enough. The software stack is implemented with
a zp pointer called sp. It starts at the top, and moves down as items
are pushed on the stack. You can .importzp sp and access it directly,
but it's easier to use the built in library calls for manipulating the
stack. When your code is called, the arguments are pushed onto the
stack left to right. If you declare your function __fastcall__ the
last (rightmost) argument will be in A/X instead of on the stack,
which saves a few cycles. Your code is responsible for pulling all the
arguments off the stack, so if you have e.g. 4 bytes of arguments, sp
should be increased with 4 before your code exits (2 if you use
__fastcall__). The return value should be in A (lo) and X (hi). X must
be set even if you just return a single byte, as cc65 doesn't clear X
for you if the value is cast e.g. from a char to an int.

Some of the available library routines are:

popa pull one byte off stack, increase sp by one
popax pull two bytes off stack, increase sp by two
pusha dec sp byte one, push one byte onto the stack
pushax dec sp by two, push two bytes onto stack
incsp1 increase sp by one
incsp2 increase sp by two (and so on)

Here's a silly example that copies 1-128 bytes from src to dst, and
returns the length:

-- main.c --

#include "copyshort.h"

void main(void) {
copyshort(10, 0x1000, 0x2000);
}

-- copyshort.h --
```

```
/* copy 128 bytes or less from, returns bytes copied */
extern unsigned char __fastcall__ copyshort(unsigned char len, void *src, void *dst);

-- copyshort.s --

.export _copyshort ; prepend labels with _ so C can see them

.import popa, popax
.importzp ptr1, ptr2

src = ptr1 ; borrow runtime zp pointers
dst = ptr2 ; tmp1 and tmp2 are also available

.code

_copyshort:
sta dst ; __fastcall__ so last arg is
stx dst + 1 ; in A/X

jsr popax ; pull src off stack
sta src
stx src + 1

jsr popa ; pull len off stack
pha ; save len for return value
tay
dey
: lda (src),y
sta (dst),y
dey
bpl :-

ldx #0 ; return len in A/X
pla
rts

LT> If there are any web forums or mailing lists where this question is
LT> more likely to get useful answers, I'd be also grateful for a link.

Check out the cc65 mailing list:

http://www.cc65.org/#List

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

4528. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 17:34:42 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4395cbb3@news.inet.com.pl>
Source record: 8835
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

The Starglider wrote:

>>| > I've seen nothing sprite wise on the C64 that impresses me. And
>>| > saying that is
>>| > not a troll. I seriously haven't.
>>|
>>| Interesting... if you're not trolling I may select some sprite-heavy
>>| demos of the eighties for your perusal.
>>
>>Load this part (from a demo released in 1991) into VICE:
>>http://www.larshaugseth.com/mplx.prg
>>
>
> I'm not impressed.
>

Actually you don't have to be. That's not the most impressive example
but OTOH we shall be _really impressed_ if you show something even
remotely similar on the Speccy.

4529. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 17:39:53 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4395ccee@news.inet.com.pl>
Source record: 8836
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

The Starglider wrote:

>>>
>>>Now Sprites... Yup, speccy can do that.
>>
>>In hardware? Without using Z80 clock cycles?
>>
>
> Gah! Again I state! I not comparing hardware. I'm comparing ability of each
> machine - WHAT THEY CAN DO - regardless of hardware.

OK. So you want the machine to have abilities w/o hardware... do I
understand correctly?

> The C64 has sprites... so does the spectrum. Hardware or not.

Does it? Or you have to simulate them in software? Good luck in getting
eight of them refreshed _seamlessly_ per raster frame.

>
> Do you understand now?

Yes. We don't take hardware into consideration and then we compare the
abilities of... what? The users' imagination?

4530. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 17:43:02 UTC
From: JoblessDave <JoblessDave@notlisted.us>
Message-ID: <X3klf.26$6N2.25@fed1read06>
Source record: 8837
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Is the text of this troll recycled from 1992?

4531. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:01:18 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4395d1f7@news.inet.com.pl>
Source record: 8838
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Da Smog wrote:

> The problem is that they still do not understand the question.
> To elaborate, a sprite is a sprite, hardware or software, to the effect
> that the user sees the same thing.
>
> If you quantify then you could ask:
>
> Q. Can the Spectrum draw as many sprites as a C64 can at the same speed?
> A. The answer is yes regardless of how it does it.

Please show the example, regardless of how it does it.

>
> Q. Can the Spectrum display colours at a 8x1 attributes like the C64?
> A. Yes it can (same as above)

8x1? Ok, show that too, regardless of the 2x1 possibility on the 64

>
> Q. Can the standard Spectrum play digitised sound or 3 +1 sound?
> A. Yes it can (via Software yes...) but it does nonetheless

Here you may be right as long as you don't add quantifiers...

>
> Q. Can it peform number crunching faster than the C64?
> A. Yes it can.

In many cases yes.

[...]

> The facts though support Starglider. Anything that the C64 can do
> (except run a webserver maybe) a Spectrum can do too, regardless of how
> that is achieved.

Why can't it run a webserver then? It's mostly the number crunching
dependent. 64 doesn't make any use of its specialised VIC/SID chips to
do that and number crunching is the only thing Speccy undoubtedly can do
as good as a 64 or even slightly better sometimes ;-)

>
> What has been going on, is that one sayss the equivalent of the
> following statement: "It is day outside". And the answer instead of
> being acknoledgement of the fact, becomes: "Well I do not actually like
> the particular blue of the sky, ergo it is night)

Not really - until you show the appropriate examples. Until then it's just that rather than accepting the facts, the answers are "Well, even if it is a day, I can always do a workaround like paint the windows' glasses black. This takes some time but it proves that it is not day outside"... ;-)

4532. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:07:49 UTC
From: "W Marsh"
Message-ID: <8rkbp11mdhkugkrp0dof0ntlog38712r3u@4ax.com>
Source record: 8839
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Tue, 6 Dec 2005 09:43:02 -0800, "JoblessDave"
<JoblessDave@notlisted.us> wrote:

>
>Is the text of this troll recycled from 1992?
>

I don't know. Did the troll make a completely blank post?

4533. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:09:00 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4395d3c0@news.inet.com.pl>
Source record: 8840
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
Matthew Westcott wrote:
> silverdr wrote:
>
>> The Starglider wrote:
>>
>>>> | My question was what can the C64 do that the Speccy can't?
>>>>
>> - render more than two colours in in one 8x8 pixel chunk
>
>
> http://www.zxdemo.org/screens/full/0/76.png
> http://www.zxdemo.org/screens/full/0/93.png
> http://www.zxdemo.org/screens/full/0/210.png
> http://www.zxdemo.org/screens/full/0/281.png
> http://www.zxdemo.org/screens/full/0/569.png
>
> Is that enough proof for you?

Could be that Speccy users learned some thricks to do that in the
meantime. Still far from what 64 can do but alright, I was wrong writing
8x8. What about the other points?
```

4534. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:32:01 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4395d922$1@duster.adelaide.on.net>
Source record: 8841
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:umbbp19a4isr6sthno5tk81jdnig0qlg6b@4ax.com...
> On Tue, 6 Dec 2005 22:00:39 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <thestarglider@wibble.co.uk> wrote in message
>>news:vq1bp1tiuqfkbk7avck1elkde4u2deus9u@4ax.com...
>>> On Tue, 06 Dec 2005 08:15:38 GMT, Lyrical Nanoha
>>> <LyricalNanoha@dosius.net>
>>> wrote:
>>>
>>>>On Tue, 6 Dec 2005, The Starglider wrote:
>>>>
>>>>> On Mon, 05 Dec 2005 23:16:48 GMT, Lyrical Nanoha
>>>>> <LyricalNanoha@dosius.net>
>>>>> wrote:
>>>>>
>>>>>> Games which could be theoretically ported to the C64 and run just as
>>>>>> well
>>>>>> or better.
>>>>>>
>>>>> As the three games I've just mentioned were?
>>>>
>>>>Wouldn't surprise me. I was an Apple user though, not a C= user.
>>>>
>>> Ah.
>>>
>>> Well, Carrier Command on the Spectrum was a full filled-polygon 3D
>>> strategy/action game with 32 islands, aircraft, amphibious vehicles, and
>>> actually improved gameplay over the Atari ST version.
>>>
>>> The C64 version was a 2D affair, that lacked any impressive features
>>> found
>>> in
>>> the Speccy version.
>>>
>>> Starglider on the Spectrum was again an improvement over the ST version
>>> with
>>> improved sampling of the on-board computer, and better model and
>>> animation
>>> design of the 3D craft in the game.
>>
```

>>Are you suggesting that the ZX is better then a ST now?
>
> No, I would dare suggest such a thing, but it is simple truth from the
> prgrammers themselves that such things were done.
>>
>>> the C64 version contained no sampled speech, slower animation and lacked
>>> decent
>>> model design.
>>
>>A bad port which proves nothing.
>
> I've yet to see a 3D game from the C64 that is AS good as the spectrum
> version.

Name your favourite, let's see what you have.

4535. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:37:11 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4395da58$1@duster.adelaide.on.net>
Source record: 8842
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:mlbbp1p65o8loqh8jkd5bf8dnvuek2kecl@4ax.com...
> On Tue, 6 Dec 2005 22:21:28 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>news:pan.2005.12.06.13.34.02.636931@charter.net...
>>> On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
>>>
>>>> There is nothing an ST can do that an A500 isn't capable of.
>>>
>>> MIDI...from a stock machine.
>>>
>>
>>
>>MIDI is absolutely useless without additional hardware... and subsequent
>>cost.
>>
>>$29.95 bought you an Amiga MIDI interface should you need it, and support
>>was built into the serial port.
>>
> No none built in as standard though?

No, the DIN connector wasn't present if that is what you mean. I had a
sampler with built in MIDI but I never used the MIDI side of it.

4536. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:38:14 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4395da97$1@duster.adelaide.on.net>
Source record: 8843
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"JoblessDave" <JoblessDave@notlisted.us> wrote in message
news:X3klf.26$6N2.25@fed1read06...
>
> Is the text of this troll recycled from 1992?

Starglider is back every year to troll this group. Not sure why, nothing is
going to change.

4537. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:42:13 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <4395db9b$0$818$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8844
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
silverdr wrote:
> The Starglider wrote:
>
>>>>
>>>> Now Sprites... Yup, speccy can do that.
>>>
>>>
>>> In hardware? Without using Z80 clock cycles?
>>>
>>
>> Gah! Again I state! I not comparing hardware. I'm comparing ability of
>> each
>> machine - WHAT THEY CAN DO - regardless of hardware.
>
>
> OK. So you want the machine to have abilities w/o hardware... do I
> understand correctly?
>
>> The C64 has sprites... so does the spectrum. Hardware or not.
>
>
> Does it? Or you have to simulate them in software? Good luck in getting
> eight of them refreshed _seamlessly_ per raster frame.

and without color-bleeding artifacts...
```

4538. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:50:31 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4395dd8b@news.inet.com.pl>
Source record: 8845
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

The Starglider wrote:

[...]

>
> You've lost the argument on attributes,

Well, as of now I saw only two colours in 8x1, which is still "somewhat" beyond what a 64 is capable of

> sprites,

Really? Where's the example of "as many" and "as fast"?

> sound

Don't know what the newer Spectrums can do about the sound but I still remember the blirp, blirp, bzzt, beep of my first (and last) ZX Spectrum from 1984. Could this one play (even digitised) SID-alike tunes? Serious question.

4539. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 18:56:05 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <4395dedc$0$818$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8846
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Alan wrote:

> Or is there something I'm missing? I'm eager to be educated. As several
> others have requested, I'd like to see some screenshots of what you consider
> the really great Spectrum games and demos. What I've seen so far tells me
> that your obvious love for the Spectrum has pretty seriously damaged your
> ability to be objective about it's abilities.

When one is determined enough in one's faith, trivialities like
rationalization and blatant, incontrovertible facts are merely
annoyances, and can be readily assumed to be nonsense.

4540. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 19:02:27 UTC
From: Peter de Vroomen <peterv@-saynotospam-.retepv.demon.nl>
Message-ID: <11pbnvthj6ibi2c@corp.supernews.com>
Source record: 8847
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

> It's at this point that sheep look promising...

Or llama's, of course. For one, you can keep standing up. So if the llama does get mad, you can get away quickly. And llama's are warm and woolly too, just like sheep. Llama's do tend to spit a lot, but that might actually come in handy if the llama is of the male gender. Llama's are rather more sexy than sheep, I've allways thought. Llama's ears are more attractive too.

PeterV

4541. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 19:14:53 UTC
From: Dave <dacooley@gmail.com>
Message-ID: <1133896493.919170.218730@g14g2000cwa.googlegroups.com>
Source record: 8848
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

sounds like the voice of experience

4542. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 19:20:42 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <4395e495@news.inet.com.pl>
Source record: 8849
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

MagerValp wrote:
>>>>>"MB" == Mark Bedingfield <mark@nomorespamplease.computercom.com.au> writes:
>
>
> MB> How many mips is the A1200? 1.6? Not even close to the Falcon on
> MB> its worst day, crippled or otherwise. A 68030+65001@16Mhz combo is
> MB> always going to out do a 68020@14Mhz, especially after dropping a
> MB> 68882 into the equation;-).
>
> Of course, I wasn't arguing that. I said that the 14 MHz 68020 in the
> A1200 is roughly as fast as the 16 MHz 68030 in the Falcon. Their
> custom chips have different strengths, and which is faster depends on
> what you're trying to do. If you're memory bound (blitting a bunch of
> moving objects), the A1200's memory bus is 63% faster than the
> Falcon's. If you're doing lots of calculations (say 3D graphics), the
> 56001 and 68882 are a huge benefit.
>
> MB> Does the A1200 have a copro?
>
> A 68881 or 68882 is supported, but not included in the base model.
> However, if you consider the launch date and price, you should
> probably be comparing the Falcon to the A4000/030, which had a 030/25
> with 68882 as standard.
>

Unfortunately as standard there was only an empty socket in this
machine. One had to put the 68882 into it on its own, but... the
A4000/030 came out to the market later than the A4000/040 and was a
crippled/stripped to the bones version of the A4000, good for all those
who were heading for an accelerator card anyway. The 68EC030 card looked
like it's been put inside just to show that it can actually boot and is
not DOA ;-)

4543. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 19:27:01 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4395e606$1@duster.adelaide.on.net>
Source record: 8850
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Peter van Merkerk" <merkerk@deadspam.com> wrote in message
news:4395dedc$0$818$3a628fcd@textreader.nntp.hccnet.nl...
> Alan wrote:
>
>> Or is there something I'm missing? I'm eager to be educated. As several
>> others have requested, I'd like to see some screenshots of what you
>> consider the really great Spectrum games and demos. What I've seen so
>> far tells me that your obvious love for the Spectrum has pretty seriously
>> damaged your ability to be objective about it's abilities.
>
> When one is determined enough in one's faith, trivialities like
> rationalization and blatant, incontrovertible facts are merely
> annoyances, and can be readily assumed to be nonsense.

I personally think Starglider has issues that go way beyond system advocacy.

4544. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 19:36:11 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3vm7hbF16fcrtU1@individual.net>
Source record: 8851
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

silverdr wrote:
>> If you quantify then you could ask:
>>
>> Q. Can the Spectrum draw as many sprites as a C64 can at the same speed?
>> A. The answer is yes regardless of how it does it.
>
> Please show the example, regardless of how it does it.

I don't think I'm going to be the one to defend that claim (Spectrum demos don't seem to be particularly big on sprites), but I think you'll have to quantify that a bit more to be meaningful. How many sprites are we talking about, and what size, and what do they have to do?

Still, in the absence of any further criteria, I'll claim that a 1x1 bitmap is a perfectly legitimate software sprite, and nominate Ecstasy Megademo <http://www.zxdemo.org/item.php?id=2522> which features (IIRC) 1024 individually-plotted pixels at full frame rate. Don't bother to post any sneering comments about what a ridiculous comparison that is, I already know.

>> Q. Can the Spectrum display colours at a 8x1 attributes like the C64?
>> A. Yes it can (same as above)
>
> 8x1? Ok, show that too, regardless of the 2x1 possibility on the 64

We already did (although people seemed to rather miss the point and think that I was trying to demonstrate the most mindblowing Spectrum-generated graphics ever seen, as opposed to demonstrating a simple technical point).
http://www.zxdemo.org/extra/flamewar/clive_7colour.png

I think your claim of 2x1 attributes is an exaggeration or a misunderstanding though. Firstly because someone else in this thread explicitly said that 8x1 was the limit (although admittedly I did specify the extra constraint of 'no cheating with interlace'), and secondly, if you could get two colours in one 2x1 area, you wouldn't be boasting about 2x1 attributes - you'd be boasting about no attributes at all.

>> The facts though support Starglider. Anything that the C64 can do
>> (except run a webserver maybe) a Spectrum can do too, regardless of
>> how that is achieved.
>
> Why can't it run a webserver then? It's mostly the number crunching
> dependent.

I don't think there's any reason why not in principle, just that nobody's put the software and hardware together to do it yet. As far as I'm aware, the main barrier to a port of Contiki is the lack of fully-compliant C compiler.

4545. cart disk tape

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 19:41:15 UTC
From: big_d_316@yahoo.com
Message-ID: <1133898075.285529.136560@z14g2000cwz.googlegroups.com>
Source record: 8852

Hey all with the wealth of software that has developed over the years
we can find on cassette, disk, and cartridge. Each has it's own place
with software that made each a valuable choice to have on your Atari
8-bit. What would you rank in the top five in each catergory?

Cartridge:

Games:
1.
2.
3.
4.
5.

Productivity:
1.
2.
3.
4.
5.

Utility:
1.
2.
3.
4.
5.

Tape:

Games:
1.
2.
3.
4.
5.

Productivity:
1.
2.
3.
4.
5.

Utility:
1.

2.
3.
4.
5.

Disk:

Games:
1.
2.
3.
4.
5.

Productivity:
1.
2.
3.
4.
5.

Utility:
1.
2.
3.
4.
5.

4546. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 20:44:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.06.20.44.34.351682@charter.net>
Source record: 8853

On Tue, 06 Dec 2005 22:07:12 +0800, Clockmeister wrote:

>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.06.13.40.37.108969@charter.net...
>> On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:
>>
>>> A 68881 or 68882 is supported, but not included in the base model.
>>> However, if you consider the launch date and price, you should
>>> probably be comparing the Falcon to the A4000/030, which had a 030/25
>>> with 68882 as standard.
>>
>> <puzzled look on face> I don't see how you get that. I mean, when I saw an
>> A4000 for the first time it was *expensive*.
>
> The A4000 was a big box easily expandable machine, ofcourse it cost more.

This is also one of the reasons why I went from my 800XL to an ST. When I
looked at the prices of a 520ST and the A1000, there was no comparison. I
would have had to rob a bank to buy the A1000.

>> My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
>> but it still was well under a $1000 here in the US.
>
> You get what you pay for.

It was a bargain, no doubt.

--
_/_/_/

4547. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 20:45:54 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <4395f899$0$810$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8854
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Matthew Westcott wrote:
> silverdr wrote:
>
> I think your claim of 2x1 attributes is an exaggeration or a
> misunderstanding though. Firstly because someone else in this thread
> explicitly said that 8x1 was the limit (although admittedly I did
> specify the extra constraint of 'no cheating with interlace'),

I said: "*in this mode* the C64 is limited to 8x1 attribute regions.". I didn't say the C64 couldn't do better than that. Unlike the Spectrum the C64 has many screen modes and tricks up its sleeve. See also: http://www.studiostyle.sk/dmagic/gallery/gfxmodes.htm

For example with sprites it is quite easy to fill an area with more colors than would normally possible for a given screen mode.

>> Why can't it run a webserver then? It's mostly the number crunching
>> dependent.
>
> I don't think there's any reason why not in principle, just that
> nobody's put the software and hardware together to do it yet. As far as
> I'm aware, the main barrier to a port of Contiki is the lack of
> fully-compliant C compiler.

I see no reason why a ZX Spectrum couldn't potentially run Contiki. Contiki doesn't really take advantage of the graphics and sound capabilities of the C64. Screen resolution aside, Contiki should run at least as well, if not better (thanks to the faster processor) on a ZX Spectrum than on a C64.

I'm pretty sure that there are decent enough C compilers for the Z80. The C compilers for the 6502 aren't fully compliant either. The Z80 with its 16-bit registers and larger stack, is much more suitable for C programs than a 6502.

According to the Contiki homepage there are already some ports underway for Z80 based systems. So I'm quite surprised no one has bothered to do a Spectrum port of Contiki.

4548. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 21:00:02 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.06.21.00.01.558584@charter.net>
Source record: 8855

On Tue, 06 Dec 2005 14:51:39 +0100, Anders Carlsson wrote:

> Maybe Atari had a special intro price in the US? When the Falcon 030
> was introduced in Sweden during early spring 1993, the recommended
> price including a 64 MB hard disk was around 16000 SEK ($2100). As
> MagerValp indicated, you could find a similar Amiga 4000/030 for
> a few thousand SEK less. A MIDI interface was only a few hundred
> crowns, so you almost could afford one more funky item of upgrade
> before you reached the list/sale price of a Falcon.
>
> Of course, the 4000 would not have a DSP, which IMHO might be the
> only hardware thing which makes the Falcon superior for its cost.

According to this website:

http://www.amigahistory.co.uk/a4000.txt

and the official Commodore announcement, an A4000 with a 120meg HD was
offered at a MSRP of $3699.00 which is way over what I paid for my Falcon
with a HD.

--
_/_/_/

4549. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 22:02:39 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <dn51pv$r7h$1@moppi.musoftware.de>
Source record: 8856
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In comp.sys.cbm Linards Ticmanis <ticmanis@gmx.de> wrote:
> I'd like best to use inline assembly ("asm") statements inside a C frame
> function, but the code is not allowed to cross a page boundary, since
> this would destroy the timing of branch instructions; and it seems that
> ".align" is not allowed in asm statements.

The builtin inline assembler is not a full featured assembler, therefore
control commands (like .align) aren't accepted. A second reason is that
the inline assembler code is processed by the the optimizer, and handling
control commands in this stage would be too complex.

> Is there any way to tell the
> compiler that you want a piece of inline assembly to be page-aligned?

Alignment is done by the linker. If you want to embed your inline
assembler code in a C function, you can place this C function in it's own
segment using something as

```
#pragma codeseg (push, FASTCODE);

void fastcode (void)
{
/* Your code here */
}

#pragma codeseg (pop);
```

Using your own linker configuration, you can the place the FASTCODE
segment whereever you like. See the linker docs for more information on
how to do this. The FAQ does also have a paragraph that talks about code
placement:

http://www.cc65.org/faq.php#ORG

> I understand that there's a software-implemented stack, using "sp" for a
> stack pointer / base pointer, local variables and parameters are both
> stored on this stack, and addressed with "(sp),y" type instructions, and
> that for a number of stack manipulation operations, there are a couple
> of standardized "jsr"s to library code; but exactly how the different
> data types are stored remains unclear to me, also how to use zero page
> in a compatible way.

MagerValp has already given a good example. I can add a few things here:

The low 16 bit of a 32 bit value are returned in A/X as with 16 bit
values. The high 16 bit are returned in the zero page location named
"sreg". If you're using inline asm, you don't have to care about the

declaration, the compiler will do that for you. If you're writing assembler modules, either use one of

```
.import sreg:zp
.importzp sreg
```

or include the file "zeropage.inc", which will give you access to all zero page locations, the compiler knows about.

The following zero page variables can be used freely by assembler functions:

```
ptr1, ptr2, ptr3, ptr4
tmp1, tmp2, tmp3, tmp3
```

But beware, other functions will also use these locations, so if you're calling a subroutine, they may get clobbered.

regbank

is a 6 byte zero page space used for register variables. It has the disadvantage that any caller expects the current to survive the function call, so you need to save it somewhere. The advantage is that you can expect to behave other functions in this way.

For more examples on how to interface with assembler, just have a look at the library sources, which can be found in the source archive.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
22:38:08 up 62 days, 6:25, 11 users, load average: 0.00, 0.02, 0.03

4550. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 22:06:44 UTC
From: Paul E Collins <find_my_real_address@CL4.org>
Message-ID: <dn521ksjv1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com>
Source record: 8857
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"silverdr" <silverdr@inet.remove.it.pl> wrote:

> Don't know what the newer Spectrums can do about
> the sound but I still remember the blirp, blirp, bzzt, beep
> of my first (and last) ZX Spectrum from 1984. Could this
> one play (even digitised) SID-alike tunes? Serious question.

A 48K could not play SID tunes at any acceptable "resolution", because it only has a single-channel beeper. It's something like the old PC beeper, before IBM-compatibles had sound cards. However, you can do some neat tricks with it where you play two alternating notes at high speed and produce two-channel sound, and Tim Follin managed to get five or six channels out of the beeper - although this had a *lot* of fizzy background noise to it, and was more technically impressive than pleasant to listen to. Also, nothing else could happen at the same time (except maybe waiting for a keypress).

The newer Spectrums have the AY-3-8912 sound chip, which is not so different from the YM chip in an Atari. It's not as powerful as a SID, either. It can play three channels of any combination of tone and "noise", and it can also play fairly acceptable sampled sounds while leaving some processor time free to do other things. There's a nice demo called DigiSID (http://zxdemo.org/item.php?id=6086) that plays a couple of SID tunes through AY while also running a simple scrolltext. They're obviously not 100% SID quality, because the chip is inferior, but they still sound good :)

P.

4551. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 22:42:58 UTC
From: OpIIm <lIlLIll@kingbrak.com>
Message-ID: <dn547d$2hg$1@nemesis.news.tpi.pl>
Source record: 8858

I believe there was another company that made monitors and they were
very popular at the time, began with A I believe, but I can't remember
the name.

On 2005-11-01 16:50:56 +0100, stephensheppard@hotmail.com said:

>
> Slor wrote:
>> I'm trying to get something straight here, so hopefully you guys can
>> help...
>>
>> Ok, so I have 2 800XLs sitting in front of me. The first one is the one I
>> have had since it was new, my first computer, immortal beloved (maybe
>> that's going a little too far). A while back I did the simplest hack I
>> could find to add chroma output to the machine, which was to put a line
>> from the resistor just above Q5 (can't read the resistor number) to the
>> chroma lead on the output jack. Voila, a nice bright s-video picture that
>> is better than the composite and enough to keep me happy without doing a
>> major video mod.
>>
>> Now, the second machine is one that has not been modified (at least for
>> video), and much to my surprise it's showing a picture when hooked up via
>> chroma/luma. It's not as bright as the other machine (even a slightly
>> different hus), but it's certainly just as clear. If I hook up the same
>> simple line as I did in the first machine, then it transitions to a
>> brighter version of the display.
>>
>> So, the question here is what is this second 800XL that already has some
>> sort of chroma output in place? I have read about the "Freddie" models
>> that came out late, but this machine does not have that chip. Is this a
>> very early 800XL that came out before they decided to stop hooking up the
>> chroma? I'm just curious since I never expected to run across one of these
>> with unmodded chroma output.
>>
>> Oh yeah, and they're both NTSC machines.
>>
>> Thanks
>>
>> --
>> Slor
>
> 1) Check behind pin 4 (I think that's the right number)of the DIN
> connector. If there is a trace leading backwards then Chroma is indeed
> connected. If the pin is just an empty solder point then no
> connection.,

>
> 2) If there is no trace then check your video cable. Perhaps it's been
> modified to bridge the Composite and Chroma pins to make Composite
> available on what should be the Chroma lead. That was the other cheap
> fix, Composite + Luminence instead of full Chrominence + Luminence.
> Produces better output than Composite alone plus you still get some
> artifacting.
>
> To be honest though, I've never heard of it being done at the cable
> because back in those good old days we used RCA connectors (not S-Video
> connectors) so one could simply plug in the Luminence lead and if the
> Chrominence lead didn't work we plugged in the Composite lead into the
> Chrominence input on the monitor.
>
> OT: Was Commodore the only company producing CRTs with separate
> Chrominence and Luminence inputs? I can't seem to remember.
>
> Steve Sheppard

4552. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 22:57:44 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <IHolf.13225$ea6.1462@news-server.bigpond.net.au>
Source record: 8859
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

silverdr wrote:
> MagerValp wrote:
>
>>>>>>> "MB" == Mark Bedingfield
>>>>>>> <mark@nomorespamplease.computercom.com.au> writes:
>>
>>
>>
>> MB> How many mips is the A1200? 1.6? Not even close to the Falcon on
>> MB> its worst day, crippled or otherwise. A 68030+65001@16Mhz combo is
>> MB> always going to out do a 68020@14Mhz, especially after dropping a
>> MB> 68882 into the equation;-).
>>
>> Of course, I wasn't arguing that. I said that the 14 MHz 68020 in the
>> A1200 is roughly as fast as the 16 MHz 68030 in the Falcon. Their
>> custom chips have different strengths, and which is faster depends on
>> what you're trying to do. If you're memory bound (blitting a bunch of
>> moving objects), the A1200's memory bus is 63% faster than the
>> Falcon's. If you're doing lots of calculations (say 3D graphics), the
>> 56001 and 68882 are a huge benefit.
>>
>> MB> Does the A1200 have a copro?
>>
>> A 68881 or 68882 is supported, but not included in the base model.
>> However, if you consider the launch date and price, you should
>> probably be comparing the Falcon to the A4000/030, which had a 030/25
>> with 68882 as standard.
>>
>
> Unfortunately as standard there was only an empty socket in this
> machine. One had to put the 68882 into it on its own, but... the
> A4000/030 came out to the market later than the A4000/040 and was a
> crippled/stripped to the bones version of the A4000, good for all those
> who were heading for an accelerator card anyway. The 68EC030 card looked
> like it's been put inside just to show that it can actually boot and is
> not DOA ;-)

Not all Falcon's had 68882's either. But Atari never made an 040 box
(past prototype). The TT030 I would compare to an A3000 and a A4000 to a
Hades or Milan. The Falcon was still supposed to be a home computer.

Ok are we ready for the truth now;-). Or are we still playing?

Mark

4553. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 23:01:21 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <5Lolf.13227$ea6.5782@news-server.bigpond.net.au>
Source record: 8860
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Clockmeister wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.06.13.34.02.636931@charter.net...
>
>>On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
>>
>>
>>>There is nothing an ST can do that an A500 isn't capable of.
>>
>>MIDI...from a stock machine.
>>
>
>
>
> MIDI is absolutely useless without additional hardware... and subsequent
> cost.
>
> $29.95 bought you an Amiga MIDI interface should you need it, and support
> was built into the serial port.
>

Yet you bitch about buying another monitor? How well did Cubase or
Notator run on an Amiga? The Atari STILL has the best midi timing of any
computer (thanks to the PC's open architecture) and are STILL used in
studios for that reason. Bars and Pipes, hehehehehehehe.......

Mark

PS Midi is very good at simple networking too. Try Substation or
Midimaze for example.

4554. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 23:12:45 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <NVolf.13232$ea6.10804@news-server.bigpond.net.au>
Source record: 8861
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "The Starglider" <thestarglider@wibble.co.uk> wrote in message
> news:mlbbp1p65o8loqh8jkd5bf8dnvuek2kecl@4ax.com...
>
>>On Tue, 6 Dec 2005 22:21:28 +0800, "Clockmeister" <no-one@nowhere.com>
>>wrote:
>>
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>news:pan.2005.12.06.13.34.02.636931@charter.net...
>>>
>>>>On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
>>>>
>>>>
>>>>>There is nothing an ST can do that an A500 isn't capable of.
>>>>
>>>>MIDI...from a stock machine.
>>>>
>>>
>>>
>>>MIDI is absolutely useless without additional hardware... and subsequent
>>>cost.
>>>
>>>$29.95 bought you an Amiga MIDI interface should you need it, and support
>>>was built into the serial port.
>>>
>>
>>No none built in as standard though?
>
>
> No, the DIN connector wasn't present if that is what you mean. I had a
> sampler with built in MIDI but I never used the MIDI side of it.
>
>

The Falcon has a built in line input as well as midi. Able to record at
16bits 50Khz stereo direct to disk. How about that stock A1200? How good
was its built in SCSI? 14 meg of ram? HD FDD (that runs at reasonable
speed). VGA and RGB support, resolutions I have got out of a stock
Falcon over 1280x1024. 6 joystick support analogue and digital. Able to
run virtual memory too. Cmon....

Mark
```

BTW thanks, I have dragged some of the older machines out and am
enjoying them again;-).

4555. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 23:18:51 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43961c5c$0$9651$9b4e6d93@newsread2.arcor-online.net>
Source record: 8862
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Thanks to all who answered for the help!

U. v. Bassewitz wrote:

> The builtin inline assembler is not a full featured assembler, therefore
> control commands (like .align) aren't accepted. A second reason is that
> the inline assembler code is processed by the the optimizer, and handling
> control commands in this stage would be too complex.

Being processed by the optimizer pretty much rules out using inline assembly I fear, since the Apple disk controller wants to receive a byte exactly every 32 cycles; one more or less and it won't work. So any kind of optimization or reorganization would destroy the functionality.

So I guess I'll use a separate assembly file and .align my code that way. There's no need to call any functions from the write code, it's just a simple loop that dumps memory locations' contents to the write register. And now that I know how parameter passing works, it should be easy enough.

One more thing, on the Apple many hardware funktions are activated by accessing certain addresses. It's only the access that matters, the data read or written is irrelevant. But when I use peekpoke.h and say something like "PEEK(0xC030);" without using the result for anything, it gets optimized away. I've settled on "*((char *)0xC030) = __AX__;", which gives a "pure" store, storing whatever is currently in A; but this is problematic for some addresses, since the 6502 accesses an address twice during a write. Some of these "softswitches" are toggle switches, so you need to read them, which produces only one access; writing them toggles them back and forth instead.

Is there any way to get a "pure" load, i.e. make the compiler emit just an LDA (or a BIT, or whatever) but to ignore the result? I mean without resorting to inline assembly. I tried to do it with "volatile" but that doesn't seem to have any effect.

(No need to answer this rather peculiar request, unless you feel like answering. I know I can just store the result to some temporary variable and forget about it, it's more or less a question on whether it's possible.)

--
Linards Ticmanis

4556. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 23:28:54 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <43961eb7$1@news.inet.com.pl>
Source record: 8863
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Matthew Westcott wrote:
> silverdr wrote:
>
>>> If you quantify then you could ask:
>>>
>>> Q. Can the Spectrum draw as many sprites as a C64 can at the same speed?
>>> A. The answer is yes regardless of how it does it.
>>
>>
>> Please show the example, regardless of how it does it.
>
>
> I don't think I'm going to be the one to defend that claim (Spectrum
> demos don't seem to be particularly big on sprites)

For obvious reasons IMHO ;-)

>, but I think you'll
> have to quantify that a bit more to be meaningful. How many sprites are
> we talking about, and what size, and what do they have to do?

I think it's been said already. The C64 sprites have decicated size of 24x21 pixels (that's to answer the "size" question). Let's keep it so simple and small then. They have to be moved on screen without affecting the underlying (or overlying) graphics (no colour bleeding at all, regardless of the colours chosen for the back/foreground vs. sprite). They have to be moved on screen without _any_ noticeable jitter (raster synchronised as not to get distorted). They have to do the above and be in a number of - let's make it easy - 32, updated every frame. Of course I'd love to see the 100+ (was it?) record of the 64 being beaten on the Speccy while fulfilling the above criteria of "as many" and "as fast".

>
> Still, in the absence of any further criteria, I'll claim that a 1x1
> bitmap is a perfectly legitimate software sprite, and nominate Ecstasy
> Megademo <http://www.zxdemo.org/item.php?id=2522> which features (IIRC)
> 1024 individually-plotted pixels at full frame rate. Don't bother to
> post any sneering comments about what a ridiculous comparison that is, I
> already know.

:-)

>
>>> Q. Can the Spectrum display colours at a 8x1 attributes like the C64?
>>> A. Yes it can (same as above)

>>
>>
>> 8x1? Ok, show that too, regardless of the 2x1 possibility on the 64
>
>
> We already did (although people seemed to rather miss the point and
> think that I was trying to demonstrate the most mindblowing
> Spectrum-generated graphics ever seen, as opposed to demonstrating a
> simple technical point).
> http://www.zxdemo.org/extra/flamewar/clive_7colour.png

Yes, I already admitted that I was wrong (not up to date) here, provided
it's possible on every regular Spectrum and not only on the newer
clones/models

>
> I think your claim of 2x1 attributes is an exaggeration or a
> misunderstanding though. Firstly because someone else in this thread
> explicitly said that 8x1 was the limit (although admittedly I did
> specify the extra constraint of 'no cheating with interlace'), and
> secondly, if you could get two colours in one 2x1 area, you wouldn't be
> boasting about 2x1 attributes - you'd be boasting about no attributes at
> all.

You are right. I put it wrong. I was actually referring to the simple
"multicolor" mode, which combines two adjacent square pixels into one
with the addittion of extra "colour depth" and allows without any tricks
(read: software support exceeding initialisation) to display four
colours in four adjacent pixels. After adding the simplest "trick"
different colours can be applied to every line. Somebody already gave
the link to the article explaining the display modes on the 64.

>
>>> The facts though support Starglider. Anything that the C64 can do
>>> (except run a webserver maybe) a Spectrum can do too, regardless of
>>> how that is achieved.
>>
>>
>> Why can't it run a webserver then? It's mostly the number crunching
>> dependent.
>
> I don't think there's any reason why not in principle, just that
> nobody's put the software and hardware together to do it yet.

That's what I refer to. IMHO Spectrum actually _can_ run a webserver. At
least I don't see any major obstacle for it to be done that would be a
result of the platform's limitations. Funny is that this was agreed as
impossible while things that are most probably not really possible
(sprites, more advanced gfx display) are claimed to be the ones so easy
achievable...

4557. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-06 23:50:51 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <439623dd$1@news.inet.com.pl>
Source record: 8864
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Mark Bedingfield wrote:

>>> MB> Does the A1200 have a copro?
>>>
>>> A 68881 or 68882 is supported, but not included in the base model.
>>> However, if you consider the launch date and price, you should
>>> probably be comparing the Falcon to the A4000/030, which had a 030/25
>>> with 68882 as standard.
>>>
>>
>> Unfortunately as standard there was only an empty socket in this
>> machine. One had to put the 68882 into it on its own, but... the
>> A4000/030 came out to the market later than the A4000/040 and was a
>> crippled/stripped to the bones version of the A4000, good for all
>> those who were heading for an accelerator card anyway. The 68EC030
>> card looked like it's been put inside just to show that it can
>> actually boot and is not DOA ;-)
>
>
> Not all Falcon's had 68882's either. But Atari never made an 040 box
> (past prototype). The TT030 I would compare to an A3000 and a A4000 to a
> Hades or Milan. The Falcon was still supposed to be a home computer.
>
> Ok are we ready for the truth now;-). Or are we still playing?

As you wish... ;-)

4558. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 00:41:26 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43962fb8$1@duster.adelaide.on.net>
Source record: 8865
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Paul E Collins" <find_my_real_address@CL4.org> wrote in message
news:dn521ksjv1@nwrdmz03.dmz.ncs.ea.ibs-infra.bt.com...
> "silverdr" <silverdr@inet.remove.it.pl> wrote:
>
>> Don't know what the newer Spectrums can do about
>> the sound but I still remember the blirp, blirp, bzzt, beep
>> of my first (and last) ZX Spectrum from 1984. Could this
>> one play (even digitised) SID-alike tunes? Serious question.
>
> A 48K could not play SID tunes at any acceptable "resolution", because it
> only has a single-channel beeper. It's something like the old PC beeper,
> before IBM-compatibles had sound cards. However, you can do some neat
> tricks with it where you play two alternating notes at high speed and
> produce two-channel sound, and Tim Follin managed to get five or six
> channels out of the beeper - although this had a *lot* of fizzy background
> noise to it, and was more technically impressive than pleasant to listen
> to. Also, nothing else could happen at the same time (except maybe waiting
> for a keypress).

Reminds me of the wav sound driver for the PC speaker, it too took a lot of
CPU and sounded fuzzy.

> The newer Spectrums have the AY-3-8912 sound chip, which is not so
> different from the YM chip in an Atari. It's not as powerful as a SID,
> either. It can play three channels of any combination of tone and "noise",
> and it can also play fairly acceptable sampled sounds while leaving some
> processor time free to do other things. There's a nice demo called DigiSID
> (http://zxdemo.org/item.php?id=6086) that plays a couple of SID tunes
> through AY while also running a simple scrolltext. They're obviously not
> 100% SID quality, because the chip is inferior, but they still sound good
> :)
>

Thank you for that honest answer.

4559. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 00:50:24 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439631d2$1@duster.adelaide.on.net>
Source record: 8866
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:5Lolf.13227$ea6.5782@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.06.13.34.02.636931@charter.net...
>>
>>>On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
>>>
>>>
>>>>There is nothing an ST can do that an A500 isn't capable of.
>>>
>>>MIDI...from a stock machine.
>>>
>>
>>
>>
>> MIDI is absolutely useless without additional hardware... and subsequent
>> cost.
>>
>> $29.95 bought you an Amiga MIDI interface should you need it, and support
>> was built into the serial port.
>>
>
> Yet you bitch about buying another monitor?

Monitors were damned expensive. $29.95 for a port that only a minority of
people would have a use for is pretty cheap.

How well did Cubase or
> Notator run on an Amiga? The Atari STILL has the best midi timing of any
> computer (thanks to the PC's open architecture) and are STILL used in
> studios for that reason. Bars and Pipes, hehehehehehehe.......

You would like to think so, but I see Mac's and PC's everywhere in studios.
The days of the Atari being a choice for the semi-professional+ are long
gone.

>
> Mark
>
> PS Midi is very good at simple networking too. Try Substation or Midimaze
> for example.

Simple being the operative word there.

4560. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 01:13:37 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <5Hqlf.13345$ea6.10472@news-server.bigpond.net.au>
Source record: 8867
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:5Lolf.13227$ea6.5782@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
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>>>
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>>>MIDI is absolutely useless without additional hardware... and subsequent
>>>cost.
>>>
>>>$29.95 bought you an Amiga MIDI interface should you need it, and support
>>>was built into the serial port.
>>>
>>
>>Yet you bitch about buying another monitor?
>
>
> Monitors were damned expensive. $29.95 for a port that only a minority of
> people would have a use for is pretty cheap.

Or you could include it as standard and still be cheaper than an Amiga.
>
> How well did Cubase or
>
>>Notator run on an Amiga? The Atari STILL has the best midi timing of any
>>computer (thanks to the PC's open architecture) and are STILL used in
>>studios for that reason. Bars and Pipes, hehehehehehehe.......
>
>
```

> You would like to think so, but I see Mac's and PC's everywhere in studios.
> The days of the Atari being a choice for the semi-professional+ are long
> gone.

Not so, alot of sudios still use them as a master midi clock IIRC.
Because the timing is so poor on modern equipment. So, how well did
Cubase run on an Amiga anyway?
>
>
>>Mark
>>
>>PS Midi is very good at simple networking too. Try Substation or Midimaze
>>for example.
>
>
> Simple being the operative word there.
>
Thats right a $5 lead made it possible to hook 16 machines together and
have a gaming comp with you mates.

Mark

4561. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 01:48:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43963f73$1@duster.adelaide.on.net>
Source record: 8868
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:5Hqlf.13345$ea6.10472@news-server.bigpond.net.au...
> Clockmeister wrote:
>> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>> message news:5Lolf.13227$ea6.5782@news-server.bigpond.net.au...
>>
>>>Clockmeister wrote:
>>>
>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>news:pan.2005.12.06.13.34.02.636931@charter.net...
>>>>
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>>>>>On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
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>>>>MIDI is absolutely useless without additional hardware... and subsequent
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>>>>$29.95 bought you an Amiga MIDI interface should you need it, and
>>>>support was built into the serial port.
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>>>Yet you bitch about buying another monitor?
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>> Monitors were damned expensive. $29.95 for a port that only a minority of
>> people would have a use for is pretty cheap.
>
> Or you could include it as standard and still be cheaper than an Amiga.

$29.95 is peanuts for those into MIDI, it would be the least of their
expense.

>> How well did Cubase or
>>
>>Notator run on an Amiga? The Atari STILL has the best midi timing of any

>>>computer (thanks to the PC's open architecture) and are STILL used in
>>>studios for that reason. Bars and Pipes, hehehehehehehe.......
>>
>>
>> You would like to think so, but I see Mac's and PC's everywhere in
>> studios. The days of the Atari being a choice for the semi-professional+
>> are long gone.
>
> Not so, alot of sudios still use them as a master midi clock IIRC. Because
> the timing is so poor on modern equipment.

Professionals seem to be happy with it, I think

So, how well did
> Cubase run on an Amiga anyway?
>>

It doesn't, MIDI was the domain of Atari where Video was the domain of
Amiga. Despite that the MOD tracker format was by far and away much more
popular then MIDI anyway, and spawned many a talented musician.

>>>Mark
>>>
>>>PS Midi is very good at simple networking too. Try Substation or Midimaze
>>>for example.
>>
>>
>> Simple being the operative word there.
>>
> Thats right a $5 lead made it possible to hook 16 machines together and
> have a gaming comp with you mates.
>

Yeah, that was a huge plus.

4562. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 02:38:26 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <CWrlf.12004$wF.7871@trnddc08>
Source record: 8869

Was it Amdek? I have 3 or 4 of those for my 8-bits.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"OplIm" <lILIll@kingbrak.com> wrote in message
news:dn547d$2hg$1@nemesis.news.tpi.pl...
>I believe there was another company that made monitors and they were very
>popular at the time, began with A I believe, but I can't remember the name.
>
> On 2005-11-01 16:50:56 +0100, stephensheppard@hotmail.com said:
>
>>
>> Slor wrote:
>>> I'm trying to get something straight here, so hopefully you guys can
>>> help...
>>>
>>> Ok, so I have 2 800XLs sitting in front of me. The first one is the one
>>> I
>>> have had since it was new, my first computer, immortal beloved (maybe
>>> that's going a little too far). A while back I did the simplest hack I
>>> could find to add chroma output to the machine, which was to put a line
>>> from the resistor just above Q5 (can't read the resistor number) to the
>>> chroma lead on the output jack. Voila, a nice bright s-video picture
>>> that
>>> is better than the composite and enough to keep me happy without doing a
>>> major video mod.
>>>
>>> Now, the second machine is one that has not been modified (at least for
>>> video), and much to my surprise it's showing a picture when hooked up
>>> via
>>> chroma/luma. It's not as bright as the other machine (even a slightly
>>> different hus), but it's certainly just as clear. If I hook up the same
>>> simple line as I did in the first machine, then it transitions to a
>>> brighter version of the display.
>>>
>>> So, the question here is what is this second 800XL that already has some
>>> sort of chroma output in place? I have read about the "Freddie" models
>>> that came out late, but this machine does not have that chip. Is this a
>>> very early 800XL that came out before they decided to stop hooking up
>>> the
>>> chroma? I'm just curious since I never expected to run across one of
>>> these

>>> with unmodded chroma output.
>>>
>>> Oh yeah, and they're both NTSC machines.
>>>
>>> Thanks
>>>
>>> --
>>> Slor
>>
>> 1) Check behind pin 4 (I think that's the right number)of the DIN
>> connector. If there is a trace leading backwards then Chroma is indeed
>> connected. If the pin is just an empty solder point then no
>> connection.,
>>
>> 2) If there is no trace then check your video cable. Perhaps it's been
>> modified to bridge the Composite and Chroma pins to make Composite
>> available on what should be the Chroma lead. That was the other cheap
>> fix, Composite + Luminence instead of full Chrominence + Luminence.
>> Produces better output than Composite alone plus you still get some
>> artifacting.
>>
>> To be honest though, I've never heard of it being done at the cable
>> because back in those good old days we used RCA connectors (not S-Video
>> connectors) so one could simply plug in the Luminence lead and if the
>> Chrominence lead didn't work we plugged in the Composite lead into the
>> Chrominence input on the monitor.
>>
>> OT: Was Commodore the only company producing CRTs with separate
>> Chrominence and Luminence inputs? I can't seem to remember.
>>
>> Steve Sheppard
>
>

4563. Re: My stock 800XL has chroma output?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 02:38:38 UTC
From: stephensheppard@hotmail.com
Message-ID: <1133923118.772785.147690@g47g2000cwa.googlegroups.com>
Source record: 8870

OplIm wrote:
> I believe there was another company that made monitors and they were
> very popular at the time, began with A I believe, but I can't remember
> the name.

Hmmm, "I" does not ring a bell. How about C.Itoh? Pretty sure they
made printers and monitors back in the day.

Anyway, thanks for the help plus you've just given me one or two more
fond memories.

Steve Sheppard

>
> On 2005-11-01 16:50:56 +0100, stephensheppard@hotmail.com said:
>
> >
> > Slor wrote:
> >> I'm trying to get something straight here, so hopefully you guys can
> >> help...
> >>
> >> Ok, so I have 2 800XLs sitting in front of me. The first one is the one I
> >> have had since it was new, my first computer, immortal beloved (maybe
> >> that's going a little too far). A while back I did the simplest hack I
> >> could find to add chroma output to the machine, which was to put a line
> >> from the resistor just above Q5 (can't read the resistor number) to the
> >> chroma lead on the output jack. Voila, a nice bright s-video picture that
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> >> major video mod.
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> >> chroma? I'm just curious since I never expected to run across one of these
> >> with unmodded chroma output.
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> >> Oh yeah, and they're both NTSC machines.

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> >> Thanks
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> > connector. If there is a trace leading backwards then Chroma is indeed
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> > connection.,
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> > fix, Composite + Luminence instead of full Chrominence + Luminence.
> > Produces better output than Composite alone plus you still get some
> > artifacting.
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> > To be honest though, I've never heard of it being done at the cable
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> > Chrominence lead didn't work we plugged in the Composite lead into the
> > Chrominence input on the monitor.
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> > OT: Was Commodore the only company producing CRTs with separate
> > Chrominence and Luminence inputs? I can't seem to remember.
> >
> > Steve Sheppard

4564. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 03:21:48 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <gzslf.13449$ea6.5630@news-server.bigpond.net.au>
Source record: 8871
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
Clockmeister wrote:
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:5Hqlf.13345$ea6.10472@news-server.bigpond.net.au...
>
>>Clockmeister wrote:
>>
>>>"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
>>>message news:5Lolf.13227$ea6.5782@news-server.bigpond.net.au...
>>>
>>>
>>>>Clockmeister wrote:
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>>>>
>>>>>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>>>>>news:pan.2005.12.06.13.34.02.636931@charter.net...
>>>>>
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>>>>>>On Tue, 06 Dec 2005 12:36:36 +0800, Clockmeister wrote:
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>>>>>$29.95 bought you an Amiga MIDI interface should you need it, and
>>>>>support was built into the serial port.
>>>>>
>>>>
>>>>Yet you bitch about buying another monitor?
>>>
>>>
>>>Monitors were damned expensive. $29.95 for a port that only a minority of
>>>people would have a use for is pretty cheap.
>>
```

>>Or you could include it as standard and still be cheaper than an Amiga.
>
>
> $29.95 is peanuts for those into MIDI, it would be the least of their
> expense.
>

That would be an assumption, not a fact.

>
>>> How well did Cubase or
>>>
>>>
>>>>Notator run on an Amiga? The Atari STILL has the best midi timing of any
>>>>computer (thanks to the PC's open architecture) and are STILL used in
>>>>studios for that reason. Bars and Pipes, hehehehehehehe.......
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>>>You would like to think so, but I see Mac's and PC's everywhere in
>>>studios. The days of the Atari being a choice for the semi-professional+
>>>are long gone.
>>
>>Not so, alot of sudios still use them as a master midi clock IIRC. Because
>>the timing is so poor on modern equipment.
>
>
> Professionals seem to be happy with it, I think

Not all, and I know quite a few. Especially those that started on the ST.
>
> So, how well did
>
>>Cubase run on an Amiga anyway?
>>
>
> It doesn't, MIDI was the domain of Atari where Video was the domain of
> Amiga. Despite that the MOD tracker format was by far and away much more
> popular then MIDI anyway, and spawned many a talented musician.

There is no comparison between Mod and Midi. Especially when you get to
Cubase audio on the Falcon. I think there was a version that ran on the
ST/Mega/TT as well, using an external SCSI sampler.

So how many albums were recorded using the Mod standard? Midi was/is
more popular than Mod has/ever will be.

Mod was/is very popular on the Atari too. I found an scream tracker
player for the STE yesterday. Awesome stuff. Seems a mod player for the
STFM has been released recently too, capable of 50Khz playback. The guy
who wrote it (Paulo Simoes), would be the guy who wrote the fist
overscan demos in the 80's and has recently broken the sprite record on
the ST. He deserves a medal I think.

You do know that a stock STE is capable of 50Khz DMA stereo? Mods are
not an issue for anything made by Atari after 1987. STE, MegaSTE, TT and
Falcon.

>

>>>>PS Midi is very good at simple networking too. Try Substation or Midimaze
>>>>for example.
>>>
>>>
>>>Simple being the operative word there.
>>>
>>
>>Thats right a $5 lead made it possible to hook 16 machines together and
>>have a gaming comp with you mates.
>>
>
>
> Yeah, that was a huge plus.
>

I thought so. Have you ever played midimaze or Substation?

Mark

4565. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 03:37:00 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512062237020.5800@static-141-149-129-16.buff.east.verizon.net>
Source record: 8872
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Tue, 6 Dec 2005, Paul E Collins wrote:

> The newer Spectrums have the AY-3-8912 sound chip, which is not so
> different from the YM chip in an Atari.

That's because the Atari's YM chip is an AY8910 clone.

-uso.

4566. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 05:53:53 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <k2ucp1t078jm5hci2878b8d0iivmpn4skp@4ax.com>
Source record: 8873
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Linards Ticmanis <ticmanis@gmx.de>:

>One more thing, on the Apple many hardware funktions are activated by
>accessing certain addresses. It's only the access that matters, the data
>read or written is irrelevant. But when I use peekpoke.h and say
>something like "PEEK(0xC030);" without using the result for anything, it
>gets optimized away. I've settled on "*((char *)0xC030) = __AX__;",
>which gives a "pure" store, storing whatever is currently in A; but this
>is problematic for some addresses, since the 6502 accesses an address
>twice during a write. Some of these "softswitches" are toggle switches,
>so you need to read them, which produces only one access; writing them
>toggles them back and forth instead.
>
>Is there any way to get a "pure" load, i.e. make the compiler emit just
>an LDA (or a BIT, or whatever) but to ignore the result? I mean without
>resorting to inline assembly. I tried to do it with "volatile" but that
>doesn't seem to have any effect.

A volatile type would be great. I have a program that suffers from a
similiar problem, in that I store a value to a memory location to check for
the presence of hardware. If I check for that value in that location right
after the assignment, the optimizer optimizes it away. I got around it by
putting the check far enough down in the code from the assignment that the
optimizer doesn't remember it.

--
Shawn Jefferson
(fix reply to for email)

4567. Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 07:57:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001ef5f4@familynet-international.org>
Source record: 8880

FamilyNet International Newsgate

> From: "Phantom" <phantomm@bellsouth.net>
> A while back I stumbled onto a Web Site that was in German.
> It had pictures and diagrams of connecting an Atari 800XL to an
> Atari Falcon 030. I am not sure what the purpose was as it
> was in German. But it looked very interesting.
> However, I have lost that URL, and haven't been able to find it.
> Does anyone recall seeing this Site and or possible have the
> URL for it.
> If so, post it or send it to me in e-mail.
> Thanks,
> phantomm@bellsouth.net

Here you go...

ftp://ftp.atari.art.pl/stuff/mirror/atari.fornax.sk/pub/atari/8bit/Emulators/co
mp/800xldj.lzh

That is on the XLSearch site.

800XLDJ uses an SIO2PC cable to have the Atari ST/TT/Falcon (Well, I've at
least gotten it to work on a ST and STE) to act as a virtual drive. Some day
the images drop off the last bit, and the program uses a .DI format. However,
that aside, works great! At least worked great for me.

Haven't used that since like 2000. I got a cheap 75 mhz laptop and ran the
dos based version of Steve Tucker's APE program. But in a pinch, 800XLDJ does
alright.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4568. Re: Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 08:00:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001ef5f5@familynet-international.org>
Source record: 8881

FamilyNet International Newsgate

>>I connect my Atari XE to my Hades060 using the SIO cable and 800XLDJ software
>>
>> .
> I tried this with my Falcon, but discovered hardware mods are
> necessary. Forgive me if I am incorrect, but I think it is because
> of the SCC chip instead of MFP like the ST. I have the SIO2PC cable
> connected to my 1040STe with 800XLDJ and it works great (wasn't
> willing to modify my Falcon).
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

It's possble. The Falcon is a strange bird.

But with all ST's I found that the "drver" program, or some serial port
patch was needed since the ST had a few odd serial protocals. That is, you
needed this patch to get the serial port working reliably at or beyond 9600
baud.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4569. Re: Connecting 8-bit to Falcon

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 08:11:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001ef5f6@familynet-international.org>
Source record: 8882

FamilyNet International Newsgate

> From: "Phantom" <phantomm@bellsouth.net>

> Where does the SIO2PC connect in the 800XL Chain if you have a couple of
> disk drives
> attached and maybe a Printer or someother SIO Device?
> Can you have alot of stuff like the above connected to the 800XL and
> still be able to use
> the SIO2PC hardware on the 1040STE?
> Does the SIO2PC hardware connection on the 8-bit side connect at the end
> of the
> daisy chain of SIO cables?
> phantomm@bellsouth.net

A good question. I have run my SIO2PC cable at the end of the SIO chain.
I have run into problems only when I tried to add other devices that didn't
have another SIO port on it.. like the 410 tape player and some printer
interfaces.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4570. Women & Atari

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 08:15:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001ef734@familynet-international.org>
Source record: 8884

FamilyNet International Newsgate

> From: David Murray

> (not me, by the way, I like girls)

There is an interesting thread on Atariage where someone asked about women in the history of Atari development. So we have some pictures there of various developers, and a few hotties wearing the Atari logo.

http://www.atariage.com/forums/index.php?showtopic=80116&st=0

Enjoy!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4571. cart disk tape

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 08:26:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001ef735@familynet-international.org>
Source record: 8883

FamilyNet International Newsgate

> From: big_d_316@yahoo.com
> Hey all with the wealth of software that has developed over the years
> we can find on cassette, disk, and cartridge. Each has it's own place
> with software that made each a valuable choice to have on your Atari
> 8-bit. What would you rank in the top five in each catergory?
> Cartridge:
> ------------
> Games:
> 1. Archon
> 2. Joust
> 3. Wizard of Wor
> 4. Star Raiders
> 5. Star Raiders II
> Productivity:
> 1. Basic
> 2. Atarimax Cart 1 mb
> 3.
> 4.
> 5.
> Utility:
> 1. Atarimax Cart 1 mb
> 2.
> 3.
> 4.
> 5.

> Tape:
> Games:
> 1. Jupiter I/O (would play soundtrack while loading)
> 2.
> 3.
> 4.
> 5.
> Productivity:
> 1. Language tapes.
> 2.
> 3.
> 4.
> 5.
> Utility:
> 1.
> 2.
> 3.

> 4.
> 5.

> Disk:
> Games:
> 1. Return of Heracles
> 2. Infocom adventures
> 3. Arkanoid
> 4. Jellybeans!
> 5.
> Productivity:
> 1. Atariwriter
> 2.
> 3.
> 4.
> 5.
> Utility:
> 1. Ice-T
> 2. Bobterm
> 3.
> 4.
> 5.

What I have and actually use are two different things these days.
Generally, as you can see, I call a lot of BBS's, and sometimes play a game or two. :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4572. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 08:31:33 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <YamdndvG3OsvAAvenZ2dnUVZ_sSdnZ2d@comcast.com>
Source record: 8874
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Linards Ticmanis wrote:
> Thanks to all who answered for the help!
>
> U. v. Bassewitz wrote:
>
>> The builtin inline assembler is not a full featured assembler, therefore
>> control commands (like .align) aren't accepted. A second reason is that
>> the inline assembler code is processed by the the optimizer, and handling
>> control commands in this stage would be too complex.
>
>
> Being processed by the optimizer pretty much rules out using inline
> assembly I fear, since the Apple disk controller wants to receive a byte
> exactly every 32 cycles; one more or less and it won't work. So any kind
> of optimization or reorganization would destroy the functionality.

I hope that the optimizer knows enough to leave assembly code
unchanged. I presumed (oops) that UVB meant only that it "passed
through" the optimizer, not that the optimizer attempted to do
anything with it... ;-(

> So I guess I'll use a separate assembly file and .align my code that
> way. There's no need to call any functions from the write code, it's
> just a simple loop that dumps memory locations' contents to the write
> register. And now that I know how parameter passing works, it should be
> easy enough.

A good fallback position.

> One more thing, on the Apple many hardware funktions are activated by
> accessing certain addresses. It's only the access that matters, the data
> read or written is irrelevant. But when I use peekpoke.h and say
> something like "PEEK(0xC030);" without using the result for anything, it
> gets optimized away. I've settled on "*((char *)0xC030) = __AX__;",
> which gives a "pure" store, storing whatever is currently in A; but this
> is problematic for some addresses, since the 6502 accesses an address
> twice during a write. Some of these "softswitches" are toggle switches,
> so you need to read them, which produces only one access; writing them
> toggles them back and forth instead.
>
> Is there any way to get a "pure" load, i.e. make the compiler emit just
> an LDA (or a BIT, or whatever) but to ignore the result? I mean without
> resorting to inline assembly. I tried to do it with "volatile" but that
> doesn't seem to have any effect.

It is not true that all stores cause a read access. I don't know how this myth continues to propagate. (Perhaps it's because of the "double access" note about the Applesoft POKE function, which occurs because that store is *always* indexed.)

Only indexed and indirect indexed stores cause a read access prior to the write access (because of a data path conflict in the chip which requires another cycle).

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

4573. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 08:36:11 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <j5ednWB9w_IVAwveRVn-vA@comcast.com>
Source record: 8875
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Shawn Jefferson wrote:
> Linards Ticmanis <ticmanis@gmx.de>:
>
>
>>One more thing, on the Apple many hardware funktions are activated by
>>accessing certain addresses. It's only the access that matters, the data
>>read or written is irrelevant. But when I use peekpoke.h and say
>>something like "PEEK(0xC030);" without using the result for anything, it
>>gets optimized away. I've settled on "*((char *)0xC030) = __AX__;",
>>which gives a "pure" store, storing whatever is currently in A; but this
>>is problematic for some addresses, since the 6502 accesses an address
>>twice during a write. Some of these "softswitches" are toggle switches,
>>so you need to read them, which produces only one access; writing them
>>toggles them back and forth instead.
>>
>>Is there any way to get a "pure" load, i.e. make the compiler emit just
>>an LDA (or a BIT, or whatever) but to ignore the result? I mean without
>>resorting to inline assembly. I tried to do it with "volatile" but that
>>doesn't seem to have any effect.
>
>
> A volatile type would be great. I have a program that suffers from a
> similiar problem, in that I store a value to a memory location to check for
> the presence of hardware. If I check for that value in that location right
> after the assignment, the optimizer optimizes it away. I got around it by
> putting the check far enough down in the code from the assignment that the
> optimizer doesn't remember it.

A volatile type is a necessity in any optimized language used to
access addresses when the access has side effects. As noted, the
Apple (and indeed, any 6502 machine) is loaded with such side effects.

One must also make some "policy" decisions about indirect accesses
(through pointers). Without explicit information to the contrary,
it is best to assume that a pointer *cannot* point to a volatile,
since to do otherwise would eliminate almost all optimizations.

-michael

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Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

4574. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 09:56:48 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512070455010.6729@static-141-149-129-16.buff.east.verizon.net>
Source record: 8876
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

On Wed, 7 Dec 2005, Michael J. Mahon wrote:

> A volatile type is a necessity in any optimized language used to
> access addresses when the access has side effects. As noted, the
> Apple (and indeed, any 6502 machine) is loaded with such side effects.
>
> One must also make some "policy" decisions about indirect accesses
> (through pointers). Without explicit information to the contrary,
> it is best to assume that a pointer *cannot* point to a volatile,
> since to do otherwise would eliminate almost all optimizations.

I for one don't like my code computer-optimized because I lose control
over it.

-uso.

4575. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 11:15:30 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <4396c453$0$9637$9b4e6d93@newsread2.arcor-online.net>
Source record: 8877
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Michael J. Mahon wrote:

> I hope that the optimizer knows enough to leave assembly code
> unchanged. I presumed (oops) that UVB meant only that it "passed
> through" the optimizer, not that the optimizer attempted to do
> anything with it... ;-(

Probably you are right.

> It is not true that all stores cause a read access. I don't know
> how this myth continues to propagate. (Perhaps it's because of
> the "double access" note about the Applesoft POKE function, which
> occurs because that store is *always* indexed.)
> Only indexed and indirect indexed stores cause a read access prior
> to the write access (because of a data path conflict in the chip
> which requires another cycle).
>

Thanks. I was indeed thinking that every store instruction causes two
accesses. If not, the solution I gave above seems to be ideal, provided
you use an absolute address, not some expression that has to be
calculated at runtime (which will compile into an y-indexed indirect store).

--
Linards Ticmanis

4576. Sunday Golf

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 13:36:22 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <qzBlf.151960$dP1.509792@newsc.telia.net>
Source record: 8878

It has been a while since I found anything interesting on local flea markets or the
various web marketplaces in Sweden, but I bought Adventure International's Sunday Golf for the Atari recently.

The box and the cover/manual really looks pre-industrial seen from a computer
gaming point of view. Simple cover art with a golfer and instructions text printed on the inside of the cover. If the cover art had not been in colour, the compact cassette box and the cassette itself would have looked quite home made.

I like that. If I decided to concentrate on collecting something in the classic computer games arena, it would probably be things that have signs of small scale business or computer hobbyist achievments.

Here is a web page (not mine) with information about the game.

http://www.ataricave.com/S/SundayGolf.htm

Anders

4577. Re: SIO2ST?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 15:12:07 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11pduu7etshbf47@corp.supernews.com>
Source record: 8879

```
On 6 Dec 2005 01:46:09 -, "Phantom" wrote:
>
>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>news:11p1tc96sn592cf@corp.supernews.com...
>> On 2 Dec 2005 04:23:46 -, "Phantom" wrote:
>>>
>>>"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message
>>>news:11ou55a486a1677@corp.supernews.com...
>>>>>.
>>>> You can use a standard SIO2PC cable with 800XLDJ (800XL DeeJay)
>>>> software. Works great!
>>>>
>>>
>>>You mean you can actually use the SIO2PC board on a ST/STE/Falcon as
>>>long as
>>>they will run 800XLDJ?????
>>>
>>>With no modifications???
>>>
>>>
>>>That would be great, let me know if I understood you correct.
>>>
>>>phantomm@bellsouth.net
>>>
>>>
>>>
>>>.
>> No mods on ST or 520/1040STe. Falcon must be modified, not sure
>> about Mega or TT.
>
>
>Thanks for the Info, What needs to be done to the Falcon to get it
>running with it
>if ya know?
>
>I'd like to use it on one of mine.
>phantomm@bellsouth.net
>
>
>
>
>.
It's in the (German language if I recall) documentation for the
Falcon version of 800XLDJ. Let me know if you can't find it and I'll
```

look into it if you like.

4578. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 16:08:23 UTC
From: sicklittlemonkey <Nick.Westgate@gmail.com>
Message-ID: <1133971703.133073.64430@g14g2000cwa.googlegroups.com>
Source record: 8885
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

> the solution I gave above seems to be ideal, provided
> you use an absolute address, not some expression that has to be
> calculated at runtime (which will compile into an y-indexed indirect store)

Note that for the switch to write mode in your disk write code:
(B83D) LDA #$FF ;(a) = sync byte.
STA Q7H,X ;Write 1 sync byte.
that STA abs,X (with no page crossing) is pretty much essential.
It syncs with the Woz Machine. You can't replace it with a STA abs.

This is covered in obscene detail in Sather's Understanding the Apple
II.

Just to expand on the double write issue, various 6502 ops
perform from 1 to 4 reads and writes to the given address.
Read-modify-write ops always perform two writes.
Read-modify-write,X ops perform two reads, two writes.

65C02 ops perform 1 to 3 reads and writes to the address,
and the read-modify-write ops only perform one write.

Ah, the Apple II. The more you look, the more there is.
It's like Natural Philosophy, or something. ;-)

Cheers,
Nick.

4579. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 17:47:56 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4DD5A2080F%news@youmustbejoking.demon.cu.invalid>
Source record: 8886
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

I demand that Mark Bedingfield may or may not have written...

[snip]
> Not all Falcon's had 68882's either. But Atari never made an 040 box
> (past prototype). The TT030 I would compare to an A3000 [...]

ARM2 or ARM3? :-)

[snip]
--
| Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk
| RISC OS, | Northumberland | s zap,tartarus,org
| Linux | Toon Army | @ Say NO to UK ID cards
| http://www.no2id.net/

You will be awarded a medal for disregarding safety in saving someone.

4580. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 19:24:04 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <439736ed@news.inet.com.pl>
Source record: 8887
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Matthew Westcott wrote:
> Lars Haugseth wrote:
>
>> Show me an example of a Spectrum game (or demo) with smooth scrolling
>> (vertical
>> or horizontal) full screen graphics, and 30 or more sprites moving
>> individually
>> on top, all running at 50 fps.
>
>
> The closest I can think of off the top of my head is part 3 of NMI 3:
> http://www.zxdemo.org/item.php?id=3042

What machine (model) should I run it on? On the regular 48K it doesn't
want to load here

4581. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 22:04:36 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3vp4kqF175n3mU1@individual.net>
Source record: 8888
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
silverdr wrote:
> Matthew Westcott wrote:
>
>> The closest I can think of off the top of my head is part 3 of NMI 3:
>> http://www.zxdemo.org/item.php?id=3042
>
> What machine (model) should I run it on? On the regular 48K it doesn't
> want to load here

The 48K should be fine, other than missing out on the AY sound. What's
the problem?
```

4582. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 23:52:34 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <q7Gdne1sD6YS6ArenZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 8889
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Lyrical Nanoha wrote:
> On Wed, 7 Dec 2005, Michael J. Mahon wrote:
>
>> A volatile type is a necessity in any optimized language used to
>> access addresses when the access has side effects. As noted, the
>> Apple (and indeed, any 6502 machine) is loaded with such side effects.
>>
>> One must also make some "policy" decisions about indirect accesses
>> (through pointers). Without explicit information to the contrary,
>> it is best to assume that a pointer *cannot* point to a volatile,
>> since to do otherwise would eliminate almost all optimizations.
>
>
> I for one don't like my code computer-optimized because I lose control
> over it.

In high-level languages, optimization is often necessary to allow
more efficient execution of natural expressions of algorithms.

For example, a loop counter may be kept in a register, even
though it is expressed as a variable (typically in memory).

Of course, if you like the compiler's unoptimized code, then you
can turn optimization off.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

4583. Re: cc65 / ca65: how to interface C and assembly?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-07 23:53:42 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <q7GdnexsD6ZP6ArenZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 8890
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

```
Linards Ticmanis wrote:
> Michael J. Mahon wrote:
>
>> I hope that the optimizer knows enough to leave assembly code
>> unchanged. I presumed (oops) that UVB meant only that it "passed
>> through" the optimizer, not that the optimizer attempted to do
>> anything with it... ;-(
>
>
> Probably you are right.
>
>> It is not true that all stores cause a read access. I don't know
>> how this myth continues to propagate. (Perhaps it's because of
>> the "double access" note about the Applesoft POKE function, which
>> occurs because that store is *always* indexed.)
>
> > Only indexed and indirect indexed stores cause a read access prior
> > to the write access (because of a data path conflict in the chip
> > which requires another cycle).
> >
>
> Thanks. I was indeed thinking that every store instruction causes two
> accesses. If not, the solution I gave above seems to be ideal, provided
> you use an absolute address, not some expression that has to be
> calculated at runtime (which will compile into an y-indexed indirect
> store).

...which is exactly the problem with slot-relative addresses.

-michael

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Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."
```

4584. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 00:32:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43977f24$1@duster.adelaide.on.net>
Source record: 8891
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Darren Salt" <news@youmustbejoking.demon.cu.invalid> wrote in message
news:4DD5A2080F%news@youmustbejoking.demon.cu.invalid...
>I demand that Mark Bedingfield may or may not have written...
>
> [snip]
>> Not all Falcon's had 68882's either. But Atari never made an 040 box
>> (past prototype). The TT030 I would compare to an A3000 [...]
>
> ARM2 or ARM3? :-)
>

I had an Acorn 3000... it sucked.

I used the monitor for my Amiga 2000 though so it was good for something.

4585. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 01:44:58 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <ueMlf.5495$E14.448@newsfe7-win.ntli.net>
Source record: 8892
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Clockmeister wrote:
> "Darren Salt" <news@youmustbejoking.demon.cu.invalid> wrote in message
> news:4DD5A2080F%news@youmustbejoking.demon.cu.invalid...
>> I demand that Mark Bedingfield may or may not have written...
>>
>> [snip]
>>> Not all Falcon's had 68882's either. But Atari never made an 040 box
>>> (past prototype). The TT030 I would compare to an A3000 [...]
>>
>> ARM2 or ARM3? :-)
>>
>
> I had an Acorn 3000... it sucked.
>
> I used the monitor for my Amiga 2000 though so it was good for
> something.

I get this feeling that everything that you didn't approve of sucked.

D.

4586. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 08:29:20 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <4397eee2$1@duster.adelaide.on.net>
Source record: 8893
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Paul Dunn" <paul.dunn4@ntlworld.com> wrote in message
news:ueMlf.5495$E14.448@newsfe7-win.ntli.net...
> Clockmeister wrote:
>> "Darren Salt" <news@youmustbejoking.demon.cu.invalid> wrote in message
>> news:4DD5A2080F%news@youmustbejoking.demon.cu.invalid...
>>> I demand that Mark Bedingfield may or may not have written...
>>>
>>> [snip]
>>>> Not all Falcon's had 68882's either. But Atari never made an 040 box
>>>> (past prototype). The TT030 I would compare to an A3000 [...]
>>>
>>> ARM2 or ARM3? :-)
>>>
>>
>> I had an Acorn 3000... it sucked.

No, I did use it for a while but in this country there was virtually no
support for it, that sucked. It didn't really do it for me, though the OS
did look good and was pretty fast.

>> I used the monitor for my Amiga 2000 though so it was good for
>> something.
>
> I get this feeling that everything that you didn't approve of sucked.
>

No, I like plenty of older systems, like the TRS-80 for one. Amiga was my
main focus at the time, and it was a nice (Acorn) monitor.

4587. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 09:50:26 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <439801e1$1@news.inet.com.pl>
Source record: 8894
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
Matthew Westcott wrote:
> silverdr wrote:
>
>> Matthew Westcott wrote:
>>
>>> The closest I can think of off the top of my head is part 3 of NMI 3:
>>> http://www.zxdemo.org/item.php?id=3042
>>
>>
>> What machine (model) should I run it on? On the regular 48K it doesn't
>> want to load here
>
>
> The 48K should be fine, other than missing out on the AY sound. What's
> the problem?

Hm, is the regular BASIC LOAD "prgname" enough or is there a special way
of loading some prgs on the speccy like on the Ataris, you know... this
one with this and that one with that and the other one with something
yet else... ;-)
```

4588. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 10:09:12 UTC
From: Matthew Westcott <gasman@raww.org>
Message-ID: <3vqf2bF170d5mU1@individual.net>
Source record: 8895
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

silverdr wrote:
> Hm, is the regular BASIC LOAD "prgname" enough or is there a special way
> of loading some prgs on the speccy like on the Ataris, you know... this
> one with this and that one with that and the other one with something
> yet else... ;-)

LOAD "" is the standard way used for 99% of Spectrum programs - if you
don't specify a program name, it'll load the first thing it encounters.
To get LOAD, just press J; " is symbol shift and P (ctrl+P or alt+P on
most emulators).

For demos that need 128K, the standard procedure is to select 128K
Basic, enter usr0 , then load as above.

4589. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 10:27:22 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <43980a89$1@news.inet.com.pl>
Source record: 8896
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Matthew Westcott wrote:
> silverdr wrote:
>
>> Hm, is the regular BASIC LOAD "prgname" enough or is there a special
>> way of loading some prgs on the speccy like on the Ataris, you know...
>> this one with this and that one with that and the other one with
>> something yet else... ;-)
>
>
> LOAD "" is the standard way used for 99% of Spectrum programs - if you
> don't specify a program name, it'll load the first thing it encounters.

OK. That's what I thought. Shall check a different emulator maybe.

> To get LOAD, just press J; " is symbol shift and P (ctrl+P or alt+P on
> most emulators).

Yes. That I still remember from 1985 when I had a Spectrum for a short
time ;-)

>
> For demos that need 128K, the standard procedure is to select 128K
> Basic, enter usr0 , then load as above.

Thank you.

4590. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 11:13:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512080258400.12814-100000@onyx.spiritone.com>
Source record: 8897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4591. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 11:20:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512080316580.14713-100000@onyx.spiritone.com>
Source record: 8948
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm Celebrating Christmas with a 25% Discount on Games/Software, Hardware,
Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
Plus Games for the Jaguar Games Console! Got Questions? E-Mail Ben today
at Atari@aracnet.com Get the Catalogs while they Last! Get Catalogs at
http://BensCatalogs.Atari.org or call Ben 24 Hrs/anytime (503)256-9974!
If you dont buy today, I can't save you any Money!

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http://www.aracnet.com/~atari/newstuff.htm Whats New from BS!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4592. FA: BILBO and TALES of DRAGONS & CAVEMEN both CIB quite rare Ladybug/Roc N Rope clones

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 19:04:20 UTC
From: STcomp@cwo.com
Message-ID: <1134068659.945682.127430@g43g2000cwa.googlegroups.com>
Source record: 8949

I am auctioning some of my more unusual games this week, due to financial circumstances. (such as my car getting ripped off...merry christmas!) I rarely post auctions anymore but in this case I have some very unusual stuff for auction and I would like to make sure some hard core 8-bitters like myself are aware of it.

These games took me forever to find, and I have only seen one instance of them ever, in all of my travels to classic game expos, talking to collectors online, scouring Ebay in every country etc. These are both near mint and complete, tested, and work great!

I think I can safely say you will never see these again on Ebay!

http://search.ebay.com/_W0QQsassZsatcom2QQhtZ-1

Thanks for looking and happy holidays!

4593. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 20:23:11 UTC
From: AxiMaxi <aximaxi@blooh.blah>
Message-ID: <eg5hp1d1ef5o7gssvdj927nidaakunj07r@4ax.com>
Source record: 8950
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

On Mon, 5 Dec 2005 08:28:33 -0000, "Mike Wynne" <mikeywyn@hotmail.com>
wrote:

>
>"Tarkin" wrote...
>> Couple of life lessons for the kiddies:
>> * Don't have sex with animals.
>> * Don't have sex with animals of your gender
>> * Don't offer to film anyone having sex with an animal
>> * If you must film someone having sex with an animal,
>> make sure that the money's good, you're paid in advance,
>> and fer'goshsakes use the TELEPHOTO LENS.
>
>...and if you really must...
>
>* Always ensure the animal is smaller than yourself

...or dead...

Ciao,
AxiMaxi

4594. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 21:22:57 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <mOudnR7L1_nSOQXeRVnyhQ@pipex.net>
Source record: 8951
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

"AxiMaxi" wrote...
>>...and if you really must...
>>* Always ensure the animal is smaller than yourself
>
> ...or dead...

That's just sick! ;-)

MikeW

4595. Still Seeking.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 21:32:58 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1134077578.341739.172290@g49g2000cwa.googlegroups.com>
Source record: 8952

I am still seeking an Atari 1200 XL Computer to begin my developments on the Atari side of the forum. I am currently active in interfacing and designs on most of the other "MAJOR" 8-Bit machines, but have a STRONG DESIRE to get involved in the Atari' as well. If you have a 1200 XL for sale, trade, or donation, please contact me at:

shifty_butch@hotmail.com
or at (909) 854-1210

Thanks and

HAPPY HOLIDAYS!

Charles

4596. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 21:46:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.08.21.46.42.405101@charter.net>
Source record: 8953

On Thu, 08 Dec 2005 21:22:57 +0000, Mike Wynne wrote:

>
> "AxiMaxi" wrote...
>>>...and if you really must...
>>>* Always ensure the animal is smaller than yourself
>>
>> ...or dead...
>
> That's just sick! ;-)
>
> MikeW

For some reason, that makes me think of that old joke:

Why did the chicken cross the road?

Because it was stuck to the pervert...

:-)

--
_/_/_/

4597. Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-08 22:08:54 UTC
From: TJ <retro@atari.com>
Message-ID: <11phbnqqjgu2tbc@corp.supernews.com>
Source record: 8954

OK I have discovered that I have several brown Atari 800 games (Qix, Basic, Star Raiders, etc) that have two socketted chips inside! 24pin. As you all know, most are soldered so this is nice. I assume these are 2732 4K each? I was thinking of burning some binary game files to Eproms and making my own cart. What kind of Eproms can I use? Can I use larger ones and just duplicate the code like on other systems to make it work? What if I want to use a 16k file? What all Eprom types can be used with these PCBs.

TIA,
TJ

4598. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 05:56:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134107766.453976.197570@g47g2000cwa.googlegroups.com>
Source record: 8955

TJ wrote:
> OK I have discovered that I have several brown Atari 800 games (Qix, Basic,
> Star Raiders, etc) that have two socketted chips inside! 24pin. As you all
> know, most are soldered so this is nice. I assume these are 2732 4K each? I
> was thinking of burning some binary game files to Eproms and making my own
> cart. What kind of Eproms can I use? Can I use larger ones and just
> duplicate the code like on other systems to make it work? What if I want to
> use a 16k file? What all Eprom types can be used with these PCBs.
>
> TIA,
> TJ

I'd only being guessing so I won't do that.

I have noticed that some of my Atari cartridges are missing "fingers"
on the edge connectors. Don't know if would affect addressing of
larger ROM sizes since I don't know the pinouts.

There are some threads over at AtariAge.com about DIY cartridges plus
AtariAge sells blank cartridges which hold 27128 (16K) EPROMs. Pretty
cheap too. Certainly an easier starting point than hacking 24-pin
sockets.

Steve Sheppard

4599. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 06:54:02 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9727135637C5emuslor@216.196.97.136>
Source record: 8956

Despite all prevention efforts, "TJ" <retro@atari.com> wrote in
news:11phbnqqjgu2tbc@corp.supernews.com:

> OK I have discovered that I have several brown Atari 800 games (Qix,
> Basic, Star Raiders, etc) that have two socketted chips inside! 24pin.
> As you all know, most are soldered so this is nice. I assume these are
> 2732 4K each? I was thinking of burning some binary game files to
> Eproms and making my own cart. What kind of Eproms can I use? Can I
> use larger ones and just duplicate the code like on other systems to
> make it work? What if I want to use a 16k file? What all Eprom types
> can be used with these PCBs.
>

Those older brown carts are more likely to contain masked roms than eproms,
and you cannot replace one with the other unless you make modifications to
the boards. As I understand, some of the later carts may have eprom
boards, but none of the brown ones I have opened have them. I recently
purchased cases and 16K boards (specifically for 2x2764 eproms) from B&C,
and they also carry the matching eproms. If you want to burn some games,
you might give that a shot.

--
Slor

4600. Re: 100% OT but too bizarre not to pass along

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 08:35:44 UTC
From: big-go@dplanet.ch
Message-ID: <1h7aqlg.1iosorolj1z8fN%big-go@dplanet.ch>
Source record: 8957
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm

Mike Wynne <mikeywyn@hotmail.com> disse:

> "AxiMaxi" wrote...
> >>...and if you really must...
> >>* Always ensure the animal is smaller than yourself
> >
> > ...or dead...
>
> That's just sick! ;-)

Yep, I'd say, stay away from poultry.

--
| ||_ (o) __ __ __ | Biggo. Strattinare <mailto:big-go@dplanet.ch>
| |'o\| |/o \/o \/o \ | Se/quando c'e', c'e': <http://biggo.dyndns.org>
| |._/|_|__/__/__/ | *Non e' bello cio' che e' bello,
| /_/ /_/ | figurarsi cio' che e' brutto.

4601. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 20:03:47 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <-NedneBYmqu-fgTeRVn-vg@comcast.com>
Source record: 8958

"Slor" <semaj@rols.ten> wrote in message
news:Xns9727135637C5emuslor@216.196.97.136...
> Despite all prevention efforts, "TJ" <retro@atari.com> wrote in
> news:11phbnqqjgu2tbc@corp.supernews.com:
>
>> OK I have discovered that I have several brown Atari 800 games (Qix,
>> Basic, Star Raiders, etc) that have two socketted chips inside! 24pin.
>> As you all know, most are soldered so this is nice. I assume these are
>> 2732 4K each? I was thinking of burning some binary game files to
>> Eproms and making my own cart. What kind of Eproms can I use? Can I
>> use larger ones and just duplicate the code like on other systems to
>> make it work? What if I want to use a 16k file? What all Eprom types
>> can be used with these PCBs.
>>
>
> Those older brown carts are more likely to contain masked roms than
> eproms,
> and you cannot replace one with the other unless you make modifications to
> the boards. As I understand, some of the later carts may have eprom
> boards, but none of the brown ones I have opened have them. I recently
> purchased cases and 16K boards (specifically for 2x2764 eproms) from B&C,
> and they also carry the matching eproms. If you want to burn some games,
> you might give that a shot.

Works great too. I have made some and have quite a few more
boards, cases and eproms to make some more. I think I got mine
from AtariMax, and plan to get some more. I've got a load of
cart files downloaded, but am so busy with my Apple II stuff
that I don't have the time or space to get Atari set up now.
Soon as I do, I'll be available to assist anyone who needs
help with their stuff. :o)

Bill Garber

4602. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 20:50:19 UTC
From: TJ <retro@atari.com>
Message-ID: <11pjrge79fl5he2@corp.supernews.com>
Source record: 8959

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:-NedneBYmqu-fgTeRVn-vg@comcast.com...
>
> "Slor" <semaj@rols.ten> wrote in message
> news:Xns9727135637C5emuslor@216.196.97.136...
> > Despite all prevention efforts, "TJ" <retro@atari.com> wrote in
> > news:11phbnqqjgu2tbc@corp.supernews.com:
> >
> >> OK I have discovered that I have several brown Atari 800 games (Qix,
> >> Basic, Star Raiders, etc) that have two socketted chips inside! 24pin.
> >> As you all know, most are soldered so this is nice. I assume these are
> >> 2732 4K each? I was thinking of burning some binary game files to
> >> Eproms and making my own cart. What kind of Eproms can I use? Can I
> >> use larger ones and just duplicate the code like on other systems to
> >> make it work? What if I want to use a 16k file? What all Eprom types
> >> can be used with these PCBs.
> >>
> >
> > Those older brown carts are more likely to contain masked roms than
> > eproms,
> > and you cannot replace one with the other unless you make modifications
to
> > the boards. As I understand, some of the later carts may have eprom
> > boards, but none of the brown ones I have opened have them. I recently
> > purchased cases and 16K boards (specifically for 2x2764 eproms) from
B&C,
> > and they also carry the matching eproms. If you want to burn some
games,
> > you might give that a shot.
>
>
> Works great too. I have made some and have quite a few more
> boards, cases and eproms to make some more. I think I got mine
> from AtariMax, and plan to get some more. I've got a load of
> cart files downloaded, but am so busy with my Apple II stuff
> that I don't have the time or space to get Atari set up now.
> Soon as I do, I'll be available to assist anyone who needs
> help with their stuff. :o)
>
> Bill Garber
>
Where can I buy the parts to do that? I have a EPROM programer, all I need
is cases, boards and the chips I can find online. I checked Atarimax and
all they have are the Flash carts not what you mention.
```

TJ

4603. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 21:08:01 UTC
From: TJ <retro@atari.com>
Message-ID: <11pjshk34tnrl90@corp.supernews.com>
Source record: 8960

<stephensheppard@hotmail.com> wrote in message
news:1134107766.453976.197570@g47g2000cwa.googlegroups.com...
>
> TJ wrote:
> > OK I have discovered that I have several brown Atari 800 games (Qix,
Basic,
> > Star Raiders, etc) that have two socketted chips inside! 24pin. As you
all
> > know, most are soldered so this is nice. I assume these are 2732 4K
each? I
> > was thinking of burning some binary game files to Eproms and making my
own
> > cart. What kind of Eproms can I use? Can I use larger ones and just
> > duplicate the code like on other systems to make it work? What if I want
to
> > use a 16k file? What all Eprom types can be used with these PCBs.
> >
> > TIA,
> > TJ
>
> I'd only being guessing so I won't do that.
>
> I have noticed that some of my Atari cartridges are missing "fingers"
> on the edge connectors. Don't know if would affect addressing of
> larger ROM sizes since I don't know the pinouts.
>
> There are some threads over at AtariAge.com about DIY cartridges plus
> AtariAge sells blank cartridges which hold 27128 (16K) EPROMs. Pretty
> cheap too. Certainly an easier starting point than hacking 24-pin
> sockets.
>
> Steve Sheppard
>

Thanks that is exacty what I am looking for. I see that hey 2764 and 27128
EPROMS for the boards, but if I order the 27128 EPROMs and want to put a 8k
game on them can that be done? Or do I need to get a 2764?
Thanks
TJ

4604. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 21:12:00 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <PZOdnXp7IPi9bgTeRVn-vg@comcast.com>
Source record: 8961

"TJ" <retro@atari.com> wrote in message
news:11pjrge79fl5he2@corp.supernews.com...
>
> "Bill Garber" <willy46pa@comcast.net> wrote in message
> news:-NedneBYmqu-fgTeRVn-vg@comcast.com...
>>
>> Works great too. I have made some and have quite a few more
>> boards, cases and eproms to make some more. I think I got mine
>> from AtariMax, and plan to get some more. I've got a load of
>> cart files downloaded, but am so busy with my Apple II stuff
>> that I don't have the time or space to get Atari set up now.
>> Soon as I do, I'll be available to assist anyone who needs
>> help with their stuff. :o)
>>
>> Bill Garber
>>
> Where can I buy the parts to do that? I have a EPROM programer, all I
> need
> is cases, boards and the chips I can find online. I checked Atarimax and
> all they have are the Flash carts not what you mention.

These guys have the boards.

http://www.atariage.com/store/index.php?cPath=45&osCsid=aa09356132a48c5e88772919dbd732ef

Lots of cart files available here.

http://www.atarimania.com/lst_soft-MENU-8-TYPE_CODE-G-JEUX_ID--VERSION_ID--Page-1-ADV-0-VERSION_CART-1.html

Also, Best Electronics has lots more, but you have to buy
their catalog as many of the items are not readily accessed
through their web pages. Looking for the link to their home
page.....

Here it is:

http://www.best-electronics-ca.com/

Good Luck.

Bill Garber

4605. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 21:19:22 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Woydndz7jdJ6aQTenZ2dnUVZ_tqdnZ2d@comcast.com>
Source record: 8962

"TJ" <retro@atari.com> wrote in message
news:11pjshk34tnrl90@corp.supernews.com...
>
> <stephensheppard@hotmail.com> wrote in message
> news:1134107766.453976.197570@g47g2000cwa.googlegroups.com...
>>
>> TJ wrote:
>> > OK I have discovered that I have several brown Atari 800 games (Qix,
> Basic,
>> > Star Raiders, etc) that have two socketted chips inside! 24pin. As you
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>> > know, most are soldered so this is nice. I assume these are 2732 4K
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>> > duplicate the code like on other systems to make it work? What if I
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>> > use a 16k file? What all Eprom types can be used with these PCBs.
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>> > TIA,
>> > TJ
>>
>> I'd only being guessing so I won't do that.
>>
>> I have noticed that some of my Atari cartridges are missing "fingers"
>> on the edge connectors. Don't know if would affect addressing of
>> larger ROM sizes since I don't know the pinouts.
>>
>> There are some threads over at AtariAge.com about DIY cartridges plus
>> AtariAge sells blank cartridges which hold 27128 (16K) EPROMs. Pretty
>> cheap too. Certainly an easier starting point than hacking 24-pin
>> sockets.
>>
>> Steve Sheppard
>>
>
> Thanks that is exacty what I am looking for. I see that hey 2764 and
> 27128
> EPROMS for the boards, but if I order the 27128 EPROMs and want to put a
> 8k
> game on them can that be done? Or do I need to get a 2764?
> Thanks

> TJ

You can either insert a 2764 into the socket, or double up the 8k file so that it burns onto the lower and upper half of the 27128. Will work fine.

With the proper address lines switchable, you may even be able to put one 8k game on the lower and another 8k game on the upper and have 2 games in one cart, using the 27128 eprom. :o) This is done quite often for different firmware on interface cards in the Apple II. The CFFA IDE card is one example of this.

Bill Garber

4606. A great site for all Christmas Shoppers

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 22:16:38 UTC
From: crawlzdarker@yahoo.com
Message-ID: <1134166598.882539.217900@o13g2000cwo.googlegroups.com>
Source record: 8963

Need help picking presents out for your friends? Go to
www.motherofallshopping.com.
Their's so much information on there to help you out.

4607. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 22:43:14 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <zFk9zRACigmDFwBT@wearmouth.demon.co.uk>
Source record: 8964
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

In message <439241c2$1@news.inet.com.pl>, silverdr
<silverdr@inet.remove.it.pl> writes

>Interesting... if you're not trolling I may select some sprite-heavy
>demos of the eighties for your perusal.

Ive found what you is look'n fo'. Playas you got ta check dis out!

http://video.google.com/videoplay?docid=-8485913086334203114

(c) 1982 Atari Inc.

--
Brotha G.

4608. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-09 23:12:50 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <i-adnRtoDNvvkgfeRVn-oQ@comcast.com>
Source record: 8965
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Brotha G" <dude@nospam.com> wrote in message
news:zFk9zRACigmDFwBT@wearmouth.demon.co.uk...
> In message <439241c2$1@news.inet.com.pl>, silverdr
> <silverdr@inet.remove.it.pl> writes
>
>>Interesting... if you're not trolling I may select some sprite-heavy demos
>>of the eighties for your perusal.
>
> Ive found what you is look'n fo'. Playas you got ta check dis out!
>
> http://video.google.com/videoplay?docid=-8485913086334203114
>
> (c) 1982 Atari Inc.

That's neat!, Kool!, Awesome!

Thanks!

Bill Garber

4609. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 02:40:58 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134182458.263902.297380@z14g2000cwz.googlegroups.com>
Source record: 8966

TJ wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1134107766.453976.197570@g47g2000cwa.googlegroups.com...
> >
> > TJ wrote:
> > > OK I have discovered that I have several brown Atari 800 games (Qix,
> Basic,
> > > Star Raiders, etc) that have two socketted chips inside! 24pin. As you
> all
> > > know, most are soldered so this is nice. I assume these are 2732 4K
> each? I
> > > was thinking of burning some binary game files to Eproms and making my
> own
> > > cart. What kind of Eproms can I use? Can I use larger ones and just
> > > duplicate the code like on other systems to make it work? What if I want
> to
> > > use a 16k file? What all Eprom types can be used with these PCBs.
> > >
> > > TIA,
> > > TJ
> >
> > I'd only being guessing so I won't do that.
> >
> > I have noticed that some of my Atari cartridges are missing "fingers"
> > on the edge connectors. Don't know if would affect addressing of
> > larger ROM sizes since I don't know the pinouts.
> >
> > There are some threads over at AtariAge.com about DIY cartridges plus
> > AtariAge sells blank cartridges which hold 27128 (16K) EPROMs. Pretty
> > cheap too. Certainly an easier starting point than hacking 24-pin
> > sockets.
> >
> > Steve Sheppard
> >
>
> Thanks that is exacty what I am looking for. I see that hey 2764 and 27128
> EPROMS for the boards, but if I order the 27128 EPROMs and want to put a 8k
> game on them can that be done? Or do I need to get a 2764?
> Thanks
> TJ

I don't really know I'm a newbie but AFAIK the 27128 simply has one
more address line. If worse came to worse couldn't you tie A13 to
ground thus limiting the cart to 8K.

Checkout the message threads at AtariAge. I'm pretty sure I read about stuff like what you ask, as well as DIY multicarts, and banking multiple games.

I'm actually just starting out myself with banked OS ROMs. I was planning to piggyback an SRAM over an EPROM. The project is to be a simplified version (at least in my imagination, LOL) of Bob Woolley's SmartOS. I wanted to use a single selector switch instead of toggles and drop the internal cartridge emulation and $D600, $D700 features. I just want the software programmable OS feature and nothing else.

I just like the idea of software programmable stuff and non complicated hardware mods.

I'm off to a bad start. My EPROMs don't even work in my 800XL and I didn't even get to the stacking yet. LOL.

I told you I"m newbie.

LOL!

- Steve Sheppard

4610. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 05:33:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1134192808@rtfm.mit.edu>
Source record: 8967
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4611. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 07:47:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <439a88141294030@comcast.net>
Source record: 8969
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

>On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:
>
>> A 68881 or 68882 is supported, but not included in the base model.
>> However, if you consider the launch date and price, you should
>> probably be comparing the Falcon to the A4000/030, which had a 030/25
>> with 68882 as standard.
>
><puzzled look on face> I don't see how you get that. I mean, when I saw an
>A4000 for the first time it was *expensive*.
>
>My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
>but it still was well under a $1000 here in the US.

That sounds great. It is alot better than what I paid for my Atari clone, the Hades 060, which was some where around $3500. Still, it was worth it as it still works and functions great for me today.

4612. Re: Still Seeking.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 10:37:06 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1134211026.114517.76820@g47g2000cwa.googlegroups.com>
Source record: 8968

An 800XL or 130XE would be a better choice. The 800XL is just about the easiest machine to upgrade since most have socketed chips.

About the most popular interface is APE which allows a PC to emulate normal disk drives.

http://www.atarimax.com has details, as well as flash memory, IDE and USB interface cartridges.

4613. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 15:54:26 UTC
From: Curtis F Kaylor <curtis@example.com>
Message-ID: <SSCmf.185296$tD4.6199@tornado.ohiordc.rr.com>
Source record: 8970
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Brotha G wrote:
> In message <439241c2$1@news.inet.com.pl>, silverdr
> <silverdr@inet.remove.it.pl> writes
>
>> Interesting... if you're not trolling I may select some sprite-heavy
>> demos of the eighties for your perusal.
>
>
> Ive found what you is look'n fo'. Playas you got ta check dis out!
>
> http://video.google.com/videoplay?docid=-8485913086334203114
>
> (c) 1982 Atari Inc.
>
VIDEO COMPUTER SPIELE!!!

4614. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 16:06:21 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <D6rBMWC9zvmDFwUn@wearmouth.demon.co.uk>
Source record: 8971
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox
Body handling: HTML body converted to readable text

In message ,
Bill Garber writes

>> http://video.google.com/videoplay?docid=-8485913086334203114

>That's neat!, Kool!, Awesome!
>
>Thanks!
>
>Bill Garber

Bill that tune jizzy would not leave mah heezee until this

http://video.google.com/videoplay?docid=-3669401288596748795

The Atari thugz is well served n I found this bunch

http://video.google.com/videosearch?q=atari

Pole Position rocks.

Sinclair thugz only hizzy one advert but its cool ta drool.

http://video.google.com/videoplay?docid=4202568674798941434

C64 gets me three but poor in tha hood.

--
Brotha G.

4615. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 18:01:35 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <439b1802$1@duster.adelaide.on.net>
Source record: 8972
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:439a88141294030@comcast.net...
> >On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:
>>
>>> A 68881 or 68882 is supported, but not included in the base model.
>>> However, if you consider the launch date and price, you should
>>> probably be comparing the Falcon to the A4000/030, which had a 030/25
>>> with 68882 as standard.
>>
>><puzzled look on face> I don't see how you get that. I mean, when I saw an
>>A4000 for the first time it was *expensive*.
>>
>>My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
>>but it still was well under a $1000 here in the US.
>
> That sounds great. It is alot better than what I paid for my Atari clone,
> the
> Hades 060, which was some where around $3500. Still, it was worth it as it
> still works and functions great for me today.
>

$3500 US?

Is it true that the MIDI timing is nothing like it was on the real Atari's
and there have been lots of compatibility problems or is that the Milan I'm
thinkling of?

4616. Re: Still Seeking.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 20:03:13 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <gucmp1tti2nibg02afv6kfdp2q2uu9usg3@4ax.com>
Source record: 8973

"Rybags" <rybags@tpg.com.au>:
>An 800XL or 130XE would be a better choice. The 800XL is just about
>the easiest machine to upgrade since most have socketed chips.

All three of the ones I have DID NOT have socketed chips... I'd be
suprised if the majority of the 800XLs had sockets.

I desoldered all the main chips from one of my 800XLs and put sockets in.

--
Shawn Jefferson
(fix reply to for email)

4617. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-10 23:37:57 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <CjxRqwAVb2mDFwFx@wearmouth.demon.co.uk>
Source record: 8974
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Curtis F Kaylor rapped
>Brotha G wrote:

>> http://video.google.com/videoplay?docid=-8485913086334203114

>VIDEO COMPUTER SPIELE!!!

Hey I left some of tha guys out yaba daba dizzle. Aint seen this on mah
TV but this is a coo` video fo` Uncle Bill's children

http://video.google.com/videoplay?docid=7207067904539432653

This I aint seen brotha . Ill slap tha taste out yo mouf. I dizzy kizzy
where it is heezeeing.

http://video.google.com/videoplay?docid=-8282407488414215719

Chill out Bill in tha mutha effin' club. Keep it real.

Shakes me up Judy.

--
Brotha G.

4618. Re: Still Seeking.....

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 01:38:32 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1134265112.022743.295740@f14g2000cwb.googlegroups.com>
Source record: 8975

Hi Shawn-

What was the origin (manufacturing site) of your 3 soldered XL's? My experience has been that Hong Kong XL's were socketed, and only the Taiwan XL's (the last major run of post-Tramiel XL's) were soldered. Many Taiwan XL's also had Rev. "C" BASIC.

-Larry

4619. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 06:31:52 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <ops1lw9oa5wy0yxx@fat-arse>
Source record: 8976

On 9 Dec 2005 18:40:58 -0800, <stephensheppard@hotmail.com> wrote:
>
> I don't really know I'm a newbie but AFAIK the 27128 simply has one
> more address line. If worse came to worse couldn't you tie A13 to
> ground thus limiting the cart to 8K.

Yes, if you look at the pinouts of these chips (try www.chipdir.org)
you'll see that most of the pins match up, even between 24-pin chips and
28-pin chips. It makes exchanging one chip for another or stacking them
fairly easy.

4620. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 15:42:53 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <65iop19kd3ebj5h64ecgjvrnhcesev96cp@4ax.com>
Source record: 8977

On 10 Dec 2005 05:33:40 GMT, "Michael Current"
<hunmanik@earthlink.net> wrote:

>INFORMATION:
>Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Micheal how come the faq still does not reflect the additions (re ntsc
65xe wiuth ECI) that we discussed? Just wondering how long it takes
to update the faq (both the august and oct additions dont include this
info)

Thanks
Kevin

4621. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 18:04:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0024b3b5@familynet-international.org>
Source record: 8980

FamilyNet International Newsgate

> From: "Clockmeister" <no-one@nowhere.com>

>> [snip]
>>> Not all Falcon's had 68882's either. But Atari never made an 040 box
>>> (past prototype). The TT030 I would compare to an A3000 [...]
>>
>> ARM2 or ARM3? :-)
>>

> I had an Acorn 3000... it sucked.

> I used the monitor for my Amiga 2000 though so it was good for something.

I wonder in the ARM series if the Newton 120 or 130 could compare? Those
were fairly good, though it was like using a palm sized Macintosh Plus.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4622. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 18:20:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0024b481@familynet-international.org>
Source record: 8981

FamilyNet International Newsgate

> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>

> That sounds great. It is alot better than what I paid for my Atari clone, the
> Hades 060, which was some where around $3500. Still, it was worth it as it
> still works and functions great for me today.

David Acklam, once he had his Hades back frm the world tour it had, was
very happy with his too. I wouldn't have minded a 060 Milan... but then again,
in the end I came to realize that the Mac was my best current world solution,
and stuck with that.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4623. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 20:53:41 UTC
From: Curtis F Kaylor <curtis@example.com>
Message-ID: <pl0nf.41854$lh.31406@tornado.ohiordc.rr.com>
Source record: 8978
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

Back to the original question:

http://sinclair.istheshit.net/

ZX-81 wins hands-down.

4624. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-11 21:26:49 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <jcjpFABZmJnDFwaW@wearmouth.demon.co.uk>
Source record: 8979
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

In message <pl0nf.41854$lh.31406@tornado.ohiordc.rr.com>,
Curtis F Kaylor <curtis@example.com> writes
>Back to the original question:
>
>http://sinclair.istheshit.net/
>
>ZX-81 wins hands-down.

Heh Heh

I believe that the original poster, my old friend
Osama Bin Laden (Micro Penis) would have wanted us to use these links

http://atari.istheshit.net/

http://c64.istheshit.net/

http://spectrum.istheshit.net/

http://xbox+360.istheshit.net/

Spectrum wins :-)

--
Geoff Wearmouth

4625. ABBUC USB Coding Workout Report

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-12 09:50:00 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.12.12.09.50.00.60269@strotmann.de>
Source record: 8982

Hello,

Thomas, Harry and me have been hiding in Frankfurt last weekend for an day-and-night USB coding workout. Only living from bean-soup (Harry, this was great!) and christmas cookies, we created a lot of new USB code:

* Harry has extended the SIO2USB Utility driver

* Thomas has been working
on routines to read the directory structures on a FAT 16 formatted USB Stick

* I have added USB Storage routines to the USB Test program. We can now access some USB Sticks and can read and write sectors. In our case the Apple iPod Shuffle was working (Who will volunteer to write iTunes for AtariXL ??)

The new USB Test Program will be available during the next days on Sourceforge and on the MicroUSB Project pages.

We made some pictures:
http://www.strotmann.de/twiki/bin/view/Mic...jUSBConvFivePic

Best whishes from the ABBUC RAF USB Team!

Carsten

Carsten Strotmann
ABBUC Programmers Group Wiki
http://www.strotmann.de/twiki/bin/view/APG/WebHome Atari USB Project
http://www.microusb.org/

4626. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-12 15:44:50 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <036rp19icvq4vloncsjmdmt4c1pt4jsfs5@4ax.com>
Source record: 8983

On Sun, 11 Dec 2005 10:42:53 -0500, kevin <kevnospam242@gmail.com> wrote:

Hi Kevin,

>On 10 Dec 2005 05:33:40 GMT, "Michael Current"
><hunmanik@earthlink.net> wrote:
>
>>INFORMATION:
>>Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
>> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
>
>
>Micheal how come the faq still does not reflect the additions (re ntsc
>65xe wiuth ECI) that we discussed? Just wondering how long it takes
>to update the faq (both the august and oct additions dont include this
>info)

The FAQ gets auto-posted here in the newsgroup every 60 days. Each time it gets posted here, the web mirrors in turn automatically update with the version that appears here.

I updated my working copy of the FAQ with the NTSC/65XE/ECI info from you on 9/5. The FAQ was next auto-posted on about 10/25. Unfortunately, I had neglected to upload a new copy of the FAQ to the auto-poster since the previous posting, so the version that appeared here and was mirrored on the web on around 10/25 was actually the version that I last revised on 8/15. So that's why the info from you isn't there yet.

The FAQ is next scheduled to auto-post on around 12/25 (merry Christmas!), 60 days after the last one. I've already fed the auto-poster with newer versions a couple times since 10/25, so it will definitely include the info from you, along with a number of other updates. In fact, here's a little "preview":

UPDATES SINCE PREVIOUS POSTING
2005.11.27 8.1 updated to revision 2.0, 2005-2-20 from Freddy Offenga
2005.11.27 7.1 updated to Version 3.4, 2005-11-26 from Freddy Offenga
2005.11.27 6.8 The Entertainer variations, thanks Bill Demian
2005.11.16 1.11 added custom IC part numbers from Best Electronics catalog
2005.11.14 1.11 added link to http://www.retromicro.com/, thanks Kryten
2005.11.08 2.1 More Than Games link updated
2005.10.28 1.11 datasheets & schematics missing from revised atarimuseum.com
2005.10.15 11.2 1.2 1.3 3.4 800/810/400 production ended May 1983
2005.09.09 3.9 added SIO2Linux, by Preston Crow
2005.09.05 1.7,1.12 some NTSC 65XE's include the ECI port, thanks Kevin
2005.08.26 11.2 JAKKS Pacific and Atari Flashback annoucements added
2005.08.15 11.2 1983 1200XL, 800 retail prices

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

4627. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-12 16:36:11 UTC
From: Bryce <ianmc@arcor.de>
Message-ID: <1134405371.865040.90160@z14g2000cwz.googlegroups.com>
Source record: 8984

If you have the equipment and know-how to make your own PCBs I can send you the plans for the 27128 EPROM Cartridge. I have made several for my 800XL and swap the games/utilities on them regularly. You don't have to fill the EPROM so a 27128 EPROM can take a 4K / 8K or 16K program without any modifications. Let me know if you want the plans...

4628. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-12 17:20:50 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1134408050.449693.143810@g14g2000cwa.googlegroups.com>
Source record: 8985

wow that's alot of updates, thanks for explaining!

4629. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-12 17:30:37 UTC
From: Bruce Tomlin <bruce#fanboy.net@127.0.0.1>
Message-ID: <bruce#fanboy.net-384048.11303712122005@image.newsreader.com>
Source record: 8986

In article <1134405371.865040.90160@z14g2000cwz.googlegroups.com>,
"Bryce" <ianmc@arcor.de> wrote:

> If you have the equipment and know-how to make your own PCBs I can send
> you the plans for the 27128 EPROM Cartridge. I have made several for my
> 800XL and swap the games/utilities on them regularly. You don't have to
> fill the EPROM so a 27128 EPROM can take a 4K / 8K or 16K program
> without any modifications. Let me know if you want the plans...

Or he could spend $5 to $8.50 and get one already made...

http://www.atariage.com/store/index.php?cPath=65_66

4630. Re: Atari 800 making EPROMs

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-12 19:37:59 UTC
From: Bryce <ianmc@arcor.de>
Message-ID: <1134416279.149866.21340@o13g2000cwo.googlegroups.com>
Source record: 8987

True :o)

4631. Re: ABBUC USB Coding Workout Report

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-13 00:16:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <439e12d8$0$38579$742ec2ed@news.sonic.net>
Source record: 8988

Carsten Strotmann <cas_news@strotmann.de> wrote:
> * I have added USB Storage routines to the USB Test program. We can
> now access some USB Sticks and can read and write sectors. In our case the
> Apple iPod Shuffle was working (Who will volunteer to write iTunes for
> AtariXL ??)

Hrm, I just bought my wife an iPod nano for her birthday. Hmmm... :)

> We made some pictures:
> http://www.strotmann.de/twiki/bin/view/Mic...jUSBConvFivePic

The "..." kinda ruins the URL. :^) Looks to be this, right?

http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBConvFivePic

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

4632. xf551 uses IBM drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-13 01:25:19 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <gqpnf.28534$QW2.15896@dukeread08>
Source record: 8989

I notice that XF551 uses IBM style 360K drive. I wonder if the XF551 works with any IBM 360K drive compatible like Teac, Toshiba, Mitsubishi, or Mitsumi?

Jack

4633. Trak and Astra read other side?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-13 03:37:35 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <fmrnf.28593$QW2.9726@dukeread08>
Source record: 8990

Can Trak AT-D2 and Astra The One read/write the XF551 formatted 360K disk in other side?

4634. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-13 14:20:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <439ed8aa7ea210@comcast.net>
Source record: 8993
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

```
>
>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:439a88141294030@comcast.net...
>> >On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:

>>>My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
>>>but it still was well under a $1000 here in the US.
>>
>> That sounds great. It is alot better than what I paid for my Atari clone,
>> the
>> Hades 060, which was some where around $3500. Still, it was worth it as it
>> still works and functions great for me today.
>>
>
>$3500 US?
>
>Is it true that the MIDI timing is nothing like it was on the real Atari's
>and there have been lots of compatibility problems or is that the Milan I'm
>thinkling of?

Yes $3500 US. AS far as MIDI goes, it works fine on the Hades. I use the
program Sweet 16 and it seems to run fine.
```

4635. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-13 14:24:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <439ed9b08b7990@comcast.net>
Source record: 8992

>FamilyNet International Newsgate
>
>> From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
>
>> That sounds great. It is alot better than what I paid for my Atari clone, the
>> Hades 060, which was some where around $3500. Still, it was worth it as it
>> still works and functions great for me today.
>
> David Acklam, once he had his Hades back frm the world tour it had, was
>very happy with his too. I wouldn't have minded a 060 Milan... but then again,
>in the end I came to realize that the Mac was my best current world solution,
>and stuck with that.
>
>FamilyNet <> Internet Gated Mail
>http://www.familynet-international.org

Yes David is still very happy with his Hades as far as I know. You are correct about the Mac. If anything seriously happened to my Hades I would probably get one if I had no other options.

4636. Re: xf551 uses IBM drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-13 16:41:20 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <q9utp1d72ueq4fnbpnkvsgeagptdtqn3vq@4ax.com>
Source record: 8991

On Mon, 12 Dec 2005 20:25:19 -0500, "Jack Tseng" <tseng4@hotmail.com> wrote:

>I notice that XF551 uses IBM style 360K drive. I wonder if the XF551 works
>with any IBM 360K drive compatible like Teac, Toshiba, Mitsubishi, or
>Mitsumi?
>
>Jack
>
Yes, it does. I think the only limitation is the power that the motor requires.
In fact, I think they were TEAC mechanisms fitted into the XF-551 casing...
But right now I don't want to open my XF-551s to verify it...
--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and ".sons.of" parts before replying

4637. MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 02:03:14 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <K3Lnf.4012$9G.2715@dukeread10>
Source record: 8994

Guys i'm sure this is an easy one, but I can't work it out in my head.

I've got the MyIDE 3.1 External device with O/S chip installed. Running Sparta3.3 for MyIDE. Ran a program that clobbered D1. Wanting to reformat D1 but can't remember the sequence. Any help is appreciated!

Thomas

4638. Re: MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 02:17:00 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <EgLnf.4013$9G.1131@dukeread10>
Source record: 8995

Nevermind...figured it out ;)

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:K3Lnf.4012$9G.2715@dukeread10...
> Guys i'm sure this is an easy one, but I can't work it out in my head.
>
> I've got the MyIDE 3.1 External device with O/S chip installed. Running
> Sparta3.3 for MyIDE. Ran a program that clobbered D1. Wanting to
> reformat D1 but can't remember the sequence. Any help is appreciated!
>
> Thomas
>

4639. Re: xf551 uses IBM drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 02:39:35 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <VBLnf.28862$QW2.20912@dukeread08>
Source record: 8996

I tried using the Teac "IBM Style" drive in XF551. The power cable is
connected from AT Power Supply. I do not use the power from XF551 circuit.
When I turn on the computer, the motor in the disk drive is running but
there is no busy light and the Atari Single/Double Density disk can not be
read. I think the most mechanisms do not work with XF551. I think the
special mechanism is designed for Atari XF551. Like the oldest disk drive
from VAX microframe work with IBM AT but DOS formatted disk can not be read.
Oh well...

Jack

"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
news:q9utp1d72ueq4fnbpnkvsgeagptdtqn3vq@4ax.com...
> On Mon, 12 Dec 2005 20:25:19 -0500, "Jack Tseng" <tseng4@hotmail.com>
> wrote:
>
>>I notice that XF551 uses IBM style 360K drive. I wonder if the XF551 works
>>with any IBM 360K drive compatible like Teac, Toshiba, Mitsubishi, or
>>Mitsumi?
>>
>>Jack
>>
> Yes, it does. I think the only limitation is the power that the motor
> requires.
> In fact, I think they were TEAC mechanisms fitted into the XF-551
> casing...
> But right now I don't want to open my XF-551s to verify it...
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and ".sons.of" parts before replying

4640. Re: xf551 uses IBM drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 04:23:14 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <S6Nnf.3207$QQ1.1758@newsread3.news.pas.earthlink.net>
Source record: 8998

Jack Tseng wrote:
> I tried using the Teac "IBM Style" drive in XF551. The power cable is
> connected from AT Power Supply. I do not use the power from XF551 circuit.
> When I turn on the computer, the motor in the disk drive is running but
> there is no busy light and the Atari Single/Double Density disk can not be
> read. I think the most mechanisms do not work with XF551. I think the
> special mechanism is designed for Atari XF551. Like the oldest disk drive
> from VAX microframe work with IBM AT but DOS formatted disk can not be read.
> Oh well...

Been forever but...

Not only is the standard drive a low powered one, it is also jumpered
differently then an IBM style drive. Remember how the IBM used a
cut/twisted cable? I think that was so both drives could be jumpered as
D1: for an XF551 I'm pretty sure you have to jumper it as D0:

4641. Re: xf551 uses IBM drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 04:23:55 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11pv7dtofr28u1f@corp.supernews.com>
Source record: 8997

machf wrote:
> On Mon, 12 Dec 2005 20:25:19 -0500, "Jack Tseng" <tseng4@hotmail.com> wrote:
>
>
>>I notice that XF551 uses IBM style 360K drive. I wonder if the XF551 works
>>with any IBM 360K drive compatible like Teac, Toshiba, Mitsubishi, or
>>Mitsumi?
>>
>>Jack
>>
>
> Yes, it does. I think the only limitation is the power that the motor requires.
> In fact, I think they were TEAC mechanisms fitted into the XF-551 casing...
> But right now I don't want to open my XF-551s to verify it...

IIRC, the XF551 mechanisms were made by Mitsumi, and there was something
special about them. For the life of me, I can't remember what...

TJ

4642. Re: xf551 uses IBM drive?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 12:06:02 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1134561962.286762.43390@z14g2000cwz.googlegroups.com>
Source record: 8999

Hi Guys-
Good to hear from you Marco!
I've used several "modern" 360K drives in the XF551 case. I've also seen a HD 1.2 mechanism installed, but naturally ran as a sort-of 360K. Atari also used more than one brand of drive. Jumpering *is* an issue. IIRC, my stock Mitsumi had to be jumpered as device 1 rather than device 0 for it to be D1: in the system. The other issue that pretty much always comes up is that the 34-pin connecting cable is too short, since most drives connect on the opposite side from the stock mech. But easy to lengthen with an adapter cable. But when its all said and done, IMO the best use of a 551 is with a 720K mech. Twice the storage, no/fewer compatability issues, very low power requirements. Of course, that may not meet your needs. Incidently, look into HyperXF. -Larry

4643. Re: Trak and Astra read other side?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 12:18:31 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1134562711.780324.18600@o13g2000cwo.googlegroups.com>
Source record: 9000

The TRAK model you mention is single-sided, so no. Not unless you have a modded 551 (or use "flippy" disks with 2 timing holes in the *jacket*.) In that case, you would be using the 551 to write double-sided 90 or 180K disks. Astra did produce some 360K models, but I *believe* they did not use the same format pattern as the 551. The FAQ's might have some info on this. -Larry

4644. Re: ABBUC USB Coding Workout Report

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-14 21:04:35 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2005.12.14.21.04.35.283341@strotmann.de>
Source record: 9001

Hello,

the new USBTEST Version 0.6 disk is online at SourceForge
http://sourceforge.net/project/showfiles.php?group_id=111428

New features:
* Get Descriptor Routines and Display are now working with more USB 2.0
devices

* faster Routines to move data in/out of the USB Controller
buffer, using Cypres SL811 autoincrement

* USB Storage Sub-Menu

* Function to send SCSI Device Inquiry

* Function to read SCSI Device
Capacity

* Function to read SCSI LBA (Sector)

We would like all owners of an Atari USB Cartridge to test USB Sticks and
Harddrives with this new release, so that we get an Idea how good the
current code is.

Please test and send us information:
1) if the device can be attached
2) if the device descriptor page can be retrieved

3) if the Device Strings
are printed

4) if you can access the device in the SCSI menu. For this you might need
to adjust the endpoint numbers for the in/out endpoints. You can get this
information on Linux using the "lsusb -v" (from usbtools) command to
display the descriptors of all attached USB devices (on windows you can
use USBCheck.exe). In the next version of the tool I will implement
reading the configuration descriptors and setting the correct endpoints.

I will collect all this information and will post the result on the Atari
USB Device Driver Matrix Page:
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartAtariDevMatrix

Best regards

Carsten

Carsten Strotmann

ABBUC Programmers Group Wiki
http://www.strotmann.de/twiki/bin/view/APG/WebHome Atari USB Project
http://www.microusb.org/

4645. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 00:05:25 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <TerFFuAFNLoDFwkk@wearmouth.demon.co.uk>
Source record: 9002
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

In message <43A0AD55.1040604@example.com>, Curtis F Kaylor
<curtis@example.com> writes
>>>
>>>Yo! Dude! TIME FOR SOME GAMEZX
>>>
>>>http://gamezx.istheshit.net/
>> I couldn't resist:
>> http://basin.istheshit.net/
>>
>Did I start something here?

Yo!

http://comp.sys.atari.8bit.istheshit.net/

--
Brotha G.
http://shock.istheshit.net/

4646. Re: Trak and Astra read other side?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 05:50:25 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <Bu7of.42316$Y7.36045@trnddc02>
Source record: 9003

That's correct. I have a Big D with one DSDD drive in it (the other one is SSDD). The disks are not compatible with the DSDD XF-551 disks.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Larry" <LLppwhite@aol.com> wrote in message
news:1134562711.780324.18600@o13g2000cwo.googlegroups.com...
> The TRAK model you mention is single-sided, so no. Not unless you have
> a modded 551 (or use "flippy" disks with 2 timing holes in the
> *jacket*.) In that case, you would be using the 551 to write
> double-sided 90 or 180K disks. Astra did produce some 360K models, but
> I *believe* they did not use the same format pattern as the 551. The
> FAQ's might have some info on this. -Larry
>

4647. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 07:44:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512142337150.23586-100000@onyx.spiritone.com>
Source record: 9004
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4648. MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 08:44:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00255d5a@familynet-international.org>
Source record: 9007

FamilyNet International Newsgate

> From: "Docrotcod" <rahbart@cox.net>
> Guys i'm sure this is an easy one, but I can't work it out in my head.
> I've got the MyIDE 3.1 External device with O/S chip installed. Running
> Sparta3.3 for MyIDE. Ran a program that clobbered D1. Wanting to reformat
> D1 but can't remember the sequence. Any help is appreciated!
> Thomas

Hey Docrot! I know "The Cafe" is currently down, but what was the link to
your OTHER bbs you had going? Been wanting to visit that.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4649. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 08:53:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00255dd8@familynet-international.org>
Source record: 9008

FamilyNet International Newsgate

> From: Brotha G <dude@nospam.com>
> In message <43A0AD55.1040604@example.com>, Curtis F Kaylor
> <curtis@example.com> writes
>>>>
>>>> Yo! Dude! TIME FOR SOME GAMEZX
>>>>
>>>> http://gamezx.istheshit.net/
>>> I couldn't resist:
>>> http://basin.istheshit.net/
>>>
>> Did I start something here?
> Yo!
> http://comp.sys.atari.8bit.istheshit.net/
> --
> Brotha G.
> http://shock.istheshit.net/

Oh how funny.. the link actually works.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4650. Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 10:43:53 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <6rKdnUfz7ch41TzeRVn-rg@comcast.com>
Source record: 9005

While I'm a diehard user of the original equipment, I wanted to give an emulator a whirl, mainly to see what kind of speeds I get out of Mac65.

I chose the Atari800 emu for Linux, but I'm having great difficulty finding the OS & BASIC roms. I found some BASIC roms, but I have no clue if they'll work or not until I get the OS.

Do any of you guys have the roms or know where I can get my hands on them?

Thanks,
--
David Bowden
The Undead Mechanic

4651. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 12:42:23 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1134650543.307667.312780@o13g2000cwo.googlegroups.com>
Source record: 9006

http://vjetnam.hopto.org/index.php?frame=roms

ROMs there, plus just about all commercial games ever released.

4652. Re: MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-15 18:03:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Wciof.152985$0l5.125169@dukeread06>
Source record: 9009

It is hodgepodge.dtdns.net , port 23

Good seeing you!

Thomas

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00255d5a@familynet-international.org...
> FamilyNet International Newsgate
>
>> From: "Docrotcod" <rahbart@cox.net>
>> Guys i'm sure this is an easy one, but I can't work it out in my head.
>> I've got the MyIDE 3.1 External device with O/S chip installed. Running
>> Sparta3.3 for MyIDE. Ran a program that clobbered D1. Wanting to
>> reformat
>> D1 but can't remember the sequence. Any help is appreciated!
>> Thomas
>
> Hey Docrot! I know "The Cafe" is currently down, but what was the link
> to
> your OTHER bbs you had going? Been wanting to visit that.
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

4653. Re: Trak and Astra read other side?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 02:10:53 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Ympof.29222$QW2.14094@dukeread08>
Source record: 9010

Many disk drives have 3 ways to read the other side of disk.

Number one is XF551 reads the 1st track to 40th track on first side, then reads 40th track back to 1st track on other side.

Number two is like 1571 method, (CP/M), the drive reads the 1st track to 40th track, then the head moves back to 1st track as Number 41 track, reads 1st track to 40th track on second side as Number 41 track to number 80 track...

Last is Today's PC disk drive reads 1st track on upside then downside, next track on upside then downside. so on....

I am curious... Which method does Trak AT-D4 use?
Astra the One ???
Astra Big D ???
Concorde C-222M ???
Percom RFD44-S1 ???

Do you know?

Thanks!
Jack

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message news:Bu7of.42316$Y7.36045@trnddc02...
> That's correct. I have a Big D with one DSDD drive in it (the other one
> is SSDD). The disks are not compatible with the DSDD XF-551 disks.
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> "Larry" <LLppwhite@aol.com> wrote in message
> news:1134562711.780324.18600@o13g2000cwo.googlegroups.com...
>> The TRAK model you mention is single-sided, so no. Not unless you have
>> a modded 551 (or use "flippy" disks with 2 timing holes in the
>> *jacket*.) In that case, you would be using the 551 to write
>> double-sided 90 or 180K disks. Astra did produce some 360K models, but
>> I *believe* they did not use the same format pattern as the 551. The
>> FAQ's might have some info on this. -Larry
>>
>
>

4654. The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 03:39:13 UTC
From: dunric@yahoo.com
Message-ID: <1134704352.937685.86610@f14g2000cwb.googlegroups.com>
Source record: 9011
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
1. Best selling computer of all time.
2. VIC-II/SID ship.
3. Thousands upon thousands of programs.
4. BBSs.
5. The most popular computer of all time.

Paul
```

4655. 8-Bit Designs Re-Opening!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 03:55:32 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1134705332.463651.193130@g44g2000cwa.googlegroups.com>
Source record: 9012

I have just acquired the final boxes of inventory today in the mail
for the 8-Bit Designs/C64DieHards products and designs. I am eagerly
anticipating doing business with the 8-Bit Community!

Charles

shifty_butch@hotmail.com

(909) 854-1210

Happy Holidays!

4656. FA: 1mb MIO,manual, disk on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 04:13:47 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <vtf4q1ljmc4ev2afmdsdh32gbdjeiivktb@4ax.com>
Source record: 9013

Hi,

I've just put an MIO on Ebay.

Thanks
Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4657. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 04:22:45 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <RwPlODEVEkoDFw3f@wearmouth.demon.co.uk>
Source record: 9014
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Paul raps

>1. Best selling computer of all time.
>2. VIC-II/SID ship.
>3. Thousands upon thousands of programs.
>4. BBSs.
>5. The most popular computer of all time.

It fizzle warms tha cockles of mah heart

http://64.istheshit.net/

Shakes me up Judy!

--
Brotha G.
http://neighbour.istheshit.net/

4658. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 04:57:33 UTC
From: David Murray <spamsucks@stopspam.com>
Message-ID: <Xns972DE9385104Fneverspamnospamcom@207.115.17.102>
Source record: 9015
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

> 1. Best selling computer of all time.
> 2. VIC-II/SID ship.
> 3. Thousands upon thousands of programs.
> 4. BBSs.
> 5. The most popular computer of all time.

It also:

1. makes you look 10 years younger
2. goes well with peanut butter
3. cleans floors, counter tops, and windows streak-free
4. Disinfects, and de-oderizes.
5. Comes with a money-back guarantee
6. all for 4 easy payments of $19.99

4659. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 05:21:05 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <59sof.2130$Jr1.1233@trnddc01>
Source record: 9016
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"David Murray" <spamsucks@stopspam.com> wrote in message
news:Xns972DE9385104Fneverspamnospamcom@207.115.17.102...
>
>> 1. Best selling computer of all time.
>> 2. VIC-II/SID ship.
>> 3. Thousands upon thousands of programs.
>> 4. BBSs.
>> 5. The most popular computer of all time.
>
> It also:
>
> 1. makes you look 10 years younger
> 2. goes well with peanut butter
> 3. cleans floors, counter tops, and windows streak-free
> 4. Disinfects, and de-oderizes.
> 5. Comes with a money-back guarantee
> 6. all for 4 easy payments of $19.99

And you can barbeque a goat on the power supply!
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4660. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 05:37:16 UTC
From: David Murray <spamsucks@stopspam.com>
Message-ID: <Xns972DEFF3D55FBneverspamnospamcom@207.115.17.102>
Source record: 9017
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

>> 6. all for 4 easy payments of $19.99
>
> And you can barbeque a goat on the power supply!

Actually, you can use a modern PC for that. I saw a website once (tried to find the link, but alas, I couldn't) where it showed 10 things to do with that old PC. There was the fish tank, the hamster cage, etc. But my favorite one was where a guy had the side off of it, sitting on a stump and filled with charcoal while bar-b-que'ing shish-ka-bab's over the fire. I laughed my butt off when I saw that. I mean, I work in a computer store and everyday people bring in these old computers (IE: 486, pentium 75, etc..) and ask me "what can I do with this?" I'll usually roll off quite a few uses like "Well, you can use it as a door stop, or a boat anchor, or put it behind the tire of your car when you're changing the oil, use it for a step stool, or a camping chair, target practice with your REAL gun, a foot stool in the living room, a night-stand, the larger ones can make good coffee tables, etc.." I can go on for like an hour with uses for an old computer.. People just stare at my like I'm nuts. Then they will sort of insinuate that they are wanting to use it for some kind of computer related task like running Office XP or something. So I tell them, "Oh.. its no good as a computer, but it can doo all those other things." But now I also get to mention that it can be a bar-b-que grill or a hamster cage, and stuff like that.

4661. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 07:09:37 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <nvp4q1tffj6ckqvb9hfqte5clgbejt3mdj@4ax.com>
Source record: 9018
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On 15 Dec 2005 19:39:13 -0800, dunric@yahoo.com wrote:

>1. Best selling computer of all time.
>2. VIC-II/SID ship.
>3. Thousands upon thousands of programs.
>4. BBSs.
>5. The most popular computer of all time.
>
>Paul

Um, ok, your opinion. Why post it here? And why cross-post? Is this
another try at making a huge thread that makes no sense at all?

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

4662. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 07:38:05 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dntqst$83$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 9019

Hi,

> While I'm a diehard user of the original equipment, I wanted to give an
> emulator a whirl, mainly to see what kind of speeds I get out of Mac65.

> I chose the Atari800 emu for Linux, but I'm having great difficulty finding
> the OS & BASIC roms. I found some BASIC roms, but I have no clue if they'll
> work or not until I get the OS.

> Do any of you guys have the roms or know where I can get my hands on them?

You won't need ROMs for the atari++ emulator for Linux. See:

http://www.math.tu-berlin.de/~thor/atari++/

Greetings,
Thomas

4663. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 08:18:40 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512160318380.18002@static-141-149-129-16.buff.east.verizon.net>
Source record: 9020
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005, George Nakos wrote:

<Kersnippety!>

> Um, ok, your opinion. Why post it here? And why cross-post? Is this
> another try at making a huge thread that makes no sense at all?

Because Paul Panks is a kook, as most of comp.sys.cbm can attest.

-uso.

4664. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 08:55:29 UTC
From: dunric@yahoo.com
Message-ID: <1134723329.032394.5940@g47g2000cwa.googlegroups.com>
Source record: 9021
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Lyrical Nanoha wrote:
> On Fri, 16 Dec 2005, George Nakos wrote:
>
> <Kersnippety!>
>
> > Um, ok, your opinion. Why post it here? And why cross-post? Is this
> > another try at making a huge thread that makes no sense at all?
>
> Because Paul Panks is a kook, as most of comp.sys.cbm can attest.
>
> -uso.

I've been posting in comp.sys.cbm since 1995. Only 3-4 posts that I've made in 10 years fall under those "kooky" guidelines. The rest are CBM related. Google it up if you don't believe me. Search from 1995 to 2005.

Paul

4665. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 09:37:25 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <pVvof.4116$q4.515@newsfe2-gui.ntli.net>
Source record: 9022
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Lyrical Nanoha wrote:
> On Fri, 16 Dec 2005, George Nakos wrote:
>
> <Kersnippety!>
>
>> Um, ok, your opinion. Why post it here? And why cross-post? Is this
>> another try at making a huge thread that makes no sense at all?
>
> Because Paul Panks is a kook, as most of comp.sys.cbm can attest.

I can imagine. Do any of his posts relate to adventure games, in particular
trying to beg someone to do a C64 port of his adventure?

D.

4666. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 10:08:35 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <IsednTTc3euDDz_enZ2dnUVZ_vmdnZ2d@comcast.com>
Source record: 9023

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> wrote in message
news:dntqst$83$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
>> While I'm a diehard user of the original equipment, I wanted to give an
>> emulator a whirl, mainly to see what kind of speeds I get out of Mac65.
>
>> I chose the Atari800 emu for Linux, but I'm having great difficulty
>> finding
>> the OS & BASIC roms. I found some BASIC roms, but I have no clue if
>> they'll
>> work or not until I get the OS.
>
>> Do any of you guys have the roms or know where I can get my hands on
>> them?
>
> You won't need ROMs for the atari++ emulator for Linux. See:
>
> http://www.math.tu-berlin.de/~thor/atari++/

Hmmm. Slick. Probably give that a whirl tomorrow after I get home from work.

I downloaded the roms and A800 nearly drove me insane trying to figure out the path for them. So I thought I'd give the windows version a spin. After examining the cfg file for the windows version, I realized that I had to point it at the directory AND the filenames for each individual rom for it to work, not just the directory. Nice tidbit of information to exclude...

Anyways, so far I'm not that impressed by the A800 emu, and I would vastly prefer using my real machine where I have a real Atari keyboard to use, if you wanna call the XE KB a "real" one... I guess it's a good emu if you don't have a genuine machine, but for the hassle of screwing with it anytime I wanna enable/diable BASIC and the various other options it has.

Maybe I just havn't found the setting for it yet, but A800 doesn't seem to be able to run any faster than a genuine 6502.

And the joy I get out of using the exact same computer I have had since I was 5, only pimped to the extreme with a 19" VGA monitor, hard drive, and a buttload of hardware my parents could never afford just has a level of coolness an emu can never match.

I see one very good use for it so far. Using it to test compatibility with the other Atari's. I don't feel like digging out my Dad's old 800 he bought before I was born just to debug a program.

What are my options for a Linux or Windows based 6502 assembler? The Mac65 assembler is great, but just too darn slow for those massive programs.

Thanks guys, just another obsessive Atari user who enjoys using a computer that's as old as I am. :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4667. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 10:21:10 UTC
From: Bohus Král <bohusk@host.sk>
Message-ID: <43a2953a$0$15789$14726298@news.sunsite.dk>
Source record: 9024
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
> 1. Best selling computer of all time.
> 2. VIC-II/SID ship.
> 3. Thousands upon thousands of programs.
> 4. BBSs.
> 5. The most popular computer of all time.

1. Ugly graphics.
2. Ugly slow without sprites.
3. Ugly case.
4. Ugly name.
5. Ugly users :-)

B
```

4668. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 10:34:54 UTC
From: spike1@freenet.co.uk
Message-ID: <pc9a73-ggo.ln1@ridcully.fsnet.co.uk>
Source record: 9025
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
dunric@yahoo.com did eloquently scribble:
>
>
> 1. Best selling computer of all time.

Bullshit

> 2. VIC-II/SID ship.

Yawn

> 3. Thousands upon thousands of programs.

Big deal, so what?

> 4. BBSs.

Yes, yes, still nothing special

> 5. The most popular computer of all time.

Hah!
--
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

4669. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 10:34:54 UTC
From: spike1@freenet.co.uk
Message-ID: <o3aa73-ggo.ln1@ridcully.fsnet.co.uk>
Source record: 9026
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

George Nakos <ggn@atarirocks.org> did eloquently scribble:
>
>
> On 15 Dec 2005 19:39:13 -0800, dunric@yahoo.com wrote:
>
>>1. Best selling computer of all time.
>>2. VIC-II/SID ship.
>>3. Thousands upon thousands of programs.
>>4. BBSs.
>>5. The most popular computer of all time.
>>
>>Paul
>
> Um, ok, your opinion. Why post it here? And why cross-post? Is this
> another try at making a huge thread that makes no sense at all?

It is puzzling why comp.sys.atari.8bit keeps getting dragged into this.
The commode users are in denial and keep starting these threads because of
their insecurity.
(note: the threads over the past months were both started by non-css-ers)
--
	What to do if you find yourself stuck in a crack
spike1@freenet.co.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell BSc(hons)	Consider how lucky you are that life has been
in	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

4670. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 10:42:41 UTC
From: deKay <andyk@lofi-gaming.org.uk>
Message-ID: <gd65q1103jq42augfr3dgg52djnt4326n4@4ax.com>
Source record: 9027
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Soni tempori elseu romani yeof helsforo nisson ol sefini ill des 15 Dec 2005 19:39:13 -0800, sefini jorgo geanyet des mani yeof do comp.sys.sinclair, yawatina tan reek esk dunric@yahoo.com fornis do marikano es bono tan el:

>1. Best selling computer of all time.

Uh, I think more IBM-compatible PCs have been sold, you know.

>2. VIC-II/SID ship.

Ships eh?

>3. Thousands upon thousands of programs.

I have thousands upon thousands for other computers too.

>4. BBSs.

Yes, and? The Spectrum had them too.

>5. The most popular computer of all time.

"Popular" in what way? Also, "popular" != "better. Look at EA's console games for proof of this.

deKay
--
+ Lofi Gaming - www.lofi-gaming.org.uk
|- ugvm Magazine - www.ugvm.org.uk
|- My computer runs at 3.5MHz and I'm proud of that
|- "CLART - YOU KNOWS IT"

4671. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 10:49:43 UTC
From: dchan <demo_dahboo_dchan@scoxme.net>
Message-ID: <gYwof.696$Ym1.290@fed1read04>
Source record: 9028

Thomas Richter wrote:
> Hi,
>
>
>>While I'm a diehard user of the original equipment, I wanted to give an
>>emulator a whirl, mainly to see what kind of speeds I get out of Mac65.
>
>
>>I chose the Atari800 emu for Linux, but I'm having great difficulty finding
>>the OS & BASIC roms. I found some BASIC roms, but I have no clue if they'll
>>work or not until I get the OS.
>
>
>>Do any of you guys have the roms or know where I can get my hands on them?
>
>
> You won't need ROMs for the atari++ emulator for Linux. See:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> Greetings,
> Thomas

Hi everyone,

Thought I'd stop being a lurker for a bit.

Been an Atari user since 1982, and I've recently had to go
full-emulation due to a couple of dead Ataris, (an upgraded 800XL and a
1200XL). Well, at least until I have more money...giftmas is eeeevil.

It's always nice to see another emulator that runs under Linux. I'll
compile it after work today. :-D

I'm currently running the atari800 emulator which has a debian package
for the kubuntu distro I'm using. The atari++ emulator looks like it has
many of the same compile requirements.

The best thing about running an SDL-based emulator under Linux is that
when if/when it croaks the operating system just shrugs, you kill the
app and try again. For Windows...eh, not so nice.

For those who are familiar with keyboard issues...
I've been running into problems with remapping the emulator keyboard to
permit keychords like the Action! "shift-ctl-M" and "shift-ctrl-E".
Running the Action cart without those keychords is just not possible.

Anybody get this right yet? Please share your wisdom, a link to an FAQ
I've somehow missed.

4672. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 11:03:12 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <X6OdnRT3Ld93Az_eRVn-ow@comcast.com>
Source record: 9029

"dchan" <demo_dahboo_dchan@scoxme.net> wrote in message
news:gYwof.696$Ym1.290@fed1read04...
>
> Hi everyone,
>
> Thought I'd stop being a lurker for a bit.
>
> Been an Atari user since 1982, and I've recently had to go full-emulation
> due to a couple of dead Ataris, (an upgraded 800XL and a 1200XL). Well, at
> least until I have more money...giftmas is eeeevil.
>
> It's always nice to see another emulator that runs under Linux. I'll
> compile it after work today. :-D

Tux rules, yo.

>
> I'm currently running the atari800 emulator which has a debian package for
> the kubuntu distro I'm using. The atari++ emulator looks like it has many
> of the same compile requirements.
>
> The best thing about running an SDL-based emulator under Linux is that
> when if/when it croaks the operating system just shrugs, you kill the app
> and try again.

Worst case scenario, the "Linux Finger" solves all problems.
alt+ctrl+backspace and presto, you're back at the display manager login and
whatever nastiness caused the cock up is gone!

> For Windows...eh, not so nice.
>
> For those who are familiar with keyboard issues...
> I've been running into problems with remapping the emulator keyboard to
> permit keychords like the Action! "shift-ctl-M" and "shift-ctrl-E".
> Running the Action cart without those keychords is just not possible.
> Anybody get this right yet? Please share your wisdom, a link to an FAQ
> I've somehow missed.

Lol. That was one of my next issues to address with A800. I havn't gotten
far with it yet, but I was getting annoyed trying to map out my keys.

--
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4673. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 11:20:52 UTC
From: "Nick Humphries, via obd" <nickjunk@egyptus.co.uk>
Message-ID: <Pine.LNX.4.61.0512161118590.32133@obd.egyptus.co.uk>
Source record: 9030
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005, deKay wrote:

> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des 15 Dec 2005
> 19:39:13 -0800, sefini jorgo geanyet des mani yeof do comp.sys.sinclair,
> yawatina tan reek esk dunric@yahoo.com fornis do marikano es bono tan el:
>
>> 5. The most popular computer of all time.
>
> "Popular" in what way? Also, "popular" != "better. Look at EA's console
> games for proof of this.

One thing I've never truly understood is this: if the C64 was so popular,
then why is the C64 retroscene so different in character to the Speccy
retroscene?

Vague question, I know, but still...

--
Nick Humphries, via OBD
Your Sinclair Rock'n'Roll Years - http://www.ysrnry.co.uk
YSRnRY documentary - http://www.ysrnry.co.uk/tvprog/
The Tipshop - http://www.the-tipshop.co.uk/

4674. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 11:29:02 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dnu8du$9bv$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 9031

Hi,

> Maybe I just havn't found the setting for it yet, but A800 doesn't seem to
> be able to run any faster than a genuine 6502.

I think it has a switch for allowing it to run faster, so does have
atari++.

> What are my options for a Linux or Windows based 6502 assembler? The Mac65
> assembler is great, but just too darn slow for those massive programs.

My recommendation would be the ca65 assembler, part of the cc65 C compiler.
You should find it easily when googling.

So long,
Thomas

4675. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 12:01:47 UTC
From: Matthias Reichl <usenet-200512@hias.horus.com>
Message-ID: <slrndq5b5b.2r7.usenet-200512@camel.hias.horus.com>
Source record: 9032

On Fri, 16 Dec 2005 04:08:35 -0600, David Bowden wrote:
> What are my options for a Linux or Windows based 6502 assembler? The Mac65
> assembler is great, but just too darn slow for those massive programs.

If you are already familiar with the Mac/65 assembler, I'd recommend
using ATasm. The syntax is Mac/65 compatible and it's available as
a precompiled .exe for Windows and also in source code.

I've been using ATasm under Linux for all of my Atari-projects for
quite some time now and it works very fine.

so long,

Hias

4676. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 12:12:07 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <fnb5q1dn1847fqcndqicr90phbsams7ioc@4ax.com>
Source record: 9033
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005 11:20:52 +0000, "Nick Humphries, via obd"
<nickjunk@egyptus.co.uk> wrote:

>On Fri, 16 Dec 2005, deKay wrote:
>
>> Soni tempori elseu romani yeof helsforo nisson ol sefini ill des 15 Dec 2005
>> 19:39:13 -0800, sefini jorgo geanyet des mani yeof do comp.sys.sinclair,
>> yawatina tan reek esk dunric@yahoo.com fornis do marikano es bono tan el:
>>
>>> 5. The most popular computer of all time.
>>
>> "Popular" in what way? Also, "popular" != "better. Look at EA's console
>> games for proof of this.
>
>One thing I've never truly understood is this: if the C64 was so popular,
>then why is the C64 retroscene so different in character to the Speccy
>retroscene?
>
>Vague question, I know, but still...

Do you mean as in not nearly as advanced in the retro scene? I know that sounds
like a flamebait comment, but I do look at the C64 retro scene, and it's tiny in
comparison.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4677. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 13:26:04 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512160825300.19724@static-141-149-129-16.buff.east.verizon.net>
Source record: 9034
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair

On Fri, 16 Dec 2005, Paul Dunn wrote:

> Lyrical Nanoha wrote:
>> On Fri, 16 Dec 2005, George Nakos wrote:
>>
>> <Kersnippety!>
>>
>>> Um, ok, your opinion. Why post it here? And why cross-post? Is this
>>> another try at making a huge thread that makes no sense at all?
>>
>> Because Paul Panks is a kook, as most of comp.sys.cbm can attest.
>
> I can imagine. Do any of his posts relate to adventure games, in particular
> trying to beg someone to do a C64 port of his adventure?

No, because he writes his stuff natively for the 64, but he's done it in
comp.sys.apple2 before.

-uso.

4678. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 14:01:23 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a2c8b2$0$23233$91cee783@newsreader02.highway.telekom.at>
Source record: 9035
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

David Murray wrote:

>
> >> 6. all for 4 easy payments of $19.99
> >
> > And you can barbeque a goat on the power supply!
>
> Actually, you can use a modern PC for that. I saw a website once
> (tried to find the link, but alas, I couldn't) where it showed 10
> things to do with that old PC. There was the fish tank, the hamster
> cage, etc. But my favorite one was where a guy had the side off of
> it, sitting on a stump and filled with charcoal while bar-b-que'ing
> shish-ka-bab's over the fire. I laughed my butt off when I saw that.
> I mean, I work in a computer store and everyday people bring in these
> old computers (IE: 486, pentium 75, etc..) and ask me "what can I do
> with this?" I'll usually roll off quite a few uses like "Well, you
> can use it as a door stop, or a boat anchor, or put it behind the
> tire of your car when you're changing the oil, use it for a step

I mean you have not the slightest idea whatď˙ż˝s selling. The customers
you write about may think they are in a dream-store, after telling them
the uses for a 486. They only tried to check if you are even willing to
advise something useful. ;-)

I know 486 User in the Usenet and have refreshing conversation with....

Well, P75. I would suggest Win95 and Office 97. Not to mention the
plenty of (pssst abandon..) DOS Software. Dear Sir/Mam you should at
least keep your Door-Stop for such purposes. etc etc... and make one
over that and say: But donď˙ż˝t forget your P75 may be too fast for some
games, though Office and Co. makes no problem... but only office 95 or
97 (97 I would suggest you as it is still used by offices and can read
MS Office-files) ... after that he/she can get interest for a faster
machine capable to drive XP and OfficeXP. But the possibility is always
real, that he/she wanted no new computer at all, this time. But after
telling about Door-Stopps, Anker, Baerbque-Grill and Hamster-Cage I
donď˙ż˝t think that you will see this customer, in the same store, again.

Use you fantasy for interest and not for making something bad. At least
for selling more... :-) well? Right enough?

> stool, or a camping chair, target practice with your REAL gun, a foot
> stool in the living room, a night-stand, the larger ones can make
> good coffee tables, etc.." I can go on for like an hour with uses for
> an old computer.. People just stare at my like I'm nuts. Then they

> will sort of insinuate that they are wanting to use it for some kind
> of computer related task like running Office XP or something. So I
> tell them, "Oh.. its no good as a computer, but it can doo all those
> other things." But now I also get to mention that it can be a
> bar-b-que grill or a hamster cage, and stuff like that.

COM - Communicate; PUTER - The Golfer who puts the COM in the right
hole.

TRANSPUTER -

Best Regards,

Daniel Mandic

P.S.: I am a trained retail salesman for Braunware (entertainment
electronics).
http://dict.tu-chemnitz.de/dings.cgi?o=3003;style=;iservice=de-en;query=
Einzelhandelskaufmann

4679. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 14:05:11 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a2c997$0$23217$91cee783@newsreader02.highway.telekom.at>
Source record: 9036
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Bohus Kri¿½l wrote:

> 1. Ugly graphics.
> 2. Ugly slow without sprites.
> 3. Ugly case.
> 4. Ugly name.
> 5. Ugly users :-)
>
> B

1. Clunky Block Graphic.
2. B/W Mode (Hires though)
3. Matter of choice
4. AMIGA sounds better
5. And seller

Kind Regards,

Daniel Mandic

4680. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 14:10:30 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a2cad5$0$23236$91cee783@newsreader02.highway.telekom.at>
Source record: 9037
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

dunric@yahoo.com wrote:

> 1. Best selling computer of all time.
> 2. VIC-II/SID ship.
> 3. Thousands upon thousands of programs.
> 4. BBSs.
> 5. The most popular computer of all time.
>
> Paul

1. IBM-PC
2. Antic Moog locker GTIA+ (8x8bit special)
3. Sinclair Spectrum 16/48K, ZX 80/81....
4. AMIGA (as it can support all systems, also c64 and so)
5. ATARI

Best Regards,

Daniel Mandic

4681. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 14:16:50 UTC
From: Andrew Owen <aoweninoz@yahoo.com.au>
Message-ID: <1134742610.856885.46200@g44g2000cwa.googlegroups.com>
Source record: 9038
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

> 1. Best selling computer of all time.
The Windows PC. But I think we can all agree that it's rubbish.

> 2. VIC-II/SID chip.
Can be approximated an AY chip equipped Spectrum by using the Z80 to add extra square waves to the standard sound channels. I suspect this would be even easier on the Atari.

> 3. Thousands upon thousands of programs.
There are more programs for the Spectrum. I don't know about the Atari. I do know that most of these programs (on all formats) are absolutely god-awful. It's the gems that we remeber fondly, and there were probably about the same number of those on all formats (including the BBC micro).

> 4. BBSs.
As has already been mentioned this is not a feature of the C64. Just like the internet, BBSes were platform independent. Perhaps the poster is refering to the large amount of C64 software that was available for illegal download. The availablity of this software and the willingness of people to break the law may account for the popularity of the C64. It certainly accounts for the popularity of the Windows PC.

> 5. The most popular computer of all time.
This would be refering to the Guinness book of records entry I suppose. That entry simply refers to the fact that the bog-standard C64 had the biggest production run of any computer ever. So what? The bog-standard VW Beetle had the biggest production run of any car ever. I doubt many would argue that the VW Beetle was the greatest car of all time, although granted some enthusiasts probably would.

In the last cross-platform thread I asked what happened to the cross-platform development of a side scrolling shooter that was being written for the C64, Vic20 and Atari. I didn't get an answer. Does anyone know what happened to it?

On the subject of cross platform development. Someone mentioned that the C64 has an 8x1 attribute mode but I forgot the resolution. Is there a similar mode on the Atari? I should probably cross post this to comp.sys.amstrad.8bit as well because I don't know if the CPC has this mode. The reason is I'm working on a game for the Spectrum SE and I'd need some help. No one in the Speccy community seems to have the time, but if it became a cross-platform development there might be a bit more interest. It's not going to be processor intensive so it should be do-able on any 8-bit platform with a disk drive (or sufficient memory

for a tape load). Would probably look at selling it through Cronosoft. Obviously the Spectrum SE version will be useable on emulators only (since there's still only one in existence). Drop me an email if any programmers amongst you are interested (that includes anyone prepared to work on the Speccy version). All I can say at this point is it's a top-down RPG.

4682. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 14:47:32 UTC
From: larry@portcommodore.com
Message-ID: <1134744452.303528.79780@o13g2000cwo.googlegroups.com>
Source record: 9039
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

14. spi...@freenet.co.uk
Dec 16, 2:34 am

dun...@yahoo.com did eloquently scribble:

> 1. Best selling computer of all time.

Best selling computer of all time of one model of computer. IBM PCs
have sold more as a whole but not the PC, XT, At etc as a single model
with consistent specs has outsold the Commodore 64.

> 2. VIC-II/SID ship.

Back in 1982 a sythesiser was something no other computer had. And it
took years for the PC with it's internal beep speaker to get a quality
sound card to rival the 64.

> 3. Thousands upon thousands of programs.

-Big deal, so what?

Choice, variety. There were programs for just about everything on the
Commodore 64, accounting, word processing, etc. There are now web
browsers for it.

> 4. BBSs.
-Yes, yes, still nothing special
To many they were it was a great community if you ever were there.

> 5. The most popular computer of all time.
-Hah!

a)see #1
b)search for Commodore 64 on Google and see how popular it is.

4683. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:10:04 UTC
From: David Murray <spamsucks@stopspam.com>
Message-ID: <Xns972E5CF3ED7CDneverspamnospamcom@207.115.17.102>
Source record: 9041
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

> Use you fantasy for interest and not for making something bad. At least
> for selling more... :-) well? Right enough?
>

Well, what you don't understand is that I work in the service department. So I'm not out selling computers. These people are bringing in their computers wanting them to be repaired. They often picked them up non-working at garage sales for $5 and stuff and think they're going to get them repaired for $10 and have a perfectly working computer. They have every intention of having us install Windows XP (which they believe is free, they just have to pay us to put it on there, yeah right.) So once I tell them that all the upgrades to make their computer XP compatible (parts and label) end up being around $400 and XP itself costs $149, so they are lookinng at an upgrade cost of $450 or so.. then I explain that they can actually BUY one of our brand-new Dell systems or a slightly used system with XP already on it for like $250, then it suddenly makes more sense.

Yes, I perfectly understand that an old computer can be used online. I myself use a laptop computer which is a Pentium 133 quite often (although my computer on my desk is 2.53 ghz because I have to do video editing) My 133 laptop runs Windows NT 4.0 and I run a variety of programs on in which are older or use low memory. If I didn't need to do video editing, I could use it as my main computer. But the difference is that I understand what can and cannot run properly on a Pentium 133. I also know how to keep all the programs out of my startup group and I know how to keep spyware and viruses off so that it runs fast. But most people don't. You hand them a Pentium 133 and they will want Windows XP and Office XP and 200 pieces of spyware and everything to be in their startup group and the system will take 20 minutes to boot to the desktop and they will complain that it is slow.

4684. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:10:37 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134745837.373163.32820@g47g2000cwa.googlegroups.com>
Source record: 9040

dchan wrote:
> Thomas Richter wrote:
> > Hi,
> >
> >
> >>While I'm a diehard user of the original equipment, I wanted to give an
> >>emulator a whirl, mainly to see what kind of speeds I get out of Mac65.
> >
> >
> >>I chose the Atari800 emu for Linux, but I'm having great difficulty finding
> >>the OS & BASIC roms. I found some BASIC roms, but I have no clue if they'll
> >>work or not until I get the OS.
> >
> >
> >>Do any of you guys have the roms or know where I can get my hands on them?
> >
> >
> > You won't need ROMs for the atari++ emulator for Linux. See:
> >
> > http://www.math.tu-berlin.de/~thor/atari++/
> >
> > Greetings,
> > Thomas
>
>
> Hi everyone,
>
> Thought I'd stop being a lurker for a bit.
>
> Been an Atari user since 1982, and I've recently had to go
> full-emulation due to a couple of dead Ataris, (an upgraded 800XL and a
> 1200XL). Well, at least until I have more money...giftmas is eeeevil.
>
> It's always nice to see another emulator that runs under Linux. I'll
> compile it after work today. :-D
>
> I'm currently running the atari800 emulator which has a debian package
> for the kubuntu distro I'm using. The atari++ emulator looks like it has
> many of the same compile requirements.
>
> The best thing about running an SDL-based emulator under Linux is that
> when if/when it croaks the operating system just shrugs, you kill the
> app and try again. For Windows...eh, not so nice.
>

> For those who are familiar with keyboard issues...
> I've been running into problems with remapping the emulator keyboard to
> permit keychords like the Action! "shift-ctl-M" and "shift-ctrl-E".
> Running the Action cart without those keychords is just not possible.
> Anybody get this right yet? Please share your wisdom, a link to an FAQ
> I've somehow missed.

Action! is the language of choice for me. Back in the day, it was the only A8 compiler that was fast enough to be tolerable plus it used a simple syntax (I can't comprehend C) and the performance was good too.

I noticed from one of your other posts you are trying the Windows version of Atari800. Might I suggest Atari800Win Plus version 4 (see link). I love this emulator for use with Action!. You can map the CTRL-arrow combinations to just the arrow keys. CTRL-Shift-up/down arrow (Action page up/down for those who don't know) becomes Shift up/down arrow and CTRL-Shift- R/T/M work as expected.

One problem. This emulator does not work properly with the combination of Action! and SpartaDOS. The key repeat feature goes haywire. I prefer MyDOS so this isn't much of an issue but If I do need to produce SpartaDOS disks/images I boot Bewe-DOS instead of SpartaDOS..

The H:drive of Atari800Win Plus allows you to use your PC hard drive and this feature works well with Action! but I do wish the virtual H: drive could be mapped to D1:...D8: for compatibility and transportability of my Action! code (e.g. I have to change my H1: references in my Include statements to Dx: references so I can compile my code on the 800XL) . Using H6: thru H9: make it easy to import ASCII sources, just drop them into the appropriate folder, but Atari800Win Plus expects lines terminated with LF (line feed) only ala Linux. It doesn't tolerate the CR/LF combo which always appear when cutting & pasting from a webpage.

Game controller options are quite flexible but I just don't like analog joysticks with A8 games. Off-topic, but I much prefer the old, digital game pads for most games while the ultimate, old-time enjoyment can be had using the DIY PPJOY (parallel port/joystick) for Atari type joysticks. I hear Stelladapter (something like that) is quite good as well.

Looking ahead to a couple of your other posts...

Can't help you with cross assembler recommendations. Assembler and Linux are two other things the my little brain doesn't quite comprehend. LOL!

Your dad purchased an 800 around the time you were born! Yikes! I feel old!

When I purchased my 800 (in 1979) I put off replacing my first car (of one year) for just a little longer. That first car cost me $800 (a well used '72 Plymouth). That 800 (with 24K of memory) was $749

(discounted, new). The car is long gone but I still have the 800 and it still works and I still love it. It has the best A8 keyboard (IMO).

Steve Sheppard

Atari800Win Plus 4.0 Link
http://www.a800win.atari-area.prv.pl/

4685. Re: Attn: Emulator Prgmrs - New NTSC OS Rev A Dump

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:24:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134746694.440382.116220@g49g2000cwa.googlegroups.com>
Source record: 9042

stephensheppard@hotmail.com wrote:
> I was going through my old stuff and came across my original Atari 800
> Rev A ROMs! So I put them back into my 800 (orginal owner since 1979)
> and made a quick dump using Action! What I have is OS Rev A, the
> North American NTSC version, which I understand is quite rare. At least
> the dump is rare.
>
> The ROM image seems to work fine in Atari++ (1.44 for Windows) and
> Atari800Win Plus 4.0 Final, though the latter complains about the
> checksum (proabably because NTSC Rev A was unknown until now).
>
> If you are developer (or just want the ROM image) just Email me and
> I'll get it to you. Please use the subject, "800 OS A".
>
> My Email address is pretty easy to figure out from the message headers.
>
> Stephen Sheppard

Bump...

4686. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:31:57 UTC
From: spike1@freenet.co.uk
Message-ID: <qs2b73-tbp.ln1@ridcully.fsnet.co.uk>
Source record: 9043
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
larry@portcommodore.com did eloquently scribble:
>
>
>
> 14. spi...@freenet.co.uk
> Dec 16, 2:34 am
>
> dun...@yahoo.com did eloquently scribble:
>
>> 1. Best selling computer of all time.
>
> Best selling computer of all time of one model of computer. IBM PCs
> have sold more as a whole but not the PC, XT, At etc as a single model
> with consistent specs has outsold the Commodore 64.

Windows has sold more than any other operating system?
That's crap too.

>> 3. Thousands upon thousands of programs.
>
> -Big deal, so what?
>
> Choice, variety. There were programs for just about everything on the
> Commodore 64, accounting, word processing, etc. There are now web
> browsers for it.

The big deal, so what implied that there's nothing special about "thousands
upon thousands of programs"
Cos there isn't. The spectrum also has that.

>> 4. BBSs.
> -Yes, yes, still nothing special
> To many they were it was a great community if you ever were there.

The spectrum had that too, hence the "nothing special"

>> 5. The most popular computer of all time.
> -Hah!
>
> a)see #1
> b)search for Commodore 64 on Google and see how popular it is.
>

Yawn...
--
```

	What to do if you find yourself stuck in a crack
spike1@freenet.co.uk	in the ground beneath a giant boulder, which you
	can't move, with no hope of rescue.
Andrew Halliwell BSc(hons)	Consider how lucky you are that life has been
in	good to you so far...
Computer Science	-The BOOK, Hitch-hiker's guide to the galaxy.

4687. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:34:16 UTC
From: Dave <dacooley@gmail.com>
Message-ID: <1134747256.277669.261210@o13g2000cwo.googlegroups.com>
Source record: 9044
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Number 1 is false... unless you limit the scope to being the best
selling 8 bit computer of all time.
Best selling computer of all time is unfortunately, the IBM PC and
clones

4688. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:34:47 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a2de97$0$16877$91cee783@newsreader01.highway.telekom.at>
Source record: 9045
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

David Murray wrote:

> Well, what you don't understand is that I work in the service
> department. So I'm not out selling computers. These people are
> bringing in their computers wanting them to be repaired. They often
> picked them up non- working at garage sales for $5 and stuff and
> think they're going to get them repaired for $10 and have a perfectly
> working computer. They have every intention of having us install
> Windows XP (which they believe is free, they just have to pay us to
> put it on there, yeah right.) So once I tell them that all the
> upgrades to make their computer XP compatible (parts and label) end
> up being around $400 and XP itself costs $149, so they are lookinng
> at an upgrade cost of $450 or so.. then I explain that they can
> actually BUY one of our brand-new Dell systems or a slightly used
> system with XP already on it for like $250, then it suddenly makes
> more sense.
>
> Yes, I perfectly understand that an old computer can be used online.
> I myself use a laptop computer which is a Pentium 133 quite often
> (although my computer on my desk is 2.53 ghz because I have to do
> video editing) My 133 laptop runs Windows NT 4.0 and I run a variety
> of programs on in which are older or use low memory. If I didn't
> need to do video editing, I could use it as my main computer. But
> the difference is that I understand what can and cannot run properly
> on a Pentium 133. I also know how to keep all the programs out of my
> startup group and I know how to keep spyware and viruses off so that
> it runs fast. But most people don't. You hand them a Pentium 133
> and they will want Windows XP and Office XP and 200 pieces of spyware
> and everything to be in their startup group and the system will take
> 20 minutes to boot to the desktop and they will complain that it is
> slow.

Every Windows User is a good User. Economical seen.

To even think about if people are paying for Windows or not dazzles my brain. If I want make money out of something, and with something software, then I pay for it (ie. OfficeXP2002 and making invoices with it). Windows I have bought by other reasons, though I donďż˝t need 2,53GHz for it :-). My 96' Chipset is fullfilling any Quest and Windows XP Sp2 fits perfectly to the hardware I mentioned. It fits even better than NTo4 (i used Too on it, NO AGP texturing, NO DX <3), though you need some MHz more, indeed. I would say a fast 300-400MHz CPU can do XP. A good chipset preconditioned.

Although I do not pay only to MS. Any honourable Software Developer..

Best Regards,

Daniel Mandic

4689. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:36:25 UTC
From: "W Marsh"
Message-ID: <4nn5q19kkrr685fhhvan29ipc4rtd71fqa@4ax.com>
Source record: 9046
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005 15:31:57 GMT, spike1@freenet.co.uk wrote:

>larry@portcommodore.com did eloquently scribble:
>>
>>
>>
>> 14. spi...@freenet.co.uk
>> Dec 16, 2:34 am
>>
>> dun...@yahoo.com did eloquently scribble:
>>
>>> 1. Best selling computer of all time.
>>
>> Best selling computer of all time of one model of computer. IBM PCs
>> have sold more as a whole but not the PC, XT, At etc as a single model
>> with consistent specs has outsold the Commodore 64.
>
>Windows has sold more than any other operating system?
>That's crap too.

You just can't help yourself, can you?

4690. BASIC Cartridge Trivia

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 15:45:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134747900.511113.143230@g43g2000cwa.googlegroups.com>
Source record: 9047

I've had my BASIC cartridge forever (since 1979) and I've always wondered about the signifcance of the numbers stamped on the face. Are they a serial number?

My numbers are "R 40 2".

Steve Sheppard

4691. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 16:11:27 UTC
From: lechien <hcs@iol.ie>
Message-ID: <1134749487.494343.79980@o13g2000cwo.googlegroups.com>
Source record: 8598
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

David Murray probably wrote:

> These people are bringing in their computers wanting them to be repaired. They often picked them up non- working at garage sales for $5 and stuff and think they're
> going to get them repaired for $10 and have a perfectly working computer.

Yep - I absolutely agree. Sometimes training the (l)users what to expect from an old PC is more trouble than it's worth. That's why in the company I worked for (owned) until recently, we'd decided not to sell second-hand PCs at all due to the high-expectations low-cost mentality.

We had our fingers burnt with this very early on in about 1994 when we gave our old 286 PC to a friend who was starting a small business. I cleaned up the PC, re-formatted the 20Mb hard drive, gave her our copy of WordStar (which we wouldn't be needing any more) and actually wrote a small db in Clipper so that she could keep track of her clients. All I charged her for was a small amount of extra hardware needed (think it needed a new keyboard or something) and she refused to pay. Why? Because, despite the fact that she was initially very happy, a friend had popped in, looked at the PC and told her that all PCs should be running Windows 3.1. Since this PC wasn't, then she dumped it back on our doorstep, complaining bitterly that we'd taken advantage of her lack of knowledge!!

I learnt then that the only way to avoid problems with most computer-illiterate people is to sell them new equipment.

/matt

4692. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 17:51:38 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <eNSdnZVTOdJXYz_enZ2dnUVZ_sGdnZ2d@comcast.com>
Source record: 8599
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

So what are the Commodore 64 rules?

4693. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 17:57:58 UTC
From: "W Marsh"
Message-ID: <8tv5q1dibjh4sajqo3105275m66udg25f5@4ax.com>
Source record: 8600
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005 12:51:38 -0500, "Lion Of Judah"
<sonofman1@comcast.net> wrote:

>So what are the Commodore 64 rules?

1) You must cross-post about C64.
2) You MUST cross-post about C64.
3) Mention Turrican and the SID at every opportunity.

4694. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 18:11:43 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <2g06q1d3i8nksqiq1tmitqr5j6bhs2rb2h@4ax.com>
Source record: 8601
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On 16 Dec 2005 06:47:32 -0800, larry@portcommodore.com wrote:
>
>> 2. VIC-II/SID ship.
>
>Back in 1982 a sythesiser was something no other computer had. And it
>took years for the PC with it's internal beep speaker to get a quality
>sound card to rival the 64.

but it's all a matter of taste. I prefer the clean sound of the AY in the Speccy 128k machines more than the SID (Tim Follin's L.E.D. Storm and Level 1 of Bionic Commando blows away anthing else on the Speccy IMHO, and Rob Hubbard's Hydrofool tune is ace too), and didn't the Atari machines have something that could easily equal the SID for ability?
>
>> 3. Thousands upon thousands of programs.
>
>-Big deal, so what?
>
>Choice, variety. There were programs for just about everything on the
>Commodore 64, accounting, word processing, etc. There are now web
>browsers for it.

The spectrum too had thousands and thousands of programs, and no doubt did other machines. The argument for the C64 having this many is mute, since it's not remotely unique.
>
>> 4. BBSs.
>-Yes, yes, still nothing special
>To many they were it was a great community if you ever were there.

And many spectrum users were there. That's the point, another muted argument since again it's not unique to the C64.
>
>> 5. The most popular computer of all time.
>-Hah!
>
>a)see #1
>b)search for Commodore 64 on Google and see how popular it is.

The most popular computer of all time is the PC, also the most sold. Remember that for every one person bashing Windows (which is not the only OS it can use), there are probably 1,000's that are perfectly happy with it.

If you want to be picky, the Gameboy is the most popular computer of all time, as although it can't be programmed out of the box, it still "computes", and they

sold Waaaay more than the C64 in their various guises.

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4695. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 18:25:01 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512161323090.21584@static-141-149-129-16.buff.east.verizon.net>
Source record: 8602
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

gOn Fri, 16 Dec 2005, The Starglider wrote:

> On 16 Dec 2005 06:47:32 -0800, larry@portcommodore.com wrote:
>>
>>> 2. VIC-II/SID ship.
>>
>> Back in 1982 a sythesiser was something no other computer had. And it
>> took years for the PC with it's internal beep speaker to get a quality
>> sound card to rival the 64.
>
> but it's all a matter of taste. I prefer the clean sound of the AY in the Speccy
> 128k machines more than the SID (Tim Follin's L.E.D. Storm and Level 1 of Bionic
> Commando blows away anthing else on the Speccy IMHO, and Rob Hubbard's Hydrofool
> tune is ace too), and didn't the Atari machines have something that could easily
> equal the SID for ability?

The Apple needed a sound card for decent sound, but the common one had a
pair of AY8910s.

>>> 3. Thousands upon thousands of programs.
>>
>> -Big deal, so what?
>>
>> Choice, variety. There were programs for just about everything on the
>> Commodore 64, accounting, word processing, etc. There are now web
>> browsers for it.
>
> The spectrum too had thousands and thousands of programs, and no doubt did other
> machines. The argument for the C64 having this many is mute, since it's not
> remotely unique.

"Moot"

>>
>>> 4. BBSs.
>> -Yes, yes, still nothing special
>> To many they were it was a great community if you ever were there.
>
> And many spectrum users were there. That's the point, another muted argument
> since again it's not unique to the C64.

I was there with my brother's Apple //c. So nothing special there either.

-uso.

4696. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 19:41:55 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <7MEof.625857$x96.155898@attbi_s72>
Source record: 8603

Thomas Richter wrote:

> Hi,
>
>> While I'm a diehard user of the original equipment, I wanted to give an
>> emulator a whirl, mainly to see what kind of speeds I get out of Mac65.
>
>> I chose the Atari800 emu for Linux, but I'm having great difficulty
>> finding the OS & BASIC roms. I found some BASIC roms, but I have no clue
>> if they'll work or not until I get the OS.
>
>> Do any of you guys have the roms or know where I can get my hands on
>> them?
>
> You won't need ROMs for the atari++ emulator for Linux. See:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> Greetings,
> Thomas

The windows based emulator on emulators.com doesnt need either bios.. Might run under wine.. not tried.

4697. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 20:44:37 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1134765877.314894.115510@g14g2000cwa.googlegroups.com>
Source record: 8604
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

dunric@yahoo.com wrote:
> Lyrical Nanoha wrote:
> > On Fri, 16 Dec 2005, George Nakos wrote:
> >
> > <Kersnippety!>
> >
> > > Um, ok, your opinion. Why post it here? And why cross-post? Is this
> > > another try at making a huge thread that makes no sense at all?
> >
> > Because Paul Panks is a kook, as most of comp.sys.cbm can attest.
> >
> > -uso.
>
> I've been posting in comp.sys.cbm since 1995. Only 3-4 posts that I've
> made in 10 years fall under those "kooky" guidelines. The rest are CBM
> related. Google it up if you don't believe me. Search from 1995 to
> 2005.
>

This counting your recent "bed-wetting" experience?

And the many posts about recovering a game you lost many years ago,
including the dream sequences you had that you thought was an attempt
by your subconscious to provide you with a program to recover the data?

Those were just in the last month or so...

4698. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 21:26:58 UTC
From: spike1@freenet.co.uk
Message-ID: <jgnb73-68q.ln1@ridcully.fsnet.co.uk>
Source record: 8605
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>Windows has sold more than any other operating system?
>>That's crap too.
>
> You just can't help yourself, can you?

Resist a chance to make a dig at windows as a proof that good does not equal popular or "most"?

Nope, can't resist for a second, what are you going to do about it?
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

4699. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 21:31:07 UTC
From: "W Marsh"
Message-ID: <agc6q1hule19k219nuv8lhugdf4jvhkul5@4ax.com>
Source record: 8606
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005 21:26:58 GMT, spike1@freenet.co.uk wrote:

>W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>>Windows has sold more than any other operating system?
>>>That's crap too.
>>
>> You just can't help yourself, can you?
>
>Resist a chance to make a dig at windows as a proof that good does not equal
>popular or "most"?
>
>Nope, can't resist for a second, what are you going to do about it?

Kill you dead with my mind.

4700. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 21:32:38 UTC
From: Joseph Fenn <jfenn@lava.net>
Message-ID: <Pine.BSI.4.61.0512161130460.11941@malasada.lava.net>
Source record: 8607
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On the internet there are no rules for Commodore nor any thing elase.
In fact you can break any of the rules you wish without going to jail
except the new ones on Child Porno and I back that one up 100%
Kokomo Joe

****
* Ham KH6JF AARS/MARS ABM6JF QCWA WW2 VET WD RADIO SYSTEM*
* Army MARS PRECEDED by AARS (Army Amateur Radio System) *
* Hi State ARMY MARS COORDINATOR *
****

4701. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:00:51 UTC
From: spike1@freenet.co.uk
Message-ID: <jkpb73-6bq.ln1@ridcully.fsnet.co.uk>
Source record: 8608
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>Nope, can't resist for a second, what are you going to do about it?
>
> Kill you dead with my mind.

Hah, your mind is insignificant compared to my power!
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "The day Microsoft makes something that doesn't |
| in | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
-------------------------------------------------------------------------------
```

4702. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:08:43 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a33b82$1@duster.adelaide.on.net>
Source record: 8609
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"lechien" <hcs@iol.ie> wrote in message
news:1134749487.494343.79980@o13g2000cwo.googlegroups.com...
> David Murray probably wrote:
>
>> These people are bringing in their computers wanting them to be repaired.
>> They often picked them up non- working at garage sales for $5 and stuff
>> and think they're
>> going to get them repaired for $10 and have a perfectly working computer.
>
> Yep - I absolutely agree. Sometimes training the (l)users what to
> expect from an old PC is more trouble than it's worth. That's why in
> the company I worked for (owned) until recently, we'd decided not to
> sell second-hand PCs at all due to the high-expectations low-cost
> mentality.
>
> We had our fingers burnt with this very early on in about 1994 when we
> gave our old 286 PC to a friend who was starting a small business. I
> cleaned up the PC, re-formatted the 20Mb hard drive, gave her our copy
> of WordStar (which we wouldn't be needing any more) and actually wrote
> a small db in Clipper so that she could keep track of her clients. All
> I charged her for was a small amount of extra hardware needed (think it
> needed a new keyboard or something) and she refused to pay. Why?
> Because, despite the fact that she was initially very happy, a friend
> had popped in, looked at the PC and told her that all PCs should be
> running Windows 3.1. Since this PC wasn't, then she dumped it back on
> our doorstep, complaining bitterly that we'd taken advantage of her
> lack of knowledge!!
>
> I learnt then that the only way to avoid problems with most
> computer-illiterate people is to sell them new equipment.
>

Yep, I agree, it prevents a lot of frustration down the line.

4703. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:11:12 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a33b82$3@duster.adelaide.on.net>
Source record: 8610
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote in message
news:o3aa73-ggo.ln1@ridcully.fsnet.co.uk...
> George Nakos <ggn@atarirocks.org> did eloquently scribble:
>>
>>
>> On 15 Dec 2005 19:39:13 -0800, dunric@yahoo.com wrote:
>>
>>>1. Best selling computer of all time.
>>>2. VIC-II/SID ship.
>>>3. Thousands upon thousands of programs.
>>>4. BBSs.
>>>5. The most popular computer of all time.
>>>
>>>Paul
>>
>> Um, ok, your opinion. Why post it here? And why cross-post? Is this
>> another try at making a huge thread that makes no sense at all?
>
> It is puzzling why comp.sys.atari.8bit keeps getting dragged into this.
> The commode users are in denial and keep starting these threads because of
> their insecurity.
> (note: the threads over the past months were both started by non-css-ers)

I think most Commodore users like Atari 8 bits, and vice versa so no
insecurity there. Spectrum owners on the other hand...

4704. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:13:35 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a33c12$1@duster.adelaide.on.net>
Source record: 8611
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
<spike1@freenet.co.uk> wrote in message
news:jgnb73-68q.ln1@ridcully.fsnet.co.uk...
>W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>>Windows has sold more than any other operating system?
>>>That's crap too.
>>
>> You just can't help yourself, can you?
>
> Resist a chance to make a dig at windows as a proof that good does not
> equal
> popular or "most"?
>
> Nope, can't resist for a second, what are you going to do about it?

Tell you that XP leaves that steaming turd of an OS Linux for dead?
```

4705. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:17:46 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a33d0d$1@duster.adelaide.on.net>
Source record: 8612
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:2g06q1d3i8nksqiq1tmitqr5j6bhs2rb2h@4ax.com...
> On 16 Dec 2005 06:47:32 -0800, larry@portcommodore.com wrote:
>>
>>> 2. VIC-II/SID ship.
>>
>>Back in 1982 a sythesiser was something no other computer had. And it
>>took years for the PC with it's internal beep speaker to get a quality
>>sound card to rival the 64.
>
> but it's all a matter of taste. I prefer the clean sound of the AY in the
> Speccy
> 128k machines more than the SID (Tim Follin's L.E.D. Storm and Level 1 of
> Bionic
> Commando blows away anthing else on the Speccy IMHO, and Rob Hubbard's
> Hydrofool
> tune is ace too), and didn't the Atari machines have something that could
> easily
> equal the SID for ability?
>>
>>> 3. Thousands upon thousands of programs.
>>
>>-Big deal, so what?
>>
>>Choice, variety. There were programs for just about everything on the
>>Commodore 64, accounting, word processing, etc. There are now web
>>browsers for it.
>
> The spectrum too had thousands and thousands of programs, and no doubt did
> other
> machines. The argument for the C64 having this many is mute, since it's
> not
> remotely unique.
>>
>>> 4. BBSs.
>>-Yes, yes, still nothing special
>>To many they were it was a great community if you ever were there.
>
> And many spectrum users were there. That's the point, another muted
> argument
> since again it's not unique to the C64.
>>
>>> 5. The most popular computer of all time.

>>-Hah!
>>
>>a)see #1
>>b)search for Commodore 64 on Google and see how popular it is.
>
> The most popular computer of all time is the PC, also the most sold.

Wrong. PC is a generic term, the hardware has substantially changed between each model. Of any particular model, with the same specs, the C64 is the highest selling computer ever. Not likely to change any time soon either. Guinness book of records also lists this.

Remember
> that for every one person bashing Windows (which is not the only OS it can
> use),
> there are probably 1,000's that are perfectly happy with it.

Damn right, I gave Linux the flick after playing with XP for a while.

> If you want to be picky, the Gameboy is the most popular computer of all
> time,
> as although it can't be programmed out of the box, it still "computes",
> and they
> sold Waaaay more than the C64 in their various guises.
>

Now you are talking crap, it's not nearly the same thing.

4706. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:41:12 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a3428b$1@duster.adelaide.on.net>
Source record: 8613
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Andrew Owen" <aoweninoz@yahoo.com.au> wrote in message
news:1134742610.856885.46200@g44g2000cwa.googlegroups.com...
>> 1. Best selling computer of all time.
> The Windows PC. But I think we can all agree that it's rubbish.
>
>> 2. VIC-II/SID chip.
> Can be approximated an AY chip equipped Spectrum by using the Z80 to
> add extra square waves to the standard sound channels. I suspect this
> would be even easier on the Atari.

Rubbish, sounds nothing like the SID.

>> 3. Thousands upon thousands of programs.
> There are more programs for the Spectrum. I don't know about the Atari.
> I do know that most of these programs (on all formats) are absolutely
> god-awful. It's the gems that we remeber fondly, and there were
> probably about the same number of those on all formats (including the
> BBC micro).

Agreed, except for that last bit. The BBC micro was a bit crap.

>> 4. BBSs.
> As has already been mentioned this is not a feature of the C64. Just
> like the internet, BBSes were platform independent. Perhaps the poster
> is refering to the large amount of C64 software that was available for
> illegal download. The availablity of this software and the willingness
> of people to break the law may account for the popularity of the C64.
> It certainly accounts for the popularity of the Windows PC.

Wrong on all counts.

>> 5. The most popular computer of all time.
> This would be refering to the Guinness book of records entry I suppose.
> That entry simply refers to the fact that the bog-standard C64 had the
> biggest production run of any computer ever. So what? The bog-standard
> VW Beetle had the biggest production run of any car ever. I doubt many
> would argue that the VW Beetle was the greatest car of all time,
> although granted some enthusiasts probably would.

The VW is to cars what the ZX is to computers. Fortunately there was the
C64, a real computer with a real keyboard and real custom chips to make it
exciting.

> In the last cross-platform thread I asked what happened to the
> cross-platform development of a side scrolling shooter that was being
> written for the C64, Vic20 and Atari. I didn't get an answer. Does

> anyone know what happened to it?

Nope, it just died in the arse I think.

> On the subject of cross platform development. Someone mentioned that
> the C64 has an 8x1 attribute mode but I forgot the resolution. Is there
> a similar mode on the Atari? I should probably cross post this to
> comp.sys.amstrad.8bit as well because I don't know if the CPC has this
> mode. The reason is I'm working on a game for the Spectrum SE and I'd
> need some help. No one in the Speccy community seems to have the time,
> but if it became a cross-platform development there might be a bit more
> interest. It's not going to be processor intensive so it should be
> do-able on any 8-bit platform with a disk drive (or sufficient memory
> for a tape load). Would probably look at selling it through Cronosoft.
> Obviously the Spectrum SE version will be useable on emulators only
> (since there's still only one in existence). Drop me an email if any
> programmers amongst you are interested (that includes anyone prepared
> to work on the Speccy version). All I can say at this point is it's a
> top-down RPG.
>

Any new development should be welcomed, I need something fresh to run on my
brand new C64DTV.

4707. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 22:45:45 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a3439c@duster.adelaide.on.net>
Source record: 8614
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Dave" <dacooley@gmail.com> wrote in message
news:1134747256.277669.261210@o13g2000cwo.googlegroups.com...
> Number 1 is false... unless you limit the scope to being the best
> selling 8 bit computer of all time.

The scope isn't limited since the hardware and compatibility changes
significantly between the PC models. It is an extra feather in the C64 cap
that it achieved the success that it did without changing the hardware (in
any real way) and over such a long period of time.

> Best selling computer of all time is unfortunately, the IBM PC and
> clones
>

I don't agree, you are generalising way too much there.

4708. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 23:12:08 UTC
From: spike1@freenet.co.uk
Message-ID: <3etb73-nfq.ln1@ridcully.fsnet.co.uk>
Source record: 8615
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
Clockmeister <no-one@nowhere.com> did eloquently scribble:
>
>
>
> <spike1@freenet.co.uk> wrote in message
> news:jgnb73-68q.ln1@ridcully.fsnet.co.uk...
>>W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>>>Windows has sold more than any other operating system?
>>>>That's crap too.
>>>
>>> You just can't help yourself, can you?
>>
>> Resist a chance to make a dig at windows as a proof that good does not
>> equal
>> popular or "most"?
>>
>> Nope, can't resist for a second, what are you going to do about it?
>
> Tell you that XP leaves that steaming turd of an OS Linux for dead?

I can't see any threat there.
what would be the point? Death by laughter?
--
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

4709. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-16 23:23:17 UTC
From: "W Marsh"
Message-ID: <kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com>
Source record: 8616
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:

>Clockmeister <no-one@nowhere.com> did eloquently scribble:
>>
>>
>>
>> <spike1@freenet.co.uk> wrote in message
>> news:jgnb73-68q.ln1@ridcully.fsnet.co.uk...
>>>W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>>>Windows has sold more than any other operating system?
>>>>That's crap too.
>>>>
>>>> You just can't help yourself, can you?
>>>
>>> Resist a chance to make a dig at windows as a proof that good does not
>>> equal
>>> popular or "most"?
>>>
>>> Nope, can't resist for a second, what are you going to do about it?
>>
>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>
>I can't see any threat there.
>what would be the point? Death by laughter?

Nobody takes people like you seriously. You are absolutely incapable
of looking at things objectively. You use any excuse to say "M$
sucks!". You automatically treat non-Linux users as inferiors. You
make ridiculous claims, such as "Firefox doesn't have serious
exploits". Because of the support of your back-slapping Linux pals,
you act like you are able to outclass the technical experience of a
large corporation full of top consultants, computer scientists and
researchers. You are essentially an arrogant fool.

Take a step back and stop applying binary logic to everything. Windows
has a lot of problems (as does Linux, as does Mac OS...), but it isn't
a joke. Far more talented people than you use it daily.

Linux is great, and has its place. Unfortunately, people like you
insist on bad advocacy and harm it a great deal. Save it for Slashdot,
because nobody else wants to hear it.

4710. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 00:02:57 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <4al6q11vrhgu48ttm3lkkdgbt10ukep73k@4ax.com>
Source record: 8617
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Sat, 17 Dec 2005 06:45:45 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Dave" <dacooley@gmail.com> wrote in message
>news:1134747256.277669.261210@o13g2000cwo.googlegroups.com...
>> Number 1 is false... unless you limit the scope to being the best
>> selling 8 bit computer of all time.
>
>The scope isn't limited since the hardware and compatibility changes
>significantly between the PC models. It is an extra feather in the C64 cap
>that it achieved the success that it did without changing the hardware (in
>any real way) and over such a long period of time.

Nonsense, a PC is still a PC, regardless of the changes in hardware.

My PC, although way in advance of the one I had 10 years ago, can still run the
stuff I had back then.

So the PC is still the biggest selling computer of all time.
>
>> Best selling computer of all time is unfortunately, the IBM PC and
>> clones
>>
>
>I don't agree, you are generalising way too much there.
>
The question wasn't specific enough.

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4711. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 01:18:18 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <ETcQ2zAad2oDFw3g@wearmouth.demon.co.uk>
Source record: 8618
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Curtis F Kaylor cussed

>No reason Contiki cou;dn't be ported to the speccy...

Yo!

http://wimp.istheshit.net/

only 20 years ago today mah dawg.

--
Brotha G.
http://128.istheshit.net/

4712. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 01:33:54 UTC
From: dunric@yahoo.com
Message-ID: <1134783233.941311.125660@g43g2000cwa.googlegroups.com>
Source record: 8619
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Did you know that there are more people in the UK who have claimed to
talk to deceased loved ones on, say, a BBC Micro than Americans who
have claimed to talk to God on, say, a Commodore 64?

Must be the PAL television standard. :)

Paul

4713. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:16:47 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <4qs6q11hdtnlm3v0irrs1rrkvqfbh460mh@4ax.com>
Source record: 8620

The C64 is a good computer, but I started with the Atari, and it wasn't cool enough that it made me want to switch.

Some things I always disliked about the C64:

The colors/graphics always looked garish in comparison to the Atari (this is of course, purely subjective.)

Slow load times, even with the Fastload cartridge (or whatever it was called.)

UGLY case. Brutally ugly.

I disliked having to type LOAD"*",8 or whatever we had to type to load a program (although I also think that Atari made a mistake by making us always hold down OPTION to boot the vast majority of games.)

Some things I really like about the C64:

Sprites! Atari should have come out with a new ANTIC/GTIA that added another couple of PMs. That would have gone a long way in battling the C64. The 130XE should have had this, but instead it only had 128K.

SID. Although I disagree that the SID outclasses the POKEY so much. I've heard some pretty cool tunes on the Atari, but still the C64 had more music talent coding for it for whatever reason. The POKEY wasn't really harnessed as much as it could have been.

More developer support. Atari made some very bad marketing decisions. It was a great architecture (for 1979, a couple of years before the C64 was released.)

--
Shawn Jefferson
(fix reply to for email)

4714. Re: BASIC Cartridge Trivia

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:17:27 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <b9t6q19evdqk9j6ukbm9cahblakdprtrgg@4ax.com>
Source record: 8621

```
stephensheppard@hotmail.com:
>I've had my BASIC cartridge forever (since 1979) and I've always
>wondered about the signifcance of the numbers stamped on the face. Are
>they a serial number?
>
>My numbers are "R 40 2".

Isn't that the part number?

--
Shawn Jefferson
(fix reply to for email)
```

4715. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:22:54 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <2EKof.14454$fY5.10336@trnddc02>
Source record: 8622
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Clockmeister" wrote ...
>
> I think most Commodore users like Atari 8 bits, and vice versa so no
> insecurity there. Spectrum owners on the other hand...

I really don't know if Spectrum users are insecure, or... perhaps green with
envy because C64 users can type on real keyboards, rather than that rubber
nightmare found on the ZX. ;-)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4716. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:22:55 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <3EKof.14455$fY5.3751@trnddc02>
Source record: 8623
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"W Marsh" wrote ...

> On Fri, 16 Dec 2005 21:26:58 GMT, spike1@freenet.co.uk wrote:
>
>>Nope, can't resist for a second, what are you going to do about it?
>
> Kill you dead with my mind.

Please don't do that... At least not too quickly. Make him suffer a whole lot first! Make him type the entire text of "War and Peace" on the rubber keyboard of a ZX Spectrum.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4717. Re: BASIC Cartridge Trivia

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:42:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134787320.777856.86850@g49g2000cwa.googlegroups.com>
Source record: 8624

Shawn Jefferson wrote:
> stephensheppard@hotmail.com:
> >I've had my BASIC cartridge forever (since 1979) and I've always
> >wondered about the signifcance of the numbers stamped on the face. Are
> >they a serial number?
> >
> >My numbers are "R 40 2".
>
> Isn't that the part number?
>
> --
> Shawn Jefferson
> (fix reply to for email)

I believe the part number would be the the printed number CXL4002,
similar to all Atari catridges.

No, the number I am talking about is an imbeded stamping on the face of
cartridge. It's not printed, just stamped. I'd show you a pic but my
little webcam won't pick it up.

There are no such stampings on any of my other Atari cartridges (not
that I have a lot of them, I was never a collector).

- Steve Sheppard

4718. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:46:31 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a37c0a@duster.adelaide.on.net>
Source record: 8625
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>
>>Clockmeister <no-one@nowhere.com> did eloquently scribble:
>>>
>>>
>>>
>>> <spike1@freenet.co.uk> wrote in message
>>> news:jgnb73-68q.ln1@ridcully.fsnet.co.uk...
>>>>W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>>>>Windows has sold more than any other operating system?
>>>>>That's crap too.
>>>>
>>>> You just can't help yourself, can you?
>>>>
>>>> Resist a chance to make a dig at windows as a proof that good does not
>>>> equal
>>>> popular or "most"?
>>>>
>>>> Nope, can't resist for a second, what are you going to do about it?
>>>
>>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>>
>>I can't see any threat there.
>>what would be the point? Death by laughter?
>
> Nobody takes people like you seriously. You are absolutely incapable
> of looking at things objectively. You use any excuse to say "M$
> sucks!". You automatically treat non-Linux users as inferiors. You
> make ridiculous claims, such as "Firefox doesn't have serious
> exploits". Because of the support of your back-slapping Linux pals,
> you act like you are able to outclass the technical experience of a
> large corporation full of top consultants, computer scientists and
> researchers. You are essentially an arrogant fool.
>
> Take a step back and stop applying binary logic to everything. Windows
> has a lot of problems (as does Linux, as does Mac OS...), but it isn't
> a joke. Far more talented people than you use it daily.
>
> Linux is great, and has its place. Unfortunately, people like you
> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
> because nobody else wants to hear it.
```

Yep, I agree 100%.

Linux has it place, but for entertainment and general home use Linux can't touch XP, in fact it isn't even in the same league.

4719. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 02:49:07 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a37ca6$1@duster.adelaide.on.net>
Source record: 8626
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:4al6q11vrhgu48ttm3lkkdgbt10ukep73k@4ax.com...
> On Sat, 17 Dec 2005 06:45:45 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"Dave" <dacooley@gmail.com> wrote in message
>>news:1134747256.277669.261210@o13g2000cwo.googlegroups.com...
>>> Number 1 is false... unless you limit the scope to being the best
>>> selling 8 bit computer of all time.
>>
>>The scope isn't limited since the hardware and compatibility changes
>>significantly between the PC models. It is an extra feather in the C64 cap
>>that it achieved the success that it did without changing the hardware (in
>>any real way) and over such a long period of time.
>
> Nonsense, a PC is still a PC, regardless of the changes in hardware.

PC is a generic term, stupid.

> My PC, although way in advance of the one I had 10 years ago, can still
> run the
> stuff I had back then.

Completely different hardware, so not comparable.

> So the PC is still the biggest selling computer of all time.

Wrong, not in the example given, stupid.

>>> Best selling computer of all time is unfortunately, the IBM PC and
>>> clones
>>>
>>
>>I don't agree, you are generalising way too much there.
>>
> The question wasn't specific enough.
>

Look it up in the Guinness book of records, stupid, it's is a specific
claim.

4720. Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 03:11:28 UTC
From: Gerard Mindstep <piano_nerds@yahoo.fr>
Message-ID: <1134789088.037766.184150@g49g2000cwa.googlegroups.com>
Source record: 8627
Cross-posted to: comp.sys.atari.8bit,is.vedur

Are there any good games with hot nude men showing their megacocks ???

4721. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 03:42:52 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <0PLof.1086$7f3.681@trnddc01>
Source record: 8628
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Clockmeister" wrote ...
>
> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>
>>>I can't see any threat there.
>>>what would be the point? Death by laughter?
>>
>> Linux is great, and has its place. Unfortunately, people like you
>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>> because nobody else wants to hear it.
>
> Yep, I agree 100%.
>
> Linux has it place, but for entertainment and general home use Linux can't
> touch XP, in fact it isn't even in the same league.

I agree with that statement. And, I see a parallel.

The ZX Spectrum has it's place, but for entertainment and general home use
the ZX Spectrum can't touch the Commodore 64, in fact it isn't even in the
same league.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4722. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 03:50:28 UTC
From: W Marsh <wayneDOTmarshATgmailDOTcom>
Message-ID: <43a38b06$0$29577$da0feed9@news.zen.co.uk>
Source record: 8629
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:0PLof.1086$7f3.681@trnddc01...
>
> "Clockmeister" wrote ...
>>
>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>
>>>>I can't see any threat there.
>>>>what would be the point? Death by laughter?
>>>
>>> Linux is great, and has its place. Unfortunately, people like you
>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>> because nobody else wants to hear it.
>>
>> Yep, I agree 100%.
>>
>> Linux has it place, but for entertainment and general home use Linux
>> can't
>> touch XP, in fact it isn't even in the same league.
>
> I agree with that statement. And, I see a parallel.
>
> The ZX Spectrum has it's place, but for entertainment and general home use
> the ZX Spectrum can't touch the Commodore 64, in fact it isn't even in the
> same league.
> --
> Best regards,
>
> Sam Gillett

The only parallel I see is bad advocates.

4723. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 03:56:03 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <n%Lof.6280$Dd2.2437@newsread3.news.atl.earthlink.net>
Source record: 8630
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Clockmeister" <no-one@nowhere.com> wrote in message
news:43a33b82$3@duster.adelaide.on.net...
>
>
> I think most Commodore users like Atari 8 bits, and vice versa so no
> insecurity there. Spectrum owners on the other hand...

I'll agree with that. I've seen some great looking/sounding Atari stuff.
Even though I'm a C= user, I don't have any problem saying that I've seen
quite a few games that are better on the Atari than the C64. As for the
Spectrum, as I've said before, it's far more comparable to a VIC-20 than a
C64. Everything I've yet seen or heard from the Spectrum looks and sounds
like crap.
--
�.��� ��)) -:|:-
�.�� .����))
Alan
((��.�� ..��
-:|:- ((�� ��.�

4724. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:07:13 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a38ef4@duster.adelaide.on.net>
Source record: 8631
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"W Marsh" <wayneDOTmarshATgmailDOTcom> wrote in message
news:43a38b06$0$29577$da0feed9@news.zen.co.uk...
>
> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
> news:0PLof.1086$7f3.681@trnddc01...
>>
>> "Clockmeister" wrote ...
>>>
>>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>>
>>>>>I can't see any threat there.
>>>>>what would be the point? Death by laughter?
>>>>
>>>> Linux is great, and has its place. Unfortunately, people like you
>>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>>> because nobody else wants to hear it.
>>>
>>> Yep, I agree 100%.
>>>
>>> Linux has it place, but for entertainment and general home use Linux
>>> can't
>>> touch XP, in fact it isn't even in the same league.
>>
>> I agree with that statement. And, I see a parallel.
>>
>> The ZX Spectrum has it's place, but for entertainment and general home
>> use the ZX Spectrum can't touch the Commodore 64, in fact it isn't even
>> in the same league.
>> --
>> Best regards,
>>
>> Sam Gillett
>
> The only parallel I see is bad advocates.

There are more of you?
```

4725. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:09:20 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a38f72$1@duster.adelaide.on.net>
Source record: 8632
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:0PLof.1086$7f3.681@trnddc01...
>
> "Clockmeister" wrote ...
>>
>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>
>>>>I can't see any threat there.
>>>>what would be the point? Death by laughter?
>>>
>>> Linux is great, and has its place. Unfortunately, people like you
>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>> because nobody else wants to hear it.
>>
>> Yep, I agree 100%.
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>> Linux has it place, but for entertainment and general home use Linux
>> can't
>> touch XP, in fact it isn't even in the same league.
>
> I agree with that statement. And, I see a parallel.
>
> The ZX Spectrum has it's place, but for entertainment and general home use
> the ZX Spectrum can't touch the Commodore 64, in fact it isn't even in the
> same league.
> --

heh, yeah :-)
```

4726. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:09:22 UTC
From: dunric@yahoo.com
Message-ID: <1134792562.316821.49670@g49g2000cwa.googlegroups.com>
Source record: 8633
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Chicklet keys. Yuck. :-)

Paul

4727. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:10:49 UTC
From: dunric@yahoo.com
Message-ID: <1134792649.348516.166660@g44g2000cwa.googlegroups.com>
Source record: 8634

Yes, the Atari was a nice computer, and if the C64 had never surfaced,
I would have definitely purchased an Atari. I also had a 2600. Good
machine.

Paul

4728. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:31:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.04.31.06.456362@charter.net>
Source record: 8635
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Sat, 17 Dec 2005 06:13:35 +0800, Clockmeister wrote:

> Tell you that XP leaves that steaming turd of an OS Linux for dead?

Now I know you're smoking something seriously polluted!

--
_/_/_/

4729. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:33:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.04.33.29.766143@charter.net>
Source record: 8636
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Sat, 17 Dec 2005 10:46:31 +0800, Clockmeister wrote:

> Linux has it place, but for entertainment and general home use Linux can't
> touch XP, in fact it isn't even in the same league.

I have no problems with it here, and thats exactly what I use it for. I
have it on 3 comps in a LAN, a laptop, and a variant runs on my Atari
Falcon 060.

I'm proud to say I'm MS free.

However, I'm not slamming anyone for using XP if they wish. Thats their
choice.

--
_/_/_/

4730. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:33:45 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <6swv5sDpU5oDFwim@wearmouth.demon.co.uk>
Source record: 8639
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Sam Gillett rapped

>I really don't know if Spectrum users are insecure, or... perhaps green with
>envy because C64 users can type on real keyboards, rather than that rubber
>nightmare found on the ZX. ;-)

Yo! Russian playa came ta them aid

http://keys.istheshit.net/

Shakes me up Judy!

--
Brotha G.
http://comp.sys.atari.istheshit.net/

4731. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:35:58 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <K_adnbuRUYpVCD7eRVn-gw@comcast.com>
Source record: 8637

"Matthias Reichl" <usenet-200512@hias.horus.com> wrote in message
news:slrndq5b5b.2r7.usenet-200512@camel.hias.horus.com...
> On Fri, 16 Dec 2005 04:08:35 -0600, David Bowden wrote:
>> What are my options for a Linux or Windows based 6502 assembler? The
>> Mac65
>> assembler is great, but just too darn slow for those massive programs.
>
> If you are already familiar with the Mac/65 assembler, I'd recommend
> using ATasm. The syntax is Mac/65 compatible and it's available as
> a precompiled .exe for Windows and also in source code.
>
> I've been using ATasm under Linux for all of my Atari-projects for
> quite some time now and it works very fine.

That sounds perfect for my needs, thanks!
>
> so long,
>
> Hias
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4732. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:39:55 UTC
From: W Marsh <wayneDOTmarshATgmailDOTcom>
Message-ID: <43a3969b$0$29572$da0feed9@news.zen.co.uk>
Source record: 8638
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.17.04.33.29.766143@charter.net...
> On Sat, 17 Dec 2005 10:46:31 +0800, Clockmeister wrote:
>
>> Linux has it place, but for entertainment and general home use Linux
>> can't
>> touch XP, in fact it isn't even in the same league.
>
> I have no problems with it here, and thats exactly what I use it for. I
> have it on 3 comps in a LAN, a laptop, and a variant runs on my Atari
> Falcon 060.
>
> I'm proud to say I'm MS free.
>
> However, I'm not slamming anyone for using XP if they wish. Thats their
> choice.

Seems like a good attitude to me. Bonus points for running on an Atari,
also.

4733. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 04:42:37 UTC
From: W Marsh <wayneDOTmarshATgmailDOTcom>
Message-ID: <43a3973d$0$23286$db0fefd9@news.zen.co.uk>
Source record: 8640
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"Clockmeister" <no-one@nowhere.com> wrote in message
news:43a38ef4@duster.adelaide.on.net...
>
> "W Marsh" <wayneDOTmarshATgmailDOTcom> wrote in message
> news:43a38b06$0$29577$da0feed9@news.zen.co.uk...
>>
>> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
>> news:0PLof.1086$7f3.681@trnddc01...
>>>
>>> "Clockmeister" wrote ...
>>>>
>>>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>>>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>>>
>>>>>>I can't see any threat there.
>>>>>>what would be the point? Death by laughter?
>>>>>
>>>>> Linux is great, and has its place. Unfortunately, people like you
>>>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>>>> because nobody else wants to hear it.
>>>>
>>>> Yep, I agree 100%.
>>>>
>>>> Linux has it place, but for entertainment and general home use Linux
>>>> can't
>>>> touch XP, in fact it isn't even in the same league.
>>>
>>> I agree with that statement. And, I see a parallel.
>>>
>>> The ZX Spectrum has it's place, but for entertainment and general home
>>> use the ZX Spectrum can't touch the Commodore 64, in fact it isn't even
>>> in the same league.
>>> --
>>> Best regards,
>>>
>>> Sam Gillett
>>
>> The only parallel I see is bad advocates.
>
> There are more of you?
```

I don't think you know how to read threads properly. I'm not advocating anything. In fact, you agreed with me further up the thread.

4734. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 06:34:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43a3b18e736970@comcast.net>
Source record: 8748

```
>1. Best selling computer of all time.
>2. VIC-II/SID ship.
>3. Thousands upon thousands of programs.
>4. BBSs.
>5. The most popular computer of all time.
>
>Paul
```

Who cares... Not me. I had one for a short time and ended up giving it away. I found out my Atari 800, XL, XE where actually better computers. Take a C64 and an Atari 8-bit apart and you can really see the differnce. Being more popular does not always mean better.

4735. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 08:42:29 UTC
From: dchan <demo_dahboo_dchan@scoxme.net>
Message-ID: <YaQof.129$LB5.76@fed1read04>
Source record: 8641

Thomas Richter wrote:
> Hi,
>
>
>>While I'm a diehard user of the original equipment, I wanted to give an
>>emulator a whirl, mainly to see what kind of speeds I get out of Mac65.
>
>
>>I chose the Atari800 emu for Linux, but I'm having great difficulty finding
>>the OS & BASIC roms. I found some BASIC roms, but I have no clue if they'll
>>work or not until I get the OS.
>
>
>>Do any of you guys have the roms or know where I can get my hands on them?
>
>
> You won't need ROMs for the atari++ emulator for Linux. See:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> Greetings,
> Thomas

Just compiled/installed the atari++ emulator.

Thomas, this is a very nice emulator. I seem to be missing most of the cartridge emulation types (when I compare what is in the menus vs. the docs). I've run it in both X11 and SDL frontends and it's a great treatment of the Atari 8-bit. Probably just needs a recompile with -enables.

The compile was a little spooky. The first time I did the make it started giving me lines like:

/bin/sh: cc: command not found

After a moment of doing thatt I would abort the make and go through the "makefile" and see if the configure missed anything. Since the makefiles don't seem setup for a "system-wide" install of the emulator I finally just shrugged, ran "make" and got some diet "12939" formula while it merrily churned. By the time I came back it was showing the

"Compiling *.cpp"

lines and the compile was apparently working.

After I set it up with a dos 2.5 boot disk and an Action! cart inserted
I tested the whole key-map business.
It's really great to be able to use the ctrl-shift-M to hop out of the
editor into the monitor, then jump to DOS, and then hop back into
Action! again with my program still in memory.

Thank you for pointing the way to Atari++, it's going to let me program
in Action! again, which is so much more fun than anything except maybe
Turbo-Basic XL.

4736. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 10:59:39 UTC
From: spike1@freenet.co.uk
Message-ID: <e27d73-n9t.ln1@ridcully.fsnet.co.uk>
Source record: 8642
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>I can't see any threat there.
>>what would be the point? Death by laughter?
>
> Nobody takes people like you seriously. You are absolutely incapable
> of looking at things objectively.

LOL! And YOU are?! The only times I tend to bring up the subject is when some comparisons need to be made, such as, say, commodore being the "most popular" compared to windows being "most sold".
My point hasn't been disproved, best does not equal "most popular".

> You use any excuse to say "M$
> sucks!".

Why do you feel the need to leap to their defence at every opportunity?
You think they need it?

> You automatically treat non-Linux users as inferiors.

I do? I make a face when they say they use windows but I don't do much more than that, I've had to use and install more windows systems than you've probably used so I feel entitled to make a face.
:-p

> You
> make ridiculous claims, such as "Firefox doesn't have serious
> exploits".

Nope, but any exploits firefox does have tend to
a: get fixed quickly, and
b: not cause any long term system problems on operating systems built with security in mind.

How long was the last IE exploit in the wild and known about before they even admitted it existed? Has it been fixed yet? Does it cause serious problems to the entire OS? Perhaps open up another vector for viruses and malware?

> Because of the support of your back-slapping Linux pals,
> you act like you are able to outclass the technical experience of a
> large corporation full of top consultants, computer scientists and
> researchers. You are essentially an arrogant fool.

Now what's he on about?
When have I ever mentioned "back slapping linux pals"?

I don't recall ever mentioning large corporations full of consultants
either.
I do know one thing though....
a: managers believe microsoft
b: managers make the decisions on what to use
c: businesses suffer from an enertia, resistance to change.

But that believe is waining, several large (and small) companies are moving
over to linux to varying degrees and finding it a big cost saving.

> Take a step back and stop applying binary logic to everything. Windows
> has a lot of problems (as does Linux, as does Mac OS...), but it isn't
> a joke. Far more talented people than you use it daily.

Some of the software on windows is indeed excellent...
but the underlying platform is only where it is today because of illegal
shenanigans by its creator. And the security model of THAT is a joke.

> Linux is great, and has its place. Unfortunately, people like you
> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
> because nobody else wants to hear it.

Yes, linux is great. And it's place is anywhere windows can go.
Much as you'd like to disagree it's certainly more ready for the desktop
than ever before, and is still improving. AND more suited to the desktop
than windows XP is at the moment.

Thank you Microsoft, for all that spam I receive every day, most of which is
sent by botnets created by using a virus to install a trojan-server which
begins sending out that crud to all and sundry without the owner's
knowledge.

Thank you Microsoft for that flood of viruses I got that rendered my main
e-mail account at the time totally useless because it would fill up before I
could clear it. In fact, on that day, I believe the entire internet ground
to a halt, almost everyone was affected and 3 days of e-mail were lost.

Don't try to deny it
Don't try to defend them
Because those things were indefensible for a software company with their
resources.
Put simply, they didn't give a damn about security.
In fact, until the Win98SE/WinME active desktop open to the entire internet
cockup, it's obvious security wasn't even in their vocabulary.

I will continue to make jokes at the expense of microsoft. So what? Who
does it hurt? Microsoft? I doubt it.
Think they can't take it?
They have been the butts of jokes for 30 years, why should I stop just cos
you keep whining?

You think you're doing yourself any favours attacking me everytime I take a
dig? You're looking far more fanatical than I am. You'll be attacking my

signatures next.
Tsk.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

4737. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 10:59:40 UTC
From: spike1@freenet.co.uk
Message-ID: <cj7d73-n9t.ln1@ridcully.fsnet.co.uk>
Source record: 8643
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

dunric@yahoo.com did eloquently scribble:
>
>
> Did you know that there are more people in the UK who have claimed to
> talk to deceased loved ones on, say, a BBC Micro than Americans who
> have claimed to talk to God on, say, a Commodore 64?

Now that wasn't too good an argument...

> Must be the PAL television standard. :)

The PAL tv standard is a cause of dementia?
--
---

spike1@freenet.co.uk	Windows95 (noun): 32 bit extensions and a
	graphical shell for a 16 bit patch to an 8 bit
Andrew Halliwell BSc(hons)	operating system originally coded for a 4 bit
in	microprocessor, written by a 2 bit company, that
Computer Science	can't stand 1 bit of competition.

4738. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 11:10:31 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <-8idneyviba9bz7eRVn-oQ@comcast.com>
Source record: 8644

<stephensheppard@hotmail.com> wrote in message
news:1134745837.373163.32820@g47g2000cwa.googlegroups.com...
> Action! is the language of choice for me. Back in the day, it was the
> only A8 compiler that was fast enough to be tolerable plus it used a
> simple syntax (I can't comprehend C) and the performance was good too.
>
> I noticed from one of your other posts you are trying the Windows
> version of Atari800.

Wasn't really trying it, I just used it to see if I could get it to work on
Windows. That was how I found out about having to give it the full path and
filename of the roms.

Might I suggest Atari800Win Plus version 4 (see
> link).

You can suggest it, but I'll be using it about the time demons start
flinging snowballs in Hades. :) Any and everything I can do with Linux, I
do. I only use WinXP to play a couple of games that don't have linux
versions or compatibility with the Cedega windows emulator, mainly this is
just Final Fantasy XI.

I love this emulator for use with Action!. You can map the
> CTRL-arrow combinations to just the arrow keys. CTRL-Shift-up/down
> arrow (Action page up/down for those who don't know) becomes Shift
> up/down arrow and CTRL-Shift- R/T/M work as expected.
>
> One problem. This emulator does not work properly with the combination
> of Action! and SpartaDOS. The key repeat feature goes haywire. I
> prefer MyDOS so this isn't much of an issue but If I do need to produce
> SpartaDOS disks/images I boot Bewe-DOS instead of SpartaDOS..

I've played with SpartaDOS and MyDOS, and of the 2, I prefer MyDOS also. I
recently started using MyDOS (like 2-3 months ago), and I havn't farted
around with it a lot. Works just dandy, but I havn't quite figured out the
way the directory switching works... I guess I should just read the manual
for it.

>
> The H:drive of Atari800Win Plus allows you to use your PC hard drive
> and this feature works well with Action! but I do wish the virtual H:
> drive could be mapped to D1:...D8: for compatibility and
> transportability of my Action! code (e.g. I have to change my H1:
> references in my Include statements to Dx: references so I can compile
> my code on the 800XL) . Using H6: thru H9: make it easy to import ASCII
> sources, just drop them into the appropriate folder, but Atari800Win

> Plus expects lines terminated with LF (line feed) only ala Linux.

I noticed that option in the menu for Atari800, but havn't played with it yet. Would be interesting to use cc65 to compile C source to assembly source, then assembling it with Mac65 on a real 8-bit. So far, the only drive emulator I know of that can read files directly from a hard drive and not from an image is APE.

I have never even seen an Action! program, and I know absolutely zip about it. Maybe something else to give a spin.
It
> doesn't tolerate the CR/LF combo which always appear when cutting &
> pasting from a webpage.
>
> Game controller options are quite flexible but I just don't like analog
> joysticks with A8 games. Off-topic, but I much prefer the old, digital
> game pads for most games while the ultimate, old-time enjoyment can be
> had using the DIY PPJOY (parallel port/joystick) for Atari type
> joysticks. I hear Stelladapter (something like that) is quite good as
> well.
>
> Looking ahead to a couple of your other posts...
>
> Can't help you with cross assembler recommendations. Assembler and
> Linux are two other things the my little brain doesn't quite
> comprehend. LOL!

I started screwing around with Assembly when I was 10. Do you have ANY idea how hard it was to jump into Assembly with the atari assembler and it's manuals?! At 10 years old and with good understanding of BASIC, I stared at the assembler manual for ages, just totally confused. Then Dad came to my rescue! He bought me a copy of Compute!s "Machine Language for Beginners". It took less than an hour for me to develop a clue. After reading through just the listing on the instruction set, it instantly made sense.

My first real project was a driver for a CX85 keypad. My mom was thoughtful enough to snatch up anything that had Atari on it at every yard/garage sale she went to. Most of the time it was crap. Busted controllers, dead 2600s and what not. I got a few real gems out of the piles and piles of junk. One of which was an 810 drive, with no DOS. I got a copy of DOS 2.5 from my principal (who eventually GAVE me his entire Atari collection!) and away I went. Shortly thereafter my mom found a "weird little box that looks like a calculator without a screen, and has Atari on it".

The stuff I got from my principal was two 1050 drives, a dead modem, the ICD P: R: connection, and a nuked 1200XL. Not bad for a freebie.

>
> Your dad purchased an 800 around the time you were born! Yikes! I
> feel old!
>
> When I purchased my 800 (in 1979) I put off replacing my first car (of

> one year) for just a little longer. That first car cost me $800 (a
> well used '72 Plymouth). That 800 (with 24K of memory) was $749
> (discounted, new). The car is long gone but I still have the 800 and it
> still works and I still love it. It has the best A8 keyboard (IMO).

Heh. Dad bought the 800 in '80. I entered the picture in August of '81. When the XE line came out, he got a 130XE. Laer he got a 286 and I inherited all the 8-bit stuff. And so it began. :)

>
> Steve Sheppard
>
> Atari800Win Plus 4.0 Link
> http://www.a800win.atari-area.prv.pl/
>

4739. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 11:50:34 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a3fb8d@duster.adelaide.on.net>
Source record: 8645
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.17.04.31.06.456362@charter.net...
> On Sat, 17 Dec 2005 06:13:35 +0800, Clockmeister wrote:
>
>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>
> Now I know you're smoking something seriously polluted!
>

Linux won't let me play my favourite games or let me run my favourite apps,
so how is it useful to me then, champ?

4740. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 12:10:54 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <9008q1t5s6jspi05avkq3lcksrqf4gemrj@4ax.com>
Source record: 8646
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
On Sat, 17 Dec 2005 10:49:07 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"The Starglider" <thestarglider@wibble.co.uk> wrote in message
>news:4al6q11vrhgu48ttm3lkkdgbt10ukep73k@4ax.com...
>> On Sat, 17 Dec 2005 06:45:45 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>
>>>"Dave" <dacooley@gmail.com> wrote in message
>>>news:1134747256.277669.261210@o13g2000cwo.googlegroups.com...
>>>> Number 1 is false... unless you limit the scope to being the best
>>>> selling 8 bit computer of all time.
>>>
>>>The scope isn't limited since the hardware and compatibility changes
>>>significantly between the PC models. It is an extra feather in the C64 cap
>>>that it achieved the success that it did without changing the hardware (in
>>>any real way) and over such a long period of time.
>>
>> Nonsense, a PC is still a PC, regardless of the changes in hardware.
>
>PC is a generic term, stupid.
>
>> My PC, although way in advance of the one I had 10 years ago, can still
>> run the
>> stuff I had back then.
>
>Completely different hardware, so not comparable.
>
>> So the PC is still the biggest selling computer of all time.
>
>Wrong, not in the example given, stupid.
>
>>>> Best selling computer of all time is unfortunately, the IBM PC and
>>>> clones
>>>>
>>>
>>>I don't agree, you are generalising way too much there.
>>>
>> The question wasn't specific enough.
>>
>
>Look it up in the Guinness book of records, stupid, it's is a specific
```

>claim.

That's the longest production run, not the biggest selling, nor the most
successful.
>
Oh, while you're reared your fairly hideous face here again, I'm still waiting
for the list and the answers to the questions I set.

Anything?
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4741. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 12:38:57 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a406e1$0$16876$91cee783@newsreader01.highway.telekom.at>
Source record: 8647
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Ronald J. Hall wrote:

>
> However, I'm not slamming anyone for using XP if they wish. Thats
> their choice.

Thank thank you very very very much that you do not slam me bez of
using XP.
Which grace you mete out to me.

Thank you, leaving me to my own choice.

Oh humble giver of permissions I will progress using XP.

(Are there more of such kind? Or is this just equity?)

Best Regards,

Daniel Mandic

4742. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 13:21:25 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a410d5$0$16878$91cee783@newsreader01.highway.telekom.at>
Source record: 8749
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

spike1@freenet.co.uk wrote:

> > Must be the PAL television standard. :)
>
> The PAL tv standard is a cause of dementia?

Hi Spike!

I think he just want to say his Commodore looks even better with the
PAL.
Dunric is a amenity exception in this Flame-War..... other are using
non-usenet insulting words, I donďż˝t like.

It makes fun, indeed. But some comments must not be dear C64-Lamers.

Nothing for bad Spike.

Kind Regards,

Daniel Mandic

P.S.: Sinclair and Commodore are popular, but nothing as ATARI ;-)....
they still develope/manage/andmore good-quality Software, IMO. They are
really worth the brand, and many programmer can benefit I hope.
Commodore is a brand without visions, I never heard honourable mentions
about the developer etc... most are self-seeking boaster. And the
visions are getting slighter from day to day, now that Atari overrunned
the C64 totally (Atari also have very good support - ABBUC), they try
to save somthing while attacking Sinclair which have IMHO the best
Computer support I ever saw. I started with Sinclair User and I must
say, thatďż˝s it!!!! Not that lyings (maybe also of non-knowing or
aggressive business purposes) and dreamings I read in relevant german
magazines.

Donďż˝t worry Sinclair is one of the most honourable Brands and have made
many people happy, not the mention the eurpoean-wide acceptance,
probably due to the price ezc etc etc etc.... Thanks Sinclair.
And his behaviour against Hardware-Pirates reminds to an other
honourable Person on this world.

4743. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 13:31:11 UTC
From: spike1@freenet.co.uk
Message-ID: <0ued73-qjt.ln1@ridcully.fsnet.co.uk>
Source record: 8750
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Clockmeister <no-one@nowhere.com> did eloquently scribble:
>
>
>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.17.04.31.06.456362@charter.net...
>> On Sat, 17 Dec 2005 06:13:35 +0800, Clockmeister wrote:
>>
>>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>>
>> Now I know you're smoking something seriously polluted!
>>
>
> Linux won't let me play my favourite games or let me run my favourite apps,
> so how is it useful to me then, champ?

So don't use it Simple as that. The fact is though, linux DOES have the apps, just not the ones you like. (There's not one thing (in general, no specific software packages please) that linux can't do that windows can

And for the most part, linux does it free and gets almost everything you could possibly want installed as part of the installation process...

Rather than windows where you not only need to install the drivers that came with the motherboard, you then have to go through the clickyhell of installing works or office, plus all the other software (unless you like playing solitaire and using notepad)
--
---
spike1@freenet.co.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell BSc(hons)	
in	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

4744. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 13:31:37 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <ZqUof.1109$7f3.764@trnddc01>
Source record: 8751

Have you tried the "KEY OFF" spartados command to kill the keyboard buffer?
I haven't but was wondering if it would solve the ACTION issue.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

> One problem. This emulator does not work properly with the combination
> of Action! and SpartaDOS. The key repeat feature goes haywire. I
> prefer MyDOS so this isn't much of an issue but If I do need to produce
> SpartaDOS disks/images I boot Bewe-DOS instead of SpartaDOS..

4745. Re: Trak and Astra read other side?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 13:38:25 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <lxUof.1111$7f3.534@trnddc01>
Source record: 8752

IIRC (and I may not remember since the BigD is in storage right now), I think the BigD read 1-40 (outside to inside) and then returned to beginning of disk for 41-80 (outside to inside). I am pretty sure that's how it worked.

Don't know about the others although I do have the DSDD Percom here somewhere (also in storage).

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:Ympof.29222$QW2.14094@dukeread08...
> Many disk drives have 3 ways to read the other side of disk.
>
> Number one is XF551 reads the 1st track to 40th track on first side, then
> reads 40th track back to 1st track on other side.
>
> Number two is like 1571 method, (CP/M), the drive reads the 1st track to
> 40th track, then the head moves back to 1st track as Number 41 track,
> reads 1st track to 40th track on second side as Number 41 track to number
> 80 track...
>
> Last is Today's PC disk drive reads 1st track on upside then downside,
> next track on upside then downside. so on....
>
> I am curious... Which method does Trak AT-D4 use?
> Astra the One ???
> Astra Big D ???
> Concorde C-222M ???
> Percom RFD44-S1 ???
>
> Do you know?
>
> Thanks!
> Jack
>
>
>
>
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
> news:Bu7of.42316$Y7.36045@trnddc02...
>> That's correct. I have a Big D with one DSDD drive in it (the other one

>> is SSDD). The disks are not compatible with the DSDD XF-551 disks.
>>
>> --
>> Cabell
>> A8 Internet BBS: telnet://bfbbs.no-ip.com
>> A8 Website: www.amfband.com/bf/
>>
>>
>> "Larry" <LLppwhite@aol.com> wrote in message
>> news:1134562711.780324.18600@o13g2000cwo.googlegroups.com...
>>> The TRAK model you mention is single-sided, so no. Not unless you have
>>> a modded 551 (or use "flippy" disks with 2 timing holes in the
>>> *jacket*.) In that case, you would be using the 551 to write
>>> double-sided 90 or 180K disks. Astra did produce some 360K models, but
>>> I *believe* they did not use the same format pattern as the 551. The
>>> FAQ's might have some info on this. -Larry
>>>
>>
>>
>
>

4746. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 13:57:28 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <pvudnepn3drXhDneRVny1A@pipex.net>
Source record: 8753
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote...
>(unless you like playing solitaire and using notepad)

Hey! don't knock it - some of us get paid to do exactly that.

MikeW

4747. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 14:27:56 UTC
From: spike1@freenet.co.uk
Message-ID: <ahjd73-3rt.ln1@ridcully.fsnet.co.uk>
Source record: 8754
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Mike Wynne <mikeywyn@hotmail.com> did eloquently scribble:
>
>
>
> <spike1@freenet.co.uk> wrote...
>>(unless you like playing solitaire and using notepad)
>
> Hey! don't knock it - some of us get paid to do exactly that.

I know, I was one of them, remember :)
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

4748. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 14:30:04 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134829804.730248.147730@g47g2000cwa.googlegroups.com>
Source record: 8755

cbc wrote:
> Have you tried the "KEY OFF" spartados command to kill the keyboard buffer?
> I haven't but was wondering if it would solve the ACTION issue.
>
Thank you! Thank you! Thank you!

That solves the problem!

Is there a way to set KEY OFF as a default? I'm a light to
non-SpartaDOS user but this would sure come in handy.

I formerly had a crude work around but I definitely didn't like it. In
Atari800Win Plus, I could set the the Keyboard Option, Use Windows
Typematic Rate. This solves the out-of-control key repeat problem but
it precludes the use of the CTRL+Shift+Action Command keystroke
sequence, without it one is stuck in the Action! editor. I was forced
to switch back and forth between typematic modes, quite a nuisance.

Thanks again.

- Steve Sheppard

> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
> > One problem. This emulator does not work properly with the combination
> > of Action! and SpartaDOS. The key repeat feature goes haywire. I
> > prefer MyDOS so this isn't much of an issue but If I do need to produce
> > SpartaDOS disks/images I boot Bewe-DOS instead of SpartaDOS..

4749. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 14:32:50 UTC
From: W Marsh <wayneDOTmarshATgmailDOTcom>
Message-ID: <43a42191$0$29575$da0feed9@news.zen.co.uk>
Source record: 8756
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote in message
news:e27d73-n9t.ln1@ridcully.fsnet.co.uk...
>W Marsh <wayneDOTmarshATgmailDOTcom@> did eloquently scribble:
>>>I can't see any threat there.
>>>what would be the point? Death by laughter?
>>
>> Nobody takes people like you seriously. You are absolutely incapable
>> of looking at things objectively.
>
> LOL! And YOU are?! The only times I tend to bring up the subject is when
> some comparisons need to be made, such as, say, commodore being the "most
> popular" compared to windows being "most sold".
> My point hasn't been disproved, best does not equal "most popular".
>
>> You use any excuse to say "M$
>> sucks!".
>
> Why do you feel the need to leap to their defence at every opportunity?
> You think they need it?
>
snip further crap

I don't care either way. At the end of the day I think Linux probably is the
better OS, although I doubt that it's more suitable for desktop users.

You've missed the point entirely. I simply find your rampant, blind opinions
and constant mentioning of Linux very irritating. Sometimes ignorance gets
to me that way.

I don't know why I'm arguing with a person who feels the need to put his
degree in his signature!

4750. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 15:28:09 UTC
From: spike1@freenet.co.uk
Message-ID: <s5md73-qut.ln1@ridcully.fsnet.co.uk>
Source record: 8757
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

W Marsh <wayneDOTmarshATgmailDOTcom> did eloquently scribble:
>
> I don't care either way. At the end of the day I think Linux probably is the
> better OS, although I doubt that it's more suitable for desktop users.
>
> You've missed the point entirely. I simply find your rampant, blind opinions
> and constant mentioning of Linux very irritating.

Then don't read what I post then.
No skin off my nose if you killfile me.
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
```

4751. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 15:38:47 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1134833927.012013.59970@g43g2000cwa.googlegroups.com>
Source record: 8758
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

These Commodore vs Spectrum posts remind me of a joke:

Two guys are standing a bridge taking a leak. One turns to the other and says "Dang this water is cold!" The other replies, "Yeah and it's deep too!"

Bill H

4752. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 15:53:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.15.53.10.623806@charter.net>
Source record: 8759
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Sat, 17 Dec 2005 19:50:34 +0800, Clockmeister wrote:

>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.17.04.31.06.456362@charter.net...
>> On Sat, 17 Dec 2005 06:13:35 +0800, Clockmeister wrote:
>>
>>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>>
>> Now I know you're smoking something seriously polluted!
>>
>
> Linux won't let me play my favourite games or let me run my favourite apps,
> so how is it useful to me then, champ?

So because it didn't work for you personally, that condemns it? Don't
think so.

Honestly, Linux won't play every game out there, and it might not play the
latest, greatest version of game "X".

Its close enough for me and my kids though. We play a lot of the following
under Linux:

World of Warcraft (or did-we let the trial sub run out)
Diablo 2: Lord of Destruction
Starcraft
Star Wars - Jedi Academy
Knights Of The Old Republic
Ditto - Sith Lords
NeverWinter Nights
Quake 4
Dungeon Siege
Doom 3
Morrowind - Elder Scrolls
Unreal Tournament 2004
Warcraft 3 (Frozen Throne)

Not counting literally hundreds of non-commercial apps and games that are
commercial quality or near commercial quality (and free).

Who needs Windoze...not me! :-)

--
_/_/_/

/ The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org/
_/_/_/

4753. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 15:56:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.15.55.57.816815@charter.net>
Source record: 8760
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Sat, 17 Dec 2005 12:38:57 +0000, Daniel Mandic wrote:

> Ronald J. Hall wrote:
>
>>
>> However, I'm not slamming anyone for using XP if they wish. Thats
>> their choice.
>
>
> Thank thank you very very very much that you do not slam me bez of
> using XP.
> Which grace you mete out to me.
>
> Thank you, leaving me to my own choice.
>
>
> Oh humble giver of permissions I will progress using XP.
>
>
>
> (Are there more of such kind? Or is this just equity?)
>
>
>
>
>
> Best Regards,
>
> Daniel Mandic

and its ridiculous replies like this that make me wish these threads would
stay out of comp.sys.atari.8bit... :-(

--
_/_/_/

4754. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 16:21:03 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <PVWof.3685$aU4.2781@trnddc06>
Source record: 8761

Create a "startup.bat" file in the root directory of the atari disk(s) that
you boot from with this line in it:

KEY OFF

Glad I could help!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

<stephensheppard@hotmail.com> wrote in message
news:1134829804.730248.147730@g47g2000cwa.googlegroups.com...
> cbc wrote:
>> Have you tried the "KEY OFF" spartados command to kill the keyboard
>> buffer?
>> I haven't but was wondering if it would solve the ACTION issue.
>>
> Thank you! Thank you! Thank you!
>
> That solves the problem!
>
> Is there a way to set KEY OFF as a default? I'm a light to
> non-SpartaDOS user but this would sure come in handy.
>
> I formerly had a crude work around but I definitely didn't like it. In
> Atari800Win Plus, I could set the the Keyboard Option, Use Windows
> Typematic Rate. This solves the out-of-control key repeat problem but
> it precludes the use of the CTRL+Shift+Action Command keystroke
> sequence, without it one is stuck in the Action! editor. I was forced
> to switch back and forth between typematic modes, quite a nuisance.
>
> Thanks again.
>
> - Steve Sheppard
>
>> --
>> Cabell
>> A8 Internet BBS: telnet://bfbbs.no-ip.com
>> A8 Website: www.amfband.com/bf/
>>
>>
>> > One problem. This emulator does not work properly with the combination
>> > of Action! and SpartaDOS. The key repeat feature goes haywire. I

>> > prefer MyDOS so this isn't much of an issue but If I do need to produce
>> > SpartaDOS disks/images I boot Bewe-DOS instead of SpartaDOS..
>

4755. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 16:21:56 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43a43b3c$0$816$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8762
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Andrew Owen wrote:

> On the subject of cross platform development. Someone mentioned that
> the C64 has an 8x1 attribute mode but I forgot the resolution.

The C64 can do 8x1 attributes with 320x200 resolution. However, like the Spectrum, this mode requires a lot of attention from the CPU and very precise timing. Normally the the VIC chip reads the attribute bytes only once every eight lines (the so-called "bad lines", because when the VIC chip reads the attribute bytes it slows down the CPU). Basically before every display line the VIC chip has to instructed to reread the attribute bytes. As far as I know there are no C64 games that use this mode; it requires too much CPU time and some clever undocumented tricks to make it work.

> Is there a similar mode on the Atari?

I don't know much about the Atari, but I believe it doesn't have attribute based graphics like the Spectrum and the C64. IIRC the Atari can display only a limited number of colors per scan-line.

4756. RETRO:BYTES Lite... at last!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 17:35:07 UTC
From: retrocomtoday@aol.com
Message-ID: <1134840907.086261.278840@o13g2000cwo.googlegroups.com>
Source record: 8763

R:B Lite is *finally* available to buy from www.download-trader.com or from eBay (item number 8737921450) for just £1 sterlin! It comes as a screen-res PDF sent via email. The first issue features:

> A four-page feature on Cinemaware, speaking to founder Bob Jacob,
> Four reviews (two new home-brew games and two Saturn shooters)
> Retro News
> Quotes from Margaret Thatcher
> Three previews
> A picture of a Gizmondo (for those of you who haven't seen one)
and more!

Preview pages are available on our forum over at www.retro-bytes.com

What are you waiting for then? Fill yourself with festive cheer and get hold of your copy.

Regards,

Shaun.

Ps, Those who have pre-ordered and paid will already have their copy in their inbox. People who have pre-ordered and are waiting for further instructions will receive an email soon.

No Atari coverage for this issue by the way :-(however, this is bound to change in future issues!

4757. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 17:37:10 UTC
From: Matthias Reichl <usenet-200512@hias.horus.com>
Message-ID: <slrndq8j66.29p.usenet-200512@camel.hias.horus.com>
Source record: 8764

On Sat, 17 Dec 2005 05:10:31 -0600, David Bowden wrote:
> So far, the only
> drive emulator I know of that can read files directly from a hard drive and
> not from an image is APE.

My current development version of AtariSIO for Linux also has such a
feature :-) You can access files (more or less) direct on your hard
disk - both reading and writing is supported. This feature works with
all DOS 2.x compatible DOSes (including MyDOS with subdirectory
support) and it emulates disks up to 65535 sectors in SD and DD.

I haven't released this version officially yet, but if you are
interested I can send you the current snapshot.

so long,

Hias

4758. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 18:10:36 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4DDACA7722%news@youmustbejoking.demon.cu.invalid>
Source record: 8766
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

I demand that Clockmeister may or may not have written...

> "Andrew Owen" <aoweninoz@yahoo.com.au> wrote in message
> news:1134742610.856885.46200@g44g2000cwa.googlegroups.com...
>>> 1. Best selling computer of all time.
>> The Windows PC. But I think we can all agree that it's rubbish.

>>> 2. VIC-II/SID chip.
>> Can be approximated an AY chip equipped Spectrum by using the Z80 to add
>> extra square waves to the standard sound channels. I suspect this would be
>> even easier on the Atari.

> Rubbish, sounds nothing like the SID.

>>> 3. Thousands upon thousands of programs.
>> There are more programs for the Spectrum. I don't know about the Atari. I
>> do know that most of these programs (on all formats) are absolutely
>> god-awful. It's the gems that we remeber fondly, and there were probably
>> about the same number of those on all formats (including the BBC micro).

> Agreed, except for that last bit. The BBC micro was a bit crap.

That's like saying "the ZX" or "the Comm..." "the Comm..." "the Comm...".

... it's no use. I just can't say Commodore.

Elite, Exile, Repton (1, 2, 3, Infinity, but *not* 4), Citadel, Zarch. And
some others, but those are the ones which people are most likely to remember.

[snip]
--
| Darren Salt | d youmustbejoking,demon,co,uk | nr. Ashington,
| RISC OS, | s zap,tartarus,org | Northumberland
| Linux | @ | Toon Army
| How many recently-released games fit in 16K?

Among the lucky, you are the chosen one.

4759. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 18:28:32 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4DDACC1B51%news@youmustbejoking.demon.cu.invalid>
Source record: 8765
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

I demand that spike1@freenet.co.uk may or may not have written...

> dunric@yahoo.com did eloquently scribble:
>> Did you know that there are more people in the UK who have claimed to talk
>> to deceased loved ones on, say, a BBC Micro than Americans who have
>> claimed to talk to God on, say, a Commodore 64?

> Now that wasn't too good an argument...

>> Must be the PAL television standard. :)

> The PAL tv standard is a cause of dementia?

No, but I think that their DVB standard is a problem here: Always The Same
Crosspost...

--
| Darren Salt | d youmustbejoking,demon,co,uk | nr. Ashington,
| RISC OS, | s zap,tartarus,org | Northumberland
| Linux | @ | Toon Army
| We've got Michael Owen; Liverpool haven't...

Any given program will expand to fill all available memory.

4760. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 20:07:07 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <cor8q1d2k5bkgi5va0untb0a1q43f09nqa@4ax.com>
Source record: 8767
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Peter van Merkerk <merkerk@deadspam.com>:

>> Is there a similar mode on the Atari?
>
>I don't know much about the Atari, but I believe it doesn't have
>attribute based graphics like the Spectrum and the C64. IIRC the Atari
>can display only a limited number of colors per scan-line.

If you want to include "tricks", like using the player missile "sprites" you can get at least 9 per scanline or using precise-timed DLIs, you can increase that number by some small amount (since you can change both the playfield and player/missile color registers on the fly.)

--
Shawn Jefferson
(fix reply to for email)

4761. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 20:12:54 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <47s8q1lkvmscjcrtnvqoo6d0cq3tojuv9f@4ax.com>
Source record: 8768

Matthias Reichl <usenet-200512@hias.horus.com>:
>On Sat, 17 Dec 2005 05:10:31 -0600, David Bowden wrote:
>> So far, the only
>> drive emulator I know of that can read files directly from a hard drive and
>> not from an image is APE.
>
>My current development version of AtariSIO for Linux also has such a
>feature :-) You can access files (more or less) direct on your hard
>disk - both reading and writing is supported. This feature works with
>all DOS 2.x compatible DOSes (including MyDOS with subdirectory
>support) and it emulates disks up to 65535 sectors in SD and DD.
>
>I haven't released this version officially yet, but if you are
>interested I can send you the current snapshot.

Hi,

You sent this to me, and it seems pretty cool. I have a question though,
about the ability to write files to the PC. If you write a very large file
(say 32,000 or 40,000 sectors), can you write another such large file, or
will you get an error message telling you the disk is full?

Thanks,
Shawn
--
Shawn Jefferson
(fix reply to for email)

4762. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 21:29:06 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a48325$1@duster.adelaide.on.net>
Source record: 8770
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.17.15.53.10.623806@charter.net...
> On Sat, 17 Dec 2005 19:50:34 +0800, Clockmeister wrote:
>
>>
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.17.04.31.06.456362@charter.net...
>>> On Sat, 17 Dec 2005 06:13:35 +0800, Clockmeister wrote:
>>>
>>>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>>>
>>> Now I know you're smoking something seriously polluted!
>>>
>>
>> Linux won't let me play my favourite games or let me run my favourite
>> apps,
>> so how is it useful to me then, champ?
>
> So because it didn't work for you personally, that condemns it? Don't
> think so.
>
> Honestly, Linux won't play every game out there, and it might not play the
> latest, greatest version of game "X".
>
> Its close enough for me and my kids though. We play a lot of the following
> under Linux:
>
> World of Warcraft (or did-we let the trial sub run out)
> Diablo 2: Lord of Destruction
> Starcraft
> Star Wars - Jedi Academy
> Knights Of The Old Republic
> Ditto - Sith Lords
> NeverWinter Nights
> Quake 4
> Dungeon Siege
> Doom 3
> Morrowind - Elder Scrolls
> Unreal Tournament 2004
> Warcraft 3 (Frozen Throne)
>
> Not counting literally hundreds of non-commercial apps and games that are
> commercial quality or near commercial quality (and free).

>
> Who needs Windoze...not me! :-)
>

Good for you, but I don't want to search endlessly for something I can
simply pick up at virtually any store.

Linux is great for wasting time IMO and I don't consider my time to be free
when I'm wasting it searching out something that may/may not do the job.

4763. Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 21:29:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.21.29.38.867174@charter.net>
Source record: 8769

Well, its been a long time, and I finally got a chance to try to fire up the 800XL that I recently purchased on Ebay.

I've got some kind of RCA cable with the DIN plug on the end that plugs into the 800XL, and goes to yellow and white RCA jacks. I've not acquired a monitor yet, so I tried it with 2 different VCRs here, both of which have audio and video input jacks.

The red power light does come on, but I can't get any audio or video onscreen. No self check test. I also tried it with a cartridge, both holding option down, and not. This is with the TV, VCR, and 800XL all set to channel 3. I also tried it with VCR mode on/off, and the TV mode switched back and forth.

Do have I have the wrong cable for this perhaps?

Any helpful suggestions on how to procede welcome! :-)

--
_/_/_/

4764. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 21:32:30 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a483f1$1@duster.adelaide.on.net>
Source record: 8771
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote in message
news:0ued73-qjt.ln1@ridcully.fsnet.co.uk...
> Clockmeister <no-one@nowhere.com> did eloquently scribble:
>>
>>
>>
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2005.12.17.04.31.06.456362@charter.net...
>>> On Sat, 17 Dec 2005 06:13:35 +0800, Clockmeister wrote:
>>>
>>>> Tell you that XP leaves that steaming turd of an OS Linux for dead?
>>>
>>> Now I know you're smoking something seriously polluted!
>>>
>>
>> Linux won't let me play my favourite games or let me run my favourite
>> apps,
>> so how is it useful to me then, champ?
>
> So don't use it Simple as that. The fact is though, linux DOES have the
> apps, just not the ones you like. (There's not one thing (in general, no
> specific software packages please) that linux can't do that windows can

I'm sure, if you are determined enough to waste your time searching them
out. I can't be bothered with that anymore.

> And for the most part, linux does it free and gets almost everything you
> could
> possibly want installed as part of the installation process...

Fishing through mountains of crap as you go. No thanks, been there and done
that.

> Rather than windows where you not only need to install the drivers that
> came
> with the motherboard, you then have to go through the clickyhell of
> installing works or office, plus all the other software (unless you like
> playing solitaire and using notepad)

Half an hour out of your life to install everything you need is much better
then spending an eternity looking for something that might do the job.

Nope, I'm over it but you are welcome to it.

4765. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 21:37:03 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a48501$1@duster.adelaide.on.net>
Source record: 8772
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:9008q1t5s6jspi05avkq3lcksrqf4gemrj@4ax.com...
> On Sat, 17 Dec 2005 10:49:07 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"The Starglider" <thestarglider@wibble.co.uk> wrote in message
>>news:4al6q11vrhgu48ttm3lkkdgbt10ukep73k@4ax.com...
>>> On Sat, 17 Dec 2005 06:45:45 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>
>>>>"Dave" <dacooley@gmail.com> wrote in message
>>>>news:1134747256.277669.261210@o13g2000cwo.googlegroups.com...
>>>>> Number 1 is false... unless you limit the scope to being the best
>>>>> selling 8 bit computer of all time.
>>>>
>>>>The scope isn't limited since the hardware and compatibility changes
>>>>significantly between the PC models. It is an extra feather in the C64
>>>>cap
>>>>that it achieved the success that it did without changing the hardware
>>>>(in
>>>>any real way) and over such a long period of time.
>>>
>>> Nonsense, a PC is still a PC, regardless of the changes in hardware.
>>
>>PC is a generic term, stupid.
>>
>>> My PC, although way in advance of the one I had 10 years ago, can still
>>> run the
>>> stuff I had back then.
>>
>>Completely different hardware, so not comparable.
>>
>>> So the PC is still the biggest selling computer of all time.
>>
>>Wrong, not in the example given, stupid.
>>
>>>>> Best selling computer of all time is unfortunately, the IBM PC and
>>>>> clones
>>>>>
>>>>
>>>>I don't agree, you are generalising way too much there.
```

>>>>
>>> The question wasn't specific enough.
>>>
>>
>>Look it up in the Guinness book of records, stupid, it's is a specific
>>claim.
>
> That's the longest production run, not the biggest selling, nor the most
> successful.

Look again.

> Oh, while you're reared your fairly hideous face here again, I'm still
> waiting
> for the list and the answers to the questions I set.
>
> Anything?

You got the answers that you didn't like and I presented you with an
oppertunity to present a counter arguement. You ignored it.

So just run along now and go play with your toy comparable to a VIC20.

4766. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 21:49:06 UTC
From: Brotha G <dude@nospam.com>
Message-ID: <otf7JLCSfIpDFwZq@wearmouth.demon.co.uk>
Source record: 8773
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Daniel Mandic raps

>Commodore is a brand without visions, I never heard honourable mentions
>about the developer etc... most are self-seeking boaster. And the
>visions are getting slighter from day to day, now that Atari overrunned
>the C64 totally (Atari also have very good support - ABBUC), they try
>to save somthing while attacking Sinclair which have IMHO the best
>Computer support I ever saw.

Hey clock this. Tha commodore aint dead n buried. It is ta be reborn.
Chillin' ta Las Vegas soon fo yo bitch ass.
Bright lights big city. Big Color. Atari n Commodore is alive.

http://tinyurl.com/dro85

Sinclair Spectrum sleeps wit tha fishes.

--
Brotha G.
http://comp.sys.atari.istheshit.net/

4767. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 21:58:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.21.58.23.607601@charter.net>
Source record: 8774

On Sun, 18 Dec 2005 05:29:06 +0800, Clockmeister wrote:

> Good for you, but I don't want to search endlessly for something I can
> simply pick up at virtually any store.

Clone.

> Linux is great for wasting time IMO and I don't consider my time to be free
> when I'm wasting it searching out something that may/may not do the job.

Mindless clone. ;-)

--
_/_/_/

4768. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 22:00:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.17.22.00.38.894979@charter.net>
Source record: 8775

On Sun, 18 Dec 2005 05:32:30 +0800, Clockmeister wrote:

> Half an hour out of your life to install everything you need is much better
> then spending an eternity looking for something that might do the job.
>
> Nope, I'm over it but you are welcome to it.

Look, if you want to worship at the alter of
bill.gates.total.loss.of.freedom, thats fine,
thats your choice.

Please tell me why you have to post/drag it in
to comp.sys.atari.8bit? :-(

--
_/_/_/

4769. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 22:26:56 UTC
From: RoyE <r-dean@wcox.net>
Message-ID: <af0pf.210$Cw5.64@fed1read05>
Source record: 8776

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:47s8q1lkvmscjcrtnvqoo6d0cq3tojuv9f@4ax.com...
| Matthias Reichl <usenet-200512@hias.horus.com>:
| >On Sat, 17 Dec 2005 05:10:31 -0600, David Bowden wrote:
| >> So far, the only
| >> drive emulator I know of that can read files directly from a hard drive
and
| >> not from an image is APE.
| >
| >My current development version of AtariSIO for Linux also has such a
| >feature :-) You can access files (more or less) direct on your hard
| >disk - both reading and writing is supported. This feature works with
| >all DOS 2.x compatible DOSes (including MyDOS with subdirectory
| >support) and it emulates disks up to 65535 sectors in SD and DD.
| >
| >I haven't released this version officially yet, but if you are
| >interested I can send you the current snapshot.
|
| Hi,
|
| You sent this to me, and it seems pretty cool. I have a question though,
| about the ability to write files to the PC. If you write a very large
file
| (say 32,000 or 40,000 sectors), can you write another such large file, or
| will you get an error message telling you the disk is full?
|
| Thanks,
| Shawn
| --
| Shawn Jefferson
| (fix reply to for email)

Hi Shawn,

As long as the files have different filenames and doesn't exceed my 80 gb
hard drive. Storage space is nothing more than a directory folder that you
choose when you direct Emu to H1:

Welcome,
RoyE

4770. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-17 22:36:59 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <fq0pf.36230$q%.28756@newssvr12.news.prodigy.com>
Source record: 8777

From FAQ:
(looking at back of computer, not at the pins on the cable.)
3 1
5 4
2
1. Lum
2. Gnd
3. Audio
4. Composite video (use this one.)
5. Chroma
Why use a vcr? Plug straight into the video and audio of the TV.

"Ronald J. Hall" <dark_lord@MUNGEcharter.net> wrote in message
news:pan.2005.12.17.21.29.38.867174@charter.net...
>
> Well, its been a long time, and I finally got a chance to try to fire up
> the 800XL that I recently purchased on Ebay.
>
> I've got some kind of RCA cable with the DIN plug on the end that plugs
> into the 800XL, and goes to yellow and white RCA jacks. I've not acquired
> a monitor yet, so I tried it with 2 different VCRs here, both of which
> have audio and video input jacks.
>
> The red power light does come on, but I can't get any audio or video
> onscreen. No self check test. I also tried it with a cartridge, both
> holding option down, and not. This is with the TV, VCR, and 800XL all set
> to channel 3. I also tried it with VCR mode on/off, and the TV mode
> switched back and forth.
>
> Do have I have the wrong cable for this perhaps?
>
> Any helpful suggestions on how to procede welcome! :-)
>
> --
>
_/_/_/

4771. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 00:29:57 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a4ad87$1@duster.adelaide.on.net>
Source record: 8778
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:439ed8aa7ea210@comcast.net...
> >
>>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>>news:439a88141294030@comcast.net...
>>> >On Tue, 06 Dec 2005 14:23:01 +0100, MagerValp wrote:
>
>>>>My first Falcon in '92 was $799.00 - I did add a HD and some other stuff
>>>>but it still was well under a $1000 here in the US.
>>>
>>> That sounds great. It is alot better than what I paid for my Atari
>>> clone,
>>> the
>>> Hades 060, which was some where around $3500. Still, it was worth it as
>>> it
>>> still works and functions great for me today.
>>>
>>
>>$3500 US?
>>
>>Is it true that the MIDI timing is nothing like it was on the real Atari's
>>and there have been lots of compatibility problems or is that the Milan
>>I'm
>>thinkling of?
>
> Yes $3500 US. AS far as MIDI goes, it works fine on the Hades. I use the
> program Sweet 16 and it seems to run fine.
>

$3500, holy shit and we thought the AmigaOne was expensive.

Wouldn't emulation be faster then an '060 Atari by now?

4772. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 02:26:24 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <kN3pf.30716$fY5.10515@trnddc02>
Source record: 8779
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Bill H" wrote ...

> These Commodore vs Spectrum posts remind me of a joke:
>
> Two guys are standing a bridge taking a leak. One turns to the other
> and says "Dang this water is cold!" The other replies, "Yeah and it's
> deep too!"

Bill, what did you do after you got out of the water and dried off?
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4773. Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 03:03:45 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1134875025.036745.112240@o13g2000cwo.googlegroups.com>
Source record: 8780

I have two Indus disk drives which for over 20 years provided trouble-free service. A few months ago, both stopped working. They don't make the smooth sound on start-up anymore. I wonder if I put in a disk which killed them (seeing how I put the same disk in both drives, maybe it got them dirty or something).

Is there any way to fix these? Is there some kind of disk cleaning disk (like they made for VCRs?). My system is utterly dead without them and I am very upset. Please help if you can.

Gideon

4774. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 03:06:17 UTC
From: Tim <timwm@pgtc.net>
Message-ID: <3vqdnX0zWtSUTznenZ2dnUVZ_v6dnZ2d@pgtc.com>
Source record: 8781

Ronald J. Hall wrote:
> Well, its been a long time, and I finally got a chance to try to fire up
> the 800XL that I recently purchased on Ebay.
>
> I've got some kind of RCA cable with the DIN plug on the end that plugs
> into the 800XL, and goes to yellow and white RCA jacks. I've not acquired
> a monitor yet, so I tried it with 2 different VCRs here, both of which
> have audio and video input jacks.
>
> The red power light does come on, but I can't get any audio or video
> onscreen. No self check test. I also tried it with a cartridge, both
> holding option down, and not. This is with the TV, VCR, and 800XL all set
> to channel 3. I also tried it with VCR mode on/off, and the TV mode
> switched back and forth.
>
> Do have I have the wrong cable for this perhaps?
>
> Any helpful suggestions on how to procede welcome! :-)
>
The modulator outputs video and audio on channel 3 or 4.
If you are trying to get video from this cable on channel 3 or 4 it wont
work.
Try plugging the cable into audio and video inputs on your VCR and
select that input from the VCR channel selection.

4775. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 03:06:53 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1134875212.966034.268630@f14g2000cwb.googlegroups.com>
Source record: 8782

I should add that they work sporadically--sometimes they make the right humming noises and will play some disks. But it's not consistent.

4776. Re: Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 04:03:33 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1134878612.920625.88460@g47g2000cwa.googlegroups.com>
Source record: 8783
Cross-posted to: comp.sys.atari.8bit,is.vedur

I dunno, but Strip Poker had hot chicks, especially Cindy with her
lovely thighs.

4777. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 04:12:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134879119.977182.302520@z14g2000cwz.googlegroups.com>
Source record: 8784

David Bowden wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1134745837.373163.32820@g47g2000cwa.googlegroups.com...
> > Action! is the language of choice for me. Back in the day, it was the
> > only A8 compiler that was fast enough to be tolerable plus it used a
> > simple syntax (I can't comprehend C) and the performance was good too.
> >
> > I noticed from one of your other posts you are trying the Windows
> > version of Atari800.
>
> Wasn't really trying it, I just used it to see if I could get it to work on
> Windows. That was how I found out about having to give it the full path and
> filename of the roms.
>
> Might I suggest Atari800Win Plus version 4 (see
> > link).
>
> You can suggest it, but I'll be using it about the time demons start
> flinging snowballs in Hades. :) Any and everything I can do with Linux, I
> do. I only use WinXP to play a couple of games that don't have linux
> versions or compatibility with the Cedega windows emulator, mainly this is
> just Final Fantasy XI.
>
>
> I love this emulator for use with Action!. You can map the
> > CTRL-arrow combinations to just the arrow keys. CTRL-Shift-up/down
> > arrow (Action page up/down for those who don't know) becomes Shift
> > up/down arrow and CTRL-Shift- R/T/M work as expected.
> >
> > One problem. This emulator does not work properly with the combination
> > of Action! and SpartaDOS. The key repeat feature goes haywire. I
> > prefer MyDOS so this isn't much of an issue but If I do need to produce
> > SpartaDOS disks/images I boot Bewe-DOS instead of SpartaDOS..
>
> I've played with SpartaDOS and MyDOS, and of the 2, I prefer MyDOS also. I
> recently started using MyDOS (like 2-3 months ago), and I havn't farted
> around with it a lot. Works just dandy, but I havn't quite figured out the
> way the directory switching works... I guess I should just read the manual
> for it.
>
I hardly ever use directories in MyDOS and frankly I've forgottten how.

> >
> > The H:drive of Atari800Win Plus allows you to use your PC hard drive

> > and this feature works well with Action! but I do wish the virtual H:
> > drive could be mapped to D1:...D8: for compatibility and
> > transportability of my Action! code (e.g. I have to change my H1:
> > references in my Include statements to Dx: references so I can compile
> > my code on the 800XL) . Using H6: thru H9: make it easy to import ASCII
> > sources, just drop them into the appropriate folder, but Atari800Win
> > Plus expects lines terminated with LF (line feed) only ala Linux.
>
> I noticed that option in the menu for Atari800, but havn't played with it
> yet. Would be interesting to use cc65 to compile C source to assembly
> source, then assembling it with Mac65 on a real 8-bit. So far, the only
> drive emulator I know of that can read files directly from a hard drive and
> not from an image is APE.
>
> I have never even seen an Action! program, and I know absolutely zip about
> it. Maybe something else to give a spin.

Oops, got crossed up here. I guess my Action! comments should have
been intended for DChan.

> It
> > doesn't tolerate the CR/LF combo which always appear when cutting &
> > pasting from a webpage.
> >
> > Game controller options are quite flexible but I just don't like analog
> > joysticks with A8 games. Off-topic, but I much prefer the old, digital
> > game pads for most games while the ultimate, old-time enjoyment can be
> > had using the DIY PPJOY (parallel port/joystick) for Atari type
> > joysticks. I hear Stelladapter (something like that) is quite good as
> > well.
> >
> > Looking ahead to a couple of your other posts...
> >
> > Can't help you with cross assembler recommendations. Assembler and
> > Linux are two other things the my little brain doesn't quite
> > comprehend. LOL!
>
> I started screwing around with Assembly when I was 10. Do you have ANY idea
> how hard it was to jump into Assembly with the atari assembler and it's
> manuals?! At 10 years old and with good understanding of BASIC, I stared at
> the assembler manual for ages, just totally confused. Then Dad came to my
> rescue! He bought me a copy of Compute!s "Machine Language for Beginners".
> It took less than an hour for me to develop a clue. After reading through
> just the listing on the instruction set, it instantly made sense.
>

I might have had a clue at age 20, but 26 years later assembler no
longer makes sense to me.

The only useful assembly code I ever wrote, coincidentally sped up the
key repeat function on the 800. Most of my code was lost on tape (no

disk drive for me in the early days).

> My first real project was a driver for a CX85 keypad. My mom was thoughtful
> enough to snatch up anything that had Atari on it at every yard/garage sale
> she went to. Most of the time it was crap. Busted controllers, dead 2600s
> and what not. I got a few real gems out of the piles and piles of junk. One
> of which was an 810 drive, with no DOS. I got a copy of DOS 2.5 from my
> principal (who eventually GAVE me his entire Atari collection!) and away I
> went. Shortly thereafter my mom found a "weird little box that looks like a
> calculator without a screen, and has Atari on it".
>
> The stuff I got from my principal was two 1050 drives, a dead modem, the ICD
> P: R: connection, and a nuked 1200XL. Not bad for a freebie.
>
> >
> > Your dad purchased an 800 around the time you were born! Yikes! I
> > feel old!
> >
> > When I purchased my 800 (in 1979) I put off replacing my first car (of
> > one year) for just a little longer. That first car cost me $800 (a
> > well used '72 Plymouth). That 800 (with 24K of memory) was $749
> > (discounted, new). The car is long gone but I still have the 800 and it
> > still works and I still love it. It has the best A8 keyboard (IMO).
>
> Heh. Dad bought the 800 in '80. I entered the picture in August of '81. When
> the XE line came out, he got a 130XE. Laer he got a 286 and I inherited all
> the 8-bit stuff. And so it began. :)
>

When I bought my 286 I pretty much retired my 800 as well. I mean I
probably turned it on every couple of years or so but that's about it.I
didn't become enthused again until last year, about this time.

> >
> > Steve Sheppard
> >
> > Atari800Win Plus 4.0 Link
> > http://www.a800win.atari-area.prv.pl/
> >

4778. San Diego users?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 04:13:09 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1134879189.416262.120830@g47g2000cwa.googlegroups.com>
Source record: 8785

Are there any Atari 8-bit/ST users in San Diego county? It's been so long since I've gotten to talk to one face to face.

4779. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 04:17:41 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1134879461.693537.52280@o13g2000cwo.googlegroups.com>
Source record: 8786

Actually, the Freddy Users Cartridge Key was very useful. It was released in 1981 and incorporated into the 1200XL as stock. Because of that machine's unpopularity, however, very few users ever got to enjoy the memory enhancing properties of the firmware and instead were stuck with the default Freddy.

I'm pleased someone remembers it, however.

4780. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 05:26:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1134883615@rtfm.mit.edu>
Source record: 8787
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 19, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2005.11.19 Pajero, Mago Trans v:1.5
2005.11.14 Odsiecz Sobieskiego, XunZip 2.0
2005.11.14 MadTeam, Mad-Assembler (MADS) 1.6.7
2005.11.09 Steven Tucker, APE and ProSystem v2.3.2
2005.10.28 Thomas Richter, atari++ CVS Snapshot 1.44, atari++ 1.44 for win32
2005.10.28 Draco, CP v.1.0, TAR v.1.2
2005.10.28 Pajero, Mago Trans v:1.3
2005.10.23 Draco, TAR v.1.1
2005.10.23 MatoSimi, Monex 1.1
2005.10.23 added: Tristesse
2005.10.05 added: vintagecomputer.co.uk

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
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listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT

Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module, TV/Computer Switch

AtariAge (Albert Yarusso, Alex Bilstein) 4/05
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware, commercial software. Exclusive distributor of Pixels Past products.
Developer: cartridges: Beef Drop (by Ken Siders), Castle Crisis (by Bryan Edewaard)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman,

Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/

Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 6/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices, including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher and James Wilkinson 9/05
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 1.9 (Atari 6502 disassembler for 32-bit MS Windows)

BAKTRA (Michael Kalous) 5/05
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN (for DOS PC--Program input: ATARI file located on PC; Program output: WAVE FILE which contains Turbo 2000 record of input file. WAVE file could then be recorded to cassette (or CD), readable by Atari hardware.)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator

for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha

Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/05
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer

Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Preston Crow 9/05
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 3.0 (sector editor
and more)

Developer: MyDos Binary Menu, dcmtoatr 1.4 (with Chad Wagner),
unix2atr

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 10/05
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for
SpartaDOS X: CP v.1.0, TAR v.1.2, mdump, run, inidos, ca2001, XF-551 Config.
for KMK/JZ IDE: IDE BIOS 1.9, FDISK II v.2.2, HDSC v.1.1, KMK/JZ Diag v.1.1,
KMK/JZ IDE Interface, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT,
NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.),
D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol,
Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,

Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1
(17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers:
a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9
(17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1
(07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG
viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenik Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 9/05
See also: TAQUART
See also: Petr Stehlik
See also: Odsiecz Sobieskiego
Poland
http://xasm.atari.org or http://atariarea.histeria.pl/x-asm/
http://asma.atari.org/
Developer: X-Assembler (xasm) 3.0.0 (two-pass 6502 cross assembler for
Windows and Linux), X-BOOT 5.0 (converts Atari executables to disk images
(ATR)), X-HEAD 1.1 (prints headers of an Atari executable file), X-LOAD
1.1 (loads an executable file to an Atari computer via the SIO2PC
interface), SAP Maker/SAP Maker Win 5.0 (CMC,CMR,MPT,MD1,MD2,TMC,TM8,AMS
-> SAP file converter for DOS/Windows/Linux)

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)
V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software

Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/05
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.0.0 (version of Atari800 emulator for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Lee Hanken 9/05
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 0.1 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC

or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V4.03 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari

MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class
(combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000),
Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not
complete version)

Shawn Jefferson 7/05
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/myide/
Developer: MyIDE Image Manager v2.1, MyIDE Config v1.1

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite

editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10
(PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: TAQUART
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm

Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 11/05
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: Atr Plugin 1.4, Mad-Assembler (MADS) 1.6.7 (for PC: 4-pass crossassembler designed for 6502 and 65816 processors), Graph2Font 3.8.3.7 (for PC: convert graphics to Atari chars, design

multicolor graphics for the Atari)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 8/05
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.5, USB HID Base Driver Version 2.0

Mirage Interactive 6/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England

http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: O

Odsiecz Sobieskiego 11/05
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xunzip2.zip
Developer: XunZip 2.0 (29 August 2005)

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 11/05
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans_v1.1.zip
Developer: Mago Trans v:1.5 (software for MS-Windows: convert and analyze
the following file formats: CAS, FILE, WAV, XEX

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis

Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA

Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 10/05
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix): Stable Release 1.42, CVS Snapshot 1.44, atari++ 1.44 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,

Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 8/05
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.6 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster / C.P.U.) 9/05
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),

Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator,
Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4
(Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3,
HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT,
DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari
Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of
Atari 6502 processor), Raster Music Tracker (RMT) 1.21 - cross-plaftorm XL/XE
music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files),
Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford

14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

TAQUART 6/05
Angus (1995-1997), Bac, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak,
Electron, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Karolj 'HeAvEn' Nadj,
Marcin 'Jaskier' Lewandowski, Meg, Samurai, Slawek 'Slaves' Sledz, Lukasz
'X-Ray' Sychowicz, Zenial (1994-1996)
See also: Piotr Fusik, Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: 1st TaquarT Intro (1995?), Back2Life (Orneta-Party 1995), Intro1
(Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1-disk mag (1996),
Recycle-intro (Orneta-Party 1996), R34lly Unr34l-intro (Rush-Hours-Party
1997), Voice of Silents 1 (1996), Invitation-intro for Intel Outside 4-Party
(1997), Voice of Silents 2 (1997), Ultra-Demo (Intel Outside #4-Party, 1997),
NUMEN (Lato Ludzikow 2002, requires 320K, PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 10/05
Poland
Developer: TRS Desktop (Tristesse Desktop) preview:
http://www.atari8.info/trsdesktop.php

trub 8/04
See also: MMSoft (developer of SIO2IDE)

Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 11/05
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.2 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System
for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari
Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie
Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash
Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge, "MyIDE+Flash" Cartridge (1Mbit Flash Cartridge
with IDE Interface)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA

Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble
Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons,
Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles,
Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop
Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!,
Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong,
Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game),
Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong),
Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled
(jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A.
Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A.
Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game),
Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM
Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack
(Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card
game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET

http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==
End of atari-8-bit/vendev
==

4781. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 05:27:04 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1134883615@rtfm.mit.edu>
Source record: 8788
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4782. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 05:45:00 UTC
From: Mark Kolesar <mark@none>
Message-ID: <XdadnQOCEOzBajnenZ2dnUVZ_sednZ2d@wideopenwest.com>
Source record: 8789
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Blaine Adamson wrote:
> Which of these systems is the best doorstopper?
>
> Discuss.
>
Commodore rises from the ashes, let there be light!

http://hardware.commodoreworld.com/default.aspx?i=3&s=category&c=29

4783. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 05:49:59 UTC
From: Mark Kolesar <mark@none>
Message-ID: <rNmdnc6a5e0aZTneRVn-sw@wideopenwest.com>
Source record: 8790
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,alt.games.video.xbox,alt.marsscan

Blaine Adamson wrote:
> Which of these systems is the best doorstopper?
>
> Discuss.
>
Though the times may seem dark, there is a glimmer of light in distance.

Is Commodore poised for a comeback?
http://news.com.com/Is+Commodore+poised+for+a+comeback/2100-1041_3-5998732.html?tag=nefd.lede

4784. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 07:44:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43a510704ff5d1@comcast.net>
Source record: 8796

>I should add that they work sporadically--sometimes they make the right
>humming noises and will play some disks. But it's not consistent.

It could also be your barrings. You can get them repaired at places like ATY
Computers, B&C Computers or Best Electronics.

4785. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 07:50:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43a5157a8ef5b0@comcast.net>
Source record: 8797

>
>Well, its been a long time, and I finally got a chance to try to fire up
>the 800XL that I recently purchased on Ebay.
>
>I've got some kind of RCA cable with the DIN plug on the end that plugs
>into the 800XL, and goes to yellow and white RCA jacks. I've not acquired
>a monitor yet, so I tried it with 2 different VCRs here, both of which
>have audio and video input jacks.
>
>The red power light does come on, but I can't get any audio or video
>onscreen. No self check test. I also tried it with a cartridge, both
>holding option down, and not. This is with the TV, VCR, and 800XL all set
>to channel 3. I also tried it with VCR mode on/off, and the TV mode
>switched back and forth.
>
>Do have I have the wrong cable for this perhaps?
>
>Any helpful suggestions on how to procede welcome! :-)

It you want to connect your 8-bit to a monitor you could do what I have done. I just bought a video convertor. The RCA Video part of your cable would plug into that and then you can use any PC VGA monitor. The audio plug would just into any powered speaker. I use it a lot and it works great, much better than a regular TV connection.

4786. Re: Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 11:22:23 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <PDbpf.152562$dP1.509684@newsc.telia.net>
Source record: 8791
Cross-posted to: comp.sys.atari.8bit,is.vedur

"Gerard Mindstep" <piano_nerds@yahoo.fr> skrev i meddelandet
news:1134789088.037766.184150@g49g2000cwa.googlegroups.com...
> Are there any good games with hot nude men showing their megacocks ???
>

You seem to be the sophisticated type, so I suppose you would find the
enormous black tower in Broderbund's "Stealth" ("Landscape") appealing.

Anders

4787. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 12:28:59 UTC
From: Alex Taylor <alex_taylor@REMOVETHISntlworld.com>
Message-ID: <fCcpf.33746$Cj5.19938@newsfe6-win.ntli.net>
Source record: 8792
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Sam Gillett wrote:
> "W Marsh" wrote ...
>
>
>>On Fri, 16 Dec 2005 21:26:58 GMT, spike1@freenet.co.uk wrote:
>>
>>
>>>>Nope, can't resist for a second, what are you going to do about it?
>>
>>Kill you dead with my mind.
>
>
> Please don't do that... At least not too quickly. Make him suffer a whole
> lot first! Make him type the entire text of "War and Peace" on the rubber
> keyboard of a ZX Spectrum.

What is the fixation with the Spectrum's rubber keyboard? The rubber keyboard lasted from something like 1982-1985. Every Spectrum made after 1985, up until approx 1993 or so when they stopped making them, had plastic keys. And the Amstrad-made ones have a similar typing action to Mitsumi keyboards.

--
Alex Taylor.

4788. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 12:51:31 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <htadncrohsXVxjjeRVn-qw@comcast.com>
Source record: 8793

"Matthias Reichl" <usenet-200512@hias.horus.com> wrote in message
news:slrndq8j66.29p.usenet-200512@camel.hias.horus.com...
> On Sat, 17 Dec 2005 05:10:31 -0600, David Bowden wrote:
>> So far, the only
>> drive emulator I know of that can read files directly from a hard drive
>> and
>> not from an image is APE.
>
> My current development version of AtariSIO for Linux also has such a
> feature :-) You can access files (more or less) direct on your hard
> disk - both reading and writing is supported. This feature works with
> all DOS 2.x compatible DOSes (including MyDOS with subdirectory
> support) and it emulates disks up to 65535 sectors in SD and DD.
>
> I haven't released this version officially yet, but if you are
> interested I can send you the current snapshot.
>
> so long,
>
> Hias

Heh. I'm currently slapping together a box just to run your program for my
Atari out of stuff I had in the closet and crap my friends have given me.
When I get it completed, I'll give it a whirl. But for the time being, I
think I'll leave my current installation of AtariSIO alone 'till then.

Also, what is the likelihood of an internet modem and maybe printing support
in this version? ;)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4789. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 13:05:38 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <LoadnXytBcAFwzjenZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 8794

"neopeius" <fagin@earthlink.net> wrote in message
news:1134875212.966034.268630@f14g2000cwb.googlegroups.com...
>I should add that they work sporadically--sometimes they make the right
> humming noises and will play some disks. But it's not consistent.
>

Slipping/loose drive belt maybe? If you're not afraid to crack open the
case(s), do so and look at the drive belt. If it's lost it's tension, it
can't spin properly. If it looks like it's tight enough, try pulling the
belt off the drum and motor and wiping it down with some rubbing alchohol.
20 years of dust can really screw things up after a while.

And yes, there are/were drive head cleaners available. I bought several of
them years ago at a small computer store back home. Cleaners for 3.5" are
easy to find, but for 5.25", you might have to go to Fry's or find 'em
online somewhere. When I bought mine, each cleaning kit came with one 3.5",
and one 5.25" cleaning disk.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4790. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 13:39:11 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <786dncHjme_p-zjeRVn-sw@comcast.com>
Source record: 8795
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.17.15.53.10.623806@charter.net...
>
> Honestly, Linux won't play every game out there, and it might not play the
> latest, greatest version of game "X".
>
> Its close enough for me and my kids though. We play a lot of the following
> under Linux:
>
> World of Warcraft (or did-we let the trial sub run out)
> Diablo 2: Lord of Destruction
> Starcraft
> Star Wars - Jedi Academy
> Knights Of The Old Republic
> Ditto - Sith Lords
> NeverWinter Nights
> Quake 4
> Dungeon Siege
> Doom 3
> Morrowind - Elder Scrolls
> Unreal Tournament 2004
> Warcraft 3 (Frozen Throne)

Sounds like somebody uses Cedega. Great prog/utility, ain't it? :)

>
> Not counting literally hundreds of non-commercial apps and games that are
> commercial quality or near commercial quality (and free).

Wine is great, too, is it not?

>
> Who needs Windoze...not me! :-)

Wish I could say that. Until Cedega matures a little more, I'm stuck with
Windoze for a select few games. But they are constantly adding games to
Cedega's supported list.

If you wanna try your hands at a 100% *FREE* MMORPG game, go check out
PlaneShift, an open source mmo. http://www.planeshift.it It has some
absolutely gorgeous graphics, too.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4791. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 14:48:38 UTC
From: secretspam@ihatespam.net
Message-ID: <43a576b1.52425031@nntp.charter.net>
Source record: 8698
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Why are we talking about the C64 in THIS newgroup?

On Sun, 18 Dec 2005 12:28:59 GMT, Alex Taylor
<alex_taylor@REMOVETHISntlworld.com> wrote:

>Sam Gillett wrote:
>> "W Marsh" wrote ...
>>
>>
>>>On Fri, 16 Dec 2005 21:26:58 GMT, spike1@freenet.co.uk wrote:
>>>
>>>
>>>>Nope, can't resist for a second, what are you going to do about it?
>>>
>>>Kill you dead with my mind.
>>
>>
>> Please don't do that... At least not too quickly. Make him suffer a whole
>> lot first! Make him type the entire text of "War and Peace" on the rubber
>> keyboard of a ZX Spectrum.
>
>What is the fixation with the Spectrum's rubber keyboard? The rubber
>keyboard lasted from something like 1982-1985. Every Spectrum made after
>1985, up until approx 1993 or so when they stopped making them, had
>plastic keys. And the Amstrad-made ones have a similar typing action to
>Mitsumi keyboards.

4792. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 15:59:55 UTC
From: spike1@freenet.co.uk
Message-ID: <ncag73-q83.ln1@ridcully.fsnet.co.uk>
Source record: 8699
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

SgtSilicon <secretspam@ihatespam.net> did eloquently scribble:
>
>
> Why are we talking about the C64 in THIS newgroup?

Because a moronic troll started a crossposted flamewar.

Again.
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

4793. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 16:08:54 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a5899c@duster.adelaide.on.net>
Source record: 8700
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote in message
news:ncag73-q83.ln1@ridcully.fsnet.co.uk...
> SgtSilicon <secretspam@ihatespam.net> did eloquently scribble:
>>
>>
>> Why are we talking about the C64 in THIS newgroup?
>
> Because a moronic troll started a crossposted flamewar.
>
> Again.

I don't think it was Starglider this time.

4794. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 16:33:39 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <Dbgpf.24628$8v6.9929@newsfe6-gui.ntli.net>
Source record: 8701
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Clockmeister wrote:
> <spike1@freenet.co.uk> wrote in message
> news:ncag73-q83.ln1@ridcully.fsnet.co.uk...
>> SgtSilicon <secretspam@ihatespam.net> did eloquently scribble:
>>>
>>>
>>> Why are we talking about the C64 in THIS newgroup?
>>
>> Because a moronic troll started a crossposted flamewar.
>>
>> Again.
>
> I don't think it was Starglider this time.

Nope, it was Paul "write my adventure for me" Panks.

D.

4795. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 17:10:25 UTC
From: spike1@freenet.co.uk
Message-ID: <hreg73-2f3.ln1@ridcully.fsnet.co.uk>
Source record: 8702
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
Clockmeister <no-one@nowhere.com> did eloquently scribble:
>
>
>
> <spike1@freenet.co.uk> wrote in message
> news:ncag73-q83.ln1@ridcully.fsnet.co.uk...
>> SgtSilicon <secretspam@ihatespam.net> did eloquently scribble:
>>>
>>>
>>> Why are we talking about the C64 in THIS newgroup?
>>
>> Because a moronic troll started a crossposted flamewar.
>>
>> Again.
>
> I don't think it was Starglider this time.

Or last time.
This time it was someone called dunric, last time (the doorstop thread) was
started by blaine.
--
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

4796. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 17:10:44 UTC
From: Matthias Reichl <usenet-200512@hias.horus.com>
Message-ID: <slrndqb60k.1ro.usenet-200512@camel.hias.horus.com>
Source record: 8703

On Sat, 17 Dec 2005 20:12:54 GMT, Shawn Jefferson wrote:
> You sent this to me, and it seems pretty cool. I have a question though,
> about the ability to write files to the PC. If you write a very large file
> (say 32,000 or 40,000 sectors), can you write another such large file, or
> will you get an error message telling you the disk is full?

The virtual drive feature of AtariSIO works slightly different than
eg. the H: feature of the Atari800 emulator:

atariserver creates a disk image (which is stored in memory) on the fly
from the data in the given directory. Then atariserver installs an
image observers and looks for changes to the directory sectors. Whenever
a new file (or directory) is created or a file is changed, it applies
the changes also to the harddisk.

This approach has the advantage that it is fully compatible with all
programs and you can do everything that you can do with a standard
(hard-)disk. Eg. use NOTE and POINT to seek within files - some time
ago I tried this with APE but it didn't work correctly. The
disadvantage of this approach is that you also have all limitations
of standard (hard-)disks. For example, the size of the virtual drive
is limited to the size you specified at creation time.

So, if you really have to transfer huge amounts of data or want
access to the full harddisk, the H: handler (or APE PC mirror
feature) is better. If you do "standard work" like storing your
source code or word processing data, the virtual drive feature
of AtariSIO is better, IMHO.

If you really want to transfer a lot of huge files from your Atari
to the PC with atariserver, you can use the following approach:
Copy the first file from your Atari to the virtual image, then delete
the file (also from your Atari) or just format the virtual drive.
Now copy the next file to the virtual image (be sure to use another
name, otherwise the old file will be overwriten).

The virtual drive feature doesn't honor deletions of files and
formatting a drive, so all the files on your PC will be preserved.
The deleted files just won't show up in the virtual drive when
you list the directory from your Atari.

so long,

Hias

4797. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 17:19:44 UTC
From: Matthias Reichl <usenet-200512@hias.horus.com>
Message-ID: <slrndqb6hg.1ro.usenet-200512@camel.hias.horus.com>
Source record: 8704

On Sun, 18 Dec 2005 06:51:31 -0600, David Bowden wrote:
> Also, what is the likelihood of an internet modem and maybe printing support
> in this version? ;)

Printer support is already working fine (you can print to a file or
through a pipe, eg "|lpr"), and set up Atari EOL (character 155)
conversion: LF, CR+LF, or plain (no conversion).

To add modem support I need some more documentation about the
Atari 850 protocol. The docs that I found so far weren't detailled
enough, they just described some of the basic principles.

So: if anyone has some real good documentation about the Atari 850,
or the source code of the 850 ROM and the 850 driver, please email
them to me.

BTW: the new version of AtariSIO also supports XF551 transfer modes
(at 38400bps), an integrated gamedos (MyPicoDos 4.04) for virtual
drives, and a nice "remote control" feature. You can even execute
shell commands on your PC and have the output sent to your Atari.

so long,

Hias

4798. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 17:29:04 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <A%gpf.42977$6e1.8693@newssvr14.news.prodigy.com>
Source record: 8705

```
Of course, maybe your TV doesn't have composite video and audio
RCA jacks.
"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:fq0pf.36230$q%.28756@newssvr12.news.prodigy.com...
> From FAQ:
> (looking at back of computer, not at the pins on the cable.)
> 3 1
> 5 4
> 2
> 1. Lum
> 2. Gnd
> 3. Audio
> 4. Composite video (use this one.)
> 5. Chroma
> Why use a vcr? Plug straight into the video and audio of the TV.
>
>
> "Ronald J. Hall" <dark_lord@MUNGEcharter.net> wrote in message
> news:pan.2005.12.17.21.29.38.867174@charter.net...
> >
> > Well, its been a long time, and I finally got a chance to try to fire up
> > the 800XL that I recently purchased on Ebay.
> >
> > I've got some kind of RCA cable with the DIN plug on the end that plugs
> > into the 800XL, and goes to yellow and white RCA jacks. I've not
acquired
> > a monitor yet, so I tried it with 2 different VCRs here, both of which
> > have audio and video input jacks.
> >
> > The red power light does come on, but I can't get any audio or video
> > onscreen. No self check test. I also tried it with a cartridge, both
> > holding option down, and not. This is with the TV, VCR, and 800XL all
set
> > to channel 3. I also tried it with VCR mode on/off, and the TV mode
> > switched back and forth.
> >
> > Do have I have the wrong cable for this perhaps?
> >
> > Any helpful suggestions on how to procede welcome! :-)
> >
> > --
> >
>
_/_/_/
```

> > _/ Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"_/
> > _/ The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org_/
> >
_/_/_/

4799. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 17:39:49 UTC
From: Tarquin Mills <accus@use.net>
Message-ID: <9b6d4bdb4d.Usenet@localhost.local>
Source record: 8706
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

In message <1134704352.937685.86610@f14g2000cwb.googlegroups.com>
Paul dunric@yahoo.com wrote:
> 1. Best selling computer of all time.
> 5. The most popular computer of all time.

Please could you prove this to me and how much better selling it is
than competing systems, and do not just quote Guiness World of Record
which is quite often wrong on computer records.

> 2. VIC-II/SID chips.

These extra chips tried to offset the slow speed of the CPU in the
C=64 and in the process increased the price.

BogoMips Dhrystone Whetstones
in C 1.1 in C MIPS
Vax Mips in BASIC (interpreted)
PC XT 0.02 0.19-0.23 0.0015
ZX-Spectrum 0.0154 ?????? 0.00052
C=64 0.0033 0.0205 ?????

The ZX Spectrum Bogomips figure was achieved using z88dk version
1.6 cross-compiling to produce a TAP file. Then the TAP file was run
in the Fuse emulator in 48K Spectrum mode. The C=64 Bogomips figure
comes from the HOWTO and was run under Vice. The Dhrystones where done
with -DROPT and compiled with C Power 2.8 (source Rick Richardson).
The Whetstones are Quick BASIC for PC/XT and ZX Spectrum BASIC (source
Roy Longbottom), compiling or using a different language would help.

> 3. Thousands upon thousands of programs.

The total number of programs that run on the ZX Spectrum is in
5 figures with new releases still happening, see WoS for evidence.
The question is how many programs has the Commodore 64 got?

> 4. BBSs.

The ZX Spectrum can access and run BBSs, however BBSs were not that
important to most people.

Most people did not buy the Atari 400 because it had 8KB RAM and a
membrane keyboard while cost more than a ZX81.

--
Tarquin Mills

Personal Profile
http://uk.profiles.yahoo.com/emfturing

4800. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 18:10:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.18.18.10.33.963658@charter.net>
Source record: 8707

On Sun, 18 Dec 2005 17:29:04 +0000, Russ Gilbert wrote:

> Of course, maybe your TV doesn't have composite video and audio
> RCA jacks.

Nope, sure don't. :-)

--
_/_/_/

4801. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 19:44:14 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a5bc0d$0$23222$91cee783@newsreader02.highway.telekom.at>
Source record: 8708
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Brotha G stammer:

> Bright lights big city. Big Color. Atari n Commodore is alive.

Desert, Death and No Water.
I think you write about a Commodore CAR-SHOW.... Do you even know the
Commodore Car? No!?

>
> http://tinyurl.com/dro85
>
> Sinclair Spectrum sleeps wit tha fishes.

Well, I use slang too, when I post something only read by natives. I
must not suggest where you come from :-)
Try an other language if you are not able to write a sentence to start
to finish. Esperanto!?

Do not write against Sinclair Computer and forget your pathetic attempt
to get some ATARI user in your boat :-) ROTFL

Best Regards,

Daniel Mandic

4802. Re: Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 20:12:20 UTC
From: Russ Perry Jr <slapdash@rcn.com>
Message-ID: <slapdash-70C67D.14122018122005@news.rcn.com>
Source record: 8710

"Gerard Mindstep" <piano_nerds@yahoo.fr> wrote:
> Are there any good games with hot nude men showing their megacocks ???

Well, for the 2600, there's Custer's Revenge, X-Man, Beat 'Em And
Eat 'Em, etc...

BTW folks; if you reply to this thread, please remove the troll
newsgroup "is.vedur" from the Newsgroups list.
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@rcn.com [NEW!] VIDEOGAME COLLECTOR! ||
++===*//

4803. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 20:23:27 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <3zjpf.639$mn1.204@newsfe7-win.ntli.net>
Source record: 8709
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Daniel Mandic wrote:

> Do not write against Sinclair Computer and forget your pathetic
> attempt to get some ATARI user in your boat :-) ROTFL

ROTFL!

You don't even know who Brotha G is, do you?

He doesn't come from the Atari community, and he doesn't come from the Commodore community. He's done a hell of a lot more for the Speccy community than you have, I can tell you that :-p

See if you can figure out who he is!

D.

4804. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 21:12:20 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Ugkpf.42982$Zv5.26603@newssvr25.news.prodigy.net>
Source record: 8711

"Ronald J. Hall" <dark_lord@charter.net> wrote in message > On Sun, 18 Dec 2005 17:29:04 +0000, Russ Gilbert wrote:
>
> > Of course, maybe your TV doesn't have composite video and audio
> > RCA jacks.
>
> Nope, sure don't. :-)

OK, thanks. Uhm. Did you figure if your cable is right? or the XL faulty?

>
_/_/_/

4805. Re: 1mb MIO,manual, disk on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 21:30:30 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Wxkpf.42985$Zv5.24222@newssvr25.news.prodigy.net>
Source record: 8712

```
Right, you got a 1 meg MIO on ebay.......
Where's the item number or sumthin?
"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:vtf4q1ljmc4ev2afmdsdh32gbdjeiivktb@4ax.com...
> Hi,
>
> I've just put an MIO on Ebay.
>
> Thanks
> Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html
```

4806. Re: 1mb MIO,manual, disk on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 21:34:08 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <kBkpf.42986$Zv5.19851@newssvr25.news.prodigy.net>
Source record: 8713

Oh, how many Atari MIOs are on ebaY?
Item number: 8739050975.

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:vtf4q1ljmc4ev2afmdsdh32gbdjeiivktb@4ax.com...
> Hi,
>
> I've just put an MIO on Ebay.
>
> Thanks
> Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

4807. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 21:52:50 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a5da32$0$23229$91cee783@newsreader02.highway.telekom.at>
Source record: 8714
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Paul Dunn wrote:

> ROTFL!
>
> You don't even know who Brotha G is, do you?
>
> He doesn't come from the Atari community, and he doesn't come from
> the Commodore community. He's done a hell of a lot more for the
> Speccy community than you have, I can tell you that :-p
>

Mostly common.

Should I everytime control who wrote that posting, I reply to!?
I see it.... In your case itďż˝s Paul Dunn, I guess.

> See if you can figure out who he is!

I donďż˝t do such things. If so I would simply ask or stumble somewhere
else upon an information about that person by chance. If not, then it
was not important or a question of my mind, I guess. :-) Never mind!

>
> D.

Best Regards,

Daniel Mandic

4808. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 22:50:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.18.22.50.33.902211@charter.net>
Source record: 8715

On Sun, 18 Dec 2005 21:12:20 +0000, Russ Gilbert wrote:

>
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message > On Sun, 18 Dec
> 2005 17:29:04 +0000, Russ Gilbert wrote:
>>
>> > Of course, maybe your TV doesn't have composite video and audio
>> > RCA jacks.
>>
>> Nope, sure don't. :-)
>
> OK, thanks. Uhm. Did you figure if your cable is right? or the XL
> faulty?

Unfortunately, I've not had a chance to try out anything else with it. I
bought the cable off ebay. I'm pretty sure I've got one of those RF
adapters lying around somewhere-I'll try it next, just to make sure that I
do have video coming out of the 800XL.

Thanks for replying! :-)

--
_/_/_/

4809. Re: RETRO:BYTES Lite... at last!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 22:59:43 UTC
From: retrocomtoday@aol.com
Message-ID: <1134946783.323486.134140@g14g2000cwa.googlegroups.com>
Source record: 8716

Due to circumstances out of my control, RETRO:BYTES Lite is now no
longer available to buy.

Regards,

Shaun.

4810. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 23:43:52 UTC
From: Paul Dunn <paul.dunn4@ntlworld.com>
Message-ID: <Yumpf.718$mn1.443@newsfe7-win.ntli.net>
Source record: 8717
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Daniel Mandic wrote:
> Paul Dunn wrote:
>
>> ROTFL!
>>
>> You don't even know who Brotha G is, do you?
>>
>> He doesn't come from the Atari community, and he doesn't come from
>> the Commodore community. He's done a hell of a lot more for the
>> Speccy community than you have, I can tell you that :-p
>>
>
> Mostly common.
>
> Should I everytime control who wrote that posting, I reply to!?
> I see it.... In your case it's Paul Dunn, I guess.

I'd suggest that before you start flaming people, you should at least read your own group. You flamed a rather highly respected member of CSS. The man who brought us the most detailed disassembly of the Spectrum ROM doesn't deserve to be insulted by members of his own group.

>> See if you can figure out who he is!
>
> I don't do such things. If so I would simply ask or stumble somewhere
> else upon an information about that person by chance. If not, then it
> was not important or a question of my mind, I guess. :-) Never mind!

Well, a little research on your part would have saved you from looking a complete pillock.

D.

4811. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 23:53:14 UTC
From: Ken Swanson <hyxtryx@comcast.net>
Message-ID: <HYudnd7-9PW6azjenZ2dnUVZ_sGdnZ2d@comcast.com>
Source record: 8718

Ronald J. Hall wrote:
> This is with the TV, VCR, and 800XL all set
> to channel 3. I also tried it with VCR mode on/off,

This confuses me, and leads me to believe that you may have
not had the VCR set to display the line-in connection.

The yellow connector is video, and will not show up on any tuned "TV channels".
You have to choose video-in somehow on your VCR.

Also, what did the ebay ad say about the condition of the thing?

Ken

4812. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-18 23:56:10 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <I9idnfax4dGSajjeRVn-tA@comcast.com>
Source record: 8719

"Matthias Reichl" <usenet-200512@hias.horus.com> wrote in message
news:slrndqb6hg.1ro.usenet-200512@camel.hias.horus.com...
> On Sun, 18 Dec 2005 06:51:31 -0600, David Bowden wrote:
>> Also, what is the likelihood of an internet modem and maybe printing
>> support
>> in this version? ;)
>
> Printer support is already working fine (you can print to a file or
> through a pipe, eg "|lpr"), and set up Atari EOL (character 155)
> conversion: LF, CR+LF, or plain (no conversion).
>
> To add modem support I need some more documentation about the
> Atari 850 protocol. The docs that I found so far weren't detailled
> enough, they just described some of the basic principles.
>
> So: if anyone has some real good documentation about the Atari 850,
> or the source code of the 850 ROM and the 850 driver, please email
> them to me.
>
> BTW: the new version of AtariSIO also supports XF551 transfer modes
> (at 38400bps), an integrated gamedos (MyPicoDos 4.04) for virtual
> drives, and a nice "remote control" feature.

You mean you will be able to manage disk images from the Atari? SWEET! The
box I'm setting up right now will be PERFECT for that! It will serve no
purpose other than to run Atariserver and SSHD. That's awesome, man.

You can even execute
> shell commands on your PC and have the output sent to your Atari.

I don't quite follow here. What uses would that serve?

>
> so long,
>
> Hias

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4813. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 00:12:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.19.00.12.17.895846@charter.net>
Source record: 8720

On Sun, 18 Dec 2005 15:53:14 -0800, Ken Swanson wrote:

> This confuses me, and leads me to believe that you may have
> not had the VCR set to display the line-in connection.

Its a definite possibility.

> The yellow connector is video, and will not show up on any tuned
> "TV channels". You have to choose video-in somehow on your VCR.
>
>
> Also, what did the ebay ad say about the condition of the thing?
>
> Ken

I'm not sure if you're talking about the cable or the 800XL but in either
case, they were supposed to be in good working condition. I'm sure its
just me... :-)

Thanks.

--
_/_/_/

4814. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 02:32:31 UTC
From: Ken Swanson <hyxtryx@comcast.net>
Message-ID: <Ev6dnW0wQYHhhjveRVn-qw@comcast.com>
Source record: 8721

Ronald J. Hall wrote:
> I'm not sure if you're talking about the cable or the 800XL but in either
> case, they were supposed to be in good working condition. I'm sure its
> just me... :-)

I'm talking about the whole thing as a package.
If the seller said it worked, it probably does. ...or did the last time
he used it, which may have been 20 years ago. :')

Do you have a stereo reciever you could plug the audio cable into?
If you just plug the audio cable into a line-in jack on something, and turn on the
Atari, you should hear a faint buzzing noise for 2-3 seconds.
It maks a "BbBbBbBbBbBbBbBbtt" sounds while it's waiting to see if you have a floppy drive
connected.

If no line-in jack... then you could *probably* just touch the white plug to a headphone
plug carefully,
and listen for the "BbBbBbbbBt" sound. Put the headphones on, touch the outer ring on the
white plug to
the largest metal part of the headphone plug, and the tip of the white plug to the closer
of the two smaller
rings on the headphone plug. It will not be loud and it won't burn out your headphones.

This would at least tell you your Atari is booting up. It probably also has video and you
just don't have the VCR set right.

Ken

4815. Re: BASIC Cartridge Trivia

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 02:53:34 UTC
From: Ken Swanson <hyxtryx@comcast.net>
Message-ID: <XuydnUQsF6b2vTvenZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 8722

I lost my original BASIC cartridge, but I recently acquired one from Ebay,
and it has nothing stamped on the face.

Ken

stephensheppard@hotmail.com wrote:
> Shawn Jefferson wrote:
>
>>stephensheppard@hotmail.com:
>>
>>>I've had my BASIC cartridge forever (since 1979) and I've always
>>>wondered about the signifcance of the numbers stamped on the face. Are
>>>they a serial number?
>>>
>>>My numbers are "R 40 2".
>>
>>Isn't that the part number?
>>
>>--
>>Shawn Jefferson
>>(fix reply to for email)
>
>
> I believe the part number would be the the printed number CXL4002,
> similar to all Atari catridges.
>
> No, the number I am talking about is an imbeded stamping on the face of
> cartridge. It's not printed, just stamped. I'd show you a pic but my
> little webcam won't pick it up.
>
> There are no such stampings on any of my other Atari cartridges (not
> that I have a lot of them, I was never a collector).
>
> - Steve Sheppard
>

4816. Re: BASIC Cartridge Trivia

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 04:11:28 UTC
From: stephensheppard@hotmail.com
Message-ID: <1134965488.591682.223210@g47g2000cwa.googlegroups.com>
Source record: 8723

Ken Swanson wrote:
> I lost my original BASIC cartridge, but I recently acquired one from Ebay,
> and it has nothing stamped on the face.
>
> Ken
>
>
>
> stephensheppard@hotmail.com wrote:
> > Shawn Jefferson wrote:
> >
> >>stephensheppard@hotmail.com:
> >>
> >>>I've had my BASIC cartridge forever (since 1979) and I've always
> >>>wondered about the signifcance of the numbers stamped on the face. Are
> >>>they a serial number?
> >>>
> >>>My numbers are "R 40 2".
> >>
> >>Isn't that the part number?
> >>
> >>--
> >>Shawn Jefferson
> >>(fix reply to for email)
> >
> >
> > I believe the part number would be the the printed number CXL4002,
> > similar to all Atari catridges.
> >
> > No, the number I am talking about is an imbeded stamping on the face of
> > cartridge. It's not printed, just stamped. I'd show you a pic but my
> > little webcam won't pick it up.
> >
> > There are no such stampings on any of my other Atari cartridges (not
> > that I have a lot of them, I was never a collector).
> >
> > - Steve Sheppard
> >
Well, I guess that rules out any serial number theory.

Thanks.

4817. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 05:19:05 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <dprpf.28435$eI5.28343@trnddc05>
Source record: 8724
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Alex Taylor" wrote ...

> Sam Gillett wrote:
>> "W Marsh" wrote ...
>>
>>>On Fri, 16 Dec 2005 21:26:58 GMT, spike1@freenet.co.uk wrote:
>>>
>>>>Nope, can't resist for a second, what are you going to do about it?
>>>
>>>Kill you dead with my mind.
>>
>> Please don't do that... At least not too quickly. Make him suffer a
>> whole
>> lot first! Make him type the entire text of "War and Peace" on the rubber
>> keyboard of a ZX Spectrum.
>
> What is the fixation with the Spectrum's rubber keyboard?

It is not I who have a fixation with the rubber keyboard of the ZX Spectrum.
It is the Spectrum users who actually think that they can type on them!
:-P

> The rubber keyboard lasted from something like 1982-1985.

I'm surprised that it lasted that long!! ;-)
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4818. New book on the battle between the classic computers

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 05:40:32 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <MKrpf.1424$lv3.639@fe24.lga>
Source record: 8725

This winter, curl up with a book about the battle between the classic computers. Save when you order "On the Edge: the Spectacular Rise and Fall of Commodore" over the Holidays.

"He destroyed me, he destroyed my family, he did all kinds of terrible things, but he gave me a chance to do something nobody else would give me necessarily. I can remember that and I thank him for it." - Commodore PET Engineer Chuck Peddle on Jack Tramiel

"God, what an incredible thing we did." - Commodore-Amiga Engineer R.J. Mical

- Browse the book online
- Read reviews
- View the table of contents
- Lower shipping rates for the Holidays

www.commodorebook.com

United States and Canada (5-10 days): $3.50 (was $7.50)
International 2-6 weeks: $5.50 (was $9.50)
International 6-10 days: $17.50 (was $21.50)

Title: On the Edge: The Spectacular Rise and Fall of Commodore
Pages: 458
ISBN 0-9738649-0-7
Hardcover
Price: $29.95

4819. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 13:26:15 UTC
From: Matthias Reichl <usenet-200512@hias.horus.com>
Message-ID: <slrndqdd7n.1ri.usenet-200512@camel.hias.horus.com>
Source record: 8726

On Sun, 18 Dec 2005 17:56:10 -0600, David Bowden wrote:
> "Matthias Reichl" <usenet-200512@hias.horus.com> wrote in message
> news:slrndqb6hg.1ro.usenet-200512@camel.hias.horus.com...
>> BTW: the new version of AtariSIO also supports XF551 transfer modes
>> (at 38400bps), an integrated gamedos (MyPicoDos 4.04) for virtual
>> drives, and a nice "remote control" feature.
>
> You mean you will be able to manage disk images from the Atari? SWEET!

Yes, exactly! The "remote control" feature works kind of like a
text-shell to atariserver, basically you just send commands in plain
text and get back some output in plain text, too. For example
"st" means "print status" and you get the current drive assignments
and other settings.

> You can even execute
>> shell commands on your PC and have the output sent to your Atari.
>
> I don't quite follow here. What uses would that serve?

There are tons of uses for that. For example you can create a
new directory on your Linux box, rename files, check and manage
the printer queue etc. You can do (almost) everything with it,
just like when telnetting/sshing to your Linux box.

The only limitation is that you can't run interactive programs,
like a text editor or so. But all non-interactive programs work
fine. For example: "sh find . -iname test*.atr", "sh mount /cdrom" ...

so long,

Hias

4820. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 13:52:17 UTC
From: Dave <dacooley@gmail.com>
Message-ID: <1135000337.011786.40940@z14g2000cwz.googlegroups.com>
Source record: 8727
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Just look at the numbers... plain and simple.

4821. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 14:00:07 UTC
From: Dave <dacooley@gmail.com>
Message-ID: <1135000806.820126.278310@o13g2000cwo.googlegroups.com>
Source record: 8728
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

If you don't agree, read this (Assuming you can read) as it gives a
fairly complete history of all the personal computers on the market
since the early 80's...
http://arstechnica.com/articles/culture/total-share.ars/

4822. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 16:13:00 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <do6l2ulum1@srv.cyf-kr.edu.pl>
Source record: 8729

Thomas 'twh' Havemeister:

If you want to do what I think you do then maybe something like:

```
> x_new dta 0
> in: x= mx (x-pos diff)

ldy #$00
txa
bpl plus1
dey
plus1 clc
adc cursor_x
tax
tya
adc #$00
bpl plus2
ldx #$00
plus2 beq isok
toobig ldx #x_max
isok cpx #x_max+1
bcs toobig
stx x_new
rts
```

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

4823. Re: Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 16:45:07 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <FLudnQXOcKzffjveRVnzvA@telenor.com>
Source record: 8730
Cross-posted to: comp.sys.atari.8bit,is.vedur

"Anders Skelander" <ansk@hotmail.com> skrev i melding
news:PDbpf.152562$dP1.509684@newsc.telia.net...
>
> "Gerard Mindstep" <piano_nerds@yahoo.fr> skrev i meddelandet
> news:1134789088.037766.184150@g49g2000cwa.googlegroups.com...
> > Are there any good games with hot nude men showing their megacocks ???
> >
>
> You seem to be the sophisticated type, so I suppose you would find the
> enormous black tower in Broderbund's "Stealth" ("Landscape") appealing.
>
> Anders

Good one, Anders! He's just one of the lame dudes with no life and deserves
no replies, but this one was really nice!

Have a nice day, all TRUE Atarians

4824. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 18:26:08 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <4XCpf.30934$Ht4.15504@trnddc08>
Source record: 8731
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Dave" wrote ...

> If you don't agree, read this (Assuming you can read) as it gives a
> fairly complete history of all the personal computers on the market
> since the early 80's...
> http://arstechnica.com/articles/culture/total-share.ars/

Interesting. The Spectrum _never_ had a _major_ share of the 8-bit market,
while, as the subject line of this thread reads, the Commodore 64 ruled the
8-bit world!
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4825. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 18:47:32 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <m00eq1pkmnheis5jctl19orl1hgpbsbgtq@4ax.com>
Source record: 8732
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Mon, 19 Dec 2005 18:26:08 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"Dave" wrote ...
>
>> If you don't agree, read this (Assuming you can read) as it gives a
>> fairly complete history of all the personal computers on the market
>> since the early 80's...
>> http://arstechnica.com/articles/culture/total-share.ars/
>
>Interesting. The Spectrum _never_ had a _major_ share of the 8-bit market,
>while, as the subject line of this thread reads, the Commodore 64 ruled the
>8-bit world!

Do remember that the article only covers from a US perspective. If a UK/Europe
perspective was conducted, the chart would be VERY different in the 8-bit era.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4826. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 19:27:40 UTC
From: john <jsmith1456@yahoo.com>
Message-ID: <MQDpf.48464$uR.32643@newsfe7-gui.ntli.net>
Source record: 8733
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
news:0PLof.1086$7f3.681@trnddc01...
>
> "Clockmeister" wrote ...
>>
>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>
>>>>I can't see any threat there.
>>>>what would be the point? Death by laughter?
>>>
>>> Linux is great, and has its place. Unfortunately, people like you
>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>> because nobody else wants to hear it.
>>
>> Yep, I agree 100%.
>>
>> Linux has it place, but for entertainment and general home use Linux
>> can't
>> touch XP, in fact it isn't even in the same league.
>
> I agree with that statement. And, I see a parallel.
>
> The ZX Spectrum has it's place, but for entertainment and general home use
> the ZX Spectrum can't touch the Commodore 64, in fact it isn't even in the
> same league.

No, the Acorn BBC was far superior for general home use, and I'd say the
Atari 800 was technically a better game machine....(OK sound wise pokey
sucked slightly compared to SID..)

What could the C64 offer? Slow processor and crap disk system - a mildly
upgraded spectrum was more usable.....

4827. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 19:40:26 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <43a70ca9@news.inet.com.pl>
Source record: 8734
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

The Starglider wrote:

>>>If you don't agree, read this (Assuming you can read) as it gives a
>>>fairly complete history of all the personal computers on the market
>>>since the early 80's...
>>>http://arstechnica.com/articles/culture/total-share.ars/
>>
>>Interesting. The Spectrum _never_ had a _major_ share of the 8-bit market,
>>while, as the subject line of this thread reads, the Commodore 64 ruled the
>>8-bit world!
>
>
> Do remember that the article only covers from a US perspective. If a UK/Europe
> perspective was conducted, the chart would be VERY different in the 8-bit era.

I'd agree to what you wrote with the exception of "VERY" ...

4828. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 19:54:35 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a70ffc$1@duster.adelaide.on.net>
Source record: 8735
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"john" <jsmith1456@yahoo.com> wrote in message
news:MQDpf.48464$uR.32643@newsfe7-gui.ntli.net...
>
> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
> news:0PLof.1086$7f3.681@trnddc01...
>>
>> "Clockmeister" wrote ...
>>>
>>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>>
>>>>>I can't see any threat there.
>>>>>what would be the point? Death by laughter?
>>>>
>>>> Linux is great, and has its place. Unfortunately, people like you
>>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>>> because nobody else wants to hear it.
>>>
>>> Yep, I agree 100%.
>>>
>>> Linux has it place, but for entertainment and general home use Linux
>>> can't
>>> touch XP, in fact it isn't even in the same league.
>>
>> I agree with that statement. And, I see a parallel.
>>
>> The ZX Spectrum has it's place, but for entertainment and general home
>> use the ZX Spectrum can't touch the Commodore 64, in fact it isn't even
>> in the same league.
>
> No, the Acorn BBC was far superior for general home use, and I'd say the
> Atari 800 was technically a better game machine....(OK sound wise pokey
> sucked slightly compared to SID..)
>
> What could the C64 offer? Slow processor and crap disk system - a mildly
> upgraded spectrum was more usable.....

Crap sound and graphics, crap keyboard and crap expansion options... the
Spectrum is the cheap and cheerful alternative if cost is your main priority
and not the actual computing experience.
```

4829. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 19:56:41 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a7107a$1@duster.adelaide.on.net>
Source record: 8736
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"silverdr" <silverdr@inet.remove.it.pl> wrote in message
news:43a70ca9@news.inet.com.pl...
> The Starglider wrote:
>
>>>>If you don't agree, read this (Assuming you can read) as it gives a
>>>>fairly complete history of all the personal computers on the market
>>>>since the early 80's...
>>>>http://arstechnica.com/articles/culture/total-share.ars/
>>>
>>>Interesting. The Spectrum _never_ had a _major_ share of the 8-bit
>>>market,
>>>while, as the subject line of this thread reads, the Commodore 64 ruled
>>>the
>>>8-bit world!
>>
>>
>> Do remember that the article only covers from a US perspective. If a
>> UK/Europe
>> perspective was conducted, the chart would be VERY different in the 8-bit
>> era.
>
> I'd agree to what you wrote with the exception of "VERY" ...

The C64 kicked ZX arse in Europe too, except in the UK which is a market
that buys British first no matter how crap it is.

4830. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 20:07:12 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a71996@duster.adelaide.on.net>
Source record: 8737
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Tarquin Mills" <accus@use.net> wrote in message
news:9b6d4bdb4d.Usenet@localhost.local...
> In message <1134704352.937685.86610@f14g2000cwb.googlegroups.com>
> Paul dunric@yahoo.com wrote:
>> 1. Best selling computer of all time.
>> 5. The most popular computer of all time.
>
> Please could you prove this to me and how much better selling it is
> than competing systems, and do not just quote Guiness World of Record
> which is quite often wrong on computer records.

Wishing it to be so doesn't make it so.

>> 2. VIC-II/SID chips.
>
> These extra chips tried to offset the slow speed of the CPU in the
> C=64 and in the process increased the price.
>
> BogoMips Dhrystone Whetstones
> in C 1.1 in C MIPS
> Vax Mips in BASIC (interpreted)
> PC XT 0.02 0.19-0.23 0.0015
> ZX-Spectrum 0.0154 ?????? 0.00052
> C=64 0.0033 0.0205 ?????
>
> The ZX Spectrum Bogomips figure was achieved using z88dk version
> 1.6 cross-compiling to produce a TAP file. Then the TAP file was run
> in the Fuse emulator in 48K Spectrum mode. The C=64 Bogomips figure
> comes from the HOWTO and was run under Vice. The Dhrystones where done
> with -DROPT and compiled with C Power 2.8 (source Rick Richardson).
> The Whetstones are Quick BASIC for PC/XT and ZX Spectrum BASIC (source
> Roy Longbottom), compiling or using a different language would help.
>

They didn't offset, they offloaded. The figures above do not in any way show
which system was better in actual use, which ofcourse anyone with eyes and
ears knows was the C64.

>> 3. Thousands upon thousands of programs.
>
> The total number of programs that run on the ZX Spectrum is in
> 5 figures with new releases still happening, see WoS for evidence.
> The question is how many programs has the Commodore 64 got?

Six figures more then likely.

>> 4. BBSs.
>
> The ZX Spectrum can access and run BBSs, however BBSs were not that
> important to most people.
>

Poor excuses, BBS's were very popular at one time when there was no internet
and the C64 was a popular system to run them. The C64 was also popular in
robotics and amateur radio. None of those niches was fed by the lowly,
boring and unimaginative ZX.

> Most people did not buy the Atari 400 because it had 8KB RAM and a
> membrane keyboard while cost more than a ZX81.
>

Most bought a real computer instead, like the C64.

4831. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 20:51:01 UTC
From: Jim Beam <jimbeam@beam.com>
Message-ID: <43a71d33$0$23296$db0fefd9@news.zen.co.uk>
Source record: 8738
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Clockmeister" <no-one@nowhere.com> wrote in message
news:43a71996@duster.adelaide.on.net...
> Most bought a real computer instead, like the C64.

I genuinely don't understand how a machine which sacrificed RAM, CPU power and a decent ROM for more a video chip designed for games and an oddity of a sound chip could be described as more of a real computer than its competition.

I had a C64 and a Spectrum growing up. I preferred the Spectrum because it had better publications, better textbooks, better tools - and the games were more fun. There's NOTHING on the C64 that I remember fondly. In fact, when I was a kid and didn't know better, I thought the C64 must have been an entire generation behind the Spectrum because the sound seemed broken, and all game graphics seemed slapdash and badly designed. The machine ended up under a pile of books, while the other machines in the house were played until they gave up the ghost.

4832. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 20:59:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.19.20.59.27.586841@charter.net>
Source record: 8739
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Tue, 20 Dec 2005 04:07:12 +0800, Clockmeister wrote:

> Most bought a real computer instead, like the C64.

Honestly, I'm just about sick to death of the C64 vs ZX thread.

Clockmeister, if you need instruction on how to remove a newsgroup, such
as comp.sys.atari.8bit, which obviously does not belong in your current
"discussion", I'll be glad to help you on how to do this...

I'm only cross-posting now, to make sure you get this message.

Thanks.

--
_/_/_/

4833. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 21:17:07 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a72354$1@duster.adelaide.on.net>
Source record: 8740
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Jim Beam" <jimbeam@beam.com> wrote in message
news:43a71d33$0$23296$db0fefd9@news.zen.co.uk...
>
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:43a71996@duster.adelaide.on.net...
>> Most bought a real computer instead, like the C64.
>
> I genuinely don't understand how a machine which sacrificed RAM, CPU power
> and a decent ROM for more a video chip designed for games and an oddity of
> a sound chip could be described as more of a real computer than its
> competition.
>
> I had a C64 and a Spectrum growing up. I preferred the Spectrum because it
> had better publications, better textbooks, better tools - and the games
> were more fun. There's NOTHING on the C64 that I remember fondly. In fact,
> when I was a kid and didn't know better, I thought the C64 must have been
> an entire generation behind the Spectrum because the sound seemed broken,
> and all game graphics seemed slapdash and badly designed. The machine
> ended up under a pile of books, while the other machines in the house were
> played until they gave up the ghost.

That just has to be a troll.

Nice one Jim.

4834. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 21:19:46 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a723f3$1@duster.adelaide.on.net>
Source record: 8741
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.19.20.59.27.586841@charter.net...
> On Tue, 20 Dec 2005 04:07:12 +0800, Clockmeister wrote:
>
>> Most bought a real computer instead, like the C64.
>
> Honestly, I'm just about sick to death of the C64 vs ZX thread.

Yeah me too, they can never finish what they start anyway.

> Clockmeister, if you need instruction on how to remove a newsgroup, such
> as comp.sys.atari.8bit, which obviously does not belong in your current
> "discussion", I'll be glad to help you on how to do this...

I don't need instruction, thanks anyway.

> I'm only cross-posting now, to make sure you get this message.
>

Hope you get mine too, it is the last comment I will make on the C64 vs ZX
topic.

The C64 wins every year, I really shouldn't bother with it.

Enjoy your computers and your Christmas!

4835. Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:17:02 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1135030622.187167.110400@g14g2000cwa.googlegroups.com>
Source record: 8742
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

First, a little background. I have been a heavy user of C64 back in mid 80s, and dabled with the Atari 8-bits and Apple IIs. I've never went past BASIC and some simple ASM routines as far as programming. It's been a long time since I've used an 8-bit machine, until a couple of months ago at a friend's house, when he fired up an 800XL, and we had a blast playing some old games... Ever since then, I started having an itch for actually doing some assembly coding on an 8-bit. I bought a C64, Atari 800XL and 130XE, and now am having a hard time deciding which way to go :)

Basically, I want to learn the ins and outs of the machine, do some "serious" assembly coding, just have a blast, and do not have the time to invest in both architectures, but also do not want to start on one machine just to find out that the other one is in the end faster/richer graphically/easier to control the screen with.

On to the question!! From a purely technical perspective, is there a discussion/article/etc. on the net somewhere that discusses the Atari vs. Commodore hardware in great detail? Anything from pros/cons of PMs of Atari to C64s sprites, limitations of VIC II vs. DLIs, etc...? All that I have found so far has been quite a childish trolling, and I'm really interested in solid technical discussion...

In particular, I'm interested in doing graphically oriented demos and games. Atari is great with it's 128 colors, but I've read that you can duplicate it on the C64 with special effects. So, I would be interested to know how well/accurately/densly can you control changes to the screen data mid-line, during V blank, etc. Is the DLI programming style, which seems very different from a straightforward C64 way (well, except in the way you have to address the individual pictures), better in the end? And how about interupt programming in general? Which machine has more usable posibilites?

Sorry for the long post, but I really hope that I can get some reasonable, constructive feedback!

Thanks!!

MrScout

4836. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:24:24 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <foceq119hd2ab6npksnl2ogp752mn8cbil@4ax.com>
Source record: 8743
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
On Tue, 20 Dec 2005 05:19:46 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>news:pan.2005.12.19.20.59.27.586841@charter.net...
>> On Tue, 20 Dec 2005 04:07:12 +0800, Clockmeister wrote:
>>
>>> Most bought a real computer instead, like the C64.
>>
>> Honestly, I'm just about sick to death of the C64 vs ZX thread.
>
>Yeah me too, they can never finish what they start anyway.
>
>> Clockmeister, if you need instruction on how to remove a newsgroup, such
>> as comp.sys.atari.8bit, which obviously does not belong in your current
>> "discussion", I'll be glad to help you on how to do this...
>
>I don't need instruction, thanks anyway.
>
>> I'm only cross-posting now, to make sure you get this message.
>>
>
>Hope you get mine too, it is the last comment I will make on the C64 vs ZX
>topic.
>
>The C64 wins every year, I really shouldn't bother with it.
>
>Enjoy your computers and your Christmas!
>
Still waiting for your answers BTW.
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____
```

4837. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:25:30 UTC
From: Axell <Axell@nosp.no.no.no>
Message-ID: <prGpf.1281$1Y4.98375@news20.bellglobal.com>
Source record: 8746

Ronald J. Hall wrote:

>
>I'm only cross-posting now, to make sure you get this message.
>
>
>
And please send an abuse to Panks internet service provider as you do
not need to be drawn into this in future.

4838. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:25:40 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <dqceq1djbsp4th2e7oge400ja8869lot6p@4ax.com>
Source record: 8744
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
On Tue, 20 Dec 2005 03:54:35 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"john" <jsmith1456@yahoo.com> wrote in message
>news:MQDpf.48464$uR.32643@newsfe7-gui.ntli.net...
>>
>> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
>> news:0PLof.1086$7f3.681@trnddc01...
>>>
>>> "Clockmeister" wrote ...
>>>>
>>>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>>>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>>>
>>>>>>I can't see any threat there.
>>>>>>what would be the point? Death by laughter?
>>>>>
>>>>> Linux is great, and has its place. Unfortunately, people like you
>>>>> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
>>>>> because nobody else wants to hear it.
>>>>
>>>> Yep, I agree 100%.
>>>>
>>>> Linux has it place, but for entertainment and general home use Linux
>>>> can't
>>>> touch XP, in fact it isn't even in the same league.
>>>
>>> I agree with that statement. And, I see a parallel.
>>>
>>> The ZX Spectrum has it's place, but for entertainment and general home
>>> use the ZX Spectrum can't touch the Commodore 64, in fact it isn't even
>>> in the same league.
>>
>> No, the Acorn BBC was far superior for general home use, and I'd say the
>> Atari 800 was technically a better game machine....(OK sound wise pokey
>> sucked slightly compared to SID..)
>>
>> What could the C64 offer? Slow processor and crap disk system - a mildly
>> upgraded spectrum was more usable.....
>
>Crap sound and graphics, crap keyboard and crap expansion options... the
>Spectrum is the cheap and cheerful alternative if cost is your main priority
```

>and not the actual computing experience.
>
The more you post, the more obvious that you have no idea what you are talking
about!

You really are a stupid moron.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4839. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:32:19 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <knceq15e0iigfnfsj1h0tbp80ogcu8mub3@4ax.com>
Source record: 8745
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
On Tue, 20 Dec 2005 05:19:46 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
>"Ronald J. Hall" <dark_lord@charter.net> wrote in message
>news:pan.2005.12.19.20.59.27.586841@charter.net...
>> On Tue, 20 Dec 2005 04:07:12 +0800, Clockmeister wrote:
>>
>>> Most bought a real computer instead, like the C64.
>>
>> Honestly, I'm just about sick to death of the C64 vs ZX thread.
>
>Yeah me too, they can never finish what they start anyway.
>
>> Clockmeister, if you need instruction on how to remove a newsgroup, such
>> as comp.sys.atari.8bit, which obviously does not belong in your current
>> "discussion", I'll be glad to help you on how to do this...
>
>I don't need instruction, thanks anyway.
>
>> I'm only cross-posting now, to make sure you get this message.
>>
>
>Hope you get mine too, it is the last comment I will make on the C64 vs ZX
>topic.
>
>The C64 wins every year, I really shouldn't bother with it.
>
>Enjoy your computers and your Christmas!
>
Still waiting for your answers BTW.
--
**************The Starglider*************** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
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```

4840. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:40:42 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <pWBLncCqbzpDFwqy@wearmouth.demon.co.uk>
Source record: 8747
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Clockmeister rapped

>You started it like you do every year.
>
>And you lose every time.

I checked on Google and the original poster has made

5 cross-posts to comp.sys.sinclair
6 cross-posts to comp.sys.atari.8bit
438 posts to comp.sys.cbm

out of a total of 3550 usenet posts

The bed-wetter ain't one of ours.

--
Geoff Wearmouth
http://comp.sys.atari.istheshit.net/

4841. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-19 22:59:59 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a73b70$1@duster.adelaide.on.net>
Source record: 8548
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"Geoff Wearmouth" <geoff@wearmouth.demon.co.uk> wrote in message
news:pWBLncCqbzpDFwqy@wearmouth.demon.co.uk...
>
> Clockmeister rapped
>
>>You started it like you do every year.
>>
>>And you lose every time.
>
> I checked on Google and the original poster has made
>
> 5 cross-posts to comp.sys.sinclair
> 6 cross-posts to comp.sys.atari.8bit
> 438 posts to comp.sys.cbm
>
> out of a total of 3550 usenet posts
>
> The bed-wetter ain't one of ours.

I stand corrected, the bed-wetter wasn't Starglider... this time.

4842. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 00:12:57 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <d0lpf.5142$vJ4.2579@trnddc07>
Source record: 8549
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"The Starglider" <thestarglider@wibble.co.uk> wrote ...

> On Mon, 19 Dec 2005 18:26:08 GMT, "Sam Gillett"
> <samgillettnospam@diespammermsn.com> wrote:
>>
>>"Dave" wrote ...
>>
>>> If you don't agree, read this (Assuming you can read) as it gives a
>>> fairly complete history of all the personal computers on the market
>>> since the early 80's...
>>> http://arstechnica.com/articles/culture/total-share.ars/
>>
>>Interesting. The Spectrum _never_ had a _major_ share of the 8-bit market,
>>while, as the subject line of this thread reads, the Commodore 64 ruled the
>>8-bit world!
>
> Do remember that the article only covers from a US perspective. If a
> UK/Europe
> perspective was conducted, the chart would be VERY different in the 8-bit
> era.

You are looking at this matter from a purely UK perspective. And please
don't pretend that all of Europe was the same as the UK.

From a worldwide[1] perspective, the Commodore 64 still ruled the 8-bit era.
The Spectrum was only a minor league player.

[1] worldwide includes such far off places as Australia, Japan, etc. We do
not need to include Antarctica as very few penguins used computers.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4843. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 00:12:59 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <f0Ipf.5143$vJ4.116@trnddc07>
Source record: 8550
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"Geoff Wearmouth" wrote ...
>
> Clockmeister rapped
>
>>You started it like you do every year.
>>
>>And you lose every time.
>
> I checked on Google and the original poster has made
>
> 5 cross-posts to comp.sys.sinclair
> 6 cross-posts to comp.sys.atari.8bit
> 438 posts to comp.sys.cbm
>
> out of a total of 3550 usenet posts
>
> The bed-wetter ain't one of ours.

He only started _this_ crossposted thread. Other recent crossposted threads
were _not_ started by one of ours.

BTW, the ZX Spectrum still loses every time.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4844. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 00:15:04 UTC
From: thewises <thewises@enter.net>
Message-ID: <Xns9731C31D6CA9Cthewisesenternet@198.186.192.136>
Source record: 8551
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"MrScout" <mrscout@sbcglobal.net> wrote in
news:1135030622.187167.110400@g14g2000cwa.googlegroups.com:

> First, a little background. I have been a heavy user of C64 back in mid
> 80s, and dabled with the Atari 8-bits and Apple IIs. I've never went
> past BASIC and some simple ASM routines as far as programming. It's
> been a long time since I've used an 8-bit machine, until a couple of
> months ago at a friend's house, when he fired up an 800XL, and we had a
> blast playing some old games... Ever since then, I started having an
> itch for actually doing some assembly coding on an 8-bit. I bought a
> C64, Atari 800XL and 130XE, and now am having a hard time deciding
> which way to go :)
>
> Basically, I want to learn the ins and outs of the machine, do some
> "serious" assembly coding, just have a blast, and do not have the time
> to invest in both architectures, but also do not want to start on one
> machine just to find out that the other one is in the end faster/richer
> graphically/easier to control the screen with.
>
> On to the question!! From a purely technical perspective, is there a
> discussion/article/etc. on the net somewhere that discusses the Atari
> vs. Commodore hardware in great detail? Anything from pros/cons of PMs
> of Atari to C64s sprites, limitations of VIC II vs. DLIs, etc...? All
> that I have found so far has been quite a childish trolling, and I'm
> really interested in solid technical discussion...
>
> In particular, I'm interested in doing graphically oriented demos and
> games. Atari is great with it's 128 colors, but I've read that you can
> duplicate it on the C64 with special effects. So, I would be interested
> to know how well/accurately/densly can you control changes to the
> screen data mid-line, during V blank, etc. Is the DLI programming
> style, which seems very different from a straightforward C64 way (well,
> except in the way you have to address the individual pictures), better
> in the end? And how about interupt programming in general? Which
> machine has more usable posibilites?
>
> Sorry for the long post, but I really hope that I can get some
> reasonable, constructive feedback!
>
> Thanks!!
>
> MrScout

If you want a technical comparison, here you go:

C64:

64k of memory
16 colors
160x200 and 320x200 graphics
8 multicolor sprites
3-voice synthesizer chip
Disk drive has built-in DOS
ROM BASIC
BASIC has no sound or graphics commands

Atari 8-bit:

128 colors(early models), or 256 colors
Between 16k and 64K of memory depending on model
Several graphics modes
4 monocolor sprites
4-voice sound(simple tone generator, not a synthesizer chip like the C64
has)
Disk drive requires a DOS disk
BASIC is either in ROM or on a cartridge, depending on model
BASIC does have sound and graphics commands

4845. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 00:31:36 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a750e8$0$16894$91cee783@newsreader01.highway.telekom.at>
Source record: 8552
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Clockmeister wrote:

>
> The C64 wins every year, I really shouldn't bother with it.
>
> Enjoy your computers and your Christmas!

Noooooo, never!

Everything points to the Speccy48K..... You do not see it???

Merry Chrismas timeď˙ž˝ and clock your time. YOu go intothe lenghth with
your postings.... hmm, reminds me to something other enduringly .. ;-)

And there will be light ;-)..... etc.

Kind Regards,

Daniel Mandic

4846. FS : ATARI 800 XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 00:43:09 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1135039389.823123.46150@g47g2000cwa.googlegroups.com>
Source record: 8553

I still have many ATARI 800 XL carts, multiple copies of most of the
games, all new and boxed, NTSC versions.

Ca. 100 copies of One on One, could be used for homebrew projects.

Also many copies of Ballblazer left.

Payment is possible with paypal :

LIST :

ATARI 800 XL/XE Carts :

3.00 * Ballblazer
3.00 * Crossbow (Lightgun)
3.00 * Hardball
2.00 * One on One
3.00 Final Legacy
4.00 Star Raiders 2
3.00 * Thunderfox
3.00 Pole Position
3.00 David's Midnight Magic
3.00 Desert Falcon

XL carts

3.00 * Tennis

XL Disk (48K)

3.00 * Mickey in the Great Outdoors

Hardware :

Sears Video Arcade II PaddleJoystick Combo 1.- (ca. 100 - 150)

Telegames Paddles 2.- (not working 100%, new and boxed, but
need to be fixed, usually fire button automatically working)

CX-30 Paddles - 6 Euro

Shipping :

-5Kg :

6 Euros Germany
17 Euros Europe (EU)
30 Euros Europe (rest)
32 Euros USA, North America

37 Euros rest of the world

-10Kg :

8 Euros Germany
22 Euros Europe (EU)
35 Euros Europe (rest)
42 Euros USA, North America
52 Euros rest of the world

-20Kg :

10 Euros Germany
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12 Euros Germany only

Discounts are possible for large qts.

Please note : Because of taxial reasons, payment cannot be made before 1/1/2006.

4847. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 01:45:36 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <4nJpf.17564$zt1.7041@newsfe5-gui.ntli.net>
Source record: 8554
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

MrScout wrote:
> On to the question!! From a purely technical perspective, is there a
> discussion/article/etc. on the net somewhere that discusses the Atari
> vs. Commodore hardware in great detail? Anything from pros/cons of PMs
> of Atari to C64s sprites, limitations of VIC II vs. DLIs, etc...? All
> that I have found so far has been quite a childish trolling, and I'm
> really interested in solid technical discussion...

i've not seen an article that goes into major detail, but i've programmed a little on the Atari and have a good working knowledge of hte C64 so have considered writing one - i'll try to answer your questions...

The C64's hardware sprites are easier to maintain, Atari players are one byte wide and 256 or 128 high and the vertical position is set by writing into a page/half page of RAM at the appropriate point; that means that moving a 16 pixel high object one pixel vertically requires (to do it cleanly, cheating is of course possible) the clearing and then writing of 16 bytes of data compared to a single register write on the C64. The C64's horizontal system is a little more fiddly with the MSB but that's because it has a higher horizontal resolution and, of course, there are eight hardware sprites with up to three colours each (two shared, one individual) compared to four single colour players and four missiles or five players if the missiles work together and nothing to stop either machine recycling the sprites as the scan passes down the screen.

> In particular, I'm interested in doing graphically oriented demos and
> games. Atari is great with it's 128 colors, but I've read that you can
> duplicate it on the C64 with special effects.

About 120 colours have been "faked" using a couple of tricks but to be honest i tend to not do much more than interlaced sprite colours myself; that gives about 24 colours in total and the interlace isn't enough to burn a gamer's retinas out! =-)

The C64 scores over the Atari in one fairly important respect, it can handle all 16 of it's colours on a scanline with no effort; 160x192 on the Atari is 5 colours a line before the players get involved, the equivalent 160x200 on the C64 is 16 a line before the sprites are involved. Similarly, 320x192 on the Atari can only manage two shades of one colour before the players step in whilst the C64's 320x200 is again 16 colours. Both machines have hardware horizontal and vertical scrolling and, whilst the Atari has nice features to manage scrolling maps and the C64 can only smooth scroll by 8 pixels before either moving the data the "long" way or using tricks like VSP or AGSP to shift things, it does have a better horizontal resolution.

> So, I would be interested to know how well/accurately/densly can
> you control changes to the screen data mid-line, during V blank, etc.

Both machines have to perform data fetches on new lines, so there's
limitations to how much you can play with what's going on during a scanline
but it's possible to dynamically alter the display list on the Atari to do
all manner of things on a line-by-line basis. The C64 can do similar, but
it's usually done with $d011 tricks and cycle counting.

> Is the DLI programming style, which seems very different from a
> straightforward C64 way (well, except in the way you have to address
> the individual pictures), better in the end?

Better? Well, yes and no; from a beginners point of view the DLI is an
easier system to pick up because things like screen splits are handled by
the display list itself, hardware smooth scroll is dead easy to work with
and a quick STA WSYNC gets the machine roughly lined up with the start of
the next scanline, but anything more complex is pretty much a matter of
cycle counting like it would be on the C64 anyway and anything that needs
more than two three colour objects per scanline is wandering off into
software sprite territory (one character set on the Atari has 128
characters, compared to 256 on the C64) so it's swings and roundabouts.

> And how about interupt programming in general? Which machine has more
> usable posibilites?

Both about the same really, either the display list or the raster register
trips the IRQ so the C64 just needs a little maintainance for certain jobs
like mode splits.

From a demo coding point of view, the Atari is more the undiscovered
country; the C64 has been mapped pretty much to the cycle by emulator
programmers (the two main C64 emulators, VICE and CCS, are highly accurate)
so there's less new stuff to prod around with. As far as games go, both
machines have an impressive back catalogue but for ease of knocking a
scroller out and shoving eight sprites over the C64 is the easier machine to
develop for to start with at least.

(Please note; posting at 1.40am so if this waffles or fails to make sense i
apologise in advance! =-)
--

_____ _____
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / /\
/_____/ /_____/_____/_____/__/__/__/_____/ /
_____\/__________________________\/TMR

4848. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 02:23:56 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <0XJpf.30078$el5.9404@trnddc05>
Source record: 8555
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Daniel Mandic" wrote ...
>
> And there will be light ;-)..... etc.

And, when you see the light at the end of the tunnel, it will be controlled
by a Commodore 64!
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4849. error 255

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 02:55:03 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <noKpf.29663$QW2.17838@dukeread08>
Source record: 8556

I tried to format the disk but the error message shows error 255. I cant find any information about that. Any idea? Thanks! Jack.

4850. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 03:02:16 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <YuKpf.35202$dO2.31424@newssvr29.news.prodigy.net>
Source record: 8557

neopeius wrote:
> I have two Indus disk drives which for over 20 years provided
> trouble-free service. A few months ago, both stopped working. They
> don't make the smooth sound on start-up anymore. I wonder if I put in
> a disk which killed them (seeing how I put the same disk in both
> drives, maybe it got them dirty or something).

Do the disks have a very 'scrachy' sound when they are inserted? Do any
error codes display on the Indus while trying to read disks?

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4851. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 03:58:53 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11qf06m4tlscj60@corp.supernews.com>
Source record: 8558

Ronald J. Hall wrote:
> On Sun, 18 Dec 2005 05:29:06 +0800, Clockmeister wrote:
>
>
>>Good for you, but I don't want to search endlessly for something I can
>>simply pick up at virtually any store.
>
>
> Clone.
>
>
>>Linux is great for wasting time IMO and I don't consider my time to be free
>>when I'm wasting it searching out something that may/may not do the job.
>
>
> Mindless clone. ;-)
>
I fail to see how a Linux/Windows debate fits the thread topic, and I certainly don't see why it's on comp,sys.atari.8bit. If you want to debate the relative merits of Linux and Windows, you should go to one or more of the Linux or Windows advocacy groups. You'll find plenty of people there more than ready to join in.

And for the record, I use Mandriva Linux, Windows 98SE, an Atari STe, and a 130XE. The one I choose to run depends on what I want to do. I really don't care what other people think I *ought* to use, and I don't care what other people want to use.

The ones who disagree with my choices are just wrong, that's all. Nothing to get worked up about.

TJ

4852. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 04:05:55 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <ss-dna36cvS-HjrenZ2dnUVZ_sGdnZ2d@comcast.com>
Source record: 8559

"Matthias Reichl" <usenet-200512@hias.horus.com> wrote in message
news:slrndqdd7n.1ri.usenet-200512@camel.hias.horus.com...
>
>> You can even execute
>>> shell commands on your PC and have the output sent to your Atari.
>>
>> I don't quite follow here. What uses would that serve?
>
> There are tons of uses for that. For example you can create a
> new directory on your Linux box, rename files, check and manage
> the printer queue etc. You can do (almost) everything with it,
> just like when telnetting/sshing to your Linux box.
>
> The only limitation is that you can't run interactive programs,
> like a text editor or so. But all non-interactive programs work
> fine. For example: "sh find . -iname test*.atr", "sh mount /cdrom" ...

Yeah, I get you there. What threw me for a loop was the way you worded it. I
took that to mean "type in command on linux shell, get output on atari."
That is most excellent.

Hmmm... would ssh fall under non-interactive? I think it would blow my
friends' minds to tell them I can (indirectly) connect to their box with a
25 year old computer. :)

Now, one further question and I promise I'll shut up about it. :) What about
a "save state" feature? As I mentioned before, I am piecing together a box
just to run Atariserver, and I intend for this box to run Atariserver and
SSHD *only*. What're the chances of being able to just fire up the box, have
a cron job start atariserver immediately after boot, and when it loads, it
already has the last set of disk images from my last session loaded?

This box is going to be deaf and dumb. No sound, no video (once I get linux
installed of course), no nothing. I want it to be able to just power it up,
wait 45 seconds or so, and then boot the atari. Being able to send shell
commands from the atari to the linux box will be even better for this
purpose, as I will be able to shut it down without having to use a 3rd
machine to SSH in with.

>
> so long,
>
> Hias
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4853. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 04:07:20 UTC
From: Ken Swanson <hyxtryx@comcast.net>
Message-ID: <0eOdnRNkfL-mHjrenZ2dnUVZ_sCdnZ2d@comcast.com>
Source record: 8560
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Sorry for the top-post, but where are you guys getting figures of 128 and 256 colors? The Atari really only has 16 colors. Or in another graphics mode you can get 16 shades of grey. You can sort of make it look like it has 256 colors, but that requires alternating graphics modes on every other line. A line of 16 colors, followed by a line of 16 shades of grey.... can make it look like it has 256 colors, but it really doesn't. Plus, that cuts your vertical resolution in half. It does look nice though.

Although I have no experience with the C64, I think the Atari is better graphics-wise. The display list manipulation that you can do is awesome. I was aghast when I first tried an IBMPC and realized how lame the graphics were compared to Atari 800. 4-color CGA?... blah!

I think the sprites on the C64 might be easier to use than Player Missiles on the Atari however. I didn't like the fact that to move them in one direction you actually have to copy the memory around (if I remember right). To move them in the other direction, you just had to change one value. I forget which way was which, but I think the horizontal direction was the easier of the two.

Ken

thewises wrote:
> "MrScout" <mrscout@sbcglobal.net> wrote in
> news:1135030622.187167.110400@g14g2000cwa.googlegroups.com:
>
>
>>First, a little background. I have been a heavy user of C64 back in mid
>>80s, and dabled with the Atari 8-bits and Apple IIs. I've never went
>>past BASIC and some simple ASM routines as far as programming. It's
>>been a long time since I've used an 8-bit machine, until a couple of
>>months ago at a friend's house, when he fired up an 800XL, and we had a
>>blast playing some old games... Ever since then, I started having an
>>itch for actually doing some assembly coding on an 8-bit. I bought a
>>C64, Atari 800XL and 130XE, and now am having a hard time deciding
>>which way to go :)
>>
>>Basically, I want to learn the ins and outs of the machine, do some
>>"serious" assembly coding, just have a blast, and do not have the time
>>to invest in both architectures, but also do not want to start on one
>>machine just to find out that the other one is in the end faster/richer
>>graphically/easier to control the screen with.
>>
>>On to the question!! From a purely technical perspective, is there a
>>discussion/article/etc. on the net somewhere that discusses the Atari

>>vs. Commodore hardware in great detail? Anything from pros/cons of PMs
>>of Atari to C64s sprites, limitations of VIC II vs. DLIs, etc...? All
>>that I have found so far has been quite a childish trolling, and I'm
>>really interested in solid technical discussion...
>>
>>In particular, I'm interested in doing graphically oriented demos and
>>games. Atari is great with it's 128 colors, but I've read that you can
>>duplicate it on the C64 with special effects. So, I would be interested
>>to know how well/accurately/densly can you control changes to the
>>screen data mid-line, during V blank, etc. Is the DLI programming
>>style, which seems very different from a straightforward C64 way (well,
>>except in the way you have to address the individual pictures), better
>>in the end? And how about interupt programming in general? Which
>>machine has more usable posibilites?
>>
>>Sorry for the long post, but I really hope that I can get some
>>reasonable, constructive feedback!
>>
>>Thanks!!
>>
>>MrScout
>
>
> If you want a technical comparison, here you go:
>
> C64:
>
> 64k of memory
> 16 colors
> 160x200 and 320x200 graphics
> 8 multicolor sprites
> 3-voice synthesizer chip
> Disk drive has built-in DOS
> ROM BASIC
> BASIC has no sound or graphics commands
>
> Atari 8-bit:
>
> 128 colors(early models), or 256 colors
> Between 16k and 64K of memory depending on model
> Several graphics modes
> 4 monocolor sprites
> 4-voice sound(simple tone generator, not a synthesizer chip like the C64
> has)
> Disk drive requires a DOS disk
> BASIC is either in ROM or on a cartridge, depending on model
> BASIC does have sound and graphics commands
>

4854. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 04:13:06 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1135051986.694307.292600@o13g2000cwo.googlegroups.com>
Source record: 8561
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason, thanks a ton, this is exactly a comparison I was looking for. A couple additions questions if you don't mind:

- You mentioned that Atari is incapable of displaying more than two shades of one color on one scan line in hi res, or 5 colors in mid res. Is that because you cannot change the color registers fast enough, or because you cannot sync the change in the color registers precisely? As far as I understand the C64, you can have two colors in each 8x8 region, right?

- As far as speed of the machine is concerned, C64 is at 1MHz, and in low intensity situations there is one "bad" line every eight scan lines. The Atari's CPU on the other hand gets interupted by ANTIC on every scan line, but the CPU goes at 1.7MHz so I would assume that it still means you have more clock cycles available on the Atari to do stuff during the H and V blanks, right?

Mr Scout

4855. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 04:20:13 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1135052413.460585.69390@g14g2000cwa.googlegroups.com>
Source record: 8562
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Ken,

My understanding on the Atari colors is that there are 16 colors, each with 8 intensities, except for one mode on GTIA machines which allows you to show 16 intensities of one color. You can display all of them at 80x192. So, it's not simply a matter of selecting colors for the hi-res modes out of 256 colors, right?

I've always thought that the 800 had a mode similar to Amiga's HAM, but from what I've read so far, it doesn't seem so.

Anyway, I've downloaded quite a number of books on both computers, I'll be doing some good reading in the next couple of weeks while I'm off from work, and I have a New Year's resolution to pick the computer by then :)

MrScout

4856. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 08:13:01 UTC
From: Ken Swanson <hyxtryx@comcast.net>
Message-ID: <B4KdnUwJT6tVITreRVn-sg@comcast.com>
Source record: 8563
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

MrScout wrote:
> Ken,
>
> My understanding on the Atari colors is that there are 16 colors, each
> with 8 intensities,

Ah yes, you're right. But you can't get them all on the screen at once.

4857. Re: Need ROMS for Atari800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 10:33:20 UTC
From: Matthias Reichl <usenet-200512@hias.horus.com>
Message-ID: <slrndqfnfg.1eg.usenet-200512@camel.hias.horus.com>
Source record: 8564

On Mon, 19 Dec 2005 22:05:55 -0600, David Bowden wrote:
>
> "Matthias Reichl" <usenet-200512@hias.horus.com> wrote in message
> news:slrndqdd7n.1ri.usenet-200512@camel.hias.horus.com...
>> [atariserver remote control feature]
>
> Hmmm... would ssh fall under non-interactive? I think it would blow my
> friends' minds to tell them I can (indirectly) connect to their box with a
> 25 year old computer. :)

Sorry, ssh is an interactive program. With "interactive" I mean all
programs that require keyboard input after startup. ssh requires
that you enter the password/passphrase, the most you could do would
be to use "ssh host command..." and setup ssh access to a remote machine so
that you don't need to enter a password (eg. with RSA authentications
and have a RSA key without a passphrase). You could then run a program
on a remote host, but I don't think that's exactly what you want.

> Now, one further question and I promise I'll shut up about it. :) What about
> a "save state" feature?

Nice idea! I've been thinking about a similar feature (quick access to
several default configurations) for quite a while now, and I think I
know now of a way how to integrate this feature into atariserver.

Could take some time, though. The design of atariserver has grown during
the last months/years and I'll have to rework some parts of it. Maybe
I find some time after christmas or so.

> As I mentioned before, I am piecing together a box
> just to run Atariserver, and I intend for this box to run Atariserver and
> SSHD *only*. What're the chances of being able to just fire up the box, have
> a cron job start atariserver immediately after boot, and when it loads, it
> already has the last set of disk images from my last session loaded?

Actually I wouldn't use cron, but setup the box so that a user is
automatically logged in and have "atariserver" in his .bash_profile.
I use a similar approach for a PC running freevo (a media center
software for linux).

Create a user "atari" (for example) and add the following line to
/etc/inittab:
a5:2:respawn:/sbin/mingetty --autologin atari tty1

This will automatically log in the user "atari" on the first console if
the box is in runlevel 2. To do maintenance (without auto-login), just
run the box in a different runlevel (for example 3).

Create a .bash_profile in the home directory of the "atari" user an
set it up like this:

```
case "`tty`" in
/dev/tty1)
atariserver
esac
```

This will automatically start atariserver, but only if the user is
logged in on the first VT (so you can also do maintenance via ssh
or other VTs).

> This box is going to be deaf and dumb. No sound, no video (once I get linux
> installed of course), no nothing. I want it to be able to just power it up,
> wait 45 seconds or so, and then boot the atari. Being able to send shell
> commands from the atari to the linux box will be even better for this
> purpose, as I will be able to shut it down without having to use a 3rd
> machine to SSH in with.

Shutting down the linux box with the remote control feature of
atariserver (send "sh shutdown" from your Atari) should work if you
add the username "atari" to /etc/shutdown.allow

Yet another possibility: Install acpid on your linux box (and add
ACPI support to your kernel). If you then press the power button
the system will perform a clean shutdown.

so long,

Hias

4858. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 11:21:48 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <gPRpf.16681$Dg6.2825@newsfe3-gui.ntli.net>
Source record: 8565
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

MrScout wrote:
> Jason, thanks a ton, this is exactly a comparison I was looking for. A
> couple additions questions if you don't mind:

Okeydokey. =-)

> - You mentioned that Atari is incapable of displaying more than two
> shades of one color on one scan line in hi res, or 5 colors in mid res.
> Is that because you cannot change the color registers fast enough, or
> because you cannot sync the change in the color registers precisely?

It's not incapable, i was only referring to "stock" without any CPU
overhead; it's possible to split the colour registers and other details
during a scanline, although it's a bitch to do well and the fetches for the
screen get in the way in the same way that the badlines do on the C64.

Generally speaking, pictures tend to be enhanced using player underlays and
line-by-line colour splits rather than mid-line splits.

> As far as I understand the C64, you can have two colors in each 8x8
> region, right?

Depends on mode, these are just the stock ones;

Hi-res char 1 fixed background colour, 1 colour per 8x8 cell
Hi-res char and ECM 4 fixed background colours, 1 colour per 8x8 cell
Hi-res bitmap 2 colours per 8x8 cell

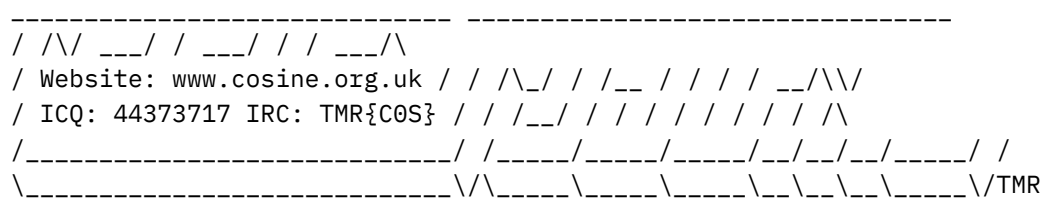
Multicolour char 1 background and two shared, 1 colour per 4x8 cell
Multicolour bitmap 1 background and 3 colours per 4x8 cell

ECM is Extended Colour Mode, it gives a 64 character set with any colour you
like in each attribute cell and the upper two bits of the character byte
specify which one of four background colours that cell has.

> - As far as speed of the machine is concerned, C64 is at 1MHz, and in
> low intensity situations there is one "bad" line every eight scan
> lines. The Atari's CPU on the other hand gets interupted by ANTIC on
> every scan line, but the CPU goes at 1.7MHz so I would assume that it
> still means you have more clock cycles available on the Atari to do
> stuff during the H and V blanks, right?

The time lost to the ANTIC is variable depending on screen dimensions and
mode whilst the VIC-II's overheads are fixed but generally speaking yes, the
overall CPU speed is higher. Both machines are marginally faster when
they're not having to deal with screen data, for example during the upper
and lower borders.

--


Website: www.cosine.org.uk
ICQ: 44373717 IRC: TMR{C0S}
TMR

4859. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 12:05:40 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <3rsfq1dc3l9cmvsm4c505obqmmc9c39m1h@4ax.com>
Source record: 8566
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 19 Dec 2005 20:20:13 -0800, "MrScout" <mrscout@sbcglobal.net>
wrote:

>I've always thought that the 800 had a mode similar to Amiga's HAM, but
>from what I've read so far, it doesn't seem so.

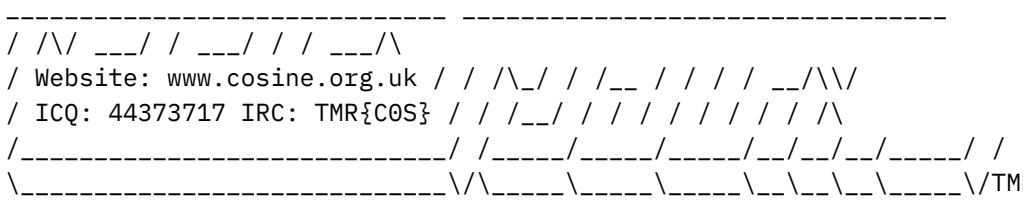
there are a few different modes similar to the Amiga's HAM or HAM-E
one is called RIP. Someone else can prob eleborate more.

4860. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 12:20:10 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <_FSpf.3809$f7.2220@newsfe3-win.ntli.net>
Source record: 8567
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Ken Swanson wrote:
> Ah yes, you're right. But you can't get them all on the screen at once.

Yes you can, the colour registers are all seven or eight bits depending on mode. Without CPU load, the hardware can do five colours a *scanline* without trickery or sixteen shades of one colour (any colour, not just grey) in the 80x192 pixel mode but there's nothing to stop the colours being split on a scanline-by scanline basis or finer than that if the programmer's good.

If the base colour on the 16 shade mode is split once a scanline it can display all 256 colours in a 16 scanline high area easily.
--


4861. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 15:26:09 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a8232f$1@duster.adelaide.on.net>
Source record: 8568
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
"The Starglider" <thestarglider@wibble.co.uk> wrote in message
news:dqceq1djbsp4th2e7oge400ja8869lot6p@4ax.com...
> On Tue, 20 Dec 2005 03:54:35 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>
>>"john" <jsmith1456@yahoo.com> wrote in message
>>news:MQDpf.48464$uR.32643@newsfe7-gui.ntli.net...
>>>
>>> "Sam Gillett" <samgillettnospam@diespammermsn.com> wrote in message
>>> news:0PLof.1086$7f3.681@trnddc01...
>>>>
>>>> "Clockmeister" wrote ...
>>>>>
>>>>> "W Marsh" <wayneDOTmarshATgmailDOTcom@> wrote in message
>>>>> news:kli6q1thm5nbm5ahivcb9onjk1j8pmv1p6@4ax.com...
>>>>>> On Fri, 16 Dec 2005 23:12:08 GMT, spike1@freenet.co.uk wrote:
>>>>>>
>>>>>>>I can't see any threat there.
>>>>>>>what would be the point? Death by laughter?
>>>>>>
>>>>>> Linux is great, and has its place. Unfortunately, people like you
>>>>>> insist on bad advocacy and harm it a great deal. Save it for
>>>>>> Slashdot,
>>>>>> because nobody else wants to hear it.
>>>>>
>>>>> Yep, I agree 100%.
>>>>>
>>>>> Linux has it place, but for entertainment and general home use Linux
>>>>> can't
>>>>> touch XP, in fact it isn't even in the same league.
>>>>
>>>> I agree with that statement. And, I see a parallel.
>>>>
>>>> The ZX Spectrum has it's place, but for entertainment and general home
>>>> use the ZX Spectrum can't touch the Commodore 64, in fact it isn't even
>>>> in the same league.
>>>
>>> No, the Acorn BBC was far superior for general home use, and I'd say the
>>> Atari 800 was technically a better game machine....(OK sound wise pokey
>>> sucked slightly compared to SID..)
>>>
>>> What could the C64 offer? Slow processor and crap disk system - a mildly
```

>>> upgraded spectrum was more usable.....
>>
>>Crap sound and graphics, crap keyboard and crap expansion options... the
>>Spectrum is the cheap and cheerful alternative if cost is your main
>>priority
>>and not the actual computing experience.
>>
> The more you post, the more obvious that you have no idea what you are
> talking
> about!

Says he who is blindly biased towards his ZX.

> You really are a stupid moron.

Says the man who's arguements have more holes in them then Swiss cheese.

You have never and will never win a ZX vs C64 comparison and that obviously
shits you to tears.

4862. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 15:28:55 UTC
From: spike1@freenet.co.uk
Message-ID: <kkgl73-stc.ln1@ridcully.fsnet.co.uk>
Source record: 8571
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Clockmeister <no-one@nowhere.com> did eloquently scribble:
> Poor excuses, BBS's were very popular at one time when there was no internet
> and the C64 was a popular system to run them. The C64 was also popular in
> robotics and amateur radio. None of those niches was fed by the lowly,
> boring and unimaginative ZX.

Hah, you think?
The zx spectrum's edge connector made it ideal for robotics.
And yes, there were radio comms programs for the spectrum.
zxRitty (I think it was called) being one of them.
Why would the spectrum be unsuitable for ham radio data transmission?
It has audio tape as its default storage medium, seems ideally suited to me.
--
---
spike1@freenet.co.uk	Windows95 (noun): 32 bit extensions and a
	graphical shell for a 16 bit patch to an 8 bit
Andrew Halliwell BSc(hons)	operating system originally coded for a 4 bit
in	microprocessor, written by a 2 bit company, that
Computer Science	can't stand 1 bit of competition.

4863. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 15:28:56 UTC
From: spike1@freenet.co.uk
Message-ID: <slhl73-stc.ln1@ridcully.fsnet.co.uk>
Source record: 8572
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
Sam Gillett <samgillettnospam@diespammermsn.com> did eloquently scribble:
>
>
>
> "Daniel Mandic" wrote ...
>>
>> And there will be light ;-)..... etc.
>
> And, when you see the light at the end of the tunnel, it will be controlled
> by a Commodore 64!

Yeah, controlling a light is all it's worth.
--
| |What to do if you find yourself stuck in a crack|
| spike1@freenet.co.uk |in the ground beneath a giant boulder, which you|
| |can't move, with no hope of rescue. |
|Andrew Halliwell BSc(hons)|Consider how lucky you are that life has been |
| in |good to you so far... |
| Computer Science | -The BOOK, Hitch-hiker's guide to the galaxy.|
```

4864. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 15:32:13 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a823fe@duster.adelaide.on.net>
Source record: 8570
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Daniel Mandic" <daniel_mandic@ping.at> wrote in message
news:43a750e8$0$16894$91cee783@newsreader01.highway.telekom.at...
> Clockmeister wrote:
>
>
>>
>> The C64 wins every year, I really shouldn't bother with it.
>>
>> Enjoy your computers and your Christmas!
>
>
>
> Noooooo, never!
>
> Everything points to the Speccy48K..... You do not see it???
>

Pointing and laughing is considered rude where I'm from ;-)

>
>
> Merry Chrismas time and clock your time. YOu go intothe lenghth with
> your postings.... hmm, reminds me to something other enduringly .. ;-)
>
>
> And there will be light ;-)..... etc.
>
>

The revelation is still there for you to behold, ours came to us years ago.

Best wishes.

4865. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 15:38:12 UTC
From: Alfred <williaj@sympatico.ca>
Message-ID: <1135093092.911549.112540@g49g2000cwa.googlegroups.com>
Source record: 8573

I would do it a bit differently, since I'm not much good with those
carry bit tricks:

```
txa
clc
adc cursor_x
tay
txa
bmi _negativ ; mx=negativ? yes -> _negativ
cpy MOD_max_x
bcc _lesser_max
ldy MOD_max_x
_lesser_max
sty cursor_X
rts

_negativ
tya
bpl _lesser_max
ldy #0
beq _lesser_max
```

4866. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 15:39:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.20.15.39.20.491790@charter.net>
Source record: 8569

On Tue, 20 Dec 2005 23:26:09 +0800, Clockmeister wrote:

> You have never and will never win a ZX vs C64 comparison and that obviously
> shits you to tears.

and here we are, still seeing stupid cross-posting tactics going on.

<sigh>

--
_/_/_/

4867. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 16:12:12 UTC
From: John Selck <selcc@t-online.de>
Message-ID: <op.s13bampar8utbk@jsopera59.t-online.de>
Source record: 8574
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 20 Dec 2005 05:13:06 +0100, MrScout <mrscout@sbcglobal.net> wrote:

> - As far as speed of the machine is concerned, C64 is at 1MHz, and in
> low intensity situations there is one "bad" line every eight scan
> lines. The Atari's CPU on the other hand gets interupted by ANTIC on
> every scan line, but the CPU goes at 1.7MHz so I would assume that it
> still means you have more clock cycles available on the Atari to do
> stuff during the H and V blanks, right?

Not exactly. Despite the fact that the CPU in a C64 runs at 1 MHz, the
bus of the C64 runs at 2 MHz which means that most DMA cycles do not
stop the CPU. This is different on Atari where the bitmap DMA usually
takes every second cycle in display area and also DRAM refreshes etc
cost the cpu some cycles.

Regards.

4868. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 16:29:07 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <v9cgq1lbv1so0dva20g5d78codqc0hgu5f@4ax.com>
Source record: 8575
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Tue, 20 Dec 2005 23:26:09 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>>>
>> The more you post, the more obvious that you have no idea what you are
>> talking
>> about!
>
>Says he who is blindly biased towards his ZX.
>
>> You really are a stupid moron.
>
>Says the man who's arguements have more holes in them then Swiss cheese.
>
>You have never and will never win a ZX vs C64 comparison and that obviously
>shits you to tears.
>

Still waiting for my answers loser.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4869. Re: MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 16:40:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00264cc6@familynet-international.org>
Source record: 8583

FamilyNet International Newsgate

> From: "Docrotcod" <rahbart@cox.net>

> It is hodgepodge.dtdns.net , port 23

> Good seeing you!

> Thomas

Thanks! Nice to be seen!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4870. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 17:00:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00264dd6@familynet-international.org>
Source record: 8584

FamilyNet International Newsgate

> From: W Marsh <wayneDOTmarshATgmailDOTcom@>

> Take a step back and stop applying binary logic to everything. Windows
> has a lot of problems (as does Linux, as does Mac OS...), but it isn't
> a joke. Far more talented people than you use it daily.

> Linux is great, and has its place. Unfortunately, people like you
> insist on bad advocacy and harm it a great deal. Save it for Slashdot,
> because nobody else wants to hear it.

When my work and the world was hit hard by the "I Love You" virus, I disconnected my PC for a day at work and brought in a Atari ST. I was able to dial into the network, and that was no problem. Getting a word processor that was in par with what was being sent at me was a fun part. And the list just went on and on.

I discovered that no matter how much I did like the Atari platforms, and maybe not as much the windows platforms, well, it was not a bad OS to use at work and then leave at work. :D

Don't own a windows PC at work. I like Atari and Macs. But the Windows platforms have their place.

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http://www.familynet-international.org

4871. Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 17:04:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00264dd7@familynet-international.org>
Source record: 8585

FamilyNet International Newsgate

> From: "Gerard Mindstep" <piano_nerds@yahoo.fr>

> Are there any good games with hot nude men showing their megacocks ???

There was a C=64 demo that that C=64 friend told me about in the 80's. And I have a pinball game for the Atari computer that I saved because it made fun of a guy on the BBS's. I might have that around. Interested?

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4872. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 17:05:11 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43a839c8$1@duster.adelaide.on.net>
Source record: 8576
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote in message
news:kkgl73-stc.ln1@ridcully.fsnet.co.uk...
> Clockmeister <no-one@nowhere.com> did eloquently scribble:
>> Poor excuses, BBS's were very popular at one time when there was no
>> internet
>> and the C64 was a popular system to run them. The C64 was also popular in
>> robotics and amateur radio. None of those niches was fed by the lowly,
>> boring and unimaginative ZX.
>
> Hah, you think?
> The zx spectrum's edge connector made it ideal for robotics.

Not nearly as much as the user port, expansion port and cassette ports and
joystick ports on the C64.

> And yes, there were radio comms programs for the spectrum.
> zxRitty (I think it was called) being one of them.
> Why would the spectrum be unsuitable for ham radio data transmission?

Unheard of unlike the C64 and other systems which were popular among radio
operators. Sure it is possible, but I don't know of anyone who actually used
a ZX for that purpose.

> It has audio tape as its default storage medium, seems ideally suited to
> me.

The default storage medium was tape for virtualy all the 8 bitters, that in
itself proves nothing.

4873. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 17:19:05 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <p3fgq1h475a9thkgcn5ofcj895sicvbnm3@4ax.com>
Source record: 8577
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Wed, 21 Dec 2005 01:05:11 +0800, "Clockmeister" <no-one@nowhere.com> wrote:

>
><spike1@freenet.co.uk> wrote in message
>news:kkgl73-stc.ln1@ridcully.fsnet.co.uk...
>> Clockmeister <no-one@nowhere.com> did eloquently scribble:
>>> Poor excuses, BBS's were very popular at one time when there was no
>>> internet
>>> and the C64 was a popular system to run them. The C64 was also popular in
>>> robotics and amateur radio. None of those niches was fed by the lowly,
>>> boring and unimaginative ZX.
>>
>> Hah, you think?
>> The zx spectrum's edge connector made it ideal for robotics.
>
>Not nearly as much as the user port, expansion port and cassette ports and
>joystick ports on the C64.

And again, the Spectrum is limited in what way?

>
>> And yes, there were radio comms programs for the spectrum.
>> zxRitty (I think it was called) being one of them.
>> Why would the spectrum be unsuitable for ham radio data transmission?
>
>Unheard of unlike the C64 and other systems which were popular among radio
>operators. Sure it is possible, but I don't know of anyone who actually used
>a ZX for that purpose.

And the same goes for the C64 as well. I knew of no-one who used it for radio.
>
>> It has audio tape as its default storage medium, seems ideally suited to
>> me.
>
>The default storage medium was tape for virtualy all the 8 bitters, that in
>itself proves nothing.
>
It proves that the Spectrum was more than capable of the task.

How many times have you actually used a Spectrum? how much research have you
actually done? Because everything you write points to a man who has no idea what
they are talking about.

Oh, and still waiting for the answers to the questions I set you. Why are you
avoiding all requests to those questions?

--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4874. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 17:44:20 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135100659.971539.98380@g47g2000cwa.googlegroups.com>
Source record: 8578

neopeius wrote:
> I have two Indus disk drives which for over 20 years provided
> trouble-free service. A few months ago, both stopped working. They
> don't make the smooth sound on start-up anymore. I wonder if I put in
> a disk which killed them (seeing how I put the same disk in both
> drives, maybe it got them dirty or something).
>
> Is there any way to fix these? Is there some kind of disk cleaning
> disk (like they made for VCRs?). My system is utterly dead without
> them and I am very upset. Please help if you can.
>
> Gideon

The both failed at the exact same time?

I would tend to think its a connection problem. Check both your SIO cables with each drive, one at a time, configured as drive 1 of course.

Do you have an SIO2PC cable of the like or any other SIO attached device which you could use to confirm that the SIO port is still working?

A bad disk could "gum up" the heads of both drives but the drives would not be quiet as you say they are. You would hear excessive head seeking. (I think Steve Tucker was talking about this).

Head cleaning disks used to be cheap, like $2 USD but they are hard to find now. The fiberglass one were more expensive but tended to last a very long time. (Mine's about 20 years old). Don't even know if the internet specialty stores carry 5.25 cleaning disks.

I doubt if the the experts ever reccommended cleaning disks anyway, prefering to clean the heads with solvents and swabs instead.

Well, that's my 2 cents worth.

- Steve Sheppard

4875. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 18:09:33 UTC
From: spike1@freenet.co.uk
Message-ID: <2mrl73-pfd.ln1@ridcully.fsnet.co.uk>
Source record: 8579
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
Clockmeister <no-one@nowhere.com> did eloquently scribble:
> The default storage medium was tape for virtualy all the 8 bitters, that in
> itself proves nothing.

I did say AUDIO...
Not all machines stored to tape using audio, did they?
If so, why did the commode require an expensive proprietory tape recorder to
save stuff (if you didn't want to take out the second mortgage required to
buy the disk drive)
--
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------------
```

4876. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 18:15:56 UTC
From: sebastienmarty@yahoo.fr
Message-ID: <1h7vuhg.i95n501dzlkyzN%sebastienmarty@yahoo.fr>
Source record: 8580
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Clockmeister <no-one@nowhere.com> wrote:

> Says the man who's arguements have more holes in them then Swiss cheese.

No hole in Swiss cheese, sorry... Find another one.

--
[SbM]
<http://sebastienmarty.free.fr> - <http://tradintosh.free.fr>
<http://sbm.ordinotheque.free.fr> - <http://palmiciel.free.fr>
"If the French were really intelligent, they'd speak English" (W. Sheed)

4877. Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 19:20:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002653f0@familynet-international.org>
Source record: 8588

```
FamilyNet International Newsgate

Don't forget to check out the Atari News chat tonight at 8 pm cst at....

telnet://www.atarinews.org

Hope to see you there!

Doc Clu

And if you have never been there, here is what it is like getting in the
chat room...

Red Hat Linux release 7.3 (Valhalla)
Kernel 2.4.20-43.7.legacy on an i686 login: bbs
Password:bbs

(snip)

userid ('new' for new user):
Password:

(snip)

Last login Sun Dec 18 08:34:25 2005 from adsl-209-30-176-237. [RETURN]:

(snip)

The AtariNews.Org BBS No Board Currently Selected
Enter Command: Talk

(snip)

Interactive Talk Menu No Board Currently Selected
Enter Talk Command: Chat
Enter chatid: DrClu

-->
*** Welcome to Chat, DrClu
*** 0 other user(s) present
*** 0 other visible room(s) in use
*** DrClu has entered room 'main'
DrClu: hi! Welcome to the Atari News chat!
-->

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http://www.familynet-international.org
```

4878. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 19:31:34 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <q_Ypf.4308$mj1.3913@newsread3.news.pas.earthlink.net>
Source record: 8581
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Ken Swanson wrote:
> Sorry for the top-post, but where are you guys getting figures of 128
> and 256 colors?

Display list interrupts are not hard to do but from a practical stand point it is just a pissing contest to say how many colors you have.

Most games were written using Gr. 12 or 13 IIRC, whatever the 5 color ~text type mode with a redefined character set. This gave effectively the same resolution as Gr. 15 with an extra color. The advantages were they only took up ~960 <or 480 for the lower res> bytes to do a complete screen and modification took much less effort. These modes were available to machine language programmers from the early days and BASIC from the XLs.

Just for an example, I did a short 3d type dungeon with animated torches. All that was necessary to make the torches flicker was to change the two byte pointer character set pointer to a second character set with a redefined torch. Point being if I had wanted to animate dozens of things on screen like the torches it would not have taken any more over head, just additional redefined items in the 2nd character set.

But even with simple and slow techniques, like only having one character set with two torch definitions in it, it would have only required two bytes be alternatively poked into screen memory to animate the torch. Very fast compared to any high color or high res bit map mode.

4879. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-20 19:34:11 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <T0Zpf.41286$d5.196882@newsb.telia.net>
Source record: 8582

"MrScout" <mrscout@sbcglobal.net> skrev i meddelandet
news:1135030540.219635.173410@g43g2000cwa.googlegroups.com...
>> ...

The Atari is super cool, with at least one or two features that none of the other 8-bit machines can match.

But. the original Atari 400/800 computer models were released in 1978 (1979?) and thanks to the very advanced architecture seen from a late 1970s perspective, the 8-bit Atari could compete with some competitor models released 2-4 years later.

My conclusion is that the Atari cannot match the specification and the enormous game library for the C64, but there are a few things that the Atari can do that to my knowledge no other 8-bit computer can do.

It could be argued that the Atari 800XL model was a bit obsolete for its release date, but it also gave us all a glimpse of what the future would bring, with some of its exceptional 256 colour images and shining metal effects.

If you have not already done it, I think you should take a look at some top rated game titles and perhaps a couple of demos for the Atari.

Anders

4880. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 01:00:49 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1135126849.505605.210380@g44g2000cwa.googlegroups.com>
Source record: 8586
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Well, I've been doing a lot of research today, and I think I got a
better understanding of the speed difference between the two machines.
The comparison below is between both machines in the default text mode,
no sprites or anything else that would steal more cycles away, and in
NTSC:

C64: every 8th scan line VIC II halts the 6502 to fetch color and data,
and every line for memory refresh. So, we got:

65 cycles/scan line x 263 lines/frame = 17,095 cycles/frame
LESS
40 cycles/line x 32 bad lines
3 cycles/line x 263 for memory refresh
EQUALS
15,026 cycles/frame available

Atari: every line 9 cycles for memory refresh, plus 1 for each byte of
char fetched, one every 8th scan line for char set data plus display
list itself. So, we got:

114 cycles/line x 262 lines/frame = 29,868 cycles/frame
LESS
9 cycles/line x 262 lines
40 chars x 8 bytes x 24 lines
40 chars x 24 lines
EQUALS
18,870 cycles/frame available

I'm assuming that as the graphics get more complex, the Atari will
start stealing even more cycles than the C64, so the difference will
get smaller.

Anyway, even though the speed advantage is a lot less than the Mhz
difference would suggest, it's still a pretty good margin.

If I made any errors, or if there is more to the picture, please
correct me!!

MrScout

4881. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 01:23:51 UTC
From: Jaymz Julian <jaymz@artificial-stupidity.net>
Message-ID: <doaar7$jp6$1@news-01.bur.connect.com.au>
Source record: 8587
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 2005-12-21, MrScout <mrscout@sbcglobal.net> wrote:
> 65 cycles/scan line x 263 lines/frame = 17,095 cycles/frame
> LESS
> 40 cycles/line x 32 bad lines
> 3 cycles/line x 263 for memory refresh
> EQUALS
> 15,026 cycles/frame available

there is 312 lines per screen on the pal systems that are most common.
In any case, your numbers don't add up for either PAL or NTSC systems -
there is 63 available cycles after memory refresh for PAL, and 65 cycles
after memory refresh for NTSC - or 64 on the rev0 NTSC vic. Your
numbers fail it.

Additionally there is onyl 25 bad lines per screen - one per displayed
charline.

63 cycles/line x 263 lines/frame = 19656 cycles/frame
LESS
40 cycles/line x 25 badlines/frame = 1000 cycles/frame
EQUALS
18656 cycles/frame available with the screen enabled.

> 114 cycles/line x 262 lines/frame = 29,868 cycles/frame
> LESS
> 9 cycles/line x 262 lines
> 40 chars x 8 bytes x 24 lines
> 40 chars x 24 lines
> EQUALS
> 18,870 cycles/frame available

Which is remarkably close to this figure, although I am reluctant to
believe your atari figures either, given how badly you butchered the c64
figures.

BTW, for NTSC:

65 cylces/scanline x 263 cycles/frame = 17095 cycles/frame
LESS
40 cycles/badline x 25 badliens = 1000 cycle/frame
EQUALS
16095 cycles/frame avaialble on NTSC, however it should be noted that
there are 60 of these per second - allowing for a total of 965,700
cycles/second available there, vs. 932,800 cylces/frame avaialble on
PAL.

-- jj

4882. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 04:14:58 UTC
From: secretspam@ihatespam.net
Message-ID: <43b0d6b9.273612187@nntp.charter.net>
Source record: 8589

Troll bate.

On 19 Dec 2005 14:15:40 -0800, "MrScout" <mrscout@sbcglobal.net>
wrote:

>First, a little background. I have been a heavy user of C64 back in mid
>80s, and dabled with the Atari 8-bits and Apple IIs. I've never went
>past BASIC and some simple ASM routines as far as programming. It's
>been a long time since I've used an 8-bit machine, until a couple of
>months ago at a friend's house, when he fired up an 800XL, and we had a
>blast playing some old games... Ever since then, I started having an
>itch for actually doing some assembly coding on an 8-bit. I bought a
>C64, Atari 800XL and 130XE, and now am having a hard time deciding
>which way to go :)
>
>Basically, I want to learn the ins and outs of the machine, do some
>"serious" assembly coding, just have a blast, and do not have the time
>to invest in both architectures, but also do not want to start on one
>machine just to find out that the other one is in the end faster/richer
>graphically/easier to control the screen with.
>
>On to the question!! From a purely technical perspective, is there a
>discussion/article/etc. on the net somewhere that discusses the Atari
>vs. Commodore hardware in great detail? Anything from pros/cons of PMs
>of Atari to C64s sprites, limitations of VIC II vs. DLIs, etc...? All
>that I have found so far has been quite a childish trolling, and I'm
>really interested in solid technical discussion...
>
>In particular, I'm interested in doing graphically oriented demos and
>games. Atari is great with it's 128 colors, but I've read that you can
>duplicate it on the C64 with special effects. So, I would be interested
>to know how well/accurately/densly can you control changes to the
>screen data mid-line, during V blank, etc. Is the DLI programming
>style, which seems very different from a straightforward C64 way (well,
>except in the way you have to address the individual pictures), better
>in the end? And how about interupt programming in general? Which
>machine has more usable posibilites?
>
>Sorry for the long post, but I really hope that I can get some
>reasonable, constructive feedback!
>
>Thanks!!
>
>MrScout

4883. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 04:49:49 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <N95qf.57484$fY5.44475@trnddc02>
Source record: 8590
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"The Starglider" wrote ...

> On Tue, 20 Dec 2005 23:26:09 +0800, "Clockmeister" <no-one@nowhere.com>
> wrote:
>
>>You have never and will never win a ZX vs C64 comparison and that
>>obviously
>>shits you to tears.
>
> Still waiting for my answers loser.

Learn to read Starglider (reference that comment to another of my posts in
this thread).
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4884. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 07:01:39 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1135148499.045897.146140@g44g2000cwa.googlegroups.com>
Source record: 8591
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jaymz,

Thanks, as I mentioned in my post, I'm trying to learn all of this, so
I didn't "butcher" it on purpose. But what you wrote makes sense.

MrScout

4885. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 08:18:05 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <rs3iq159grakjt72rrgvue5fedqeasrqva@4ax.com>
Source record: 8592
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Wed, 21 Dec 2005 04:49:49 GMT, "Sam Gillett"
<samgillettnospam@diespammermsn.com> wrote:

>
>"The Starglider" wrote ...
>
>> On Tue, 20 Dec 2005 23:26:09 +0800, "Clockmeister" <no-one@nowhere.com>
>> wrote:
>>
>>>You have never and will never win a ZX vs C64 comparison and that
>>>obviously
>>>shits you to tears.
>>
>> Still waiting for my answers loser.
>
>Learn to read Starglider (reference that comment to another of my posts in
>this thread).

Don't defend him!

I'm still waiting for answers to my questions I posed to him a while ago, and he
chooses to ignore, simply because he doesn't want to show himself up as the
fool.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4886. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 11:46:29 UTC
From: John Selck <selcc@t-online.de>
Message-ID: <op.s14tnrt0r8utbk@jsopera59.t-online.de>
Source record: 8593
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Wed, 21 Dec 2005 02:00:49 +0100, MrScout <mrscout@sbcglobal.net> wrote:

> Well, I've been doing a lot of research today, and I think I got a
> better understanding of the speed difference between the two machines.
> The comparison below is between both machines in the default text mode,
> no sprites or anything else that would steal more cycles away, and in
> NTSC:
>
> C64: every 8th scan line VIC II halts the 6502 to fetch color and data,
> and every line for memory refresh. So, we got:

Exactly. You can also force the C64 to fetch color data more than that
so you get 1 pixel high color cells. This is called "FLI" in C64 world
and produces very high color resolution.

> 65 cycles/scan line x 263 lines/frame = 17,095 cycles/frame

65x263 on NTSC, 63x312 on PAL

> 40 cycles/line x 32 bad lines

The BA (bus allocate) of the processor is set 3 cycles before a DMA
operation starts, it will stop the cpu on memory read operations. This
means, depending on what is currently executed a bad line takes
41-43 cpu cycles. Also, there are not 32 badlines but 25, because the
C64 has 40x25 color cells/characters.

> 3 cycles/line x 263 for memory refresh

Nopes, there are 5 cycles per line DRAM refresh, but those are hidden
in the DMA cycles.

Another thing which is propably worth to mention: A C128 is fully C64
compatible, but has a flag to force all DMA cycles to be used by
the CPU which results in a 2 MHz mode. You can use this 2 MHz mode
in border areas which results in ~ 1.3 MHz effectively.

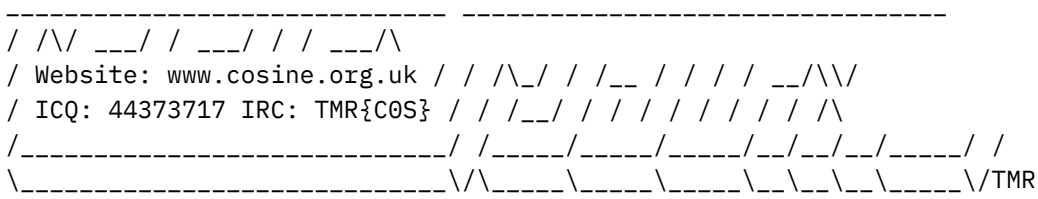
Regards.

4887. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 13:17:13 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <tBcqf.39064$a15.7432@newsfe5-win.ntli.net>
Source record: 8594
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

MrScout wrote:
> Thanks, as I mentioned in my post, I'm trying to learn all of this, so
> I didn't "butcher" it on purpose. But what you wrote makes sense.

Jaymz making sense... make the most of it, that doesn't happen much! [grins =-]
--



4888. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 15:49:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.21.15.49.51.86922@charter.net>
Source record: 8595

On Tue, 20 Dec 2005 19:20:36 +0000, Greg Goodwin wrote:

This is odd. Looking at the time/date, it looks like you posted it
Tuesday, at 7:20pm, yet despite checking these newsgroups several times a
day, including last night, I didn't get this message until this morning
(Wed). :-(

--
_/_/_/

4889. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 15:51:33 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.21.15.51.31.828555@charter.net>
Source record: 8596
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Wed, 21 Dec 2005 08:18:05 +0000, The Starglider wrote:

> On Wed, 21 Dec 2005 04:49:49 GMT, "Sam Gillett"
> <samgillettnospam@diespammermsn.com> wrote:
>
>>
>>"The Starglider" wrote ...
>>
>>> On Tue, 20 Dec 2005 23:26:09 +0800, "Clockmeister" <no-one@nowhere.com>
>>> wrote:
>>>
>>>>You have never and will never win a ZX vs C64 comparison and that
>>>>obviously
>>>>shits you to tears.
>>>
>>> Still waiting for my answers loser.
>>
>>Learn to read Starglider (reference that comment to another of my posts in
>>this thread).
>
> Don't defend him!
>
> I'm still waiting for answers to my questions I posed to him a while ago, and he
> chooses to ignore, simply because he doesn't want to show himself up as the
> fool.

Listen, can you guys please take this OFF the comps.sys.atari.8bit
newsgroup? It really has no business here. I for one, love my Atari 8bit
but am not interested in the least in some thread involving a spat between
C64 users and Spectrum users.

Please? Thank you.

--
_/_/_/

4890. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 18:15:41 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <rn6jq1t311g9j77jfe4cvihm7ocfn147b5@4ax.com>
Source record: 8597
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
On Wed, 21 Dec 2005 10:51:33 -0500, "Ronald J. Hall"
<dark_lord@charter.net> wrote:

>On Wed, 21 Dec 2005 08:18:05 +0000, The Starglider wrote:
>
>> On Wed, 21 Dec 2005 04:49:49 GMT, "Sam Gillett"
>> <samgillettnospam@diespammermsn.com> wrote:
>>
>>>
>>>"The Starglider" wrote ...
>>>
>>>> On Tue, 20 Dec 2005 23:26:09 +0800, "Clockmeister" <no-one@nowhere.com>
>>>> wrote:
>>>>
>>>>>You have never and will never win a ZX vs C64 comparison and that
>>>>>obviously
>>>>>shits you to tears.
>>>>
>>>> Still waiting for my answers loser.
>>>
>>>Learn to read Starglider (reference that comment to another of my posts in
>>>this thread).
>>
>> Don't defend him!
>>
>> I'm still waiting for answers to my questions I posed to him a while ago, and he
>> chooses to ignore, simply because he doesn't want to show himself up as the
>> fool.
>
>Listen, can you guys please take this OFF the comps.sys.atari.8bit
>newsgroup? It really has no business here. I for one, love my Atari 8bit
>but am not interested in the least in some thread involving a spat between
>C64 users and Spectrum users.
>
>Please? Thank you.

Yea really why do these moron's keep up this mindless arguing about
which outdated platform is the best? This was getting old 20 years
ago (seriously think about it) anyway I like my 65xe too (love might
be alittle too strong) and I even have room for a c128 in my retro
collection (heresy I know).
```

4891. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 18:24:49 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512211322280.19513@static-141-149-129-16.buff.east.verizon.net>
Source record: 8648
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Wed, 21 Dec 2005, kevin wrote:

> Yea really why do these moron's keep up this mindless arguing about
> which outdated platform is the best? This was getting old 20 years
> ago (seriously think about it) anyway I like my 65xe too (love might
> be alittle too strong) and I even have room for a c128 in my retro
> collection (heresy I know).

Morons is an understatement.

My system of choice was the Apple //e and //c because that's what I had access to. The C64 may have been a better system for games but I never really had access to one. Well, I've used 'em a few times. I have fond memories of all the systems I've used and would get all of them again if I could.

* Apple][+ "Darth Vader"
* Apple //e - HAVE THIS ALREADY ^<>^
* Commodore 64
* Atari 2600 VCS

-uso.

4892. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 20:29:43 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43a9bb5d$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8649
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Ken Swanson wrote:
> Sorry for the top-post, but where are you guys getting figures of 128
> and 256 colors?

The Atari has palette 128 or 256 colors to choose from. Showing them all
at once is a different story. The C64 has just 16 colors, that is it,
but showing them all at once is easy.

> The Atari really only has 16 colors. Or in another graphics mode you
> can get 16 shades of grey. You can sort of make it look like it has
> 256 colors, but that requires alternating graphics modes on every
> other line. A line of 16 colors, followed by a line of 16 shades of
> grey.... can make it look like it has 256 colors, but it really
> doesn't. Plus, that cuts your vertical resolution in half. It does
> look nice though.
>
> Although I have no experience with the C64, I think the Atari is better
> graphics-wise. The display list manipulation that you can do is awesome.

Display list seem like a cool feature, but I don't see what it can do
more than what the C64 can do with raster interupts, with the exception
that display lists do not require CPU load. The VIC chip can be
programmed to generate an interrupt when a certain raster line is
reached. Raster interrupts are useful for all kinds of tricks like
switching graphics modes halfway the screen, soft scrolling only a part
of the screen, changing colors, sprite multiplexing, opening the
borders...etc.

> I was aghast when I first tried an IBMPC and realized how lame
> the graphics were compared to Atari 800. 4-color CGA?... blah!

From a C64 perspective CGA graphics suck big time too.

> I think the sprites on the C64 might be easier to use than Player
> Missiles on the Atari however. I didn't like the fact that to move
> them in one direction you actually have to copy the memory around
> (if I remember right).

Not on the C64. You just provide the X and Y coordiantes and the VIC
chip takes care of the rest. On the Atari you have to move memory around
if you want the player to move vertically.

> To move them in the other direction,
> you just had to change one value. I forget which way was which, but I
> think the horizontal direction was the easier of the two.

Correct.

4893. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 21:16:16 UTC
From: Tarquin Mills <accus@use.net>
Message-ID: <216eebdc4d.Usenet@localhost.local>
Source record: 8650
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

In message <zlGpf.1277$1Y4.98060@news20.bellglobal.com>
Axell <Axell@nosp.no.no.no> wrote:
> The Starglider wrote:
> > Do remember that the article only covers from a US perspective. If
> > a UK/Europe perspective was conducted, the chart would be VERY
> > different in the 8-bit era.
>
> # of Doorstops vs country (relative percentage - commodore)
[snip]
> I guess that you can turn place mats and doorstops into something
> usefully makes for ingenuity. Take pride!

From the C=64 v Speccy Flame War FAQ
http://www.speccyverse.me.uk/comp/accus/spectrum/

Q1.1 The ZX Spectrum can be used as a door stop?
1.2 Did the ZX Spectrum normally use REM statements to store machine code?
A1. People who say this are thinking of the ZX81 or (TS1000 which is a
ZX81 clone) these are not Spectrums. While the ZX81 may be wedge
shaped it will definitely not fit under a door.

Software base for the ZX Spectrum
9968 WoS archive minus type-ins, demos, compilations, covertapes
+1592 MIA
+1707 demos
+3513 magazine type-ins (from TTFN, includes ZX81 etc)
+Timex (50+)
+books type-ins (500+)
+other magazines (fanzines, non-UK etc) type-ins
+cover tape programs, disczines
+PD libraries (1000+)
+CP/M (10,000+)
+hacked software
+other operating systems software and emulators
+compatible programs (Pascal, Forth, BASIC, Basicode, C etc)
+misc
-duplicates
========
Total >30000 (easily)

There are over 4000 piece of music for downloading, and many graphic screens
as well.

The floppy disk drive speed of the MB-02 is 40-50KBs according to the
manufacturer 8bc.

The DTV uses a Kempston style stick which created the standard for joystick interfaces for the ZX Spectrum, why does it not use a Commodore joystick or are they the same. The best interface for playing games is a keyboard and the range of game styles must be limited by only having a joystick as the input method. JSW was easier to control on keyboard than joystick.

Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and any other benchmark results for the C=64 (especially interesting that you think it cannot be beaten by the Spectrum). Atari 800 owners have yet to submit a single result!!!!

Table still stands at:
BogoMips Dhrystone Whetstones
in C 1.1 in C MIPS
Vax Mips in BASIC (interpreted)
PC XT 0.02 0.19-0.23 0.0015
ZX-Spectrum 0.0154 ?????? 0.00052
C=64 0.0033 0.0205 ?????
Atari 800 ???????? ????????? ??????????

The fastest computer so far is the Sinclair ZX Spectrum.
The annual contest between the C=64 and Spectrum can be decided by an agreed scoring system of how good each computer was. Once this is done other computers can be scored as well.

--
Changing MicrosOFT into Micros and OFT (Office of Fair Trading)
http://www.petitiononline.com/oftsucks/ Make the OFT investigate MS Petition
Reboot Movement (An Anti-Wintel Campaign)
http://www.speccyverse.me.uk/comp/reboot/

4894. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 21:37:13 UTC
From: The Starglider <thestarglider@wibble.co.uk>
Message-ID: <plijq1dk9jj9ap0fcrilq3i7v62kc60ril@4ax.com>
Source record: 8651
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On Wed, 21 Dec 2005 21:16:16 GMT, Tarquin Mills <accus@use.net> wrote:

>
>Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
>any other benchmark results for the C=64 (especially interesting that
>you think it cannot be beaten by the Spectrum). Atari 800 owners have
>yet to submit a single result!!!!
>
Don't expect a response too soon.

The moment they realise that they are losing an argument, they alway go silent.

Isn't that right Clockmeister?

Still waiting for my answers too.
--
**********The Starglider********** Public E-Mail.
* http://www.starglider.dynu.com/radio * Ask for private
* Starglider Radio - listen and enjoy! * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
** | O O |
____oOO_\/_OOo_____

4895. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 22:17:17 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.21.22.17.16.32245@charter.net>
Source record: 8652
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On Wed, 21 Dec 2005 21:37:13 +0000, The Starglider wrote:

> On Wed, 21 Dec 2005 21:16:16 GMT, Tarquin Mills <accus@use.net> wrote:
>
>
>>
>>Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
>>any other benchmark results for the C=64 (especially interesting that
>>you think it cannot be beaten by the Spectrum). Atari 800 owners have
>>yet to submit a single result!!!!
>>
> Don't expect a response too soon.
>
> The moment they realise that they are losing an argument, they alway go silent.
>
> Isn't that right Clockmeister?
>
> Still waiting for my answers too.

Still waiting for these threads to quit being posted to
comp.sys.atari.8bit!

I can only assume at this point, that C64 owners and Spectrum owners, in
these threads, are damn fools and don't know how to stop crossposting.

(I deliberately crossposted to make sure this point is getting across.
Something that I very much don't do normally)

--
_/_/_/

4896. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 22:31:18 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4DDCF1AD52%news@youmustbejoking.demon.cu.invalid>
Source record: 8654
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

I demand that Ronald J. Hall may or may not have written...

[snip]
> Still waiting for these threads to quit being posted to
> comp.sys.atari.8bit!

> I can only assume at this point, that C64 owners and Spectrum owners, in
> these threads, are damn fools and don't know how to stop crossposting.

You /could/ have set the Followup-To header appropriately... :-)

--
| Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk
| RISC OS, | Northumberland | s zap,tartarus,org
| Linux | Toon Army | @
| Kill all extremists!

Any shrine is better than self-worship.

4897. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 22:58:57 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43a9de31$0$23230$91cee783@newsreader02.highway.telekom.at>
Source record: 8653
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

The Starglider wrote:

> Don't expect a response too soon.
>
> The moment they realise that they are losing an argument, they alway
> go silent.
>
> Isn't that right Clockmeister?
>
> Still waiting for my answers too.

A good test so far, but I do not think that any execept the 8086/88,
can beat the Z80 at astonishing 3.54MHz.

Even that, this test should be also summarized into, IMHO. I suggest
the speccy will also loose (VIC-II, Antic etc.) here and there, but I
am optimistic.

Best Regards,

Daniel Mandic

4898. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-21 23:47:03 UTC
From: thewises <thewises@enter.net>
Message-ID: <43a9e977$0$25248$cd3e3bf6@news.enter.net>
Source record: 8655
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>> I was aghast when I first tried an IBMPC and realized how lame
>> the graphics were compared to Atari 800. 4-color CGA?... blah!
>
> From a C64 perspective CGA graphics suck big time too.
```

Yeah, they're not great. But I don't think the PCs of that time were any worse at gaming than the Apple II was. The Ataris and Commodores easily outdid both of them, however.

4899. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 01:15:32 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <VMmdnff-L4WyYzTeRVn-tQ@comcast.com>
Source record: 8656

"lp" <GfA@MiNT.Net> wrote in message news:BFCF4921.21821%GfA@MiNT.Net...
> in article pan.2005.12.21.22.17.16.32245@charter.net, Ronald J. Hall wrote
> on 12/21/05 5:17 PM:
>
>> Still waiting for these threads to quit being posted to
>> comp.sys.atari.8bit!
>>
>> I can only assume at this point, that C64 owners and Spectrum owners, in
>> these threads, are damn fools and don't know how to stop crossposting.
>
> Same here.
>
>> (I deliberately crossposted to make sure this point is getting across.
>> Something that I very much don't do normally)
>
> I keep killing entire threads, and they keep renaming them. ;-P

These threads are nothing more than a geriatric dick waving contest. These machines were outdated 20 years ago, but that has nothing to do with why I keep my Atari around. It's the machine I gew up with. It was my first computer. That's all the reason I need to keep playing around with it. :)

>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4900. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 01:18:44 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <hMmdnX0HWsxyYzTenZ2dnUVZ_tmdnZ2d@comcast.com>
Source record: 8657

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2005.12.21.15.49.51.86922@charter.net...
> On Tue, 20 Dec 2005 19:20:36 +0000, Greg Goodwin wrote:
>
> This is odd. Looking at the time/date, it looks like you posted it
> Tuesday, at 7:20pm, yet despite checking these newsgroups several times a
> day, including last night, I didn't get this message until this morning
> (Wed). :-(

Well, it was certainly an interesting chat. That was the first time I ever
used my 130XE to telnet.

Greg Goodwin clued me into an interesting way to get my Atari to connect
directly to the www without the need for a PC to act as a proxy. Albeit a
little expensive...

Was definately fun.

>
> --
> _/_/_/_

4901. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 01:27:54 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <uinqf.79859$V7.17843@news-server.bigpond.net.au>
Source record: 8658

David Bowden wrote:
> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2005.12.21.15.49.51.86922@charter.net...
>
>>On Tue, 20 Dec 2005 19:20:36 +0000, Greg Goodwin wrote:
>>
>>This is odd. Looking at the time/date, it looks like you posted it
>>Tuesday, at 7:20pm, yet despite checking these newsgroups several times a
>>day, including last night, I didn't get this message until this morning
>>(Wed). :-(
>
>
> Well, it was certainly an interesting chat. That was the first time I ever
> used my 130XE to telnet.
>
> Greg Goodwin clued me into an interesting way to get my Atari to connect
> directly to the www without the need for a PC to act as a proxy. Albeit a
> little expensive...
>
> Was definately fun.

Do tell. Sounds cool.

Mark

4902. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 01:45:40 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <WtGdnW3eOsfXmDfeRVn-qg@comcast.com>
Source record: 8659

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:uinqf.79859$V7.17843@news-server.bigpond.net.au...
> David Bowden wrote:
>> Greg Goodwin clued me into an interesting way to get my Atari to connect
>> directly to the www without the need for a PC to act as a proxy. Albeit a
>> little expensive...
>>
>> Was definately fun.
>
> Do tell. Sounds cool.

ICD P: R: Connection and one of the following...

http://www.lantronix.com/device-networking/external-device-servers/mss100.html

http://www.lantronix.com/device-networking/external-device-servers/uds-10.html

>
> Mark
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4903. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 02:26:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.22.02.26.38.677633@charter.net>
Source record: 8660

On Wed, 21 Dec 2005 19:18:44 -0600, David Bowden wrote:

> Well, it was certainly an interesting chat. That was the first time I ever
> used my 130XE to telnet.

Greg is always a lot of fun to talk with. :-)

> Greg Goodwin clued me into an interesting way to get my Atari to connect
> directly to the www without the need for a PC to act as a proxy. Albeit a
> little expensive...
>
> Was definately fun.

Lantronix UDS10? Thats what I use with my BBS. :-)

--
_/_/_/

4904. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 02:30:21 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9733DAC599647emuslor@216.196.97.136>
Source record: 8661

```
Despite all prevention efforts, "David Bowden" <nospam@spamsux.org>
wrote in news:WtGdnW3eOsfXmDfeRVn-qg@comcast.com:

>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:uinqf.79859$V7.17843@news-server.bigpond.net.au...
>> David Bowden wrote:
>>> Greg Goodwin clued me into an interesting way to get my Atari to
>>> connect directly to the www without the need for a PC to act as a
>>> proxy. Albeit a little expensive...
>>>
>>> Was definately fun.
>>
>> Do tell. Sounds cool.
>
> ICD P: R: Connection and one of the following...
>
> http://www.lantronix.com/device-networking/external-device-
servers/mss1
> 00.html
>
> http://www.lantronix.com/device-networking/external-device-
servers/uds-
> 10.html
>

Hey! I helped clue you too! :)
Poor Slor - always taken for granted...

--
Slor
```

4905. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 02:43:25 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <2u2dnSGtDutVjzfeRVn-gw@comcast.com>
Source record: 8662

"Slor" <semaj@rols.ten> wrote in message
news:Xns9733DAC599647emuslor@216.196.97.136...
>>
>
> Hey! I helped clue you too! :)
> Poor Slor - always taken for granted...

My bad. Props to Slor!

Hey man, email me your msn/yahoo/aim name or just send me an IM. I forgot
which service you use.

>
> --
> Slor
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

4906. Re: 1mb MIO,manual, disk on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 02:47:10 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <sp4kq1pvdtsfmb5896p0r5vm4pktdejitp@4ax.com>
Source record: 8663

Hi all,

Apparently my digital camera no longer functions. So I cannot take any pictures of the MIO or the adapter card. It was an old crappy Kodak DC-210 that took blurry pictures anyway.

The XE adapter card has two card edges, the XL side which has two large rubber feet, and the XE side, which connects to the cartridge port of the XE. The top of the adapter has TWO blue cartridge connecters, assuming one for a RTIME and one for a standard Atari 8 bit cart. The PCB is masked over in black with ICD Inc, EXTNDR REV 1 slightly visible from the mask.

Any other questions, feel free to ask.

Thanks,
Rory

>"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
>news:vtf4q1ljmc4ev2afmdsdh32gbdjeiivktb@4ax.com...
>> Hi,
>>
>> I've just put an MIO on Ebay.
>>
>> Thanks
>> Rory
>> ---------------------
>> Flagrant System Error
>> Computer over.
>> Virus = Very Yes
>> ---------------------
>> http://homestarrunner.com/sbemail.html
>

Flagrant System Error
Computer over.
Virus = Very Yes
----
http://homestarrunner.com/sbemail.html

4907. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 03:22:27 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1135221747.013739.196450@g44g2000cwa.googlegroups.com>
Source record: 8664

Thanks guys. I've tried different SIO cables with similar results. I don't know if you're familiar with the Indus in particular, but it makes a lovely whirring sound and then spins up through 39.

Currently, they sometimes do that, and then they load disks, but usually there more of a quick hiccough and they won't read the disk. (LEDs do the standard go to 20 and then G4 BEEP)

My wife has this week become an Atari fanatic (sings praises) and is going to by an SIO2PC. I also bought a new Indus AND a head cleaner disk from Bravo Sierra for 8 bucks. Apparently I have to go to Radio Shack for fluid--any idea on that?

Thanks again. So nice to see the Atari community is still alive.

4908. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 03:47:51 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Hlpqf.40775$tV6.36589@newssvr27.news.prodigy.net>
Source record: 8665

neopeius wrote:

> My wife has this week become an Atari fanatic (sings praises) and is
> going to by an SIO2PC. I also bought a new Indus AND a head cleaner
> disk from Bravo Sierra for 8 bucks. Apparently I have to go to Radio
> Shack for fluid--any idea on that?

Just use regular drugstore alcohol. If the drive is very dirty you will have to use the disk 5-6 times, they dont really clean very well. Just put a few drops of the stuff on the exposed portion of the disk, insert it and turn the drive on. Then turn on the Atari to make it spin for awhile while trying to boot.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4909. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 04:52:47 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1135227167.582640.13200@g49g2000cwa.googlegroups.com>
Source record: 8666
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Tarquin Mills wrote:
<snip>
> Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
> any other benchmark results for the C=64 (especially interesting that
> you think it cannot be beaten by the Spectrum). Atari 800 owners have
> yet to submit a single result!!!!
>
> Table still stands at:
> BogoMips Dhrystone Whetstones
> in C 1.1 in C MIPS
> Vax Mips in BASIC (interpreted)
> PC XT 0.02 0.19-0.23 0.0015
> ZX-Spectrum 0.0154 ?????? 0.00052
> C=64 0.0033 0.0205 ?????
> Atari 800 ???????? ????????? ??????????
>
> The fastest computer so far is the Sinclair ZX Spectrum.
> The annual contest between the C=64 and Spectrum can be decided by
> an agreed scoring system of how good each computer was. Once this is
> done other computers can be scored as well.
>

Where's the code at? I assume, since we aren't talking asm here, that
we all need to run standardized code, at least within the limits of our
compilers/interpreters?

Seen code for BogoMips on the Sinclair group, downloaded it, have it
stuck somewhere on here, but if you can point to all just so I can make
sure that I'm wasting my time necessarily (instead of wasting my time
unnecessarily). Not that it makes any difference...

4910. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 05:42:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43aa3cd84fcf90@comcast.net>
Source record: 8670

>neopeius wrote:
>
>> My wife has this week become an Atari fanatic (sings praises) and is
>> going to by an SIO2PC. I also bought a new Indus AND a head cleaner
>> disk from Bravo Sierra for 8 bucks. Apparently I have to go to Radio
>> Shack for fluid--any idea on that?
>
> Just use regular drugstore alcohol. If the drive is very dirty you will have
> to use the disk 5-6 times, they dont really clean very well. Just put a few drops of
> the stuff on the exposed portion of the disk, insert it and turn the drive on. Then
> turn on the Atari to make it spin for awhile while trying to boot.
>
>Steve

I have also used regular isopropyl alcohol on an old Percom Data drive that I
use from time to time. It will not read any disk until I clean it.

4911. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 06:34:07 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43aa4955@quokka.wn.com.au>
Source record: 8667
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Ronald J. Hall wrote:

> I can only assume at this point, that C64 owners and Spectrum owners, in
> these threads, are damn fools and don't know how to stop crossposting.
>
> (I deliberately crossposted to make sure this point is getting across.
> Something that I very much don't do normally)
>

It seems C64 owners and Spectrum owners cant stop arguing about this
irrelevant crap.

Last crosspost I promise!

4912. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 10:29:32 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <gevqf.43083$a15.34493@newsfe5-win.ntli.net>
Source record: 8668

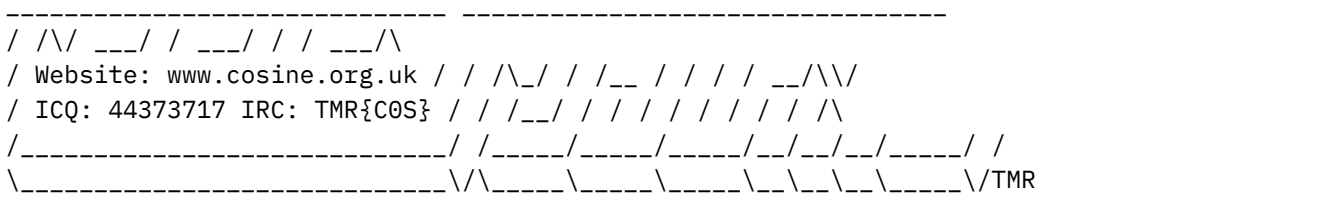
Daniel Mandic wrote:
> What? The Atari and the C64 does not have the slightest chance against
> a z80 I/O.

Sorry, that's... what's the word... oh yes, *bollocks*. The C64's I/O could be sluggish if software accelleration wasn't used (and it usually was) but for transfer speeds the Atari's SIO bus could lightly toast *both* machines and eat them as a snack.

Unless you mean the actual CPU power, in which case a 1.7MHz 6502 is only marginally slower than a 3.5MHz Z80a when the cycle times of the commands are taken into consideration and the Atari has the ANTIC hardware helping out, assorted character-based screen modes like the C64 (in fact, they're a bit faster because the screen RAM is only 960 bytes long for most modes and 480 for the really quick ones) and hardware sprites.

> Have I ever mentioned the perfect finish of the speccy-design?
> I use to polish the metal-parts with B2000 (a perfect cart-wax), makes
> 56780 gaming more freeminded, as I know the politur protects the
> varnish from human sweat.

Someone's feeding the output of a Markov chainer into the thread, aren't they...?
--



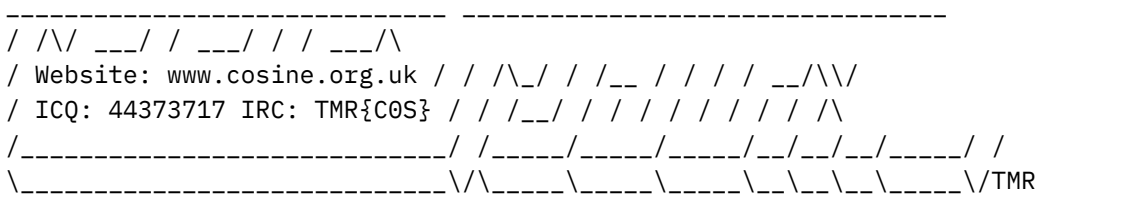
4913. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 10:44:07 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <Xrvqf.40189$Cj5.4755@newsfe6-win.ntli.net>
Source record: 8669
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Peter van Merkerk wrote:
> Display list seem like a cool feature, but I don't see what it can do
> more than what the C64 can do with raster interupts, with the exception
> that display lists do not require CPU load.

They do take *some* CPU load, but the main advantage is that they do
everything *easily*; changing screen modes on the C64 is a matter of loading
the registers, waiting for the end of a scanline and dropping those values
in before the next badline has a chance to notice whilst the display list
simply says "do 20 character lines of this display mode with smooth scroll
enabled, do 8 rasterlines of nothing, do 24 lines of bitmap screen mode with
hardware scroll turned off" or whatever and the hardware splits all the
changes perfectly for you.

> Raster interrupts are useful for all kinds of tricks like
> switching graphics modes halfway the screen, soft scrolling only a part
> of the screen, changing colors, sprite multiplexing, opening the
> borders...etc.

The DLI system could do the colour changes, recycling of sprites and so
forth, the Display List itself does switching graphics modes, shunting in
and out of smooth scroll down the display or expanding the display area
vertically and the ANTIC can knock it's side borders out without any tricks,
it's a stock feature.
--


4914. Re: The Commodore 64 rules!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 15:23:12 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43aac4e0$0$16895$91cee783@newsreader01.highway.telekom.at>
Source record: 8671

Jason wrote:

> Daniel Mandic wrote:
> > What? The Atari and the C64 does not have the slightest chance
> > against a z80 I/O.
>
> Sorry, that's... what's the word... oh yes, bollocks. The C64's I/O
> could be sluggish if software accelleration wasn't used (and it
> usually was) but for transfer speeds the Atari's SIO bus could
> lightly toast both machines and eat them as a snack.
>

Yes yes. I remember that 'my ATARI has 1.79MHz and not 1MHz' thematic very well. I dare to say that the C64 is making more nice Graphics than the ATARI. Although both are clunky at block graphic... one makes slim and the other the typical broad one. etc...

> Unless you mean the actual CPU power, in which case a 1.7MHz 6502 is
> only marginally slower than a 3.5MHz Z80a when the cycle times of the
> commands are taken into consideration and the Atari has the ANTIC
> hardware helping out, assorted character-based screen modes like the
> C64 (in fact, they're a bit faster because the screen RAM is only 960
> bytes long for most modes and 480 for the really quick ones) and
> hardware sprites.
>

Well, letï¿½s get back to raw digital performance.

Thatï¿½s the same if you would like to compare a "AMD Athlon2000 with onboard shared-memory GfX, and letï¿½s say a KT800pro Chipset" to a "iP-III/550 with a PNY QuadraFX4000 AGP3.0 Universal" and say the P3 have a faster I/O. Of course, the slower P3 makes better hardware-accelerated graphics (OpenGL and Co.), more colors and smoother but could never get the Athlon and the rest of the system in raw performance, except graphics (but also not in all instances, 2D etc..).

> > Have I ever mentioned the perfect finish of the speccy-design?
> > I use to polish the metal-parts with B2000 (a perfect cart-wax),
> > makes 56780 gaming more freeminded, as I know the politur protects
> > the varnish from human sweat.
>
> Someone's feeding the output of a Markov chainer into the thread,
> aren't they...?

Best Regards,

Daniel Mandic

4915. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 17:50:48 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <YHBqf.35159$7h7.26180@newssvr21.news.prodigy.com>
Source record: 8672

I'm sure I'm missing something....

"neopeius" <fagin@MUNGEearthlink.net> wrote in message:
> (LEDs do the standard go to 20 and then G4 BEEP)
'G4 BEEP'? Is that an error code? Seems like I remember the Indus
at power up goes to track 39 then back to 00.
> My wife has this week become an Atari fanatic (sings praises) and is
> going to by an SIO2PC.
I also bought a new Indus AND a head cleaner
^^^^^^^
disk from Bravo Sierra for 8 bucks.
^^^^^
'New Indus AND head cleaner' for 8 bucks? Shipping would cost
more than that.

Regards

4916. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 18:34:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512221031470.27675-100000@onyx.spiritone.com>
Source record: 8673
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4917. 25% off Atari Xmas Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 18:39:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512221037020.27675-100000@onyx.spiritone.com>
Source record: 8674
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/specials.htm Details on Holiday Sales!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4918. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 21:33:46 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14lkycddfp.fsf@panini.cling.gu.se>
Source record: 8675
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

>>>>> "an" == anoneds@netscape net <anoneds@netscape.net> writes:

an> Where's the code at? I assume, since we aren't talking asm here,
an> that we all need to run standardized code, at least within the
an> limits of our compilers/interpreters?

So it's a compiler benchmark?

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

4919. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 21:44:40 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9734AA568BDAAemuslor@216.196.97.136>
Source record: 8676

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in news:YHBqf.35159$7h7.26180
@newssvr21.news.prodigy.com:

> I'm sure I'm missing something....
>
> "neopeius" <fagin@MUNGEearthlink.net> wrote in message:
>> (LEDs do the standard go to 20 and then G4 BEEP)
> 'G4 BEEP'? Is that an error code? Seems like I remember the Indus
> at power up goes to track 39 then back to 00.
>> My wife has this week become an Atari fanatic (sings praises) and is
>> going to by an SIO2PC.
> I also bought a new Indus AND a head cleaner
> ^^^^^^^
> disk from Bravo Sierra for 8 bucks.
> ^^^^^
> 'New Indus AND head cleaner' for 8 bucks? Shipping would cost
> more than that.
>

Heh - he had me confused too, since I am the one sending him an Indus
drive. The 8 bucks was just for the head cleaner. :)

--
Slor

4920. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-22 22:42:12 UTC
From: Tarquin Mills <accus@use.net>
Message-ID: <cd1f77dd4d.Usenet@localhost.local>
Source record: 8677
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

In message <1135227167.582640.13200@g49g2000cwa.googlegroups.com>
Anoneds wrote:
> Tarquin Mills wrote:
> <snip>
> > Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
> > any other benchmark results for the C=64 (especially interesting that
> > you think it cannot be beaten by the Spectrum). Atari 800 owners have
> > yet to submit a single result!!!!
> >
> > Table still stands at:
> > BogoMips Dhrystone Whetstones
> > in C 1.1 in C MIPS
> > Vax Mips in BASIC (interpreted)
> > PC XT 0.02 0.19-0.23 0.0015
> > ZX-Spectrum 0.0154 ?????? 0.00052
> > C=64 0.0033 0.0205 ?????
> > Atari 800 ???????? ????????? ??????????
> >
> > The fastest computer so far is the Sinclair ZX Spectrum.
> > The annual contest between the C=64 and Spectrum can be decided by
> > an agreed scoring system of how good each computer was. Once this is
> > done other computers can be scored as well.
> >
> Where's the code at? I assume, since we aren't talking asm here, that
> we all need to run standardized code, at least within the limits of our
> compilers/interpreters?
>
> Seen code for BogoMips on the Sinclair group, downloaded it, have it
> stuck somewhere on here, but if you can point to all just so I can make
> sure that I'm wasting my time necessarily (instead of wasting my time
> unnecessarily). Not that it makes any difference...

The URI for the source is
http://www.speccyverse.me.uk/comp/accus/spectrum/64vZX.zip
The ZX BASIC version of Whetstone used in the official figures is not
available, though I could produce a new version.

--
Changing MicrosOFT into Micros and OFT (Office of Fair Trading)
http://www.petitiononline.com/oftsucks/ Make the OFT investigate MS Petition
Reboot Movement (An Anti-Wintel Campaign)
http://www.speccyverse.me.uk/comp/reboot/

4921. 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 02:48:01 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135306081.605724.192530@z14g2000cwz.googlegroups.com>
Source record: 8678

Hello,

I stuck a 1 Meg simm into my Atari 800. Its not compatible with anything. Its just to see if I can do it. I combined the /SEL lines to select the SIMM (as opposed to 3 /SEL for 3 16k cards). The Atari sees 48k (?FRE(0) returns 37xxx something) . SO MY QUESTION... how can I generate /CAS other than using the 74ls158??? How can i condition the signal comming from the capacitor and coil (MUX signal) I would hate to have to use another 74ls158 just for this signal...HELP you digital GURU's!!!

Thanks
Ralph

PS. if im being to vauge or unclear Please e mail me

4922. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 02:56:37 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2qpmq1dm40ihtviah8rpih7doq8od1d7mg@4ax.com>
Source record: 8679

On 22 Dec 2005 18:48:01 -0800, "Ralphy Rocket" <ralphxpn@pacbell.net>
wrote:

>Hello,
>
>I stuck a 1 Meg simm into my Atari 800. Its not compatible with
>anything. Its just to see if I can do it. I combined the /SEL lines to
>select the SIMM (as opposed to 3 /SEL for 3 16k cards). The Atari sees
>48k (?FRE(0) returns 37xxx something) . SO MY QUESTION... how can I
>generate /CAS other than using the 74ls158??? How can i condition the
>signal comming from the capacitor and coil (MUX signal) I would hate to
>have to use another 74ls158 just for this signal...HELP you digital
>GURU's!!!
>
>Thanks
>Ralph
>
>PS. if im being to vauge or unclear Please e mail me

Just wondering, what is the point of the 1meg simm? do you plan to
use it as a ramdisk?

4923. Broken 800XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 03:03:03 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135306983.362627.104340@g14g2000cwa.googlegroups.com>
Source record: 8680

My 800XL has a problem with the "=" key. The contact is very
sensitive. So sensitive that any typing on the adjacent keys can cause
the "=" to be activated. Sometimes the contact even remains closed and
I get repeating "=".

The key itself is not sticking and appears to have full travel. It's
just that contact is made at the slightest touch or vibration.

Is there any possible fix for this?

- Steve Sheppard

4924. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 10:20:29 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43abcf86$0$811$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8681
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Tarquin Mills wrote:
> In message <1135227167.582640.13200@g49g2000cwa.googlegroups.com>
> Anoneds wrote:
>
>>Tarquin Mills wrote:
>><snip>
>>
>>>Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
>>>any other benchmark results for the C=64 (especially interesting that
>>>you think it cannot be beaten by the Spectrum). Atari 800 owners have
>>>yet to submit a single result!!!!
>>>
>>>Table still stands at:
>>> BogoMips Dhrystone Whetstones
>>> in C 1.1 in C MIPS
>>> Vax Mips in BASIC (interpreted)
>>>PC XT 0.02 0.19-0.23 0.0015
>>>ZX-Spectrum 0.0154 ?????? 0.00052
>>>C=64 0.0033 0.0205 ?????
>>>Atari 800 ???????? ????????? ??????????
>>>
>>>The fastest computer so far is the Sinclair ZX Spectrum.
>>>The annual contest between the C=64 and Spectrum can be decided by
>>>an agreed scoring system of how good each computer was. Once this is
>>>done other computers can be scored as well.
>>>
>>
>>Where's the code at? I assume, since we aren't talking asm here, that
>>we all need to run standardized code, at least within the limits of our
>>compilers/interpreters?
>>
>>Seen code for BogoMips on the Sinclair group, downloaded it, have it
>>stuck somewhere on here, but if you can point to all just so I can make
>>sure that I'm wasting my time necessarily (instead of wasting my time
>>unnecessarily). Not that it makes any difference...
>
>
> The URI for the source is
> http://www.speccyverse.me.uk/comp/accus/spectrum/64vZX.zip
> The ZX BASIC version of Whetstone used in the official figures is not
> available, though I could produce a new version.

This part of the BogoMips code is rather interesting:

```
/*
* This is a chronic cheat! The code is completely different and runs
* many times quicker..<ahem>
*
* We could just forget it really!
*/

#ifdef Z80_DELAY
static void delay(long loops)
{
#asm
.del_loop
call l_declong
ld a,h
or l
or e
or d
jp nz,del_loop
#endasm
}
#endif
```

With the current BogoMips code 6502 based systems have to do with a C implementation of the delay() function. So it is really a 6502 C-compiler test against hand crafted Z80 assembly code, in other words a rather meaningless comparision. I wonder what the scores would be if a 6502 assembly implementation of the delay() function is used.

4925. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 13:59:06 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1135346346.820816.55590@g49g2000cwa.googlegroups.com>
Source record: 8682
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

```
Peter van Merkerk wrote:
> Tarquin Mills wrote:
> > In message <1135227167.582640.13200@g49g2000cwa.googlegroups.com>
> > Anoneds wrote:
> >
> >>Tarquin Mills wrote:
> >><snip>
> >>
> >>>Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
> >>>any other benchmark results for the C=64 (especially interesting that
> >>>you think it cannot be beaten by the Spectrum). Atari 800 owners have
> >>>yet to submit a single result!!!!
> >>>
> >>>Table still stands at:
> >>> BogoMips Dhrystone Whetstones
> >>> in C 1.1 in C MIPS
> >>> Vax Mips in BASIC (interpreted)
> >>>PC XT 0.02 0.19-0.23 0.0015
> >>>ZX-Spectrum 0.0154 ?????? 0.00052
> >>>C=64 0.0033 0.0205 ?????
> >>>Atari 800 ???????? ????????? ??????????
> >>>
> >>>The fastest computer so far is the Sinclair ZX Spectrum.
> >>>The annual contest between the C=64 and Spectrum can be decided by
> >>>an agreed scoring system of how good each computer was. Once this is
> >>>done other computers can be scored as well.
> >>>
> >>
> >>Where's the code at? I assume, since we aren't talking asm here, that
> >>we all need to run standardized code, at least within the limits of our
> >>compilers/interpreters?
> >>
> >>Seen code for BogoMips on the Sinclair group, downloaded it, have it
> >>stuck somewhere on here, but if you can point to all just so I can make
> >>sure that I'm wasting my time necessarily (instead of wasting my time
> >>unnecessarily). Not that it makes any difference...
> >
> >
> > The URI for the source is
> > http://www.speccyverse.me.uk/comp/accus/spectrum/64vZX.zip
> > The ZX BASIC version of Whetstone used in the official figures is not
> > available, though I could produce a new version.
>
```

> This part of the BogoMips code is rather interesting:
>
> /*
> * This is a chronic cheat! The code is completely different and runs
> * many times quicker..<ahem>
> *
> * We could just forget it really!
> */
>
> #ifdef Z80_DELAY
> static void delay(long loops)
> {
> #asm
> .del_loop
> call l_declong
> ld a,h
> or l
> or e
> or d
> jp nz,del_loop
> #endasm
> }
> #endif
>
> With the current BogoMips code 6502 based systems have to do with a C
> implementation of the delay() function. So it is really a 6502
> C-compiler test against hand crafted Z80 assembly code, in other words a
> rather meaningless comparision. I wonder what the scores would be if a
> 6502 assembly implementation of the delay() function is used.

I dunno, in looking over the code, if it is compiled as written (there is no #define Z80_DELAY), it will use the "portable version" as that is devined at top of source...

Take a look at it, it looks like even Linux is tuned to use an asm version with the proper define "CLASSIC_BOGOMIPS" (if that is what that crud evaluates to, guessing based on the 'asm' and the 'ax'). So apparently, we all need to add an asm version to replace the portable version for each microprocessor we run it on!

Here is the code (it ain't as long as most messages on alt.lang.asm ;):

```
/*
* Standalone BogoMips program
*
* Based on code Linux kernel code in init/main.c and
* include/linux/delay.h
*
* For more information on interpreting the results, see the BogoMIPS
* Mini-HOWTO document.
*
```

```
* version: 1.3
* author: Jeff Tranter (Jeff_Tranter@Mitel.COM)
*
* djm 20/3/2000
* Made a little bit more relevent for 8 bit machines in the printing
* stage...should be right!
*/

#include <stdio.h>
#include <time.h>

#define PORTABLE_BOGOMIPS

#ifdef CLASSIC_BOGOMIPS
/* the original code from the Linux kernel */
static __inline__ void delay(int loops)
{
__asm__(".align 2,0x90\n1:\tdecl %0\n\tjns 1b": :"a" (loops):"ax");
}
#endif

#ifdef QNX_BOGOMIPS
/* version for QNX C compiler */
void delay(int loops);
#pragma aux delay = \
"l1:" \
"dec eax" \
"jns l1" \
parm nomemory [eax] modify exact nomemory [eax];
#endif

#ifdef PORTABLE_BOGOMIPS
/* portable version */
static void delay(long loops)
{
long i;
for (i = loops; i != 0 ; i--)
;
}
#endif

/*
* This is a chronic cheat! The code is completely different and runs
* many times quicker..<ahem>
*
* We could just forget it really!
*/

#ifdef Z80_DELAY
static void delay(long loops)
{
#asm
```

```
.del_loop
call l_declong
ld a,h
or l
or e
or d
jp nz,del_loop
#endasm
}
#endif

int
main(void)
{
unsigned long loops_per_sec = 1;
unsigned long ticks;
unsigned long bogo;
unsigned long sub;

printf("Calibrating delay loop.. ");
fflush(stdout);

while ((loops_per_sec <<= 1)) {
ticks = clock();
delay(loops_per_sec);
ticks = clock() - ticks;
if (ticks >= CLOCKS_PER_SEC) {
loops_per_sec = (loops_per_sec / ticks) * CLOCKS_PER_SEC;
bogo = loops_per_sec/500000L;
sub = loops_per_sec/5000L;
sub %=100;
printf("ok - %lu.%s%lu BogoMips\n",
bogo,
(sub<10)?"0":"",
sub
);
printf("loops_per_sec=%lu\n",loops_per_sec);
return 0;
}
}
printf("failed\n");
return -1;
}
```

4926. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 14:02:49 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43ac0301$0$17935$f69f905@mamut2.aster.pl>
Source record: 8683
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Ken Swanson wrote:
> where are you guys getting figures of 128 and 256 colors?
> The Atari really only has 16 colors.

No, it has 128 (16 colors, 8 luminances each) and 256 in GTIA mode 9 (16 colors and 16 luminances each). Displayable at one time.

> Or in another graphics mode you can get 16 shades of grey.

To be strict: 16 shades of any of the 16 colors.

> You can sort of make it look like it has 256 colors, but that
> requires
> alternating graphics modes on every other line. A line of 16 colors,
> followed by
> a line of 16 shades of grey.... can make it look like it has 256 colors,
> but it
> really doesn't.

No, it really does. Alternating these modes you get sorta 8-bit per pixel and full 256 colors in 80x96 (or 96x119 if preferred). However, this trick only works on PAL TV.

KMK

4927. Re: Broken 800XL keyboard - Repaired!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 16:50:36 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135356636.238538.27980@g49g2000cwa.googlegroups.com>
Source record: 8684

stephensheppard@hotmail.com wrote:
> My 800XL has a problem with the "=" key. The contact is very
> sensitive. So sensitive that any typing on the adjacent keys can cause
> the "=" to be activated. Sometimes the contact even remains closed and
> I get repeating "=".
>
> The key itself is not sticking and appears to have full travel. It's
> just that contact is made at the slightest touch or vibration.
>
> Is there any possible fix for this?
>
> - Steve Sheppard

Nevermind I figured out a way to fix it.

Under the keycap there is a plunger. Under this are two concentric
springs. The inner spring is what pushes on the membrane switch. I
guessed that this spring was applying too much pressure even when the
plunger was fully extended (upward).

To fix it I just wound the spring tighter making it fractionally
shorter. I think it still applies pressure to the switch when the key
is up but not so much as to actually close the switch.The key seems to
have the same pressure and sensitivity as all the others.

I hope this is an adequate fix.

Regards,

Steve Sheppard

4928. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 18:07:11 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43ac3ce8$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8685
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

anoneds@netscape.net wrote:
>>With the current BogoMips code 6502 based systems have to do with a C
>>implementation of the delay() function. So it is really a 6502
>>C-compiler test against hand crafted Z80 assembly code, in other words a
>>rather meaningless comparision. I wonder what the scores would be if a
>>6502 assembly implementation of the delay() function is used.
>
> I dunno, in looking over the code, if it is compiled as written (there
> is no #define Z80_DELAY), it will use the "portable version" as that is
> devined at top of source...
>
> Take a look at it, it looks like even Linux is tuned to use an asm
> version with the proper define "CLASSIC_BOGOMIPS" (if that is what that
> crud evaluates to, guessing based on the 'asm' and the 'ax'). So
> apparently, we all need to add an asm version to replace the portable
> version for each microprocessor we run it on!

Agreed; BogoMips is based on the assumption that each iteration of the
delay loop takes two instructions. This isn't true for the Z80 assembly
version, and is most certainly not true for the C compiled 6502 version.

With CC65 (a C compiler for 6502 based systems), the C64 gets a score of
0.0036 BogoMips. In other words according to this test a C64 executes
only 3600 instructions per second. The 6502 may be slow, but not that
slow. The code CC65 generates for the delay() function is quite
horrible. The 6502 not ideal for compiled languages, and strugles with
long data types.

My 6502 coding skills are a bit rusty (at has been at least 15 years
now). But when I replace the C version with a 6502 assembly version (the
code below can be compiled with CC65), the C64 version achieves a score
of 0.36 BogoMips (100 times better than the C version). I expect the Z80
version can be improved too; a Z80@3.5MHz should be quite a bit faster
than a 6502@1MHz. However BogoMips remains a rather pointless test.

```
static void delay(long loops)
{
asm("ldy #3");
asm("lda (sp),y");
asm("sta ptr1+1");
asm("dey");
asm("lda (sp),y");
asm("sta ptr1");
asm("dey");
```

```
asm("lda (sp),y");
asm("tax");
asm("dey");
asm("lda (sp),y");
asm("tay");

asm("beq %g", L2);
L1a:
asm("dey");
asm("bne %g", L1a);

L2:
asm("cpx #$00");
asm("beq %g", L3);
L2a:
asm("dex");
asm("jmp %g", L1a);

L3:
asm("lda ptr1");
asm("beq %g", L4);
L3a:
asm("dec ptr1");
asm("jmp %g", L2a);

L4:
asm("lda ptr1+1");
asm("beq %g", end);
asm("dec ptr1+1");
asm("jmp %g", L3a);

end:
}
```

4929. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 18:48:51 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1135363731.137832.205800@g43g2000cwa.googlegroups.com>
Source record: 8686
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Peter van Merkerk wrote:
<snip>
> However BogoMips remains a rather pointless test.

After a little testing this morning, I'm inclined to waste no more time
on it.

Compiled for my 450 mhz PII on Fedora Core 2, it gave 118. The one with
this release gave 884...

so the name isn't all that misleading, but it would be a waste of time
(to try porting to a machine with a weak small-C compiler, on my part,
or to use a C compiler that produces non-optimal code, thus becoming a
test of compilers like Magervalp stated some messages back).

It is bad enough that I don't do any PRODUCTIVE programming anymore,
but finally I am growing tired of non-productive stuff like this!

4930. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-23 19:19:50 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43ac4def$0$813$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8687
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> On to the question!! From a purely technical perspective, is there a
> discussion/article/etc. on the net somewhere that discusses the Atari
> vs. Commodore hardware in great detail? Anything from pros/cons of PMs
> of Atari to C64s sprites, limitations of VIC II vs. DLIs, etc...? All
> that I have found so far has been quite a childish trolling, and I'm
> really interested in solid technical discussion...

http://www.ffd2.com/fridge/atari.compare

4931. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:09:11 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD209E7.51B1%you@cogeco.ca>
Source record: 8688

> From: kevin <kevnospam242@gmail.com>
> Organization: Cox Communications
> Newsgroups: comp.sys.atari.8bit
> Date: Thu, 22 Dec 2005 21:56:37 -0500
> Subject: Re: 800 1 Meg upgrade
>
> On 22 Dec 2005 18:48:01 -0800, "Ralphy Rocket" <ralphxpn@pacbell.net>
> wrote:
>
>> Hello,
>>
>> I stuck a 1 Meg simm into my Atari 800. Its not compatible with
>> anything. Its just to see if I can do it. I combined the /SEL lines to
>> select the SIMM (as opposed to 3 /SEL for 3 16k cards). The Atari sees
>> 48k (?FRE(0) returns 37xxx something) . SO MY QUESTION... how can I
>> generate /CAS other than using the 74ls158??? How can i condition the
>> signal comming from the capacitor and coil (MUX signal) I would hate to
>> have to use another 74ls158 just for this signal...HELP you digital
>> GURU's!!!
>>
>> Thanks
>> Ralph
>>
>> PS. if im being to vauge or unclear Please e mail me
>
>
> Just wondering, what is the point of the 1meg simm? do you plan to
> use it as a ramdisk?

I think if you reread Ralphy's post, you'll find that he very clearly wrote
the following:

"I stuck a 1 Meg simm into my Atari 800. Its not compatible with
anything. Its just to see if I can do it."

Amazingly, Ralphy wrote that in very clear English. If you'll indulge me,
Kevin, I'll attempt to translate the above for you.

Ralphy says, "I stuck a 1 Meg simm into my Atari 800."

From this sentence, we can safely conclude that there is a one megabyte simm
in Ralphy's Atari 800 computer. We know that there is, or was, a one
megabyte simm in Ralphy's Atari 800 computer, because he very clearly stated
that he had put one in there. We do not know whether this one megabyte simm
is still in Ralphy's Atari 800 computer.

Next, Ralphy says, "Its not compatible with anything."

From this sentence, we can conclude that the simm doesn't actually work with any application or operating system that is currently available for the Atari 800 computer. We are basing this assumption on the fact that Ralphy has clearly stated likewise.

Ralphy then says, "Its just to see if I can do it."

Ah, the moment of truth. Why did the man climb the mountain? Because it was there! Why did the chicken cross the road? To get to the other side!

What's the point of putting a one megabyte simm in an Atari 800 computer? Just to see if it can be done.

We lay persons call it a challenge... or an experiment... or, dare I say it, an adventure... And adventure into the unknown! As Captain James T. Kirk began every episode of the original Star Trek series, "...to boldly go where no man has gone before..."

I hope that explains it for ya, keven. Please excuse my rather extensive use of the elipsis...

4932. Re: Best pornographic ATARI game ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:15:07 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD20B4B.51B3%you@cogeco.ca>
Source record: 8689

> From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
> Organization: www.family-bbs.net [FamilyNet International]
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 20 Dec 2005 17:04:30
> Subject: Best pornographic ATARI game ???
>
> FamilyNet International Newsgate
>
>> From: "Gerard Mindstep" <piano_nerds@yahoo.fr>
>
>> Are there any good games with hot nude men showing their megacocks ???
>
> There was a C=64 demo that that C=64 friend told me about in the 80's. And I
> have a pinball game for the Atari computer that I saved because it made fun of
> a guy on the BBS's. I might have that around. Interested?
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

Don't forget Space Pussies! Who could forget that wonderful game where you played the role of sperm-spittin' dick, blasting away at all the little pussies as they descended from the heavens and fell to Earth. Take that you pussy!

By the way, Space Pussies was a real game that was available for the Atari 8-bit computer. It was modelled after space invaders, I believe.

4933. Re: Nothing is more relaxing than having a fag in my mouth

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:25:08 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD20DA4.51B5%you@cogeco.ca>
Source record: 8690
Cross-posted to: comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,alt.usenet.kooks

```
> From: dave hillstrom <DaVe@MeOw.OrG>
> Organization: poor at best
> Newsgroups:
> comp.sys.atari.8bit,macromedia.fireworks,uk.transport.london,rec.arts.poems,al
> t.usenet.kooks
> Date: Thu, 10 Nov 2005 17:15:54 -0500
> Subject: Re: Nothing is more relaxing than having a fag in my mouth
>
> On Thu, 10 Nov 2005 14:17:06 -0500, in alt.usenet.kooks,
> <p377n1t868c6o8l8hiebjv81v4e77bk7mt@4ax.com>, Daedalus <jade@my-deja.com>
> humped my leg thusly:
>
>> On Thu, 10 Nov 2005 02:27:46 -0500, "Bill Garber"
>> <willy46pa@comcast.net>, wrote:
>>
>>>
>>> DON'T FEED THE TROLLS. Zoo Management.
>>
>> REMEMBER TO BUCKLE UP. Usenet safety brigade.
>
> TRUCKS USE LOW GEAR NEXT 4 MILES. Virginia Department Of Transportation.
>

MANGEZ DE LA MERDE. Pierre E. Trudeau

>> Jade
>>
>>>
>>> Bill Garber
>>>
>>> "dave hillstrom" <DaVe@MeOw.OrG> wrote in message
>>> news:dkugcm$qkn$1@blackhelicopter.databasix.com...
>>>> On 9 Nov 2005 18:44:49 -0800, in alt.usenet.kooks,
>>>> <1131590689.886862.242480@g47g2000cwa.googlegroups.com>, "PJR"
>>>> <peter_j_ross@mailinator.com> humped my leg thusly:
>>>>
>>>>> A high quality fag in one's mouth can be both exhilarating and
>>>>> refreshing. The experience is one of life's finer pleasures and I
>>>>> highly recommend it.
>>>>>
>>>>> Cheers!
>>>>
>>>> troll
>>>> --
```

>>>> dave hillstrom
>>>>
>>>> Vote Dave Hillstrom for Whining Whinger in AUK November 2005
>>>>
>>>> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
>>>> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!
>>>
> --
> dave hillstrom
>
> Vote Dave Hillstrom for Whining Whinger in AUK November 2005
>
> the belgians are STILL thieves. Heinous! alWaYs keePinG heR
> locKed Up likE a Gor SLAVE GirL!!! NaStY, nAuGhTy BeLgIaNs!!!11!

4934. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:30:19 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <k19pq1l9n0kolkv7maohjvbonmc2pqtede@4ax.com>
Source record: 8691

On Fri, 23 Dec 2005 20:09:11 -0500, You <you@cogeco.ca> wrote:

>I hope that explains it for ya, keven. Please excuse my rather extensive
>use of the elipsis...

very funny... I realise the mod wouldnt be compatible with other 800
above 48k upgrades or any XL/XL upgrades, but that doesnt mean the
extra memory couldnt be used in some fashion as a ramdisk at some
point.

4935. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:38:13 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD210B5.51B8%you@cogeco.ca>
Source record: 8692
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> From: Jason <tmr@i.cosine.hate.org.spam.uk>
> Organization: Cosine Systems
> Newsgroups: comp.sys.atari.8bit,comp.sys.cbm
> Date: Wed, 21 Dec 2005 13:17:13 GMT
> Subject: Re: Technical comparision
>
> MrScout wrote:
>> Thanks, as I mentioned in my post, I'm trying to learn all of this, so
>> I didn't "butcher" it on purpose. But what you wrote makes sense.
>
> Jaymz making sense... make the most of it, that doesn't happen much! [grins
> =-]

Hear! Hear!

I know of another James that makes absolutely no sense - most of the time!

What is it with Dim Jim's? Here a Jim... There a Jim... Everywhere a Dim
Jim!

4936. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:40:33 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD21140.51B9%you@cogeco.ca>
Source record: 8693
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> From: "thewises" <thewises@enter.net>
> Organization: ENTER.net (enter.net)
> Newsgroups: comp.sys.atari.8bit,comp.sys.cbm
> Date: Wed, 21 Dec 2005 18:47:03 -0500
> Subject: Re: Technical comparision
>
>>> I was aghast when I first tried an IBMPC and realized how lame
>>> the graphics were compared to Atari 800. 4-color CGA?... blah!
>>
>> From a C64 perspective CGA graphics suck big time too.
>
> Yeah, they're not great. But I don't think the PCs of that time were any
> worse at gaming than the Apple II was. The Ataris and Commodores easily
> outdid both of them, however.
>
>
The Apple II? Ph, you mean the computer that couldn't even do lowercase
characters for the longest time... Duh! It's a good thing there were no
netiquette rules back then; Apple II users would have been flamed to hell
and back for SHOUTING!!!

4937. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:48:33 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD21321.51BE%you@cogeco.ca>
Source record: 8694
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

> From: Tarquin Mills <accus@use.net>
> Organization: NTL
> Newsgroups: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit
> Date: Wed, 21 Dec 2005 21:16:16 GMT
> Subject: Re: The C=64 rules or does it?
>
> In message <zlGpf.1277$1Y4.98060@news20.bellglobal.com>
> Axell <Axell@nosp.no.no.no> wrote:
>> The Starglider wrote:
>>> Do remember that the article only covers from a US perspective. If
>>> a UK/Europe perspective was conducted, the chart would be VERY
>>> different in the 8-bit era.
>>
>> # of Doorstops vs country (relative percentage - commodore)
> [snip]
>> I guess that you can turn place mats and doorstops into something
>> usefully makes for ingenuity. Take pride!
>
> From the C=64 v Speccy Flame War FAQ
> http://www.speccyverse.me.uk/comp/accus/spectrum/
>
> Q1.1 The ZX Spectrum can be used as a door stop?
> 1.2 Did the ZX Spectrum normally use REM statements to store machine code?
> A1. People who say this are thinking of the ZX81 or (TS1000 which is a
> ZX81 clone) these are not Spectrums. While the ZX81 may be wedge
> shaped it will definitely not fit under a door.
>
> Software base for the ZX Spectrum
> 9968 WoS archive minus type-ins, demos, compilations, covertapes
> +1592 MIA
> +1707 demos
> +3513 magazine type-ins (from TTFN, includes ZX81 etc)
> +Timex (50+)
> +books type-ins (500+)
> +other magazines (fanzines, non-UK etc) type-ins
> +cover tape programs, disczines
> +PD libraries (1000+)
> +CP/M (10,000+)
> +hacked software
> +other operating systems software and emulators
> +compatible programs (Pascal, Forth, BASIC, Basicode, C etc)
> +misc
> -duplicates

> ========
> Total >30000 (easily)
>
> There are over 4000 piece of music for downloading, and many graphic screens
> as well.
>
> The floppy disk drive speed of the MB-02 is 40-50KBs according to the
> manufacturer 8bc.
>
> The DTV uses a Kempston style stick which created the standard for joystick
> interfaces for the ZX Spectrum, why does it not use a Commodore joystick
> or are they the same. The best interface for playing games is a keyboard
> and the range of game styles must be limited by only having a joystick as the
> input method. JSW was easier to control on keyboard than joystick.
>
> Like Starglider I am still waiting for Whetstone, Dhrystone 2.1 and
> any other benchmark results for the C=64 (especially interesting that
> you think it cannot be beaten by the Spectrum). Atari 800 owners have
> yet to submit a single result!!!!
>
> Table still stands at:
> BogoMips Dhrystone Whetstones
> in C 1.1 in C MIPS
> Vax Mips in BASIC (interpreted)
> PC XT 0.02 0.19-0.23 0.0015
> ZX-Spectrum 0.0154 ?????? 0.00052
> C=64 0.0033 0.0205 ?????
> Atari 800 ???????? ????????? ??????????
>
> The fastest computer so far is the Sinclair ZX Spectrum.
> The annual contest between the C=64 and Spectrum can be decided by
> an agreed scoring system of how good each computer was. Once this is
> done other computers can be scored as well.
>
> --
> Changing MicrosOFT into Micros and OFT (Office of Fair Trading)
> http://www.petitiononline.com/oftsucks/ Make the OFT investigate MS Petition
> Reboot Movement (An Anti-Wintel Campaign)
> http://www.speccyverse.me.uk/comp/reboot/

Technical specifications aside, the Commodore 64 was one of the ugliest
8-bit computers ever produced. Personally, I was partial to the aesthetic
style of the Atari XL series computers. The Commodore Vic-20 and 64
computers were really ugly in that retro DEC meets the eighties kind of way.
The later 64C and 128 models were a huge improvement as far as physical form
factor went. The 1541 disk drive looked to seventies disco era. The Atari
400 and 800 computers wer not much better, but the XL line did have a rather
appealing nouveau industrial look. The later XE line blended sleek design
with that wonderful "cheap tramiel crap" look of the mid-eighties.

The TI 99/4a was something that only a true geek could love. And the Timex Sinclair? Well, let's just flip that page in the personal computer jistory books. Oh, let's not forget the Tandy offerings? Those insanely priced paperweights had all the appeal of a techno-nympho... You knew you were getting screwed if you were contemplating one of those dinosaurs.

Anyway... To each their own...

4938. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 01:54:29 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD21485.51C0%you@cogeco.ca>
Source record: 8695

```
> From: "David Bowden" <nospam@spamsux.org>
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 21 Dec 2005 19:15:32 -0600
> Subject: Re: The C=64 rules or does it?
>
>
> "lp" <GfA@MiNT.Net> wrote in message news:BFCF4921.21821%GfA@MiNT.Net...
>> in article pan.2005.12.21.22.17.16.32245@charter.net, Ronald J. Hall wrote
>> on 12/21/05 5:17 PM:
>>
>>> Still waiting for these threads to quit being posted to
>>> comp.sys.atari.8bit!
>>>
>>> I can only assume at this point, that C64 owners and Spectrum owners, in
>>> these threads, are damn fools and don't know how to stop crossposting.
>>
>> Same here.
>>
>>> (I deliberately crossposted to make sure this point is getting across.
>>> Something that I very much don't do normally)
>>
>> I keep killing entire threads, and they keep renaming them. ;-P
>
> These threads are nothing more than a geriatric dick waving contest. These
> machines were outdated 20 years ago, but that has nothing to do with why I
> keep my Atari around. It's the machine I gew up with. It was my first
> computer. That's all the reason I need to keep playing around with it. :)
>

Glad you came in and waved your dick. Gee, does this qualify as a party
now? A dick waving party... Gotta love it! Hey, where's the beer and
popcorn?

>>
>> --
>> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
>> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
>> L. Pursell http://www.bright.net/~gfabasic/ [AtariIRC, GFA-Basic,
>> Hades060]
>>
>>
> --
> David Bowden
> The Undead Mechanic.
>
```

> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>
>

4939. Re: Tuesday chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 02:01:50 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD2163E.51C3%you@cogeco.ca>
Source record: 8696

> From: "David Bowden" <nospam@spamsux.org>
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 21 Dec 2005 20:43:25 -0600
> Subject: Re: Tuesday chat
>
>
> "Slor" <semaj@rols.ten> wrote in message
> news:Xns9733DAC599647emuslor@216.196.97.136...
>>>
>>
>> Hey! I helped clue you too! :)
>> Poor Slor - always taken for granted...
>
> My bad. Props to Slor!
>
> Hey man, email me your msn/yahoo/aim name or just send me an IM. I forgot
> which service you use.
>

Has no one here ever heard of IRC? I know that IRC sucks compared to some other things like MSN, AIM, etc., but you're using an Atari 8-Bit for pete sakes! IRC = Chat!

IRC = Big Time Chat!

4940. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 02:46:19 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <kfdpq1t6icdl7b4f53mcr3vcs1gm1pjfed@4ax.com>
Source record: 8697
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 23 Dec 2005 20:40:33 -0500, You <you@cogeco.ca> wrote:

>> Yeah, they're not great. But I don't think the PCs of that time were any
>> worse at gaming than the Apple II was. The Ataris and Commodores easily
>> outdid both of them, however.
>>
>>
>The Apple II? Ph, you mean the computer that couldn't even do lowercase
>characters for the longest time... Duh! It's a good thing there were no
>netiquette rules back then; Apple II users would have been flamed to hell
>and back for SHOUTING!!!

that is true, and yet there are some great games for Apple II series.
Every system when faced innotive program design or programmers capable
of pushing the system to it's limits (and many times exploiting it's
flaws making them assets) has great software. That is why there is no
clear winner when comparing two so similar platforms (c64 vs XL/XE)
there are examples of (supposidly) impossible things on both
platforms.

4941. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 03:24:04 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD22984.51CA%you@cogeco.ca>
Source record: 8498

> From: kevin <kevnospam242@gmail.com>
> Organization: Cox Communications
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 12 Nov 2005 17:47:20 -0500
> Subject: Re: Fuck 8BIT
>
> On Sat, 12 Nov 2005 20:13:43 +0100, John Smith <kat_som_fan@37.com>
> wrote:
>
>> Yeah!
>
> I tried this year's ago, but my ding dong kept getting stuck in the
> PBI slot, go figure?
>
>

Your ding dong wasn't getting stuck in the PBI slot, it was telling you that you were missing the hole. It's bad enough that you're molesting machines, but you're molesting male ports? Damn! Stick with the female ports and slots!

Oh, and "ding dong" is so passe! Sounds too much like a doorbell. If you ask me, you want a sound effect that really drives home the whole hammer pounding experience... Might I suggest the "thump"? Yeah, the thump suggests that you probably finish with only one swing of the hammer, but you can't have everything... Right?

4942. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 03:38:45 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD22CF5.51CC%you@cogeco.ca>
Source record: 8499

> From: kevin <kevnospam242@gmail.com>
> Organization: Cox Communications
> Newsgroups: comp.sys.atari.8bit
> Date: Fri, 23 Dec 2005 20:30:19 -0500
> Subject: Re: 800 1 Meg upgrade
>
> On Fri, 23 Dec 2005 20:09:11 -0500, You <you@cogeco.ca> wrote:
>
>> I hope that explains it for ya, keven. Please excuse my rather extensive
>> use of the elipsis...
>
>
> very funny... I realise the mod wouldnt be compatible with other 800
> above 48k upgrades or any XL/XL upgrades, but that doesnt mean the
> extra memory couldnt be used in some fashion as a ramdisk at some
> point.
>

That is true! However, you're putting the buggy before the horse. The whole point of the exercise, from what I gather, is just to see if the 800 will even be able to recognize the one megabyte simm. It's sort of a solution in search of a problem... Although, the problem of having the 800 even recognize the simm is the most immediate challenge...

When you're doing something for no particular reason, there still exists an order of operations.

Order of operations? Get it? From math class? BEDMAS! Brackets, Exponents, Division/Multiplication, and finally, Addition & Subtraction.

Anyway, since Ralphy isn't doing this project to address any real problem, there's really little incentive to immediately seek an apparently nonexistent problem.

Now that I think about it, one megabyte of memory in an 8-bit computer would not really have much practical use. I'm sure ralphy recognizes this. That's probably why he's doing it just for the hell of it.

4943. You guys ever find any cheap 1200XLs?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 03:40:48 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9735E6B75F515emuslor@216.196.97.136>
Source record: 8500

I, too, would like to get ahold of a 1200XL in nice shape for my own setup.
If anyone has one to part with, please give me a yell. If you email me,
note the reverse munging of my address...

Thanks!

--
Slor

4944. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 03:50:26 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD22FB2.51D0%you@cogeco.ca>
Source record: 8501

> From: Rick Cortese <ricortes@earthlink.net>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 26 Nov 2005 21:28:01 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You wrote:
>>
>
>> I'm obviously wasting my time trying to explain this to you; I don't think
>> you'll ever grasp the concept here.
>
> That is the first 'almost correct' statement you have made. I understand
> your explaination perfectly. It is just that it is out of context, as
> such in error, and lacks relevance to my point. I understand concepts
> like alien abduction, I just don't believe they are valid.

No, you really don't understand the concept of intrinsic value.

The MIO can be 100% replicated at very little cost with modern technology.
Let's say that the MIO can be 100% replicated for a total cost of nine
dollars. That would mean that the MIO has an intrinsic value of nine
dollars. Why? Because the MIO cannot exist for less than nine dollars!

Think about it! It's not terribly difficult!

If an MIO can be manufactured for nine dollars and someone is willing to pay
fifty dollars for it, does that mean that the MIO has an intrinsic value of
fifty dollars? Absolutely not! The intrinsic value remains nine dollars!
Nine dollars is it's real value!

Fifty dollars is an arbitrary value with absolutely nothing to support its
imaginary existence. Why is the MIO worth fifty dollars? It's not!
It's worth nine dollars! Why? Because that's how much it costs to produce
one! You cannot produce one for less than nine dollars!

Let's say that a vendor produces MIOs for nine dollars and sells them for
three dollars... In this particular case, what is the intrinsic value of
the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
you're buying them for three dollars! The logic works the same in both
directions!

Oh, and don't even bother trying to mix sentimentality with intrinsic value.
Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
that confuses intrinsic value with sentimental value, is one of those people
that P. T. Barnum accused of being born every minute.

Do you know what the word "context" means, Mr. Cortez? I've taken nothing out of context! You're just not quite getting it! Uh, huh...

4945. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 04:25:27 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <X44rf.2530$R84.2034@newsread2.news.pas.earthlink.net>
Source record: 8502

You wrote:
>
>>From: Rick Cortese <ricortes@earthlink.net>
>>Organization: EarthLink Inc. -- http://www.EarthLink.net
>>Newsgroups: comp.sys.atari.8bit
>>Date: Sat, 26 Nov 2005 21:28:01 GMT
>>Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>>You wrote:
>>
>>>I'm obviously wasting my time trying to explain this to you; I don't think
>>>you'll ever grasp the concept here.
>>
>>That is the first 'almost correct' statement you have made. I understand
>>your explaination perfectly. It is just that it is out of context, as
>>such in error, and lacks relevance to my point. I understand concepts
>>like alien abduction, I just don't believe they are valid.
>
>
> No, you really don't understand the concept of intrinsic value.

No you really look up intrinsic in the dictionary. You have no idea what
it actually means. Not to subtle of a hint: It doesn't necessarily have
anything to do with money or monetary value like you are trying to
characterize it. Belief in Jesus is intrinsic to a Catholic for example.
>
> The MIO can be 100% replicated at very little cost with modern technology.
> Let's say that the MIO can be 100% replicated for a total cost of nine
> dollars. That would mean that the MIO has an intrinsic value of nine
> dollars. Why? Because the MIO cannot exist for less than nine dollars!
>
> Think about it! It's not terribly difficult!
>
> If an MIO can be manufactured for nine dollars and someone is willing to pay
> fifty dollars for it, does that mean that the MIO has an intrinsic value of
> fifty dollars? Absolutely not! The intrinsic value remains nine dollars!
> Nine dollars is it's real value!
>
> Fifty dollars is an arbitrary value with absolutely nothing to support its
> imaginary existence. Why is the MIO worth fifty dollars? It's not!
> It's worth nine dollars! Why? Because that's how much it costs to produce
> one! You cannot produce one for less than nine dollars!
>
> Let's say that a vendor produces MIOs for nine dollars and sells them for

> three dollars... In this particular case, what is the intrinsic value of
> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
> you're buying them for three dollars! The logic works the same in both
> directions!
>
> Oh, and don't even bother trying to mix sentimentality with intrinsic value.
> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
> that confuses intrinsic value with sentimental value, is one of those people
> that P. T. Barnum accused of being born every minute.
>
> Do you know what the word "context" means, Mr. Cortez? I've taken nothing
> out of context! You're just not quite getting it! Uh, huh...
>

4946. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:35:41 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <7rqpq11lg1oc5s2gff5cq3jmu5lf0q73b2@4ax.com>
Source record: 8503

On 24 Dec 2005 06:02:19 GMT, "Michael Current"
<hunmanik@earthlink.net> wrote:

>2005.09.05 1.7,1.12 some NTSC 65XE's include the ECI port, thanks Kevin

wow my little bit of immortality! Thanks Michael for adding that
little bit about the 65xe's!

I dont think enough people thank you for putting in the time to keep
this faq updated, you deserve it.

Have a great weekend (Merry Christmas, Hanukkah, Kwanza whichever or
all three)!!

Kevin

4947. Re: You guys ever find any cheap 1200XLs?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:37:27 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <e3rpq1lvgeaqsj2d4ju0bikqa2srbjb319@4ax.com>
Source record: 8504

On Fri, 23 Dec 2005 21:40:48 -0600, Slor <semaj@rols.ten> wrote:

>I, too, would like to get ahold of a 1200XL in nice shape for my own setup.
>If anyone has one to part with, please give me a yell. If you email me,
>note the reverse munging of my address...
>
>Thanks!
>
>--
>Slor

You know Slor, Ive been looking for a reasonably priced good condition
1200xl for a long time and they are hard to come by.

4948. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:39:14 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD25742.51D4%you@cogeco.ca>
Source record: 8505

> From: Rick Cortese <ricortes@earthlink.net>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Dec 2005 04:25:27 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You wrote:
>>
>>> From: Rick Cortese <ricortes@earthlink.net>
>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>
>>> You wrote:
>>>
>>>> I'm obviously wasting my time trying to explain this to you; I don't think
>>>> you'll ever grasp the concept here.
>>>
>>> That is the first 'almost correct' statement you have made. I understand
>>> your explaination perfectly. It is just that it is out of context, as
>>> such in error, and lacks relevance to my point. I understand concepts
>>> like alien abduction, I just don't believe they are valid.
>>
>>
>> No, you really don't understand the concept of intrinsic value.
>
> No you really look up intrinsic in the dictionary. You have no idea what
> it actually means. Not to subtle of a hint: It doesn't necessarily have
> anything to do with money or monetary value like you are trying to
> characterize it. Belief in Jesus is intrinsic to a Catholic for example.

Okay, here's the definition of "intrinsic" as taken from dictionary.com:

inï¿½trinï¿½sic (P) Pronunciation Key (n-trnzk, -sk)
adj.

1. Of or relating to the essential nature of a thing; inherent.
2. Anatomy. Situated within or belonging solely to the organ or body part
on which it acts. Used of certain nerves and muscles.

Let's remember that it was *you* that introduced the word intrinsic to this
discussion.

Let's start by determining which of these two definitions is applicable to
the use of "intrinsic", for purposes of this discussion. Clearly, we're

not talking about anatomy or anything organic, so we must be talking about the essential nature of something. In this particular case, we are talking about the essential value, or the "real" value of something. We are talking about the "Inherent" value of a good or service.

For purposes of this particular discussion, the product we are talking about is the old ICD Multi-Input/Output device. What is the inherent value of the MIO? What does "inherent" mean? It means real! The real value, in terms of an arbitrary valuation system like dollars and cents, is the minimum cost that the product can be produced for. In essence, the inherent value is the tangible cost to create something.

An MIO has real value because it must be created. It is manmade! It costs money to make something! The total cost involved in making an MIO is its inherent value. Its inherent value is its intrinsic value.

If something sells for less than its manufacturing cost, then it is not feasible to continue producing that good. Why? Because the real cost or value of the good cannot be recovered!

If the item can be sold for an amount greater than its intrinsic value, the intrinsic value does not rise. The intrinsic value remains constant.

So, what would cause the intrinsic value to change? Increased production costs would cause the intrinsic value to rise. Likewise, decreased production costs would cause the intrinsic value to change. It's a really simple concept that you are obviously never going to understand.

As for equating intrinsic value with cost... Sorry, Bud, but you were the one that initially suggested that the MIO has a higher intrinsic value to collectors... It was you that suggested that the MIO's intrinsic value is measured in dollars!

Read your own posts, dude. You're way out of your element on this one.

>>
>> The MIO can be 100% replicated at very little cost with modern technology.
>> Let's say that the MIO can be 100% replicated for a total cost of nine
>> dollars. That would mean that the MIO has an intrinsic value of nine
>> dollars. Why? Because the MIO cannot exist for less than nine dollars!
>>
>> Think about it! It's not terribly difficult!
>>
>> If an MIO can be manufactured for nine dollars and someone is willing to pay
>> fifty dollars for it, does that mean that the MIO has an intrinsic value of
>> fifty dollars? Absolutely not! The intrinsic value remains nine dollars!
>> Nine dollars is it's real value!
>>
>> Fifty dollars is an arbitrary value with absolutely nothing to support its
>> imaginary existence. Why is the MIO worth fifty dollars? It's not!
>> It's worth nine dollars! Why? Because that's how much it costs to produce
>> one! You cannot produce one for less than nine dollars!
>>

>> Let's say that a vendor produces MIOs for nine dollars and sells them for
>> three dollars... In this particular case, what is the intrinsic value of
>> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
>> you're buying them for three dollars! The logic works the same in both
>> directions!
>>
>> Oh, and don't even bother trying to mix sentimentality with intrinsic value.
>> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>> that confuses intrinsic value with sentimental value, is one of those people
>> that P. T. Barnum accused of being born every minute.
>>
>> Do you know what the word "context" means, Mr. Cortez? I've taken nothing
>> out of context! You're just not quite getting it! Uh, huh...
>>

4949. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:44:05 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <s7rpq113760m9jtffjkd0rvp0oev51o79p@4ax.com>
Source record: 8506

On Fri, 23 Dec 2005 22:38:45 -0500, You <you@cogeco.ca> wrote:

>Now that I think about it, one megabyte of memory in an 8-bit computer would
>not really have much practical use. I'm sure ralphy recognizes this.
>That's probably why he's doing it just for the hell of it.

Basically would make a good ram disk. Back in the day I had a 130xe
with a ramdisk and later a 800xl expanded to 256k with a ramdisk wich
I used for a bbs. There were people with 1meg ramdisks back then and
altho nowadays I dont see much point in it, if I could upgrade my 65xe
to 1meg with a simm I would do it just because I could (plus I have
about 2 ziplock bags filled about 100 simms of all different shapes
and size)

If you really really think about it. There is no point in doing
anything on an 8bit! I mean it's fun and I am not knocking the hobby
but the 8bits have been pretty well emulated on the PC and other
platforms, and even if you have a 8bit computer you can emulate almost
any device with an SIO. So really the whole retro hobby is sort of
pointless and YET we still do it. So why not a 1meg Atari 800?

4950. Re: Fuck 8BIT

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:44:59 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <sirpq1ljn5ahdbo6iu9aprchg153kolk2q@4ax.com>
Source record: 8507

On Fri, 23 Dec 2005 22:24:04 -0500, You <you@cogeco.ca> wrote:

>
>
>> From: kevin <kevnospam242@gmail.com>
>> Organization: Cox Communications
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 12 Nov 2005 17:47:20 -0500
>> Subject: Re: Fuck 8BIT
>>
>> On Sat, 12 Nov 2005 20:13:43 +0100, John Smith <kat_som_fan@37.com>
>> wrote:
>>
>>> Yeah!
>>
>> I tried this year's ago, but my ding dong kept getting stuck in the
>> PBI slot, go figure?
>>
>>
>
>Your ding dong wasn't getting stuck in the PBI slot, it was telling you that
>you were missing the hole. It's bad enough that you're molesting machines,
>but you're molesting male ports? Damn! Stick with the female ports and
>slots!
>
>Oh, and "ding dong" is so passe! Sounds too much like a doorbell. If you
>ask me, you want a sound effect that really drives home the whole hammer
>pounding experience... Might I suggest the "thump"? Yeah, the thump
>suggests that you probably finish with only one swing of the hammer, but you
>can't have everything... Right?

Now you tell me!!! Where were you all those years ago LOL

4951. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:55:24 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <wh6rf.360$X86.11@trnddc04>
Source record: 8508
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"You" wrote ...
>
> Technical specifications aside, the Commodore 64 was one of the ugliest
> 8-bit computers ever produced.

That is largely a matter of taste. A lot of people found the supermodel
Twiggy attractive. Personally, I saw her as sort of ugly.

Although I think the later C64c was better looking, I think the
breadbox C64 also looked OK.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4952. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 06:55:24 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <wh6rf.359$X86.22@trnddc04>
Source record: 8509
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

<anoneds@netscape.net> wrote ...
>
> Peter van Merkerk wrote:
> <snip>
>> However BogoMips remains a rather pointless test.
>
> After a little testing this morning, I'm inclined to waste no more time
> on it.

I think I'm beginning to understand what BogoMIP's are. Someone shortened
Bogus MIP's to BoguMIP's, but made a typo and it became BogoMIP's.

Yes, it is a useless measure.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

4953. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 07:30:58 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512240227340.6444@static-141-149-129-16.buff.east.verizon.net>
Source record: 8510
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 23 Dec 2005, You wrote:

> The Apple II? Ph, you mean the computer that couldn't even do lowercase
> characters for the longest time... Duh! It's a good thing there were no
> netiquette rules back then; Apple II users would have been flamed to hell
> and back for SHOUTING!!!

Apple][word processors usually had some way of processing lowercase. I
think in the case of Applewriter uppercase was displayed as Inverse, and
ESC was used as capslock. When there's a will there's a way...

-uso.

4954. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 11:10:10 UTC
From: sparkes <stephen.parkes@gmail.com>
Message-ID: <1135422610.248204.169620@f14g2000cwb.googlegroups.com>
Source record: 8511
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Peter van Merkerk wrote:
> I expect the Z80
> version can be improved too; a Z80@3.5MHz should be quite a bit faster
> than a 6502@1MHz. However BogoMips remains a rather pointless test.
>

That's what the Bogo stands for ;-)

Although it's an interesting exercise I think the people who pointed
out bogomips would be a good benchmark where taking the piss, the
spectrum will make the c64 look like a pocket calculator using cpu
benchmarks.

That said the spectrum still rules and you knows it :-P

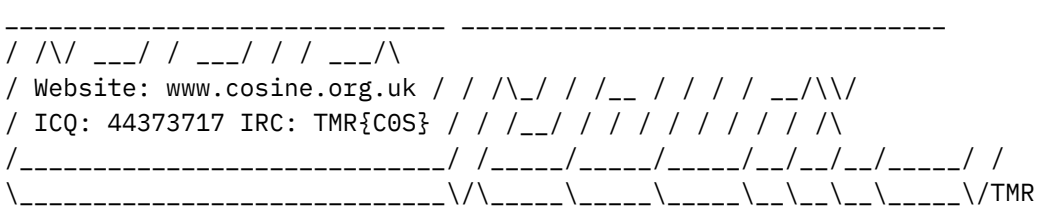
sparkes

4955. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 11:55:55 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <fHarf.22670$zt1.18174@newsfe5-gui.ntli.net>
Source record: 8512
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

sparkes wrote:
> That said the spectrum still rules and you knows it :-P

[Bzzzzzt] wrong answer. =-)
--



4956. Disk loading sounds

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 13:45:55 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <f2302$43ad5111$50ab5446$11807@news1.surfino.com>
Source record: 8513

Merry Chirstmas, all (-;

I was just wondering why Atari decided to have a disk loading sound. Or is it because the POKEY handels disk access as well as sound output?

Secondly - I can only speak of PAL systems, though - even when those sounds are muted by setting $41 (dec. 65) to 0 they are still audible, at least with all the TV sets and monitors I've used my Ataris with.

On with the holidays, ho-ho-ho,

Frank

4957. Help: Finding person.

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 13:56:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512240538120.15924-100000@onyx.spiritone.com>
Source record: 8514

I'm looking for a specific person who offered to buy 8 Bit Hardware, for spare parts. Like the 1010. R U listening? Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4958. Merry Christmas or your holiday of choice

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 14:54:45 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <K5KdnYGVBYIG_TDeRVnzvA@telenor.com>
Source record: 8515

Hope you all have a wonderful time!

Take Atarian care

4959. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 17:52:55 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <XVfrf.2694$R84.896@newsread2.news.pas.earthlink.net>
Source record: 8516

```
You wrote:
>
>>From: Rick Cortese <ricortes@earthlink.net>
>>Organization: EarthLink Inc. -- http://www.EarthLink.net
>>Newsgroups: comp.sys.atari.8bit
>>Date: Sat, 24 Dec 2005 04:25:27 GMT
>>Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>>You wrote:
>>
>>>>From: Rick Cortese <ricortes@earthlink.net>
>>>>Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>Newsgroups: comp.sys.atari.8bit
>>>>Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>>Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>
>>>>You wrote:
>>>>
>>>>
>>>>>I'm obviously wasting my time trying to explain this to you; I don't think
>>>>>you'll ever grasp the concept here.
>>>>
>>>>That is the first 'almost correct' statement you have made. I understand
>>>>your explaination perfectly. It is just that it is out of context, as
>>>>such in error, and lacks relevance to my point. I understand concepts
>>>>like alien abduction, I just don't believe they are valid.
>>>
>>>
>>>No, you really don't understand the concept of intrinsic value.
>>
>>No you really look up intrinsic in the dictionary. You have no idea what
>>it actually means. Not to subtle of a hint: It doesn't necessarily have
>>anything to do with money or monetary value like you are trying to
>>characterize it. Belief in Jesus is intrinsic to a Catholic for example.
>
>
>
>
> Okay, here's the definition of "intrinsic" as taken from dictionary.com:
>
> inï¿½trinï¿½sic ( P ) Pronunciation Key (n-trnzk, -sk)
> adj.
>
> 1. Of or relating to the essential nature of a thing; inherent.
```

> 2. Anatomy. Situated within or belonging solely to the organ or body part
> on which it acts. Used of certain nerves and muscles.
>
You know I really thought you had almost caught it here are were about
to apologize for you lunatic rants, then I read.
<snip>
> For purposes of this particular discussion, the product we are talking about
> is the old ICD Multi-Input/Output device. What is the inherent value of
> the MIO?

No you frigging idiot. One more time: I said the *NEW* stuff had no
intrinsic value to a collector. New stuff being the IDE interfaces for
instance.

Get it yet? Collector of old stuff, paid fortune for MIO. I say the new
stuff has no intrinsic value to him because he is a collector of old
stuff? New stuff is not "Of or relating to the essential nature of a
thing; inherent" of a collector of old hardware?

I am convinced you are just trolling. No one can really be that dense. I
posted before about how idiot trolls in this newsgroup tend to limit my
participation because of their hysterical rants and accusations. Thank
you for popping up to demonstrate.

4960. Re: MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 18:30:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00270a5a@familynet-international.org>
Source record: 8530

FamilyNet International Newsgate

> From: "Docrotcod" <rahbart@cox.net>

> It is hodgepodge.dtdns.net , port 23

> Good seeing you!

> Thomas

BTW, I've been trying to hit The Cafe at thecafe.dtdns.net since last
Tuesday's chat with no luck, but wanted you to know I have been trying.

Happy Holidays to all!!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

4961. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 18:48:22 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD30226.51F0%you@cogeco.ca>
Source record: 8517

```
> From: Rick Cortese <ricortes@earthlink.net>
> Organization: EarthLink Inc. -- http://www.EarthLink.net
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Dec 2005 17:52:55 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You wrote:
>>
>>> From: Rick Cortese <ricortes@earthlink.net>
>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 24 Dec 2005 04:25:27 GMT
>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>
>>> You wrote:
>>>
>>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>> Newsgroups: comp.sys.atari.8bit
>>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>
>>>>> You wrote:
>>>>>
>>>>>
>>>>>> I'm obviously wasting my time trying to explain this to you; I don't
>>>>>> think
>>>>>> you'll ever grasp the concept here.
>>>>>
>>>>> That is the first 'almost correct' statement you have made. I understand
>>>>> your explaination perfectly. It is just that it is out of context, as
>>>>> such in error, and lacks relevance to my point. I understand concepts
>>>>> like alien abduction, I just don't believe they are valid.
>>>>
>>>>
>>>> No, you really don't understand the concept of intrinsic value.
>>>
>>> No you really look up intrinsic in the dictionary. You have no idea what
>>> it actually means. Not to subtle of a hint: It doesn't necessarily have
>>> anything to do with money or monetary value like you are trying to
>>> characterize it. Belief in Jesus is intrinsic to a Catholic for example.
>>
>>
>>
```

>>
>> Okay, here's the definition of "intrinsic" as taken from dictionary.com:
>>
>> inï¿½trinï¿½sic (P) Pronunciation Key (n-trnzk, -sk)
>> adj.
>>
>> 1. Of or relating to the essential nature of a thing; inherent.
>> 2. Anatomy. Situated within or belonging solely to the organ or body part
>> on which it acts. Used of certain nerves and muscles.
>>
> You know I really thought you had almost caught it here are were about
> to apologize for you lunatic rants, then I read.
> <snip>
>> For purposes of this particular discussion, the product we are talking about
>> is the old ICD Multi-Input/Output device. What is the inherent value of
>> the MIO?
>
> No you frigging idiot. One more time: I said the *NEW* stuff had no
> intrinsic value to a collector. New stuff being the IDE interfaces for
> instance.
>
> Get it yet? Collector of old stuff, paid fortune for MIO. I say the new
> stuff has no intrinsic value to him because he is a collector of old
> stuff? New stuff is not "Of or relating to the essential nature of a
> thing; inherent" of a collector of old hardware?
>
> I am convinced you are just trolling. No one can really be that dense. I
> posted before about how idiot trolls in this newsgroup tend to limit my
> participation because of their hysterical rants and accusations. Thank
> you for popping up to demonstrate.

What level of education do you have, Rick? I'm guessing that you're probably in your fourties, that you grew up in the mountains, you graduated school in grade four, and moved on to oversee the family beetle breeding business. I'm guessing that you live from paycheque to paycheque because you don't understand simple concepts like value. You get ripped off at almost every turn and you believe every word that you read in comic books.

Yes, you, Mr. Cortese, you are a total fucking idiot!

Oh, by the way, your participation is limited because you're a total fucking moron that seems utterly incapable of separating cranium from rectum, let alone fact from fiction, or intelligence from ignorance. You're a nothing, Mr. Cortese! You're a nobody! You will always be a nothing. You will always be a nobody! You are a pathetic loser that does not have any understanding of the world around you.

Being labelled a "friggin' idiot" by you, Mr. Cortese, is tantamount to being knighted by the Queen for intelligence... Being labelled a "friggin' idiot" by you, Mr. Cortese, is tantamount to winning the Nobel Prize! Do you know why? Because people like you are worthless insignificant peons.

Your tiny little cranium isn't capable of understanding complicated concepts like tying a shoe, for example.

Ha! Being labelled an idiot by you? Oh, I guess I'm supposed to feel bad now because a fucking moron can't understand a simple concept... A concept, I might add, that is taught in almost every high school, business school, and street corner on the planet. You're calling me an idiot?

Fuck off and die you disgusting piece of shit!

4962. Merry Atari 8-bit Christmas from Sweden

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 19:23:04 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <sehrf.41550$d5.197046@newsb.telia.net>
Source record: 8518

Merry Atari 8-bit Christmas to you all!

http://hem.passagen.se/xbrabqrstw/waving.gif

Today it is 22 years and two days, since I bought my first Atari
computer, the 600XL model.

4963. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 19:32:52 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD30C94.51F3%you@cogeco.ca>
Source record: 8519
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

> From: "Sam Gillett" <samgillettnospam@diespammermsn.com>
> Newsgroups: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit
> Date: Sat, 24 Dec 2005 06:55:24 GMT
> Subject: Re: The C=64 rules or does it?
>
>
> "You" wrote ...
>>
>> Technical specifications aside, the Commodore 64 was one of the ugliest
>> 8-bit computers ever produced.
>
> That is largely a matter of taste. A lot of people found the supermodel
> Twiggy attractive. Personally, I saw her as sort of ugly.
>
> Although I think the later C64c was better looking, I think the
> breadbox C64 also looked OK.
> --

So we don't totally disagree; I think the 64c was a much better looking machine than the 64. ;) As for the supermodel Twiggy, I have no idea who he/she is... I'm guessing that my ignorance of this "supermodel" is largely due to the fact that she *is*, as you say, sort of ugly. Of course, this is just conjecture on my part.

I also agree that perceptions of what is attarctive or unattractive is, entirely subjective.

So what does it all boil down to? Choices! It's really all about choices... and that, in essence, is what makes the C64, Atari8, TRS80, etcetera, etcetera, so attractive as a whole. We are not forced to use computers that we think are ugly; I chose an Atari8 because I thought the C64 was ugly.

How fitting that I should be talking about choices at such a time in Canadian history. We are currently in the middle of a federal election campaign here in Canada. Elections, as you know, are all about choices. We, as a people, insist on having choices. Sometimes we can be satisfied with just one alternative, and sometimes we need several alternatives.

I choose... Those are probably my two favourite words. I choose! As a kid I used those words quite frequently. My parents attempted to put me in boy scouts, and I chose otherwise. Growing up, many people insisted that I needed a girlfriend, but I chose otherwise.

I choose... Yes, the Commodore 64 was vastly more popular in this neck of the woods, but I chose otherwise. I chose the Atari 800XL. No one is ever going to convince that I made the wrong choice. No one is ever going to convince me that I should regret my choice.

It's election time in Canada, and I'm, once again, ready to choose!

4964. Re: You guys ever find any cheap 1200XLs?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 21:14:01 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD32449.51F6%you@cogeco.ca>
Source record: 8520

> From: kevin <kevnospam242@gmail.com>
> Organization: Cox Communications
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Dec 2005 01:37:27 -0500
> Subject: Re: You guys ever find any cheap 1200XLs?
>
> On Fri, 23 Dec 2005 21:40:48 -0600, Slor <semaj@rols.ten> wrote:
>
>> I, too, would like to get ahold of a 1200XL in nice shape for my own setup.
>> If anyone has one to part with, please give me a yell. If you email me,
>> note the reverse munging of my address...
>>
>> Thanks!
>>
>> --
>> Slor
>
>
> You know Slor, Ive been looking for a reasonably priced good condition
> 1200xl for a long time and they are hard to come by.

I don't have any 1200XL's kicking around, but I hear that they may have an intrinsic value of $2000 to a collector. I hear that the newer computers have absolutely *no* intrinsic value... but hey, what do I know... I'm a friggin' idiot!

4965. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 21:18:52 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns973687841A948ambassadorkosh@70.169.32.36>
Source record: 8522

You <you@cogeco.ca> wrote in news:BFD30226.51F0%you@cogeco.ca:

>
>
>> From: Rick Cortese <ricortes@earthlink.net>
>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 24 Dec 2005 17:52:55 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> You wrote:
>>>
>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>> Newsgroups: comp.sys.atari.8bit
>>>> Date: Sat, 24 Dec 2005 04:25:27 GMT
>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>
>>>> You wrote:
>>>>
>>>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>>> Newsgroups: comp.sys.atari.8bit
>>>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>>
>>>>>> You wrote:
>>>>>>
>>>>>>
>>>>>>> I'm obviously wasting my time trying to explain this to you; I
>>>>>>> don't think you'll ever grasp the concept here.
>>>>>>
>>>>>> That is the first 'almost correct' statement you have made. I
>>>>>> understand your explaination perfectly. It is just that it is out
>>>>>> of context, as such in error, and lacks relevance to my point. I
>>>>>> understand concepts like alien abduction, I just don't believe
>>>>>> they are valid.
>>>>>
>>>>>
>>>>> No, you really don't understand the concept of intrinsic value.
>>>>
>>>> No you really look up intrinsic in the dictionary. You have no idea
>>>> what it actually means. Not to subtle of a hint: It doesn't

>>>> necessarily have anything to do with money or monetary value like
>>>> you are trying to characterize it. Belief in Jesus is intrinsic to
>>>> a Catholic for example.
>>>
>>>
>>>
>>>
>>> Okay, here's the definition of "intrinsic" as taken from
>>> dictionary.com:
>>>
>>> in•trin•sic (P) Pronunciation Key (n-trnzk, -sk)
>>> adj.
>>>
>>> 1. Of or relating to the essential nature of a thing; inherent.
>>> 2. Anatomy. Situated within or belonging solely to the organ or body
>>> part on which it acts. Used of certain nerves and muscles.
>>>
>> You know I really thought you had almost caught it here are were
>> about to apologize for you lunatic rants, then I read.
>> <snip>
>>> For purposes of this particular discussion, the product we are
>>> talking about is the old ICD Multi-Input/Output device. What is
>>> the inherent value of the MIO?
>>
>> No you frigging idiot. One more time: I said the *NEW* stuff had no
>> intrinsic value to a collector. New stuff being the IDE interfaces
>> for instance.
>>
>> Get it yet? Collector of old stuff, paid fortune for MIO. I say the
>> new stuff has no intrinsic value to him because he is a collector of
>> old stuff? New stuff is not "Of or relating to the essential nature
>> of a thing; inherent" of a collector of old hardware?
>>
>> I am convinced you are just trolling. No one can really be that
>> dense. I posted before about how idiot trolls in this newsgroup tend
>> to limit my participation because of their hysterical rants and
>> accusations. Thank you for popping up to demonstrate.
>
> What level of education do you have, Rick? I'm guessing that you're
> probably in your fourties, that you grew up in the mountains, you
> graduated school in grade four, and moved on to oversee the family
> beetle breeding business. I'm guessing that you live from paycheque
> to paycheque because you don't understand simple concepts like value.
> You get ripped off at almost every turn and you believe every word
> that you read in comic books.
>
> Yes, you, Mr. Cortese, you are a total fucking idiot!
>
> Oh, by the way, your participation is limited because you're a total

> fucking moron that seems utterly incapable of separating cranium from
> rectum, let alone fact from fiction, or intelligence from ignorance.
> You're a nothing, Mr. Cortese! You're a nobody! You will always be
> a nothing. You will always be a nobody! You are a pathetic loser
> that does not have any understanding of the world around you.
>
> Being labelled a "friggin' idiot" by you, Mr. Cortese, is tantamount
> to being knighted by the Queen for intelligence... Being labelled a
> "friggin' idiot" by you, Mr. Cortese, is tantamount to winning the
> Nobel Prize! Do you know why? Because people like you are
> worthless insignificant peons. Your tiny little cranium isn't capable
> of understanding complicated concepts like tying a shoe, for example.
>
> Ha! Being labelled an idiot by you? Oh, I guess I'm supposed to
> feel bad now because a fucking moron can't understand a simple
> concept... A concept, I might add, that is taught in almost every
> high school, business school, and street corner on the planet.
> You're calling me an idiot?
>
> Fuck off and die you disgusting piece of shit!
>
>
>

```
Welcome to the depths of my killfile.......<PLONK>
```

```
--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN
```

4966. Re: You guys ever find any cheap 1200XLs?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 21:18:55 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD3256F.51F8%you@cogeco.ca>
Source record: 8521

> From: You <you@cogeco.ca>
> Organization: Cogeco Cable
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Dec 2005 16:14:01 -0500
> Subject: Re: You guys ever find any cheap 1200XLs?
>
>
>
>> From: kevin <kevnospam242@gmail.com>
>> Organization: Cox Communications
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 24 Dec 2005 01:37:27 -0500
>> Subject: Re: You guys ever find any cheap 1200XLs?
>>
>> On Fri, 23 Dec 2005 21:40:48 -0600, Slor <semaj@rols.ten> wrote:
>>
>>> I, too, would like to get ahold of a 1200XL in nice shape for my own setup.
>>> If anyone has one to part with, please give me a yell. If you email me,
>>> note the reverse munging of my address...
>>>
>>> Thanks!
>>>
>>> --
>>> Slor
>>
>>
>> You know Slor, Ive been looking for a reasonably priced good condition
>> 1200xl for a long time and they are hard to come by.
>
> I don't have any 1200XL's kicking around, but I hear that they may have an
> intrinsic value of $2000 to a collector. I hear that the newer computers
> have absolutely *no* intrinsic value... but hey, what do I know... I'm a
> friggin' idiot!
>
>

Ooops, looks like I just slit my own throat on that one! I admitted that I don't own any 1200XL computers. Gee, I guess that makes me a friggin' idiot and a troll! I guess I'm not a real Atarian because I only own 4 800XL's!

Hmmm, I wonder what the intrinsic value of my 800XL's would be to to a collector? $17,000 dollars each... Going once, going twice... Sold to the idiot with zero understanding of value!

4967. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 21:42:11 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD32AE3.51FC%you@cogeco.ca>
Source record: 8523
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> From: Lyrical Nanoha <LyricalNanoha@dosius.net>
> Newsgroups: comp.sys.atari.8bit,comp.sys.cbm
> Date: Sat, 24 Dec 2005 07:30:58 GMT
> Subject: Re: Technical comparision
>
> On Fri, 23 Dec 2005, You wrote:
>
>> The Apple II? Ph, you mean the computer that couldn't even do lowercase
>> characters for the longest time... Duh! It's a good thing there were no
>> netiquette rules back then; Apple II users would have been flamed to hell
>> and back for SHOUTING!!!
>
> Apple][word processors usually had some way of processing lowercase. I
> think in the case of Applewriter uppercase was displayed as Inverse, and
> ESC was used as capslock. When there's a will there's a way...
>
> -uso.

I don't know too much about the Apple II. I've owned a few Apple II Pluses, but I've never really played with them or done any serious tinkering. I totally agree with you on the idea that seemingly impossible things are possible, when the will to achieve is present and strong.

But then again, sometimes appearances are deceiving and the seemingly impossible are all too probable. Again, the Apple II is a good example. What may have seemed impossible (lowercase characters) became very probable. And eventually, lowercase was shipped as standard. :)

4968. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-24 22:48:32 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135464512.054922.235680@g44g2000cwa.googlegroups.com>
Source record: 8524

LOL...Yes Yes yes...I know its has no real value...just a hobbie. So
any thoughts on how to generate /CAS ????

Thanks
Ralph

4969. Re: Merry Atari 8-bit Christmas from Sweden

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 00:08:12 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43ade181$0$9288$afc38c87@news.optusnet.com.au>
Source record: 8525

Anders Skelander wrote:
> Merry Atari 8-bit Christmas to you all!
>
> http://hem.passagen.se/xbrabqrstw/waving.gif
>
> Today it is 22 years and two days, since I bought my first Atari
> computer, the 600XL model.
>
>
Same for me, only 800XL and less 2 days;-)

Merry xmas from Oz.

Mark

4970. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 00:11:00 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD34DC3.5203%you@cogeco.ca>
Source record: 8526

```
> From: "G.M." <bitbucket@cox.net>
> Organization: Cox Communications
> Newsgroups: comp.sys.atari.8bit
> Date: Sat, 24 Dec 2005 21:18:52 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You <you@cogeco.ca> wrote in news:BFD30226.51F0%you@cogeco.ca:
>
>>
>>
>>> From: Rick Cortese <ricortes@earthlink.net>
>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 24 Dec 2005 17:52:55 GMT
>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>
>>> You wrote:
>>>>
>>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>> Newsgroups: comp.sys.atari.8bit
>>>>> Date: Sat, 24 Dec 2005 04:25:27 GMT
>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>
>>>>> You wrote:
>>>>>
>>>>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>>>> Newsgroups: comp.sys.atari.8bit
>>>>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>>>
>>>>>>> You wrote:
>>>>>>>
>>>>>>>
>>>>>>>> I'm obviously wasting my time trying to explain this to you; I
>>>>>>>> don't think you'll ever grasp the concept here.
>>>>>>>
>>>>>>> That is the first 'almost correct' statement you have made. I
>>>>>>> understand your explaination perfectly. It is just that it is out
>>>>>>> of context, as such in error, and lacks relevance to my point. I
>>>>>>> understand concepts like alien abduction, I just don't believe
>>>>>>> they are valid.
>>>>>>
```

>>>>>>
>>>>>> No, you really don't understand the concept of intrinsic value.
>>>>>
>>>>> No you really look up intrinsic in the dictionary. You have no idea
>>>>> what it actually means. Not to subtle of a hint: It doesn't
>>>>> necessarily have anything to do with money or monetary value like
>>>>> you are trying to characterize it. Belief in Jesus is intrinsic to
>>>>> a Catholic for example.
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>>>>
>>>>
>>>>
>>>> Okay, here's the definition of "intrinsic" as taken from
>>>> dictionary.com:
>>>>
>>>> inï¿½trinï¿½sic (P) Pronunciation Key (n-trnzk, -sk)
>>>> adj.
>>>>
>>>> 1. Of or relating to the essential nature of a thing; inherent.
>>>> 2. Anatomy. Situated within or belonging solely to the organ or body
>>>> part on which it acts. Used of certain nerves and muscles.
>>>>
>>> You know I really thought you had almost caught it here are were
>>> about to apologize for you lunatic rants, then I read.
>>> <snip>
>>>> For purposes of this particular discussion, the product we are
>>>> talking about is the old ICD Multi-Input/Output device. What is
>>>> the inherent value of the MIO?
>>>
>>> No you frigging idiot. One more time: I said the *NEW* stuff had no
>>> intrinsic value to a collector. New stuff being the IDE interfaces
>>> for instance.
>>>
>>> Get it yet? Collector of old stuff, paid fortune for MIO. I say the
>>> new stuff has no intrinsic value to him because he is a collector of
>>> old stuff? New stuff is not "Of or relating to the essential nature
>>> of a thing; inherent" of a collector of old hardware?
>>>
>>> I am convinced you are just trolling. No one can really be that
>>> dense. I posted before about how idiot trolls in this newsgroup tend
>>> to limit my participation because of their hysterical rants and
>>> accusations. Thank you for popping up to demonstrate.
>>
>> What level of education do you have, Rick? I'm guessing that you're
>> probably in your fourties, that you grew up in the mountains, you
>> graduated school in grade four, and moved on to oversee the family
>> beetle breeding business. I'm guessing that you live from paycheque
>> to paycheque because you don't understand simple concepts like value.
>> You get ripped off at almost every turn and you believe every word
>> that you read in comic books.

>>
>> Yes, you, Mr. Cortese, you are a total fucking idiot!
>>
>> Oh, by the way, your participation is limited because you're a total
>> fucking moron that seems utterly incapable of separating cranium from
>> rectum, let alone fact from fiction, or intelligence from ignorance.
>> You're a nothing, Mr. Cortese! You're a nobody! You will always be
>> a nothing. You will always be a nobody! You are a pathetic loser
>> that does not have any understanding of the world around you.
>>
>> Being labelled a "friggin' idiot" by you, Mr. Cortese, is tantamount
>> to being knighted by the Queen for intelligence... Being labelled a
>> "friggin' idiot" by you, Mr. Cortese, is tantamount to winning the
>> Nobel Prize! Do you know why? Because people like you are
>> worthless insignificant peons. Your tiny little cranium isn't capable
>> of understanding complicated concepts like tying a shoe, for example.
>>
>> Ha! Being labelled an idiot by you? Oh, I guess I'm supposed to
>> feel bad now because a fucking moron can't understand a simple
>> concept... A concept, I might add, that is taught in almost every
>> high school, business school, and street corner on the planet.
>> You're calling me an idiot?
>>
>> Fuck off and die you disgusting piece of shit!
>>
>>
>>
>
> Welcome to the depths of my killfile.......<PLONK>
>

Cool! I'll bet there are lots of other really interesting people down
there too... ;)

4971. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 00:14:39 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD34E9F.5205%you@cogeco.ca>
Source record: 8527

> From: "Ralphy Rocket" <ralphxpn@pacbell.net>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 24 Dec 2005 14:48:32 -0800
> Subject: Re: 800 1 Meg upgrade
>
> LOL...Yes Yes yes...I know its has no real value...just a hobbie. So
> any thoughts on how to generate /CAS ????
>
> Thanks
> Ralph
>

We're not knocking you, Ralph. We're encouraging you... And I can't help
you with the /CAS -- It's not really my area of expertise. :(

4972. Re: The C=64 rules or does it?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 00:25:28 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43ade766@quokka.wn.com.au>
Source record: 8528
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

You wrote:

> I choose... Those are probably my two favourite words. I choose! As

You chose to be a sad election tracking homo virgin with an Atari 800 who cant tie a knot?

wow. :D

ps. For all Americans, this is known as humour. Move along, nothing here for you....

4973. Re: Disk loading sounds

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 00:43:47 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <dokpvvbff1@mamenchi.zrz.TU-Berlin.DE>
Source record: 8529

Merry Christmas to you as well.

> Merry Chirstmas, all (-;
>
>
> I was just wondering why Atari decided to have a disk loading sound. Or is
> it because the POKEY handels disk access as well as sound output?

It is to a major degree due to the latter. The sound output is to a good
degree caused because the pokey sound registers are used to setup the
timing base for serial I/O, but read below.

> Secondly - I can only speak of PAL systems, though - even when those sounds
> are muted by setting $41 (dec. 65) to 0 they are still audible, at least
> with all the TV sets and monitors I've used my Ataris with.

This is because the serial line is also wired to the sound output. You
can cut this line, and then won't be able to hear the sound when it's muted.

So long,
Thomas

4974. MERRY CHRISTMAS FROM 8-BIT DESIGNS

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 02:48:21 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1135478901.695397.302990@g43g2000cwa.googlegroups.com>
Source record: 8531

Hello. Just wanted to wish you all a VERY MERRY CHRISTMAS and a jolly
NEW YEAR from the 8-Bit Designs family of companies
(C64DieHards/Commodore Dreams).

Charles

4975. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 03:11:56 UTC
From: RoyE <r-dean@wcox.net>
Message-ID: <85orf.862$TI6.247@fed1read03>
Source record: 8532

"G.M." <bitbucket@cox.net> wrote in message
news:Xns973687841A948ambassadorkosh@70.169.32.36...
| You <you@cogeco.ca> wrote in news:BFD30226.51F0%you@cogeco.ca:
|
| >
| >
| >> From: Rick Cortese <ricortes@earthlink.net>
| >> Organization: EarthLink Inc. -- http://www.EarthLink.net
| >> Newsgroups: comp.sys.atari.8bit
| >> Date: Sat, 24 Dec 2005 17:52:55 GMT
| >> Subject: Re: 1 meg MIO plus SDX cart on eBay
| >>
| >> You wrote:
| >>>
| >>>> From: Rick Cortese <ricortes@earthlink.net>
| >>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
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| >>>> Date: Sat, 24 Dec 2005 04:25:27 GMT
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| >>>>
| >>>> You wrote:
| >>>>
| >>>>>> From: Rick Cortese <ricortes@earthlink.net>
| >>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
| >>>>>> Newsgroups: comp.sys.atari.8bit
| >>>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
| >>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
| >>>>>>
| >>>>>> You wrote:
| >>>>>>
| >>>>>>
| >>>>>>> I'm obviously wasting my time trying to explain this to you; I
| >>>>>>> don't think you'll ever grasp the concept here.
| >>>>>>
| >>>>>> That is the first 'almost correct' statement you have made. I
| >>>>>> understand your explaination perfectly. It is just that it is out
| >>>>>> of context, as such in error, and lacks relevance to my point. I
| >>>>>> understand concepts like alien abduction, I just don't believe
| >>>>>> they are valid.
| >>>>>
| >>>>>
| >>>>> No, you really don't understand the concept of intrinsic value.
| >>>>

| >>>> No you really look up intrinsic in the dictionary. You have no idea
| >>>> what it actually means. Not to subtle of a hint: It doesn't
| >>>> necessarily have anything to do with money or monetary value like
| >>>> you are trying to characterize it. Belief in Jesus is intrinsic to
| >>>> a Catholic for example.
| >>>
| >>>
| >>>
| >>>
| >>> Okay, here's the definition of "intrinsic" as taken from
| >>> dictionary.com:
| >>>
| >>> in•trin•sic (P) Pronunciation Key (n-trnzk, -sk)
| >>> adj.
| >>>
| >>> 1. Of or relating to the essential nature of a thing; inherent.
| >>> 2. Anatomy. Situated within or belonging solely to the organ or body
| >>> part on which it acts. Used of certain nerves and muscles.
| >>>
| >> You know I really thought you had almost caught it here are were
| >> about to apologize for you lunatic rants, then I read.
| >> <snip>
| >>> For purposes of this particular discussion, the product we are
| >>> talking about is the old ICD Multi-Input/Output device. What is
| >>> the inherent value of the MIO?
| >>
| >> No you frigging idiot. One more time: I said the *NEW* stuff had no
| >> intrinsic value to a collector. New stuff being the IDE interfaces
| >> for instance.
| >>
| >> Get it yet? Collector of old stuff, paid fortune for MIO. I say the
| >> new stuff has no intrinsic value to him because he is a collector of
| >> old stuff? New stuff is not "Of or relating to the essential nature
| >> of a thing; inherent" of a collector of old hardware?
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| >> I am convinced you are just trolling. No one can really be that
| >> dense. I posted before about how idiot trolls in this newsgroup tend
| >> to limit my participation because of their hysterical rants and
| >> accusations. Thank you for popping up to demonstrate.
| >
| > What level of education do you have, Rick? I'm guessing that you're
| > probably in your fourties, that you grew up in the mountains, you
| > graduated school in grade four, and moved on to oversee the family
| > beetle breeding business. I'm guessing that you live from paycheque
| > to paycheque because you don't understand simple concepts like value.
| > You get ripped off at almost every turn and you believe every word
| > that you read in comic books.
| >
| > Yes, you, Mr. Cortese, you are a total fucking idiot!

| >
| > Oh, by the way, your participation is limited because you're a total
| > fucking moron that seems utterly incapable of separating cranium from
| > rectum, let alone fact from fiction, or intelligence from ignorance.
| > You're a nothing, Mr. Cortese! You're a nobody! You will always be
| > a nothing. You will always be a nobody! You are a pathetic loser
| > that does not have any understanding of the world around you.
| >
| > Being labelled a "friggin' idiot" by you, Mr. Cortese, is tantamount
| > to being knighted by the Queen for intelligence... Being labelled a
| > "friggin' idiot" by you, Mr. Cortese, is tantamount to winning the
| > Nobel Prize! Do you know why? Because people like you are
| > worthless insignificant peons. Your tiny little cranium isn't capable
| > of understanding complicated concepts like tying a shoe, for example.
| >
| > Ha! Being labelled an idiot by you? Oh, I guess I'm supposed to
| > feel bad now because a fucking moron can't understand a simple
| > concept... A concept, I might add, that is taught in almost every
| > high school, business school, and street corner on the planet.
| > You're calling me an idiot?
| >
| > Fuck off and die you disgusting piece of shit!
| >
| >
| >
|
| Welcome to the depths of my killfile.....<PLONK>
|
| --
| C:\DOS
| C:\DOS\RUN
| ..\RUN\DOS\RUN
.....<PLONK>
.....<PLONK>
.....<PLONK>
.....<PLONK>
.....<PLONK>
.....<PLONK>

4976. Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 04:00:38 UTC
From: Lincoln Wichhurst <art_enema@yahoo.com.sg>
Message-ID: <1135483238.523381.179630@g49g2000cwa.googlegroups.com>
Source record: 8533
Cross-posted to: comp.sys.atari.8bit,is.vedur

Or do you recommend a C64 for that purpose ???

4977. Re: Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 04:56:43 UTC
From: micrologix1500@yahoo.com
Message-ID: <1135486603.886964.145530@g44g2000cwa.googlegroups.com>
Source record: 8534
Cross-posted to: comp.sys.atari.8bit,is.vedur

Atari, definitely. Just make sure it comes with "SCRAM" on disk or
tape.

4978. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 05:42:10 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1135489303@rtfm.mit.edu>
Source record: 8535
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

4979. Re: Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 06:50:51 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1135493451.096112.140930@g43g2000cwa.googlegroups.com>
Source record: 8536
Cross-posted to: comp.sys.atari.8bit,is.vedur

Or "OF COURSE" KABOOM software! LOLOL:):):)

4980. Re: Disk loading sounds

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 07:06:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae44dc3095c0@comcast.net>
Source record: 8541

>Merry Chirstmas, all (-;
>
>
>I was just wondering why Atari decided to have a disk loading sound. Or is
>it because the POKEY handels disk access as well as sound output?
>
>Secondly - I can only speak of PAL systems, though - even when those sounds
>are muted by setting $41 (dec. 65) to 0 they are still audible, at least
>with all the TV sets and monitors I've used my Ataris with.
>
>
>On with the holidays, ho-ho-ho,
>
>Frank

I am not sure why, but I am glad it is there. I suppose it was to let the user know the disk is loading. I use an atari disk drive emulator with my Atari 32-bit clone (Hades060) and when the disk image loads, I get the same sound. Kind of neat I think.

4981. Re: Merry Atari 8-bit Christmas from Sweden

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 07:07:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae45e83da420@comcast.net>
Source record: 8538

>
>Merry Atari 8-bit Christmas to you all!

The same to you and everyone else here.

>http://hem.passagen.se/xbrabqrstw/waving.gif
>
>Today it is 22 years and two days, since I bought my first Atari
>computer, the 600XL model.

It is about the same for me except I bought the older Atari 400 model. There were the good old days. I really miss them.

4982. Re: Merry Atari 8-bit Christmas from Sweden

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 07:10:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae4672445830@comcast.net>
Source record: 8540

>
>Merry Atari 8-bit Christmas to you all!

The same to you and everyone else here.

>Today it is 22 years and two days, since I bought my first Atari
>computer, the 600XL model.

I bought my Atari 400 about the same time (a bit earlier). I really miss those days. I had the most fun.

4983. Re: Merry Atari 8-bit Christmas from Sweden

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 07:12:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae46e84a3180@comcast.net>
Source record: 8539

>Merry Atari 8-bit Christmas to you all!

The same to you nd everyone else here.

>http://hem.passagen.se/xbrabqrstw/waving.gif

Nice picture. <g>

>Today it is 22 years and two days, since I bought my first Atari
>computer, the 600XL model.

I bought my Atari 400 back in 1982. Those were the best days for owning a computer. I miss them greatly.

4984. Re: MERRY CHRISTMAS FROM 8-BIT DESIGNS

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 07:14:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43ae47ee5713f0@comcast.net>
Source record: 8542

```
>
>
> Hello. Just wanted to wish you all a VERY MERRY CHRISTMAS and a jolly
>NEW YEAR from the 8-Bit Designs family of companies
>(C64DieHards/Commodore Dreams).
>
>Charles
>

Thank you and the same to you.
```

4985. Re: You guys ever find any cheap 1200XLs?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 08:02:42 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1135497762.388521.107220@g44g2000cwa.googlegroups.com>
Source record: 8537

My first computer was and is a 1200XL which still works, actually. We bought it in 1983 for $300 since no one wanted them. It has an excellent keyboard though the contacts need to be refreshed.

I got another working 1200XL at the swap meet about 10 years ago for $10. Still works. I'll part with it, tearfully, for $2000... ^_~

4986. Re: Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 14:55:34 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Gpyrf.41559$d5.197035@newsb.telia.net>
Source record: 8543

"Lincoln Wichhurst" <art_enema@yahoo.com.sg> skrev i meddelandet
news:1135483238.523381.179630@g49g2000cwa.googlegroups.com...
> Or do you recommend a C64 for that purpose ???

Dear Mr. Wichhurst,

My advice is that you should turn to the Acorn Group in Cambridge,
England, with a requirement specification and reference documentation
for the specific nuclear power plant you are planning on building. I am
quite sure they can offer a customized hardware solution for your
particular purposes.

Or, since you seem to have deep knowledge of computing and
electronics, you could go to your local computer dealer and buy a
brand new Acorn Atom computer off shelf and write the power
plant control software yourself. Preferrably in machine code then,
to be able to make all your software logic and data fit in the 2048
bytes of on-board RAM memory.

Best regards,
Anders Skelander

4987. Re: 1mb MIO,manual, disk on Ebay - Merry Xmas!!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 15:40:52 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <c7ftq1t6k281otv7h3sgf34n1ups2hl1r7@4ax.com>
Source record: 8544

Hi all,

12 hours to go for the MIO Ebay auction, and we have 26 'watchers'.

Merry Christmas everyone!!

Rory

>Item number: 8739050975.
>
> I've just put an MIO on Ebay.

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

4988. Re: Merry Christmas or your holiday of choice

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 16:21:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135527701.126523.219640@g14g2000cwa.googlegroups.com>
Source record: 8545

Vidar Olavesen wrote:
> Hope you all have a wonderful time!
>
> Take Atarian care

Thank you and Merry Christmas to you too and a Happy New Year!

Skaal (or Skal)! Is that the appropriate toast for your country?

- Steve Sheppard

4989. Re: Merry Atari 8-bit Christmas from Sweden

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 16:36:14 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135528574.184454.192870@g44g2000cwa.googlegroups.com>
Source record: 8546

Merry Christmas to you too. Happy new year! Skor!

I can't remember when, not to the day anyway, when I bought first Atari. It was an 800 puchased in 1979, October/November, I think. It still works.

Funny, I never did get to see a real 600XL. I think I've seen all the other US models but not the 600XL.

- Steve Sheppard

4990. Re: MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 17:01:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.25.17.01.37.957300@charter.net>
Source record: 8547

On Sat, 24 Dec 2005 18:30:26 +0000, Greg Goodwin wrote:

>
> BTW, I've been trying to hit The Cafe at thecafe.dtdns.net since last
> Tuesday's chat with no luck, but wanted you to know I have been trying.
>
> Happy Holidays to all!!
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org

Greg, when is the next "chat"? Thanks! :-)

--
_/_/_/

4991. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 18:45:59 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135536359.689815.85000@o13g2000cwo.googlegroups.com>
Source record: 8448

MERRY X-MAS!!! All

LOL!!! I don't feel "knocked" No Worries. :) I got it resolved. once I drew the schematic on a big piece of paper, not the "post-its" I realized I had enough space on the Multiplexer for the new address lines and the /CAS. To make sure everything worked I broke up the project into steps....I just didn't see the big picture :)

Ralph

4992. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 19:22:48 UTC
From: neopeius <fagin@earthlink.net>
Message-ID: <1135538568.203660.100830@g44g2000cwa.googlegroups.com>
Source record: 8449

Sorry for the confusion. ^_^ That Indus drive will be my late Xmas present.

BTW, the G4 is the read error code on the Indus. Accompanies that harsh "PING" that lets you know something is wrong. Oh I hate that sound. And it does spin up to 39 when it's done.

I really like those Induses.

4993. Re: MERRY CHRISTMAS FROM 8-BIT DESIGNS

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-25 19:23:34 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1135538614.538438.103170@g44g2000cwa.googlegroups.com>
Source record: 8450

:):):):)

4994. Re: Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 00:27:02 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <52euq1ht9ckb4dj6bob0km5je21gqpcukg@4ax.com>
Source record: 8451
Cross-posted to: comp.sys.atari.8bit,is.vedur

On 24 Dec 2005 20:00:38 -0800, "Lincoln Wichhurst"
<art_enema@yahoo.com.sg> wrote:

>Or do you recommend a C64 for that purpose ???

Definetly an Atari. Make sure you have a backup powersupply just in
case. My friend left his Atari 800 on once (with a Krazy SHootout
cart in it) for 2 years (by mistake) and it still worked fine (and
prob still works to this day altho he died... yes his atari actually
outlived him!) but the power supply got really hot and shortly after
the 2 year marathon he needed to replace it.

4995. Re: Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 00:59:01 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-35B5F6.01590126122005@azure.qinip.net>
Source record: 8452
Cross-posted to: comp.sys.atari.8bit,is.vedur

Howdy folks

> Definetly an Atari. Make sure you have a backup powersupply just in
> case...

Why? If Mr. Wichhurst is as good a programmer as I think he is, the nuclear powerplant shouldn't need a back up, but keep supplying him with enough power for the rest of his (Atari's) live.

CU Mathy

4996. Re: Can I use an ATARI 8 Bit to control a nuclear power plant???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 05:10:47 UTC
From: birdie3 <ktownrox@yahoo.com>
Message-ID: <1135573847.505741.201520@g14g2000cwa.googlegroups.com>
Source record: 8453
Cross-posted to: comp.sys.atari.8bit,is.vedur

I think that this may have been attempted before in the early eighties but computers have advanced quite considerably since then so most companies are opting for upgrades. I personally recommend a 130XE at bare minimum. Out of curiosity, which reactor do you plan to use an Atari with?

4997. Re: MyIDE issue

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 06:01:24 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <UGLrf.18846$mz2.6599@trnddc08>
Source record: 8454

heheh... I have a MyIDE issue here also. It is 12:00AM after Christmas day
and I am trying to put my IDE-CF setup together... specifcally soldering the
CF power wires onto the MYIDE cart.... but I CAN'T FIND EVEN A TINY PIECE
OF SOLDER ANYWHERE IN THE HOUSE... I have literally torn the house up
looking and of course there is nowhere to buy one tonight!!!!! SHEESH!!!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Docrotcod" <rahbart@cox.net> wrote in message
news:K3Lnf.4012$9G.2715@dukeread10...
> Guys i'm sure this is an easy one, but I can't work it out in my head.
>
> I've got the MyIDE 3.1 External device with O/S chip installed. Running
> Sparta3.3 for MyIDE. Ran a program that clobbered D1. Wanting to
> reformat D1 but can't remember the sequence. Any help is appreciated!
>
> Thomas
>

4998. Re: Dead Indus drives (help, please!)

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 06:29:52 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9738F3E85792emuslor@216.196.97.136>
Source record: 8455

Despite all prevention efforts, "neopeius" <fagin@earthlink.net> wrote
in news:1135538568.203660.100830@g44g2000cwa.googlegroups.com:

> Sorry for the confusion. ^_^ That Indus drive will be my late Xmas
> present.
>
> BTW, the G4 is the read error code on the Indus. Accompanies that
> harsh "PING" that lets you know something is wrong. Oh I hate that
> sound. And it does spin up to 39 when it's done.
>
> I really like those Induses.
>

Did you ever receive my email on shipping?

--
Slor

4999. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 07:40:24 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <2dGdnVybPoD7AzLeRVn-qw@comcast.com>
Source record: 8456

```
>
>
> No you frigging idiot. One more time: I said the *NEW* stuff had no
> intrinsic value to a collector. New stuff being the IDE interfaces for
> instance.
ate.

You really don't have a clue! You should stop embarrassing yourself.

http://www.canadiancoin.com/index3.htm
```

5000. Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 12:09:32 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1135598972.038067.292460@g47g2000cwa.googlegroups.com>
Source record: 8457
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
============================================================
This message has been cross-posted to a number of revalent usenet
groups, so please do not start a "My system is better than your system
flame war".
============================================================

Relying on my memory and a cursory check on a number of websites it
appears that the majority of Z80 cpu based computers had black and
white displays, where as the majority of 65xx computers had a color
display.

Now there are exceptions to this, but it makes me wonder, did the CPU
influence the display?

Is there an inherent reason why most Z80 computers had b/w displays and
65xx computers had color?

You may think it would have been cost, b&w would be cheaper than color,
but in the majority Z80 computers where more expensive than 65xx
computers.

Now it could have been display size, many Z80 computers used 80 columns
which is hard to achieve when using a TV as a monitor. But on the other
hand, with color you need more memory to achieve a good working
resolution.

So the question is, did the cpu influence the display?

Bill H www.ts1000.us

============================================================
This message has been cross-posted to a number of revalent usenet
groups, so please do not start a "My system is better than your system
flame war".
============================================================
```

5001. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 12:38:57 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43afe47a$0$809$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8458
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:
> ==
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ==
>
> Relying on my memory and a cursory check on a number of websites it
> appears that the majority of Z80 cpu based computers had black and
> white displays, where as the majority of 65xx computers had a color
> display.

I don't think that is true, at least not for home computers.

There are plenty of (early) 6502 based system which supported only B/W
display, and there are also plenty of Z80 systems which supported color
(ZX Spectrum, MSX, Amstrad CPC, Sharp MZ series, Enterprise...etc).

If we include CP/M computers (which are Z80 based) then what you are
saying might be true. However those where intended for business use. In
those days color was not deemed to be important for business computers.

> Now there are exceptions to this, but it makes me wonder, did the CPU
> influence the display?

There is no technical reason for having a correlation between color
support and the CPU.

> Is there an inherent reason why most Z80 computers had b/w displays and
> 65xx computers had color?

I don't think that statement is true, so the answer is no.

> You may think it would have been cost, b&w would be cheaper than color,
> but in the majority Z80 computers where more expensive than 65xx
> computers.

I doubt that is true either. For example the Sinclair ZX Spectrum was
significantly cheaper than most 6502 based systems, and did support color.

> Now it could have been display size, many Z80 computers used 80 columns
> which is hard to achieve when using a TV as a monitor. But on the other
> hand, with color you need more memory to achieve a good working
> resolution.

See my remark at the beginning.

> So the question is, did the cpu influence the display?

No, at least not whether the system supported color or not. Of cource
the CPU is one, but not the only, factor that affects how fast a display
can be updated, but that is another story.

5002. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 12:46:18 UTC
From: Andrew Owen <aoweninoz@yahoo.com.au>
Message-ID: <1135601178.453498.50970@f14g2000cwb.googlegroups.com>
Source record: 8459
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:

> Relying on my memory and a cursory check on a number of websites it
> appears that the majority of Z80 cpu based computers had black and
> white displays, where as the majority of 65xx computers had a color
> display.

I must admit I can't think of a 6502 based machine that only had mono graphics, but since all 65xx computers I'm aware of were designed for home use (and hence games) a colour display would have been essential. Most of the Z80 based machines were CP/M boxes designed for business use and back then a colour display wasn't considered necessary for serious applications. Except for the very early machines, all the Z80 based home computers I can think of had a colour display: Sinclair Spectrum (Timex), Amstrad CPC, Tandy CoCo (Dragon), MSX etc.

> Now there are exceptions to this, but it makes me wonder, did the CPU
> influence the display?

Usually the display was handled by a video processor. Texas Instruments made one that featured in most Z80 home computers in one form or another. The ZX80 and ZX81 (TS1000) had no video processor and used the CPU to generate the display. The Spectrum used a ULA (which wasn't as powerful as the TI chip, but was probably a lot cheaper at the time).

> Is there an inherent reason why most Z80 computers had b/w displays and
> 65xx computers had color?

No. As a case in point I believe you can control all the screen modes in the Commodore 128 using the Z80 rather than the 65xx. At the end of the day a CPU is a CPU. You can connect anything you want to it (as evidenced by the proliferation of IDE boards for both the Z80 and 65xx machines).

> You may think it would have been cost, b&w would be cheaper than color,
> but in the majority Z80 computers where more expensive than 65xx
> computers.

That's the business vs's home thing again. Colour wasn't considered necessary.

> Now it could have been display size, many Z80 computers used 80 columns
> which is hard to achieve when using a TV as a monitor. But on the other
> hand, with color you need more memory to achieve a good working
> resolution.

Many mono displays were text only (which is very memory efficient). In fact even on colour computers like the Commodore 64 there was usually a mono text mode available. Also a number of Z80 machines with a 512x192 display achieved 80 column text using a 6x8 font, which is just about readable on a standard TV at that resolution.

> So the question is, did the cpu influence the display?

The answer is still no. In theory you could hook up a Z80 to a modern display card and an IDE storage device and stream graphics to it (I don't advise anyone to try it though).

P.S.

While we're on the subject of graphics I've seen it claimed that the Commodore 64 can do an 8x1 attribute mode screen that is at least as big as (possibly bigger than) the 256x192 (8x1 attribute) screen on the Timex TS2068. But I can't find any reference to it in any of the online C64 documentation. Is this a user mode (Using the CPU to change the attribute byte in 320x200 mode for instance) or is it a hardware mode? Also, if anyone from the other groups knows, can any other machines manage something akin to this mode. I'm working on a project which will use a 256x192 (8x1 attribute) screen mode, and if it is possible I'd like to see it appearing on more than one 8-bit platform. (If you want to kill the cross posts, just post it to comp.sys.sinclair).

Cheers!

5003. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 12:57:01 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1135601821.817122.87190@f14g2000cwb.googlegroups.com>
Source record: 8460
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Peter van Merkerk wrote:
> Bill H wrote:
> > ==
> > This message has been cross-posted to a number of revalent usenet
> > groups, so please do not start a "My system is better than your system
> > flame war".
> > ==
> >
> > Relying on my memory and a cursory check on a number of websites it
> > appears that the majority of Z80 cpu based computers had black and
> > white displays, where as the majority of 65xx computers had a color
> > display.
>
> I don't think that is true, at least not for home computers.
>
> There are plenty of (early) 6502 based system which supported only B/W
> display, and there are also plenty of Z80 systems which supported color
> (ZX Spectrum, MSX, Amstrad CPC, Sharp MZ series, Enterprise...etc).
>
> If we include CP/M computers (which are Z80 based) then what you are
> saying might be true. However those where intended for business use. In
> those days color was not deemed to be important for business computers.
>

I probably should have specified a time period. I was thinking more of
the 78 - 82 time period and computers that were available for home use
mainly in the US (only because that is where I am and have the most
experience with). During that time period the popular computers on the
Z80 side where the Tandy's (and clones), the zx81, ts1000 and some CP/M
machines. On the 65xx side where the Apple][s, Atari's and Commodores.

> > Now there are exceptions to this, but it makes me wonder, did the CPU
> > influence the display?
>
> There is no technical reason for having a correlation between color
> support and the CPU.
>
> > Is there an inherent reason why most Z80 computers had b/w displays and
> > 65xx computers had color?
>
> I don't think that statement is true, so the answer is no.
>
> > You may think it would have been cost, b&w would be cheaper than color,
> > but in the majority Z80 computers where more expensive than 65xx

> > computers.
>
> I doubt that is true either. For example the Sinclair ZX Spectrum was
> significantly cheaper than most 6502 based systems, and did support color.
>
> > Now it could have been display size, many Z80 computers used 80 columns
> > which is hard to achieve when using a TV as a monitor. But on the other
> > hand, with color you need more memory to achieve a good working
> > resolution.
>
> See my remark at the beginning.
>
> > So the question is, did the cpu influence the display?
>
> No, at least not whether the system supported color or not. Of cource
> the CPU is one, but not the only, factor that affects how fast a display
> can be updated, but that is another story.

One reason I was thinking that the cpu could influence the display is
that z80 had a larger instruction set that allowed you to do more with
the cpu than the 65xx. So on the 65xx side you needed more support
chips to do things that the cpu could not.

For example on a 65xx would it be possible to drive the display as is
done on the zx80 (not the ts1000 or zx81 which used a custom chip) and
the cpu with only a few off the shelf logic chips?

5004. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 13:13:22 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512260812150.24179@static-141-149-129-16.buff.east.verizon.net>
Source record: 8461
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

On Mon, 26 Dec 2005, Andrew Owen wrote:

> Except for the very early machines, all the Z80 based home computers I
> can think of had a colour display: Sinclair Spectrum (Timex), Amstrad
> CPC, Tandy CoCo (Dragon), MSX etc.

CoCo and Dragon are 6809, not Z80.

-uso.

5005. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 13:15:08 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512260814380.24179@static-141-149-129-16.buff.east.verizon.net>
Source record: 8462
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

On Mon, 26 Dec 2005, Bill H wrote:

> For example on a 65xx would it be possible to drive the display as is
> done on the zx80 (not the ts1000 or zx81 which used a custom chip) and
> the cpu with only a few off the shelf logic chips?

I think that's what the Apple][did.

-uso.

5006. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 13:45:13 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43aff454@quokka.wn.com.au>
Source record: 8463
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:

> ==
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ==

z80 machines have b/w displays because the z80 lacks the power to drive a colour display. It just cant move enough colour bytes around. Every z80 instruction takes a few years to complete. The 6502 is a much better processor, as evidenced by the superiority of all the 6502 based machines over their crummy z80 counterparts. Besides, the number 6502 is larger than the number 80, so it has to be better.

Compare a c64 to a spectrum, and youll see what I mean. See the nasty colour clash on the spectrum? That's caused by the z80 being a lousy processor and getting the colours wrong. They actually designed the z80 to run coffee percolators, and then some crazy englishman thought it would be good inside a computer. How wrong was he.

Perhaps you could turn a Spectrum into a coffee percolator.... I dunno.

ps. My c64 kills your spectrum. So there.

5007. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 14:09:06 UTC
From: Bruce Tomlin <bruce#fanboy.net@127.0.0.1>
Message-ID: <bruce#fanboy.net-83504F.08090626122005@news.newsreader.com>
Source record: 8464
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

In article <1135598972.038067.292460@g47g2000cwa.googlegroups.com>,
"Bill H" <bill@ts1000.us> wrote:

> ==
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ==
>
> Relying on my memory and a cursory check on a number of websites it
> appears that the majority of Z80 cpu based computers had black and
> white displays, where as the majority of 65xx computers had a color
> display.

As many others have replied, there were plenty of Z80 computers with
color.

If anything, it had to do with the cost of the CPUs back in the day. In
the '70s, many CPUs were relatively expensive (as much as $200), and you
could only buy them in larger quantities like 1000 or more.

The 6502's success was in large part due to when it appeared at a
computer show in the late '70s and was literally being sold right out of
the shipping boxes for $25 each. So it ended up becoming the choice for
early "home" computers where price was important. And the Z80 got used
for "business" computers, particularly because it had CP/M available for
it.

Later on when there wasn't a price premium for CPUs other than the 6502,
the Z80 got used in all sorts of new budget computers.

5008. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 14:21:37 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43affc8c$0$806$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8465
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
Bill H wrote:
> Peter van Merkerk wrote:
>
>>Bill H wrote:
>>
>>>============================================================
>>>This message has been cross-posted to a number of revalent usenet
>>>groups, so please do not start a "My system is better than your system
>>>flame war".
>>>============================================================
>>>
>>>Relying on my memory and a cursory check on a number of websites it
>>>appears that the majority of Z80 cpu based computers had black and
>>>white displays, where as the majority of 65xx computers had a color
>>>display.
>>
>>I don't think that is true, at least not for home computers.
>>
>>There are plenty of (early) 6502 based system which supported only B/W
>>display, and there are also plenty of Z80 systems which supported color
>>(ZX Spectrum, MSX, Amstrad CPC, Sharp MZ series, Enterprise...etc).
>>
>>If we include CP/M computers (which are Z80 based) then what you are
>>saying might be true. However those where intended for business use. In
>>those days color was not deemed to be important for business computers.
>
> I probably should have specified a time period. I was thinking more of
> the 78 - 82 time period and computers that were available for home use
> mainly in the US (only because that is where I am and have the most
> experience with). During that time period the popular computers on the
> Z80 side where the Tandy's (and clones), the zx81, ts1000 and some CP/M
> machines. On the 65xx side where the Apple ][s, Atari's and Commodores.

In that time period there was also the Commodore PET which didn't
support color. I'm pretty sure there were more B/W 6502 based system in
that era on the market, though I don't know about the US situation.

[snip]
>>>So the question is, did the cpu influence the display?
>>
>>No, at least not whether the system supported color or not. Of cource
>>the CPU is one, but not the only, factor that affects how fast a display
>>can be updated, but that is another story.
>
```

> One reason I was thinking that the cpu could influence the display is
> that z80 had a larger instruction set that allowed you to do more with
> the cpu than the 65xx.

The Z80 had a richer instruction set than a 6502. But that doesn't mean that the Z80 could do things a 6502 could not. However on 6502 it may very well take more instructions to do a certain task than it would take on the Z80. On the other hand the 6502 required on average less clock cycli per instruction. However Z80 based systems usually run at a significantly higher clock rate. This makes speed comparisions between Z80 and 6502 based systems tricky; a 3.5 MHz Z80 isn't 3.5x as fast a 1 MHz 6502, it is generally believed that it is closer to 2x.

> So on the 65xx side you needed more support
> chips to do things that the cpu could not.

The Atari 2600 console (which uses a 6507), the CPU had very little support from the support chips; every display line it had to continuosly feed the "display chip" with new data, since the display chip wasn't able to get the display from memory by itself (like the display chips in most systems). So if speed isn't a concern a 6502 based system doesn't necessarilly require more support chips than a Z80. If speed is a concern, having support chips to offload the CPU always helps, even on a Z80 based systems.

The Z80 did have feature that 6502 did not; the Z80 did have support for DRAM refresh so it could be used with DRAM memory with minimal support circuitry. On the C64 the video chip (VIC-II) is responsible for the DRAM refresh

> For example on a 65xx would it be possible to drive the display as is
> done on the zx80 (not the ts1000 or zx81 which used a custom chip) and
> the cpu with only a few off the shelf logic chips?

The ZX80 to advantage of the DRAM refresh and some other Z80 specific "features" to implement a very simple (but clever) display system. Some aspects like executing a display file might be possible on a 6502 based system, other aspects would require another solution.

On the other hand the 6502 had a feature that allowed display chips to use the same memory as the CPU without slowing the CPU down (at least most of the time). The 6502 accessed memory only one phase of the clock, the other phase could be used by the display chip without the CPU noticing it. Of course the display chip had to be specificly designed to be matched with the 6502, which may explain why 6502 based system often use custom designed chips, whereas many Z80 based systems used of-the-shelf solutions.

5009. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 15:18:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512260715120.14469-100000@onyx.spiritone.com>
Source record: 8466
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Mortville Manor*, The Muscle Cars-The Duel: Test Drive II Car Disk*, The Navigator*, Night Shift*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Roadwar 2000*, Robinson's Requiem*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Shuttle - The Space Flight Simulator*, Sid Meier's Civilization*, Sid Meier's Railroad Tycoon*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Speedball 2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, Star Quake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Team Suzuki*, Team Yankee*, Teenage Mutant Hero Turtles*, Terrorpods*. Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tracker/ST*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock - the Avenger*, Welltris*, WindWalker*, Winter Games*, Word Perfect*, Word Up*, World Karate Championship*, WWF European Rampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*,

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5010. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 15:45:42 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43b01025$0$23223$91cee783@newsreader02.highway.telekom.at>
Source record: 8467
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bruce Tomlin wrote:

> As many others have replied, there were plenty of Z80 computers with
> color.

Also the MC68000 and faster cousins.

>
> If anything, it had to do with the cost of the CPUs back in the day.
> In the '70s, many CPUs were relatively expensive (as much as $200),
> and you could only buy them in larger quantities like 1000 or more.

Yeah, the seventies.

>
> The 6502's success was in large part due to when it appeared at a
> computer show in the late '70s and was literally being sold right out
> of the shipping boxes for $25 each. So it ended up becoming the
> choice for early "home" computers where price was important. And the
> Z80 got used for "business" computers, particularly because it had
> CP/M available for it.

I know the Z80 for machine-code Arcade. Though its processing power
makes a good Home Computer. Low Budget, too.

>
> Later on when there wasn't a price premium for CPUs other than the
> 6502, the Z80 got used in all sorts of new budget computers.

You must be joking. The Z80 (and cousins with more MHz and special I/0
etc.) made the greatest turnover of all 8bit CPUďż˝s. Konami, SEGA,
ATARI, Capcom, STERN, Nintendo, Nichibutsu, and so much more ....

Donďż˝t say Sir Sinclair could know this all being, just out of
'Galaxians' - one of the first Z80 Games 1979 (3.072MHz, Sound Samples).
Maybe foreseen, but never known.

Just believe it. His choice to take a z80 was marvelous!

Well, the 68000 is a superb processor but already 32bit and not easy
for anyone but much more capable than i80386 and the rest of the
spaghetti-gang. The z80 is much easier, more effective (see industrial
integrations for the mighty Z80) and highly adaptable, due to
z80-design. Low Power Consumption, Silent, extendable, programmable and
so on.

Best Regards,

Daniel Mandic

5011. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 16:14:24 UTC
From: secretspam@ihatespam.net
Message-ID: <43b016c6.64665796@nntp.charter.net>
Source record: 8468

You are one stupid individual.

On Fri, 23 Dec 2005 22:50:26 -0500, You <you@cogeco.ca> wrote:

>
>
>> From: Rick Cortese <ricortes@earthlink.net>
>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> You wrote:
>>>
>>
>>> I'm obviously wasting my time trying to explain this to you; I don't think
>>> you'll ever grasp the concept here.
>>
>> That is the first 'almost correct' statement you have made. I understand
>> your explaination perfectly. It is just that it is out of context, as
>> such in error, and lacks relevance to my point. I understand concepts
>> like alien abduction, I just don't believe they are valid.
>
>No, you really don't understand the concept of intrinsic value.
>
>The MIO can be 100% replicated at very little cost with modern technology.
>Let's say that the MIO can be 100% replicated for a total cost of nine
>dollars. That would mean that the MIO has an intrinsic value of nine
>dollars. Why? Because the MIO cannot exist for less than nine dollars!
>
>Think about it! It's not terribly difficult!
>
>If an MIO can be manufactured for nine dollars and someone is willing to pay
>fifty dollars for it, does that mean that the MIO has an intrinsic value of
>fifty dollars? Absolutely not! The intrinsic value remains nine dollars!
>Nine dollars is it's real value!
>
>Fifty dollars is an arbitrary value with absolutely nothing to support its
>imaginary existence. Why is the MIO worth fifty dollars? It's not!
>It's worth nine dollars! Why? Because that's how much it costs to produce
>one! You cannot produce one for less than nine dollars!
>
>Let's say that a vendor produces MIOs for nine dollars and sells them for
>three dollars... In this particular case, what is the intrinsic value of
>the MIO? Well, the intrinsic value is still nine dollars! Yes, even if

>you're buying them for three dollars! The logic works the same in both
>directions!
>
>Oh, and don't even bother trying to mix sentimentality with intrinsic value.
>Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>that confuses intrinsic value with sentimental value, is one of those people
>that P. T. Barnum accused of being born every minute.
>
>Do you know what the word "context" means, Mr. Cortez? I've taken nothing
>out of context! You're just not quite getting it! Uh, huh...

5012. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 17:19:16 UTC
From: A936@hotmail.com
Message-ID: <1135617556.409476.320020@g44g2000cwa.googlegroups.com>
Source record: 8469
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:
> ==========
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ==========

> So the question is, did the cpu influence the display?

Not at all; it has to do with market segment.

The z80 (slash 8080) was the cpu of choice for business
machines where things other than colour / missile graphics
were a priority.

The 6502 was suited for the home / hobbyist market -- its
low cost (a quarter of its competitors' cost when launched)
meant $ could be spent on things like colour, missile graphics /
sprites, sound, etc which were more of a priority for the
home.

5013. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 18:06:25 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1135620384.943284.182160@f14g2000cwb.googlegroups.com>
Source record: 8470
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

A936@hotmail.com wrote:
> Bill H wrote:
> > ==
> > This message has been cross-posted to a number of revalent usenet
> > groups, so please do not start a "My system is better than your system
> > flame war".
> > ==
>
> > So the question is, did the cpu influence the display?
>
> Not at all; it has to do with market segment.
>
> The z80 (slash 8080) was the cpu of choice for business
> machines where things other than colour / missile graphics
> were a priority.
>
> The 6502 was suited for the home / hobbyist market -- its
> low cost (a quarter of its competitors' cost when launched)
> meant $ could be spent on things like colour, missile graphics /
> sprites, sound, etc which were more of a priority for the
> home.

The fact that the 65xx was cheaper than the z80 which allowed the
companies to spend more money on the graphics actually does show that
the cpu (the cost of it) did influence the display in a small way.

Bill H www.ts1000.us

5014. GTIA Retrogaming Podcast Episode 001 is up!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 20:26:20 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dopjlc01lit@news4.newsguy.com>
Source record: 8471
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.apple2,comp.sys.cbm,rec.games.video.atari

The first episode of the GTIA retrogaming podcast is up at GTIA.com.

Comments can be phoned to (206) 203-GTIA (4842) and e-mailed to podcast@gtia.com. MP3 comments can also be emailed to podcast@gtia.com.

We explore Donkey Kong in its many forms, sequels, and incarnations!

Music courtesy of the High Voltage SID Collection.

5015. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 21:42:08 UTC
From: kerpan@attglobal.net
Message-ID: <1135633328.898135.275640@f14g2000cwb.googlegroups.com>
Source record: 8472
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

>The fact that the 65xx was cheaper than the z80 which allowed the
>companies to spend more money on the graphics actually does show that
>the cpu (the cost of it) did influence the display in a small way.

That could be something... But then again, the Sega Master System had
better color graphics capabilities than the NES, yet the SMS had a Z80
and the NES had (a rather fast) 6502 clone. So no, I don't think CPU
really influenced display type.

5016. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 22:07:37 UTC
From: Mark McDougall <msmcdoug@no.spam.iinet>
Message-ID: <43b069a8$0$26336$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 8473
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:

> So the question is, did the cpu influence the display?

In a word, no!

Regards,

--
| Mark McDougall | "Electrical Engineers do it
| <http://members.iinet.net.au/~msmcdoug> | with less resistance!"

5017. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 22:33:06 UTC
From: The Wizard of Oz <wizard@emeraldcity.gov>
Message-ID: <pan.2005.12.26.22.33.01.159503@emeraldcity.gov>
Source record: 8474
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

On Mon, 26 Dec 2005 04:09:32 -0800, Bill H wrote:

<snip>
> Relying on my memory and a cursory check on a number of websites it
> appears that the majority of Z80 cpu based computers had black and
> white displays, where as the majority of 65xx computers had a color
> display.
>
> Now there are exceptions to this, but it makes me wonder, did the CPU
> influence the display?
<snip>

There is something nobody has talked about yet. Possibly because it might not have made it out of Winnipeg. M$ made a CP/M card for the Apple//. It worked in my][+, sort of worked with my //e clone, and wouldn't work in my GS. It was intended to be a text only display using the Apple as a display unit. I think someone locally wrote a unit for Turbo Pascal which used the Apples memory to display HGR graphics. I took a look at the calls and figured out how the author did it. The M$ card had a special routine which allowed the programmer to directly access the Apples soft switches. The RAM wasn't on the CP/M card. The card just rearranged the available memory from the Apple and had a limited amount of RAM and I guess ROM to replace what was used by the Apple. The memory was allocated and the unit was a series of routines which built on the plot of a single point. It still displayed graphics in colour.

The whole process was slower than an Assembly program on the Apple, but faster than Applesoft.

Later
Mike

5018. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 23:26:26 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512261824580.26868@static-141-149-129-16.buff.east.verizon.net>
Source record: 8475
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

On Mon, 26 Dec 2005, The Wizard of Oz wrote:

> There is something nobody has talked about yet. Possibly because it might
> not have made it out of Winnipeg. M$ made a CP/M card for the Apple//. It
> worked in my][+, sort of worked with my //e clone, and wouldn't work in
> my GS.

Try running the GS in 1 MHz mode.

> It was intended to be a text only display using the Apple as a
> display unit. I think someone locally wrote a unit for Turbo Pascal which
> used the Apples memory to display HGR graphics. I took a look at the calls
> and figured out how the author did it. The M$ card had a special routine
> which allowed the programmer to directly access the Apples soft switches.
> The RAM wasn't on the CP/M card. The card just rearranged the available
> memory from the Apple and had a limited amount of RAM and I guess ROM to
> replace what was used by the Apple. The memory was allocated and the unit
> was a series of routines which built on the plot of a single point. It
> still displayed graphics in colour.

There is a version of MBASIC that supports the graphics commands from
Applesoft. I've used it on real hardware (knockoff, not M$ brand).
Doesn't really work well on the //e because CP/M insists on running in
80-column mode.

-uso.

5019. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-26 23:35:36 UTC
From: Bill Plenge <B_Plenge@NoSpam.com>
Message-ID: <c7%rf.10054$7S.5344@tornado.rdc-kc.rr.com>
Source record: 8476
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
Bill H wrote:
> Peter van Merkerk wrote:
>> Bill H wrote:
>>> ============================================================
>>> This message has been cross-posted to a number of revalent usenet
>>> groups, so please do not start a "My system is better than your
>>> system flame war".
>>> ============================================================
>>>
>>> Relying on my memory and a cursory check on a number of websites it
>>> appears that the majority of Z80 cpu based computers had black and
>>> white displays, where as the majority of 65xx computers had a color
>>> display.
>>
>> I don't think that is true, at least not for home computers.
>>
>> There are plenty of (early) 6502 based system which supported only
>> B/W display, and there are also plenty of Z80 systems which
>> supported color (ZX Spectrum, MSX, Amstrad CPC, Sharp MZ series,
>> Enterprise...etc).
>>
>> If we include CP/M computers (which are Z80 based) then what you are
>> saying might be true. However those where intended for business use.
>> In those days color was not deemed to be important for business
>> computers.
>>
>
> I probably should have specified a time period. I was thinking more of
> the 78 - 82 time period and computers that were available for home use
> mainly in the US (only because that is where I am and have the most
> experience with). During that time period the popular computers on the
> Z80 side where the Tandy's (and clones), the zx81, ts1000 and some
> CP/M machines. On the 65xx side where the Apple ][s, Atari's and
> Commodores.
>

Given that time period I think you'll find the major reason being the cost
of RAM (circa '78 16K was about $80, by '82 64K-128K could be had for the
same price) and color monitors at the time. Combine that with the general
publics attitude that home computers were just a fad and you can see the
resistance a company would have designing a color system for general use in
those early years.
```

>>> Now there are exceptions to this, but it makes me wonder, did the
>>> CPU influence the display?
>>
>> There is no technical reason for having a correlation between color
>> support and the CPU.
>>
>>> Is there an inherent reason why most Z80 computers had b/w displays
>>> and 65xx computers had color?
>>
>> I don't think that statement is true, so the answer is no.
>>
>>> You may think it would have been cost, b&w would be cheaper than
>>> color, but in the majority Z80 computers where more expensive than
>>> 65xx computers.
>>
>> I doubt that is true either. For example the Sinclair ZX Spectrum was
>> significantly cheaper than most 6502 based systems, and did support
>> color.
>>
>>> Now it could have been display size, many Z80 computers used 80
>>> columns which is hard to achieve when using a TV as a monitor. But
>>> on the other hand, with color you need more memory to achieve a
>>> good working resolution.
>>
>> See my remark at the beginning.
>>
>>> So the question is, did the cpu influence the display?
>>
>> No, at least not whether the system supported color or not. Of cource
>> the CPU is one, but not the only, factor that affects how fast a
>> display can be updated, but that is another story.
>
> One reason I was thinking that the cpu could influence the display is
> that z80 had a larger instruction set that allowed you to do more with
> the cpu than the 65xx. So on the 65xx side you needed more support
> chips to do things that the cpu could not.
>
> For example on a 65xx would it be possible to drive the display as is
> done on the zx80 (not the ts1000 or zx81 which used a custom chip) and
> the cpu with only a few off the shelf logic chips?

5020. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 00:56:59 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4DDF9231A0%news@youmustbejoking.demon.cu.invalid>
Source record: 8477
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

I demand that Andrew Owen may or may not have written...

> Bill H wrote:
>> Relying on my memory and a cursory check on a number of websites it
>> appears that the majority of Z80 cpu based computers had black and white
>> displays, where as the majority of 65xx computers had a color display.

> I must admit I can't think of a 6502 based machine that only had mono
> graphics, [...]

Acorn Atom, I think.

>> Now there are exceptions to this, but it makes me wonder, did the CPU
>> influence the display?

> Usually the display was handled by a video processor.

True. But the *layout* of the display memory was certainly influenced by the CPU. The Spectrum's screen memory is laid out to take advantage of register pairing when writing character bitmaps (increment the high byte to get to the next line within a character cell), and Acorn's 8-bit machines (at least the BBC and Electron) used a layout such that each character cell used a contiguous chunk of memory (8, 16 or 32 bytes, depending on the number of colours).

The following code shows this (I'm ignoring calculation of screen addresses and, for the Spectrum, the writing of the attributes byte.)

```
; HL points at character bitmap data
; DE points at the first byte in a character cell
LD B,8
.copy
LD A,(HL)
LD (DE),A
INC HL
INC D
DJNZ copy
```

```
; chr (zero page) points at character bitmap data
; scr (zero page) points at the first byte in a character cell
LDY #7
.copy
LDA (chr),Y
STA (scr),Y
DEY
BPL copy
```

[snip]
>> Now it could have been display size, many Z80 computers used 80 columns
>> which is hard to achieve when using a TV as a monitor.

So did some 6502-based machines.

>> But on the other hand, with color you need more memory to achieve a good
>> working resolution.

> Many mono displays were text only (which is very memory efficient). In fact
> even on colour computers like the Commodore 64 there was usually a mono
> text mode available.

And a few had teletext modes...

[snip]
>> So the question is, did the cpu influence the display?

> The answer is still no.

The answer is yes.

[snip]
--
| Darren Salt | d youmustbejoking,demon,co,uk | nr. Ashington,
| RISC OS, | s zap,tartarus,org | Northumberland
| Linux | @ | Toon Army
| Is your newsreader well behaved? <URL:http://www.gnksa.org/>

Uhura of Borg: "Assimilation frequencies have been established..."

5021. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 01:49:51 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD607EF.525F%you@cogeco.ca>
Source record: 8478

Are You referring to me, Sergeant?

If so, I just have to consider the intelligence level of the person calling me stupid, then I feel vindicated...

Do you know what intrinsic value is, Sergeant?

Do you know what commodities are, Sergeant?

Do you have a brain, Sergeant?

Commodities never go to Zero value. Do you know why? It's because they have intrinsic value! What does that mean? It means that the demand for the goods exceeds the cost to produce them. Sugar, for example, has intrinsic value. There is real deman dor sugar so there will always be a market for sugar. It doesn't matter how much it costs to produce sugar, the market will always be there.

Do you want a really good example of intrinsic value? Look at the prices on the gas pumps the next time you fill up your tank. And when you do that, ask yourself what the intrinsic value of oil is?

Anyway, I'm not gonna sit here and explain simple concepts to simpletons that will never understand them. We can't all be born intelligent. :P

So, let me leave you with this snippet from a dream theatre tune:

"The unbroken spirit
Obscured and disquiet
Finds clearness this trial demands
And at the end of this day sighs an anxious relief
For the fortune lies still in his hands."

Yep, I'm good! I'm too good.

Ciao...

> From: secretspam@ihatespam.net (SgtSilicon)
> Reply-To: secretspam@ihatespam.net
> Newsgroups: comp.sys.atari.8bit
> Date: Mon, 26 Dec 2005 16:14:24 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> You are one stupid individual.
>
>
> On Fri, 23 Dec 2005 22:50:26 -0500, You <you@cogeco.ca> wrote:
>

>>
>>
>>> From: Rick Cortese <ricortes@earthlink.net>
>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>
>>> You wrote:
>>>>
>>>
>>>> I'm obviously wasting my time trying to explain this to you; I don't think
>>>> you'll ever grasp the concept here.
>>>
>>> That is the first 'almost correct' statement you have made. I understand
>>> your explaination perfectly. It is just that it is out of context, as
>>> such in error, and lacks relevance to my point. I understand concepts
>>> like alien abduction, I just don't believe they are valid.
>>
>> No, you really don't understand the concept of intrinsic value.
>>
>> The MIO can be 100% replicated at very little cost with modern technology.
>> Let's say that the MIO can be 100% replicated for a total cost of nine
>> dollars. That would mean that the MIO has an intrinsic value of nine
>> dollars. Why? Because the MIO cannot exist for less than nine dollars!
>>
>> Think about it! It's not terribly difficult!
>>
>> If an MIO can be manufactured for nine dollars and someone is willing to pay
>> fifty dollars for it, does that mean that the MIO has an intrinsic value of
>> fifty dollars? Absolutely not! The intrinsic value remains nine dollars!
>> Nine dollars is it's real value!
>>
>> Fifty dollars is an arbitrary value with absolutely nothing to support its
>> imaginary existence. Why is the MIO worth fifty dollars? It's not!
>> It's worth nine dollars! Why? Because that's how much it costs to produce
>> one! You cannot produce one for less than nine dollars!
>>
>> Let's say that a vendor produces MIOs for nine dollars and sells them for
>> three dollars... In this particular case, what is the intrinsic value of
>> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
>> you're buying them for three dollars! The logic works the same in both
>> directions!
>>
>> Oh, and don't even bother trying to mix sentimentality with intrinsic value.
>> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>> that confuses intrinsic value with sentimental value, is one of those people
>> that P. T. Barnum accused of being born every minute.
>>
>> Do you know what the word "context" means, Mr. Cortez? I've taken nothing

```
>> out of context! You're just not quite getting it! Uh, huh...
>
```

5022. XF551 SIO port problems

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 01:51:18 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1135648278.373550.250060@g47g2000cwa.googlegroups.com>
Source record: 8479

I just got an XF551 drive, and after pluging and unpluging the damn thing a few times, the computer stopped recognizing the drive, unless I put pressure on the plugs. I started looking for a solution on the net, and I guess this is a very common problem... I wish I read that before I was playing with the cables!

Anyway, I opened it up, and tried to reheat the contact points, but it's no use - the traces started lifting off of the circuit board already. I saw somebody suggest that you use thin wires and replace all the connectors that way. Well, my question is - the drive that I have has the two SIO ports connected already, pin by pin, by thin wires. Was that how it came out of Atari, or did somebody already tried to fix it?

Thanks,

MrScout

5023. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 01:54:50 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD6091A.5261%you@cogeco.ca>
Source record: 8480

> From: "Ralphy Rocket" <ralphxpn@pacbell.net>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 25 Dec 2005 10:45:59 -0800
> Subject: Re: 800 1 Meg upgrade
>
> MERRY X-MAS!!! All
>
> LOL!!! I don't feel "knocked" No Worries. :) I got it resolved. once I
> drew the schematic on a big piece of paper, not the "post-its" I
> realized I had enough space on the Multiplexer for the new address
> lines and the /CAS. To make sure everything worked I broke up the
> project into steps....I just didn't see the big picture :)
>
> Ralph
>

"Find all you need in your mind, if you take the time..."

That's from a Dream Theatre Tune called, well, Take The Time...

5024. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 02:07:54 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD60C2A.5264%you@cogeco.ca>
Source record: 8481

> From: JR <""jr256_69\"@NO$PAMhotmail.com">
> Reply-To: ""
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 25 Dec 2005 23:40:24 -0800
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
>
>>
>>
>> No you frigging idiot. One more time: I said the *NEW* stuff had no
>> intrinsic value to a collector. New stuff being the IDE interfaces for
>> instance.
> ate.
>
> You really don't have a clue! You should stop embarrassing yourself.
>
> http://www.canadiancoin.com/index3.htm

It's interesting that you would include a link to canadiancoin.com, JR. Did you know that in the thirties, people would literally burn money for heat? The global depression of the time meant that some currencies around the world were virtually worthless. It was cheaper to literally burn the money than it was to buy heating oil. In some countries, coins were used as buttons on clothing because they had less value than real buttons.

Of course, todays money has no real value. It's all arbitrary valuations based on speculation and a host of variables too varied and irrational to even bother trying to contemplate. Although, your link kind of lends credibility to the concept I've presented. As you know, money has a face value, which remains constant, a market value to collectors, an entirely different value on international monetary markets, and... Well, I'm not going to spend much more time on this subject.

Gee, I wonder if I should tell Rick and the Sergeant about the old gold standard? I'm sure they'd probably delight in knowing that gold once had a fixed price and that it was used for determining the value of a nations currency. Money, it does a body good!

5025. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 02:09:11 UTC
From: secretspam@ihatespam.net
Message-ID: <43b0a1bd.100241046@nntp.charter.net>
Source record: 8482

Yes, I was most definitely referring to you, YOU. I completely read
your lunatic fringe "logic" and can see that you not only need to
obtain several clues, but probably could use a shrink as well.

On Mon, 26 Dec 2005 20:49:51 -0500, You <you@cogeco.ca> wrote:

>Are You referring to me, Sergeant?
>
>If so, I just have to consider the intelligence level of the person calling
>me stupid, then I feel vindicated...
>
>Do you know what intrinsic value is, Sergeant?
>
>Do you know what commodities are, Sergeant?
>
>Do you have a brain, Sergeant?
>
>Commodities never go to Zero value. Do you know why? It's because they
>have intrinsic value! What does that mean? It means that the demand for
>the goods exceeds the cost to produce them. Sugar, for example, has
>intrinsic value. There is real deman dor sugar so there will always be a
>market for sugar. It doesn't matter how much it costs to produce sugar,
>the market will always be there.
>
>Do you want a really good example of intrinsic value? Look at the prices
>on the gas pumps the next time you fill up your tank. And when you do
>that, ask yourself what the intrinsic value of oil is?
>
>Anyway, I'm not gonna sit here and explain simple concepts to simpletons
>that will never understand them. We can't all be born intelligent. :P
>
>So, let me leave you with this snippet from a dream theatre tune:
>
>
>"The unbroken spirit
>Obscured and disquiet
>Finds clearness this trial demands
>And at the end of this day sighs an anxious relief
>For the fortune lies still in his hands."
>
>Yep, I'm good! I'm too good.
>
>Ciao...
>
>

>> From: secretspam@ihatespam.net (SgtSilicon)
>> Reply-To: secretspam@ihatespam.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Mon, 26 Dec 2005 16:14:24 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> You are one stupid individual.
>>
>>
>> On Fri, 23 Dec 2005 22:50:26 -0500, You <you@cogeco.ca> wrote:
>>
>>>
>>>
>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>> Newsgroups: comp.sys.atari.8bit
>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>
>>>> You wrote:
>>>>>
>>>>
>>>>> I'm obviously wasting my time trying to explain this to you; I don't think
>>>>> you'll ever grasp the concept here.
>>>>
>>>> That is the first 'almost correct' statement you have made. I understand
>>>> your explaination perfectly. It is just that it is out of context, as
>>>> such in error, and lacks relevance to my point. I understand concepts
>>>> like alien abduction, I just don't believe they are valid.
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>>> No, you really don't understand the concept of intrinsic value.
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>>> The MIO can be 100% replicated at very little cost with modern technology.
>>> Let's say that the MIO can be 100% replicated for a total cost of nine
>>> dollars. That would mean that the MIO has an intrinsic value of nine
>>> dollars. Why? Because the MIO cannot exist for less than nine dollars!
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>>> Think about it! It's not terribly difficult!
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>>> If an MIO can be manufactured for nine dollars and someone is willing to pay
>>> fifty dollars for it, does that mean that the MIO has an intrinsic value of
>>> fifty dollars? Absolutely not! The intrinsic value remains nine dollars!
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>>>
>>> Fifty dollars is an arbitrary value with absolutely nothing to support its
>>> imaginary existence. Why is the MIO worth fifty dollars? It's not!
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>>> one! You cannot produce one for less than nine dollars!
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>>> Let's say that a vendor produces MIOs for nine dollars and sells them for

>>> three dollars... In this particular case, what is the intrinsic value of
>>> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
>>> you're buying them for three dollars! The logic works the same in both
>>> directions!
>>>
>>> Oh, and don't even bother trying to mix sentimentality with intrinsic value.
>>> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>>> that confuses intrinsic value with sentimental value, is one of those people
>>> that P. T. Barnum accused of being born every minute.
>>>
>>> Do you know what the word "context" means, Mr. Cortez? I've taken nothing
>>> out of context! You're just not quite getting it! Uh, huh...
>>

5026. !!! Yet another MIO on Ebay !!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 02:25:32 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <a491r1ta9p2onqhf0vh08o7rknljskvif3@4ax.com>
Source record: 8483

Hi all,

Tomorrow, I am going to put my last MIO on Ebay for a 3 day auction.
Bidding will start at $325 and a BUT IT NOW for $400. Here is the
specs:

1mb MIO Hard Drive, XE adapter and MIO diskette. I dont know if I have
another manual or not. I will look for one, but assume that I wont
find one.

I will also put 1 brand new MIO XE adapter that is still in its
plastic up for auction, 3 days, $50 start or $69 Buy It Now.

If anyone wishes to offer more, email me ASAP before I put it on
tomorrow. Shipping will be determined by address.

Thanks,
Rory
fujiman@netzero.net

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5027. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 02:28:09 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <D6mdnVBcfukqOy3enZ2dnUVZ_vydnZ2d@comcast.com>
Source record: 8484

```
You wrote:
>
>>From: JR <""jr256_69\"@NO$PAMhotmail.com">
>>Reply-To: ""
>>Newsgroups: comp.sys.atari.8bit
>>Date: Sun, 25 Dec 2005 23:40:24 -0800
>>Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>>
>>
>>>
>>>No you frigging idiot. One more time: I said the *NEW* stuff had no
>>>intrinsic value to a collector. New stuff being the IDE interfaces for
>>>instance.
>>
>>ate.
>>
>>You really don't have a clue! You should stop embarrassing yourself.
>>
>>http://www.canadiancoin.com/index3.htm
>
>
>
> It's interesting that you would include a link to canadiancoin.com, JR.
> Did you know that in the thirties, people would literally burn money for
> heat? The global depression of the time meant that some currencies around
> the world were virtually worthless. It was cheaper to literally burn the
> money than it was to buy heating oil. In some countries, coins were used as
> buttons on clothing because they had less value than real buttons.
>
> Of course, todays money has no real value. It's all arbitrary valuations
> based on speculation and a host of variables too varied and irrational to
> even bother trying to contemplate. Although, your link kind of lends
> credibility to the concept I've presented. As you know, money has a face
> value, which remains constant, a market value to collectors, an entirely
> different value on international monetary markets, and... Well, I'm not
> going to spend much more time on this subject.
>
> Gee, I wonder if I should tell Rick and the Sergeant about the old gold
> standard? I'm sure they'd probably delight in knowing that gold once had a
> fixed price and that it was used for determining the value of a nations
> currency. Money, it does a body good!
>
>
```

>
>
sorry the link didn't go to the page I intended. It was supposed to go
to a definition of the various types of 'value' that can be assigned to
a collectible object such as a coin (or an obsolete computer accessory)

Here is the text of that Definition from that site:

VALUE
- A coin can have as many as five values depending on the context
in which they are used. Face Value is the denomination of the coin.
Intrinsic Value is the melt value of the coin's metallic content and for
gold or silver coins is greater than Face. Wholesale Value is what a
dealer will pay to own a piece for his business for eventual resale.
Retail Value is what a typical collector will pay to own the coin.
Esteemed Valued is the highest possible price that a collector might pay
for a piece and this price is influenced not just by how rare or
non-competitive the coin might be but also by a certain amount of "ego"
and emotion on the part of the buyer, Certain coins with "pedigree" may
also be classed here. See Pricing Rare Coins.

5028. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 04:00:05 UTC
From: larry@portcommodore.com
Message-ID: <1135656005.884626.268960@f14g2000cwb.googlegroups.com>
Source record: 8485
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Reading some of the computer history books gives some insight into
that. It depended on the compnay, graphics chips back then were pretty
primitive either TTL logic or if there was sone hotshot designer in the
compnay maybe a chip. Though it took a hundred thousand (or more) to
design a custom chip.

Commodore had the in-house guys from MOS to do the work and developed
thier own chips, Atari had also lots of arcade machine experiece to get
their job done. Apple had color, but conparitively the Apple][
actually had a pretty primitive color system (it didn't greatly improve
until the 80 column board)

CP/M machines were mainly going for the business market and column
space was way more important than color (decent 80 column color
displays were VERY expensive back then) so it was an expense they
probably didn't want to risk putting to the consumer.

The only real spectactualr color 80 column computer then was the
CompuColor II and at something like $3,000 it was certainly one of the
most expensive as well.

It's just color was not a common technology and also it wasn't a cheap
technology to develop from scratch unless you really wanted it. Those
that had it cheap were the ones how did thier magic in-house and went
for mass market sales, those that were more expensive were probably
buying third party video chips at higher cost.

Larry

5029. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 04:50:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD6322A.526C%you@cogeco.ca>
Source record: 8486

Ah that's too bad, Sarge. A shrink? Do you think I need a shrink? Why?
Do you want me to be as stupid as you are, Sarge?

Anyway, it's not fair of me to insult you for being ignorant. I suppose
things like intrinsic value, commodities, etc., hold little interest (no pun
intended) for most people. Although, it really is a very simple concept
and I thank JR for printing a more concise definition of intrinsic value.

In the future Sarge, you should read some textbooks from a high school or
something before you discount my ramblings as lunatic fringe logic. Cuz,
quite honestly, you sound like a fucking idiot.

I hope this doesn't get me added to anymore kill files! ;)

BTW: Have you ever noticed how some people have a tendency to tell you that
they're adding you to their kill file? Usually it's someone that wasn't
even part of the discussion. It's sort of like an ugly chick approaching
you out of the blue, and saying that she rejects you. I mean, who the hell
was interested in the ugly chick in the first place? I mean, you're adding
me to your kill list? Uh, yeah... Okay, but who the hell was talking to
you?

> From: secretspam@ihatespam.net (SgtSilicon)
> Reply-To: secretspam@ihatespam.net
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 27 Dec 2005 02:09:11 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> Yes, I was most definitely referring to you, YOU. I completely read
> your lunatic fringe "logic" and can see that you not only need to
> obtain several clues, but probably could use a shrink as well.
>
>
> On Mon, 26 Dec 2005 20:49:51 -0500, You <you@cogeco.ca> wrote:
>
>> Are You referring to me, Sergeant?
>>
>> If so, I just have to consider the intelligence level of the person calling
>> me stupid, then I feel vindicated...
>>
>> Do you know what intrinsic value is, Sergeant?
>>
>> Do you know what commodities are, Sergeant?
>>
>> Do you have a brain, Sergeant?
>>

>> Commodities never go to Zero value. Do you know why? It's because they
>> have intrinsic value! What does that mean? It means that the demand for
>> the goods exceeds the cost to produce them. Sugar, for example, has
>> intrinsic value. There is real deman dor sugar so there will always be a
>> market for sugar. It doesn't matter how much it costs to produce sugar,
>> the market will always be there.
>>
>> Do you want a really good example of intrinsic value? Look at the prices
>> on the gas pumps the next time you fill up your tank. And when you do
>> that, ask yourself what the intrinsic value of oil is?
>>
>> Anyway, I'm not gonna sit here and explain simple concepts to simpletons
>> that will never understand them. We can't all be born intelligent. :P
>>
>> So, let me leave you with this snippet from a dream theatre tune:
>>
>>
>> "The unbroken spirit
>> Obscured and disquiet
>> Finds clearness this trial demands
>> And at the end of this day sighs an anxious relief
>> For the fortune lies still in his hands."
>>
>> Yep, I'm good! I'm too good.
>>
>> Ciao...
>>
>>
>>> From: secretspam@ihatespam.net (SgtSilicon)
>>> Reply-To: secretspam@ihatespam.net
>>> Newsgroups: comp.sys.atari.8bit
>>> Date: Mon, 26 Dec 2005 16:14:24 GMT
>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>
>>> You are one stupid individual.
>>>
>>>
>>> On Fri, 23 Dec 2005 22:50:26 -0500, You <you@cogeco.ca> wrote:
>>>
>>>>
>>>>
>>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>> Newsgroups: comp.sys.atari.8bit
>>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>
>>>>> You wrote:
>>>>>>
>>>>>

>>>>>> I'm obviously wasting my time trying to explain this to you; I don't
>>>>>> think
>>>>>> you'll ever grasp the concept here.
>>>>>
>>>>> That is the first 'almost correct' statement you have made. I understand
>>>>> your explaination perfectly. It is just that it is out of context, as
>>>>> such in error, and lacks relevance to my point. I understand concepts
>>>>> like alien abduction, I just don't believe they are valid.
>>>>
>>>> No, you really don't understand the concept of intrinsic value.
>>>>
>>>> The MIO can be 100% replicated at very little cost with modern technology.
>>>> Let's say that the MIO can be 100% replicated for a total cost of nine
>>>> dollars. That would mean that the MIO has an intrinsic value of nine
>>>> dollars. Why? Because the MIO cannot exist for less than nine dollars!
>>>>
>>>> Think about it! It's not terribly difficult!
>>>>
>>>> If an MIO can be manufactured for nine dollars and someone is willing to
>>>> pay
>>>> fifty dollars for it, does that mean that the MIO has an intrinsic value of
>>>> fifty dollars? Absolutely not! The intrinsic value remains nine
>>>> dollars!
>>>> Nine dollars is it's real value!
>>>>
>>>> Fifty dollars is an arbitrary value with absolutely nothing to support its
>>>> imaginary existence. Why is the MIO worth fifty dollars? It's not!
>>>> It's worth nine dollars! Why? Because that's how much it costs to
>>>> produce
>>>> one! You cannot produce one for less than nine dollars!
>>>>
>>>> Let's say that a vendor produces MIOs for nine dollars and sells them for
>>>> three dollars... In this particular case, what is the intrinsic value of
>>>> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
>>>> you're buying them for three dollars! The logic works the same in both
>>>> directions!
>>>>
>>>> Oh, and don't even bother trying to mix sentimentality with intrinsic
>>>> value.
>>>> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>>>> that confuses intrinsic value with sentimental value, is one of those
>>>> people
>>>> that P. T. Barnum accused of being born every minute.
>>>>
>>>> Do you know what the word "context" means, Mr. Cortez? I've taken nothing
>>>> out of context! You're just not quite getting it! Uh, huh...
>>>
>

5030. I got a mansize predicament...

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 05:15:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD63807.526E%you@cogeco.ca>
Source record: 8487

I gotta mansize predicament... Goes something like this...

Ever heard those words before? That's how the Kiss tune, Domino, begins. If you're a Kiss fan, you know that Domino is a girl that's too young, but she has a great bum. Apparently.

Anyway, that's not my predicament and I ain't got no girl that's too young. I will admit however, that the Revenge CD was the first CD that I ever bought. It's a pretty damned good CD too! Well, if you're a Kiss fan.

Personally, I grew up loving Ozzy Osbourne. Yep, Ozzy and Atari were my bread and butter as a child. I ate, slept, and drank Ozzy tunes and Atari Computers. Heck, I can't begin to recall all of the times that I would pop my Ultimate Sin cassette into the old Atari 1010 program recorder and have "Killer of Giants" pump through the speaker on my little black & white television. Those were the days! The glory days!

Those days, I hear, are long gone. Or are they? Personally, I think the best days are ahead. I've always believed in fighting fire with fire. I believe in kicking them when they're down... Oops, sorry! I meant my enemy believes in kicking them when they're down. But the enemy is usually loser!

Anyway, the enemy says that they have the numbers. I don't know what they're talking about! I think they're more than just a tad retarded. I think they're downright braindead!

Dear Enemy:

You don't have the numbers! People put there garbage out every Wednesday in this neighbourhood. That's not an army! That's just people putting their garbage out! Think about it!

5031. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 06:26:43 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD648D3.5270%you@cogeco.ca>
Source record: 8488

Here's a link for ya Sargeant Silicon:

http://www.investorwords.com/2587/intrinsic_value.html

Here's the definition that you'll find at the above website:

"The actual value of a security, as opposed to its market price or book value. The intrinsic value includes other variables such as brand name, trademarks, and copyrights that are often dificult to calculate and sometimes not accurately reflected in the market price. One way to look at it is that the market capitalization is the price (i.e. what investors are willing to pay for the company) and intrinsic value is the value (i.e. what the company is really worth). Different investors use different techniques to calculate intrinsic value."

That is a direct quote! If you want to know what market capitalization is, it's the trading value of a share multiplied by the number of shares issued. Note that they are very clear to point out that what people are willing to pay for something is the "market value." The intrinsic value is the real value, or what something is actually worth!

Sorry, Sarge, it's not quite lunatic fringe material. The shit that you're spewing is closer to being lunatic fringe material. :P

There are many places on the Internet where you can find similar definitions for intrinsic value.

> From: secretspam@ihatespam.net (SgtSilicon)
> Reply-To: secretspam@ihatespam.net
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 27 Dec 2005 02:09:11 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> Yes, I was most definitely referring to you, YOU. I completely read
> your lunatic fringe "logic" and can see that you not only need to
> obtain several clues, but probably could use a shrink as well.
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> On Mon, 26 Dec 2005 20:49:51 -0500, You <you@cogeco.ca> wrote:
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>> Are You referring to me, Sergeant?
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>> If so, I just have to consider the intelligence level of the person calling
>> me stupid, then I feel vindicated...
>>
>> Do you know what intrinsic value is, Sergeant?

>>
>> Do you know what commodities are, Sergeant?
>>
>> Do you have a brain, Sergeant?
>>
>> Commodities never go to Zero value. Do you know why? It's because they
>> have intrinsic value! What does that mean? It means that the demand for
>> the goods exceeds the cost to produce them. Sugar, for example, has
>> intrinsic value. There is real deman dor sugar so there will always be a
>> market for sugar. It doesn't matter how much it costs to produce sugar,
>> the market will always be there.
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>> Do you want a really good example of intrinsic value? Look at the prices
>> on the gas pumps the next time you fill up your tank. And when you do
>> that, ask yourself what the intrinsic value of oil is?
>>
>> Anyway, I'm not gonna sit here and explain simple concepts to simpletons
>> that will never understand them. We can't all be born intelligent. :P
>>
>> So, let me leave you with this snippet from a dream theatre tune:
>>
>>
>> "The unbroken spirit
>> Obscured and disquiet
>> Finds clearness this trial demands
>> And at the end of this day sighs an anxious relief
>> For the fortune lies still in his hands."
>>
>> Yep, I'm good! I'm too good.
>>
>> Ciao...
>>
>>
>>> From: secretspam@ihatespam.net (SgtSilicon)
>>> Reply-To: secretspam@ihatespam.net
>>> Newsgroups: comp.sys.atari.8bit
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>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
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>>> You are one stupid individual.
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>>>>
>>>>
>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>> Newsgroups: comp.sys.atari.8bit
>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT

>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>
>>>>> You wrote:
>>>>>>
>>>>>
>>>>>> I'm obviously wasting my time trying to explain this to you; I don't
>>>>>> think
>>>>>> you'll ever grasp the concept here.
>>>>>
>>>>> That is the first 'almost correct' statement you have made. I understand
>>>>> your explaination perfectly. It is just that it is out of context, as
>>>>> such in error, and lacks relevance to my point. I understand concepts
>>>>> like alien abduction, I just don't believe they are valid.
>>>>
>>>> No, you really don't understand the concept of intrinsic value.
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>>>> The MIO can be 100% replicated at very little cost with modern technology.
>>>> Let's say that the MIO can be 100% replicated for a total cost of nine
>>>> dollars. That would mean that the MIO has an intrinsic value of nine
>>>> dollars. Why? Because the MIO cannot exist for less than nine dollars!
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>>>> Think about it! It's not terribly difficult!
>>>>
>>>> If an MIO can be manufactured for nine dollars and someone is willing to
>>>> pay
>>>> fifty dollars for it, does that mean that the MIO has an intrinsic value of
>>>> fifty dollars? Absolutely not! The intrinsic value remains nine
>>>> dollars!
>>>> Nine dollars is it's real value!
>>>>
>>>> Fifty dollars is an arbitrary value with absolutely nothing to support its
>>>> imaginary existence. Why is the MIO worth fifty dollars? It's not!
>>>> It's worth nine dollars! Why? Because that's how much it costs to
>>>> produce
>>>> one! You cannot produce one for less than nine dollars!
>>>>
>>>> Let's say that a vendor produces MIOs for nine dollars and sells them for
>>>> three dollars... In this particular case, what is the intrinsic value of
>>>> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
>>>> you're buying them for three dollars! The logic works the same in both
>>>> directions!
>>>>
>>>> Oh, and don't even bother trying to mix sentimentality with intrinsic
>>>> value.
>>>> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>>>> that confuses intrinsic value with sentimental value, is one of those
>>>> people
>>>> that P. T. Barnum accused of being born every minute.
>>>>
>>>> Do you know what the word "context" means, Mr. Cortez? I've taken nothing

```
>>>> out of context! You're just not quite getting it! Uh, huh...
>>>
>
```

5032. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 06:43:05 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135665785.573697.174700@f14g2000cwb.googlegroups.com>
Source record: 8489

SO TRUE!!! I will only need to resolve this problem if I decided to try
4 MEGS!!! 1 MEG is rediculous, 4 meg is ludicrist! Why am I doing it???
just my life long hobby....ohh and because I CAN!!! I'll post some pics
and a schematic soon...

Ralph

5033. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 09:52:53 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dor1p1$4s4$1@srv.cyf-kr.edu.pl>
Source record: 8490

Alfred:

> I would do it a bit differently, since I'm not much good with those
> carry bit tricks:

that was no trick ;) that was 16bit number with sign

```
ldy #$00
txa
bpl plus1
dey
plus1 ...
```

Y reg. will hold MSB so if X reg. is positive then we just add 0000-007f,
else we add FF80-FFFF (add with carry two bytes - not a trick).

Your code with for example 120 in X reg. MOD_max_x=159 cursor_x=150
mouse X position is legal within (0,159) and we moving +120
(positive value):

```
> txa
> clc
> adc cursor_x
```

so we have 150+120 which is 14 cause we lost highest bit of 270

```
> tay
> txa
> bmi _negativ ; mx=negativ? yes -> _negativ
```

not executed because it is positive

```
> cpy MOD_max_x
> bcc _lesser_max
```

executed, 14 is lesser

```
> ldy MOD_max_x
> _lesser_max
> sty cursor_X
> rts
```

so we have 150+120 -> 14 - mouse jumped from right side of screen
to the left and should stay at max_x on the right side.

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".

They stopped that when I started doing it to them at funerals.

5034. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 11:21:21 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43b123cc$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8491
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Andrew Owen wrote:

> While we're on the subject of graphics I've seen it claimed that the
> Commodore 64 can do an 8x1 attribute mode screen that is at least as
> big as (possibly bigger than) the 256x192 (8x1 attribute) screen on the
> Timex TS2068. But I can't find any reference to it in any of the online
> C64 documentation. Is this a user mode (Using the CPU to change the
> attribute byte in 320x200 mode for instance) or is it a hardware mode?

What you are looking for is the FLI mode. You can find code for it at http://www.ffd2.com/fridge/ and in one or more of the C= Hacking issues (don't have an URL handy but Google should be able to find it).

The FLI mode is what you would call a "user mode", it is not an officially documented "hardware mode".

Normally the VIC chip fetches the attribute bytes every 8th raster line and caches them internally. Those rasterlines are called "badlines" because unlike most other memory accesses by the VIC chip, these memory accesses slowdown the CPU. Since the attributes are cached in the VIC chip and only fetched once every eight lines changing the attributes bytes halfway an attribute cell won't have any visible effect.

Fortunately the VIC chip can be fooled so it will fetch the attribute bytes every rasterline by manulating the vertical scroll register so it always thinks there is a "badline" condition. This trick requires cycle exact timing. The CPU in the C64 isn't quick enough to copy 40 bytes of attributes data during a badline, but it can change the memory location of the attribute bytes by writing to a single VIC register. The FLI mode requires a lot of CPU attention, while the raster beam is in an area where a FLI image is displayed the CPU has very little time left to do anything else. In case of a full screen FLI that would mean that on a PAL system there is only 36% processing power left to do other things. By restricting the FLI mode to a smaller part of the screen, more processor cycles can be spend on other activities.

5035. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 11:23:07 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43b12435$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8492
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Andrew Owen wrote:

> Many mono displays were text only (which is very memory efficient). In
> fact even on colour computers like the Commodore 64 there was usually a
> mono text mode available.

Corection: all text/graphics modes on the C64 support (more than two)
colors.

5036. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 11:30:53 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43b12607$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8493
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Darren Salt wrote:

> True. But the *layout* of the display memory was certainly influenced by the
> CPU. The Spectrum's screen memory is laid out to take advantage of register
> pairing when writing character bitmaps (increment the high byte to get to the
> next line within a character cell),

What you are saying may be true for the spectrum, but is not
necessarilly true in general. The memory layout of the bitmap modes on
the C64 is exactly the same as on the spectrum. The reason is according
to the article below is that way the same circuitry could be used for
character and bitmap modes:
http://www.commodore.ca/gallery/magazines/c64_design/3.jpg

5037. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 16:16:38 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <hZCdnfL6D8B59SzeRVn-ug@comcast.com>
Source record: 8494

"Ralphy Rocket" <ralphxpn@pacbell.net> wrote in message
news:1135665785.573697.174700@f14g2000cwb.googlegroups.com...
> SO TRUE!!! I will only need to resolve this problem if I decided to try
> 4 MEGS!!! 1 MEG is rediculous, 4 meg is ludicrist! Why am I doing it???
> just my life long hobby....ohh and because I CAN!!! I'll post some pics
> and a schematic soon...
>
> Ralph

Back in the day I built an external board with 2 MB of SRAM
with 256 X 1's and used it as a ramdisk. Very large and very
cumbersome, but worked great. Recently, I designed and have
produced a 4 MB ram board for the Apple IIgs and I am now
selling my 3rd run of 50 boards. It has 4 x 1 MB simms, and
I am now looking at designing an 8 MB board for them using
2 x 4 MB 72-pin simms. So, what I'm saying is, I understand
your need to do what you are doing.

You can check out all of the products at www.gse-reactive.com

Posted for integrity only, not as an advertisement. :o)

Bill Garber

5038. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 17:39:29 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <LPidnTryCtXN4SzeRVny1Q@pipex.net>
Source record: 8495
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Darren Salt" wrote...
> True. But the *layout* of the display memory was certainly influenced by
> the
> CPU. The Spectrum's screen memory is laid out to take advantage of
> register
> pairing when writing character bitmaps (increment the high byte to get to
> the
> next line within a character cell),

I think you're wrong.

I believe the Spectrum display memory is arranged as it is to simplify the hardware design and save silicon space inside the ULA. This has nothing at all to do with taking advantage of register pairs and such like (That is probably just a side effect of the design). Spectrum display memory is arranged so that only one counter is needed to fetch both bitmap and attribute with a simple 2-to-1 line decoder selecting which.

MikeW

5039. Re: XF551 SIO port problems

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 17:57:12 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Yffsf.3362$R84.1051@newsread2.news.pas.earthlink.net>
Source record: 8496

MrScout wrote:
> I just got an XF551 drive, and after pluging and unpluging the damn
> thing a few times, the computer stopped recognizing the drive, unless I
> put pressure on the plugs. I started looking for a solution on the net,
> and I guess this is a very common problem... I wish I read that before
> I was playing with the cables!
>
> Anyway, I opened it up, and tried to reheat the contact points, but
> it's no use - the traces started lifting off of the circuit board
> already. I saw somebody suggest that you use thin wires and replace all
> the connectors that way. Well, my question is - the drive that I have
> has the two SIO ports connected already, pin by pin, by thin wires. Was
> that how it came out of Atari, or did somebody already tried to fix it?

It's been fixed by a previous owner. At least some of the drives as they came from Atari didn't even have the connectors bolted to the circuit board. I think they started using rivets after the attachment problems surfaced but the circuit board they used was about as fragile as a saltine cracker so it didn't help much.

5040. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 20:25:52 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD70D80.5424%you@cogeco.ca>
Source record: 8497

> From: "Ralphy Rocket" <ralphxpn@pacbell.net>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 26 Dec 2005 22:43:05 -0800
> Subject: Re: 800 1 Meg upgrade
>
> SO TRUE!!! I will only need to resolve this problem if I decided to try
> 4 MEGS!!! 1 MEG is rediculous, 4 meg is ludicrist! Why am I doing it???
> just my life long hobby....ohh and because I CAN!!! I'll post some pics
> and a schematic soon...
>
> Ralph
>

That's the spirit! That's what I like... People that are free to do as
they enjoy. And for no other reason other than the fact that they enjoy
doing it.

Curiously, are you Canadian?

5041. Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 20:52:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00276f6b@familynet-international.org>
Source record: 8412

FamilyNet International Newsgate

Just a reminder for the Atari chat going on as I type this at...

telnet://www.atarinews.net
216.240.173.22

See you there!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5042. Cash and prizes!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 20:54:10 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.27.20.54.10.330077@charter.net>
Source record: 8398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm happy to announce at this time that The DarkForce! BBS is resuming its time honored tradition of monthly $cash and prize giveaways! Starting Jan. the 1st, 2006, we will have a $25.00 prize going to the winner of one select game, as well as one lucky Atarian winning a free subscription to ST Magazine.

Thanks! :-)

--
_/_/_/

5043. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 21:53:16 UTC
From: puritan_2076@yahoo.com
Message-ID: <1135720396.243843.58250@g44g2000cwa.googlegroups.com>
Source record: 8399
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:
> ==========
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ==========

But my system *is* better than your system! Just kidding.

I think the choice of display type and operating system were determined by the intended market, and the choice of CPU was determined by the OS.

CP/M came out for the 8080 (& later the Z80) because it was used in the Altair, and it was first so it set the standard. CP/M was chosen for business because it left so much RAM for big "business" type applications. 80- collum displays were chozen for business because it's the standard typewriter width. The Z80 was chosen for business because it would run CP/M and because it was better (improved later design, got there before(?) the i8085) and, at least at first, cheaper, than the 8080.

I think the guy who said the 6502 was chosen for the home market because it was cheaper is probably right, and the home market was also where color graphics were wanted.

What about the 6800/09? It was at least technicly superior to many other chips available at the time, and just as good as the rest. Why was it so rarely used? I've noticed many early 680x computers used the realitively poor 6847's b&w predecessor. did that have something to do with it? or was ti just too expensive? or too late?

> ==========
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ==========

But it *is* better...at least IMHO :)

5044. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 22:05:35 UTC
From: puritan_2076@yahoo.com
Message-ID: <1135721135.032936.326200@z14g2000cwz.googlegroups.com>
Source record: 8400

Hmm...I'll have to see what an ancient local electronics dealer has. I know he has tons of old stuff left over from the old days, when he sold, among other things, lots of Atari stuff. After Ive cleaned him out, I'll post his address here and let you all go wild.

A collector's item is worth whatever some fool is willing to pay for it.

A dollar is worth whaterver some fool will pay it for.

To fully understand economics, mix lage amounts of LSD, cocain, and gasoline, and inject them directly into your brain...

5045. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 22:13:05 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43b1bc8c$0$809$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8401
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

puritan_2076@yahoo.com wrote:
> What about the 6800/09? It was at least technicly superior to many
> other chips available at the time, and just as good as the rest. Why
> was it so rarely used?

The 680x processor series were too expensive, which inspired Chuck
Peddle too leave Motorola and develop the dirt cheap 650x series at MOS.
See also http://commodorebook.com/view.php?content=ch001

5046. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-27 23:02:15 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512271801250.13609@static-141-149-129-16.buff.east.verizon.net>
Source record: 8402
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

On Tue, 27 Dec 2005 puritan_2076@yahoo.com wrote:

> What about the 6800/09? It was at least technicly superior to many
> other chips available at the time, and just as good as the rest. Why
> was it so rarely used? I've noticed many early 680x computers used the
> realitively poor 6847's b&w predecessor. did that have something to do
> with it? or was ti just too expensive? or too late?

Can't blame the 6809s alone. Commodore made a clone of the 6845, called
the 6545, and used it in the later PET/CBMs (4032, 8032, etc.)

-uso.

5047. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 00:21:29 UTC
From: secretspam@ihatespam.net
Message-ID: <43b2d996.180071125@nntp.charter.net>
Source record: 8403

I know about the gold standard, and when we came off of it. You must
think no one knows anything but you. All I have said thus far is that
your ranting about values was majorly flawed to the point that I
perceive you as stupid. If that makes you feel that you know
something about the fact that we were once on a gold standard, and the
rest of us don't (thus reminding yourself of your own intellectual
superiority) then go ahead. All it really shows is that you keep
playing the fool. Fool.

On Mon, 26 Dec 2005 21:07:54 -0500, You <you@cogeco.ca> wrote:

>
>
>> From: JR <""jr256_69\"@NO$PAMhotmail.com">
>> Reply-To: ""
>> Newsgroups: comp.sys.atari.8bit
>> Date: Sun, 25 Dec 2005 23:40:24 -0800
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>>
>>>
>>>
>>> No you frigging idiot. One more time: I said the *NEW* stuff had no
>>> intrinsic value to a collector. New stuff being the IDE interfaces for
>>> instance.
>> ate.
>>
>> You really don't have a clue! You should stop embarrassing yourself.
>>
>> http://www.canadiancoin.com/index3.htm
>
>
>It's interesting that you would include a link to canadiancoin.com, JR.
>Did you know that in the thirties, people would literally burn money for
>heat? The global depression of the time meant that some currencies around
>the world were virtually worthless. It was cheaper to literally burn the
>money than it was to buy heating oil. In some countries, coins were used as
>buttons on clothing because they had less value than real buttons.
>
>Of course, todays money has no real value. It's all arbitrary valuations
>based on speculation and a host of variables too varied and irrational to
>even bother trying to contemplate. Although, your link kind of lends
>credibility to the concept I've presented. As you know, money has a face
>value, which remains constant, a market value to collectors, an entirely
>different value on international monetary markets, and... Well, I'm not

>going to spend much more time on this subject.
>
>Gee, I wonder if I should tell Rick and the Sergeant about the old gold
>standard? I'm sure they'd probably delight in knowing that gold once had a
>fixed price and that it was used for determining the value of a nations
>currency. Money, it does a body good!
>
>
>

5048. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 01:26:09 UTC
From: secretspam@ihatespam.net
Message-ID: <43b3e97a.184139000@nntp.charter.net>
Source record: 8404

Stop making a fool of yourself. Get some help. You will thank
yourself in the end (and so will everyone else I presume).

On Mon, 26 Dec 2005 23:50:03 -0500, You <you@cogeco.ca> wrote:

>Ah that's too bad, Sarge. A shrink? Do you think I need a shrink? Why?
>Do you want me to be as stupid as you are, Sarge?
>
>Anyway, it's not fair of me to insult you for being ignorant. I suppose
>things like intrinsic value, commodities, etc., hold little interest (no pun
>intended) for most people. Although, it really is a very simple concept
>and I thank JR for printing a more concise definition of intrinsic value.
>
>In the future Sarge, you should read some textbooks from a high school or
>something before you discount my ramblings as lunatic fringe logic. Cuz,
>quite honestly, you sound like a fucking idiot.
>
>I hope this doesn't get me added to anymore kill files! ;)
>
>BTW: Have you ever noticed how some people have a tendency to tell you that
>they're adding you to their kill file? Usually it's someone that wasn't
>even part of the discussion. It's sort of like an ugly chick approaching
>you out of the blue, and saying that she rejects you. I mean, who the hell
>was interested in the ugly chick in the first place? I mean, you're adding
>me to your kill list? Uh, yeah... Okay, but who the hell was talking to
>you?
>
>
>
>
>> From: secretspam@ihatespam.net (SgtSilicon)
>> Reply-To: secretspam@ihatespam.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Tue, 27 Dec 2005 02:09:11 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> Yes, I was most definitely referring to you, YOU. I completely read
>> your lunatic fringe "logic" and can see that you not only need to
>> obtain several clues, but probably could use a shrink as well.
>>
>>
>> On Mon, 26 Dec 2005 20:49:51 -0500, You <you@cogeco.ca> wrote:
>>
>>> Are You referring to me, Sergeant?
>>>

>>> If so, I just have to consider the intelligence level of the person calling
>>> me stupid, then I feel vindicated...
>>>
>>> Do you know what intrinsic value is, Sergeant?
>>>
>>> Do you know what commodities are, Sergeant?
>>>
>>> Do you have a brain, Sergeant?
>>>
>>> Commodities never go to Zero value. Do you know why? It's because they
>>> have intrinsic value! What does that mean? It means that the demand for
>>> the goods exceeds the cost to produce them. Sugar, for example, has
>>> intrinsic value. There is real deman dor sugar so there will always be a
>>> market for sugar. It doesn't matter how much it costs to produce sugar,
>>> the market will always be there.
>>>
>>> Do you want a really good example of intrinsic value? Look at the prices
>>> on the gas pumps the next time you fill up your tank. And when you do
>>> that, ask yourself what the intrinsic value of oil is?
>>>
>>> Anyway, I'm not gonna sit here and explain simple concepts to simpletons
>>> that will never understand them. We can't all be born intelligent. :P
>>>
>>> So, let me leave you with this snippet from a dream theatre tune:
>>>
>>>
>>> "The unbroken spirit
>>> Obscured and disquiet
>>> Finds clearness this trial demands
>>> And at the end of this day sighs an anxious relief
>>> For the fortune lies still in his hands."
>>>
>>> Yep, I'm good! I'm too good.
>>>
>>> Ciao...
>>>
>>>
>>>> From: secretspam@ihatespam.net (SgtSilicon)
>>>> Reply-To: secretspam@ihatespam.net
>>>> Newsgroups: comp.sys.atari.8bit
>>>> Date: Mon, 26 Dec 2005 16:14:24 GMT
>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>
>>>> You are one stupid individual.
>>>>
>>>>
>>>> On Fri, 23 Dec 2005 22:50:26 -0500, You <you@cogeco.ca> wrote:
>>>>
>>>>>
>>>>>

>>>>>> From: Rick Cortese <ricortes@earthlink.net>
>>>>>> Organization: EarthLink Inc. -- http://www.EarthLink.net
>>>>>> Newsgroups: comp.sys.atari.8bit
>>>>>> Date: Sat, 26 Nov 2005 21:28:01 GMT
>>>>>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>>>>>
>>>>>> You wrote:
>>>>>>>
>>>>>>
>>>>>>> I'm obviously wasting my time trying to explain this to you; I don't
>>>>>>> think
>>>>>>> you'll ever grasp the concept here.
>>>>>>
>>>>>> That is the first 'almost correct' statement you have made. I understand
>>>>>> your explaination perfectly. It is just that it is out of context, as
>>>>>> such in error, and lacks relevance to my point. I understand concepts
>>>>>> like alien abduction, I just don't believe they are valid.
>>>>>
>>>>> No, you really don't understand the concept of intrinsic value.
>>>>>
>>>>> The MIO can be 100% replicated at very little cost with modern technology.
>>>>> Let's say that the MIO can be 100% replicated for a total cost of nine
>>>>> dollars. That would mean that the MIO has an intrinsic value of nine
>>>>> dollars. Why? Because the MIO cannot exist for less than nine dollars!
>>>>>
>>>>> Think about it! It's not terribly difficult!
>>>>>
>>>>> If an MIO can be manufactured for nine dollars and someone is willing to
>>>>> pay
>>>>> fifty dollars for it, does that mean that the MIO has an intrinsic value of
>>>>> fifty dollars? Absolutely not! The intrinsic value remains nine
>>>>> dollars!
>>>>> Nine dollars is it's real value!
>>>>>
>>>>> Fifty dollars is an arbitrary value with absolutely nothing to support its
>>>>> imaginary existence. Why is the MIO worth fifty dollars? It's not!
>>>>> It's worth nine dollars! Why? Because that's how much it costs to
>>>>> produce
>>>>> one! You cannot produce one for less than nine dollars!
>>>>>
>>>>> Let's say that a vendor produces MIOs for nine dollars and sells them for
>>>>> three dollars... In this particular case, what is the intrinsic value of
>>>>> the MIO? Well, the intrinsic value is still nine dollars! Yes, even if
>>>>> you're buying them for three dollars! The logic works the same in both
>>>>> directions!
>>>>>
>>>>> Oh, and don't even bother trying to mix sentimentality with intrinsic
>>>>> value.
>>>>> Intrinsic means real! Sentimentaility is irrational and stupid! Anybody
>>>>> that confuses intrinsic value with sentimental value, is one of those

>>>>> people
>>>>> that P. T. Barnum accused of being born every minute.
>>>>>
>>>>> Do you know what the word "context" means, Mr. Cortez? I've taken nothing
>>>>> out of context! You're just not quite getting it! Uh, huh...
>>>>
>>

5049. Re: !!! Yet another MIO on Ebay !!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 01:29:31 UTC
From: secretspam@ihatespam.net
Message-ID: <43b4ea69.184377640@nntp.charter.net>
Source record: 8405

Good luck with that.

On Mon, 26 Dec 2005 20:25:32 -0600, Rory McMahon
<rorymcmahonNOSPAM@yahoo.com> wrote:

>Hi all,
>
>Tomorrow, I am going to put my last MIO on Ebay for a 3 day auction.
>Bidding will start at $325 and a BUT IT NOW for $400. Here is the
>specs:
>
>1mb MIO Hard Drive, XE adapter and MIO diskette. I dont know if I have
>another manual or not. I will look for one, but assume that I wont
>find one.
>
>I will also put 1 brand new MIO XE adapter that is still in its
>plastic up for auction, 3 days, $50 start or $69 Buy It Now.
>
>If anyone wishes to offer more, email me ASAP before I put it on
>tomorrow. Shipping will be determined by address.
>
>
>Thanks,
>Rory
>fujiman@netzero.net
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
>http://homestarrunner.com/sbemail.html

5050. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 01:57:15 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <%hmsf.24750$x%2.2118@trnddc06>
Source record: 8406
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Peter van Merkerk" wrote ...

> Andrew Owen wrote:
>
>> Many mono displays were text only (which is very memory efficient). In
>> fact even on colour computers like the Commodore 64 there was usually a
>> mono text mode available.
>
> Corection: all text/graphics modes on the C64 support (more than two)
> colors.

Right. The C64 has no true monochrome mode. However, monochrome may be simulated (or emulated) on any color system by using white text on a black background, black on light gray, etc.

Or, in other words, selecting only black, white, or shades of gray for the display make the it appear that monochrome is being used while the computer is really in a color mode all along.

Note: Some computers with color capabilities may have an actual monochrome mode available, but not the C64.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

5051. Re: !!! Yet another MIO on Ebay !!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 02:02:24 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <t8s3r1p4uoog1fbdoju9gj27o8b2cb9lp4@4ax.com>
Source record: 8407

On Mon, 26 Dec 2005 20:25:32 -0600, Rory McMahon
<rorymcmahonNOSPAM@yahoo.com> wrote:

>Hi all,
>Here are the specs:
>
>1mb MIO Hard Drive, XE adapter and MIO diskette. I dont know if I have
>another manual or not. I will look for one, but assume that I wont
>find one.

Ok, found a manual, photocopied. I will include it with the auction. I
guess around 10pm CST.

>I will also put 1 brand new MIO XE adapter that is still in its
>plastic up for auction, 3 days, $50 start or $69 Buy It Now.

>Thanks,
>Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5052. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 02:08:08 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <zpmsf.68570$k76.11477@bignews6.bellsouth.net>
Source record: 8408
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

puritan_2076@yahoo.com wrote:

> What about the 6800/09? It was at least technicly superior to many
> other chips available at the time, and just as good as the rest. Why
> was it so rarely used? I've noticed many early 680x computers used the
> realitively poor 6847's b&w predecessor. did that have something to do
> with it? or was ti just too expensive? or too late?
>

According to Chuck Peddle in "On The Edge - The spectacular Rise and
Fall of Commodore," the 6800 costs $300 in quantity and the 6502 cost
$25 in quantity. 'Nuff said.

5053. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 03:29:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD770AF.543E%you@cogeco.ca>
Source record: 8409

> From: secretspam@ihatespam.net (SgtSilicon)
> Reply-To: secretspam@ihatespam.net
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 28 Dec 2005 00:21:29 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> I know about the gold standard, and when we came off of it. You must
> think no one knows anything but you. All I have said thus far is that
> your ranting about values was majorly flawed to the point that I
> perceive you as stupid. If that makes you feel that you know
> something about the fact that we were once on a gold standard, and the
> rest of us don't (thus reminding yourself of your own intellectual
> superiority) then go ahead. All it really shows is that you keep
> playing the fool. Fool.
>

You amaze me, Sarge. Somebody had confused market value with intrinsic value and I attempted to show the difference. Was anything that I said inaccurate? Absolutely not!

So, if what I said was accurate, how do I look like the fool? It was you and Cortese that were insisting that I was wrong. I wasn't wrong!

Oh, and I mentioned the gold standard because that's when money had intrinsic value. The almighty dollar hasn't had intrinsic value since the gold standard was abandoned. It's also been a long time since we saw $20/ounce gold. (That's the price that gold was fixed at!)

Interestingly enough, gold is still used as a hedge against inflation and economic instability. Do you know why? You guessed it! It's because gold has intrinsic value!

As for why you perceive me as stupid... Well, I'm of the opinion that you're a very simple person and that you're quick to discount anything that you don't understand. Then, like most simple people, you attempt to spin some whacky fable to add depth to your false intellectual facade. Honestly, you remind me of somebody that works for Richard Costly-White!

5054. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 03:31:01 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD77125.5440%you@cogeco.ca>
Source record: 8410

> From: secretspam@ihatespam.net (SgtSilicon)
> Reply-To: secretspam@ihatespam.net
> Newsgroups: comp.sys.atari.8bit
> Date: Wed, 28 Dec 2005 01:26:09 GMT
> Subject: Re: 1 meg MIO plus SDX cart on eBay
>
> Stop making a fool of yourself. Get some help. You will thank
> yourself in the end (and so will everyone else I presume).
>
>

But it's so much fun, Sarge! If you were in my shoes and you could do what I am in position to do, would you not do it? Damn right you would!!!

Oh, and I'm not making a fool of myself. Au contraire, simple one.

5055. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 03:39:34 UTC
From: Roger Johnstone <news2005@roger.geek.nz>
Message-ID: <20051228163927140+1300@News.Individual.NET>
Source record: 8411
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

In <zpmsf.68570$k76.11477@bignews6.bellsouth.net> Payton Byrd wrote:
> puritan_2076@yahoo.com wrote:
>
>> What about the 6800/09? It was at least technicly superior to many
>> other chips available at the time, and just as good as the rest. Why
>> was it so rarely used? I've noticed many early 680x computers used
>> the realitively poor 6847's b&w predecessor. did that have something
>> to do with it? or was ti just too expensive? or too late?
>
> According to Chuck Peddle in "On The Edge - The spectacular Rise and
> Fall of Commodore," the 6800 costs $300 in quantity and the 6502 cost
> $25 in quantity. 'Nuff said.

The Apple I board was designed to take either a 6800 or 6502 CPU, and
the board's legend overlay even shows which components need to be added
to use a 6800. If it had shipped with a $300 6800 CPU though there is no
way in hell the whole computer could have sold for $666.66 retail like
it did!

--
Roger Johnstone, Invercargill, New Zealand
http://roger.geek.nz/

No Silicon Heaven? Preposterous! Where would all the calculators go?

Kryten, from the Red Dwarf episode "The Last Day"

5056. Re: error 255

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 04:05:46 UTC
From: Momo <momo@nono.com>
Message-ID: <uaosf.11116$tO4.4650@tornado.texas.rr.com>
Source record: 8413

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:noKpf.29663$QW2.17838@dukeread08...
> I tried to format the disk but the error message shows error 255. I cant
> find any information about that. Any idea? Thanks! Jack.
>
>

I believe its a hardware not responding error. Something like no ACK...
Could be wrong...
Mo

5057. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 04:15:01 UTC
From: bv@wjv.com
Message-ID: <Is6wwA.v7A@wjv.com>
Source record: 8414
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

In article <c7%rf.10054$7S.5344@tornado.rdc-kc.rr.com>,
Bill Plenge <B_Plenge@NoSpam.com> wrote:
>Bill H wrote:
>> Peter van Merkerk wrote:
>>> Bill H wrote:
>>>> ==
>>>> This message has been cross-posted to a number of revalent usenet
>>>> groups, so please do not start a "My system is better than your
>>>> system flame war".
>>>> ==
>>>>
>>>> Relying on my memory and a cursory check on a number of websites it
>>>> appears that the majority of Z80 cpu based computers had black and
>>>> white displays, where as the majority of 65xx computers had a color
>>>> display.
>>>
>>> I don't think that is true, at least not for home computers.
>>>
>>> There are plenty of (early) 6502 based system which supported only
>>> B/W display, and there are also plenty of Z80 systems which
>>> supported color (ZX Spectrum, MSX, Amstrad CPC, Sharp MZ series,
>>> Enterprise...etc).
>>>
>>> If we include CP/M computers (which are Z80 based) then what you are
>>> saying might be true. However those where intended for business use.
>>> In those days color was not deemed to be important for business
>>> computers.

>> I probably should have specified a time period. I was thinking more of
>> the 78 - 82 time period and computers that were available for home use
>> mainly in the US (only because that is where I am and have the most
>> experience with). During that time period the popular computers on the
>> Z80 side where the Tandy's (and clones), the zx81, ts1000 and some
>> CP/M machines. On the 65xx side where the Apple][s, Atari's and
>> Commodores.

>Given that time period I think you'll find the major reason being
>the cost of RAM (circa '78 16K was about $80, by '82 64K-128K
>could be had for the same price) and color monitors at the time.

You are low on the RAM price. 4116 RAM was going for $200
at the local electronics wholesalers. I know - I priced it for my
machine. That was mid-1978, as I had gotten my system at the end
of 1977.

When I built a 32K static RAM board with 64 21L02 chips, things
were a bit cheaper - but I still had about $350 into that including
the raw board, all the sockets, the RAM and about 10 glue chips.

> Combine that with the general publics attitude that home
>computers were just a fad and you can see the resistance a
>company would have designing a color system for general use in
>those early years.

The general public didn't think they were a fad - they had no clue
that they existed. On of my early computers books by Dwyer and
Crutchfield had the title of "You just bought a personal what?"
I still see that over on the shelf with some other vintage books.

One of the most presceint of my books was called "The Home Computer
Revolution" - self published by Ted Nelson in 1977. He talked
about how predicting the future in computers was pretty pointless
and everyone would be wrong - but he was persuaded to make his
guess for 10 years in the future - and he came the closest of
anybody in his predictions.

That's one of the 'collectors items' in my computer library.
He worte that book 2 years before another I have called "Literary
Machines" where he talked about computers that you could link any
word to another reference and keep following references that way.

He coined the term 'hypertext' in this book - and 4 years later
Apple implemented about 5% of his concept.

As to color I remember listening to Stan ?? [whose last name I've
forgotten] who had a computer store in NYC and he had a color
display in his window in color - was it the Dazzler - that the
police made him take down after the first day because it was
causing a crowd on the sidewalks. He said that was the first
computer store in NYC. He gave a talk to our local computer club
back in about 1980 - so forgive me for not remembering his last
name at the moment.

Bill
--
Bill Vermillion - bv @ wjv . com

5058. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 04:15:01 UTC
From: bv@wjv.com
Message-ID: <ls6x11.v9A@wjv.com>
Source record: 8415
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

In article <4DDF9231A0%news@youmustbejoking.demon.cu.invalid>,
Darren Salt <news@youmustbejoking.demon.cu.invalid> wrote:
>I demand that Andrew Owen may or may not have written...
>
>> Bill H wrote:
>>> Relying on my memory and a cursory check on a number of websites it
>>> appears that the majority of Z80 cpu based computers had black and white
>>> displays, where as the majority of 65xx computers had a color display.
>
>> I must admit I can't think of a 6502 based machine that only had mono
>> graphics, [...]
>
>Acorn Atom, I think.
>
>>> Now there are exceptions to this, but it makes me wonder, did the CPU
>>> influence the display?

>> Usually the display was handled by a video processor.

>True. But the *layout* of the display memory was certainly
>influenced by the CPU. The Spectrum's screen memory is laid out
>to take advantage of register pairing when writing character
>bitmaps (increment the high byte to get to the next line within
>a character cell), and Acorn's 8-bit machines (at least the BBC
>and Electron) used a layout such that each character cell used a
>contiguous chunk of memory (8, 16 or 32 bytes, depending on the
>number of colours).

On two of my first machines the video really didn't have a lot of
processing. There was a character generator chip and you wrote a
character to a memory spot and it displayed on the screen. Pure
memory mapped without a lot of overhead like we saw on machines
that came along in 1979 and 1980.

--
Bill Vermillion - bv @ wjv . com

5059. Re: [OT?] Question about Linux AtariSIO

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 06:14:03 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD7975B.5449%you@cogeco.ca>
Source record: 8416

> From: "David Bowden" <nospam@spamsux.org>
> Newsgroups: comp.sys.atari.8bit
> Date: Sun, 16 Oct 2005 06:25:06 -0500
> Subject: Re: [OT?] Question about Linux AtariSIO
>
> You know, this has been one hell of a learning experience for me... All the
> nonsense I fought with was 100% due to my complete lack of experience with
> Linux. Allow me to explain...
>
> I had all but given up on ever using my Linux server to host files for my
> trusty old 8-bit, and I would have never figured out what was going on were
> it not for Doom 3.
>
> A buddy of mine finally talked me into getting Doom 3 as he and all my other
> friends have been playing it for quite some time. I played it online a few
> times and decided my buddies and I needed a server of our own not full of
> guys with "1337 mad skillz", and I had the perfect platform and connection
> to do it with. So I downloaded and installed the Doom 3 Linux binaries and
> set up the server. Worked great. Then I decided I wanted to actually try to
> play the game on the Linux machine just to see what it's performance was
> like.

I agree, the folks with "1337 mad skillz" are typically losers. I avoid
them too. They're usually just a bunch of self-righteous hypocrites that
know nothing and act arrogantly in some vain attempt to add depth to their
rather shallow intelectual facade.

I'm practically lost in the Linux world too. I know the basics -- just
enough to be able to kind of get something done. But I'm learning, and
that's really the best that I can hope for... Cuz, contrary to what some
might say, I really like to learn new stuff.

> Well, Doom 3 needed the newest nVidia driver and I never installed one, it
> was still using the generic one that came with the distribution. So I
> download the driver installer and it said there wasn't a precompiled driver
> available for my kernel and it tried to build one for it. That was where
> things got stupid.
>
> It found my kernel source headers, but kept refusing to compile it, but
> wouldn't give me a good reason why. I dug around for 4 hours trying to find
> the problem, checked all the logs, and found nothing. I went back to check
> my kernel source and it was there, just fine (or so I thought). "uname -r"
> returned "2.6.11-6mdk", but my headers were "2.6-2.6.11-12mdk" (what the
> Hell does that mean anyways?!)!
>

> I discovered that "urpmi" kept fetching the "12mdk" instead of the "6mdk". I
> have no idea why it did this, but, in the end, rpmdrake got the "6mdk" I
> needed.
>
> The driver compiled nicely and I was in business (after I fixed the minor
> disaster I caused to the X server...), away I went fragging demons using
> penguin power.
>
> Couple of minutes into the game, I had an epiphany. Closed down my game and
> tried to compile and install atariserver again, and this time it worked
> FLAWLESSLY.
>
> I really want to thank Matthias for his patience in dealing with my
> stupidity, and I'm loving AtariSIO so far. :)
>
> Thanks again guys,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>
>

5060. Re: You guys ever find any cheap 1200XLs?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 06:25:20 UTC
From: You <you@cogeco.ca>
Message-ID: <BFD79A00.544B%you@cogeco.ca>
Source record: 8417

> From: "neopeius" <fagin@earthlink.net>
> Organization: http://groups.google.com
> Newsgroups: comp.sys.atari.8bit
> Date: 25 Dec 2005 00:02:42 -0800
> Subject: Re: You guys ever find any cheap 1200XLs?
>
> My first computer was and is a 1200XL which still works, actually. We
> bought it in 1983 for $300 since no one wanted them. It has an
> excellent keyboard though the contacts need to be refreshed.
>
> I got another working 1200XL at the swap meet about 10 years ago for
> $10. Still works. I'll part with it, tearfully, for $2000... ^_~
>

Are you sure that you want to do that neopeius? You'll probably get more money if you part it out. I would guess that an ANTIC chip could easily fetch $2000 alone from a collector. And those GTIA chips are really hot items right now. Black market distributers in Hong Kong are moving 6502 processors like crazy in the Orient. I hear that the 6502's are sought after by the Martians for use as aphrodisiacs.

You could probably turn that extra 1200XL into a cool $73,000.00 if you funneled the parts through the right channels. Careful with the 64K RAM chips though. Especially if you're living in the U.S. -- I hear terrorists are using them for improvised oven mits. You know, the plutonium and stuff...

Anyway, you're sitting on a goldmine dude!

5061. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 09:55:47 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43b2611f$0$3812$9b4e6d93@newsread2.arcor-online.net>
Source record: 8418
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

The Wizard of Oz wrote:
> The M$ card had a special routine
> which allowed the programmer to directly access the Apples soft switches.
> The RAM wasn't on the CP/M card. The card just rearranged the available
> memory from the Apple and had a limited amount of RAM and I guess ROM to
> replace what was used by the Apple.

If you're talking about the "Microsoft Softcard", it had neither RAM nor
ROM on the card. Only a Z80 processor and a good bit of 74LSxx glue logic.

--
Linards Ticmanis

5062. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 09:58:24 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43b261bc$0$3812$9b4e6d93@newsread2.arcor-online.net>
Source record: 8419
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

larry@portcommodore.com wrote:

> Commodore had the in-house guys from MOS to do the work and developed
> thier own chips, Atari had also lots of arcade machine experiece to get
> their job done. Apple had color, but conparitively the Apple][
> actually had a pretty primitive color system (it didn't greatly improve
> until the 80 column board)

But of course the Apple II dates to 1977, 5 years before the C64 came
out. That is a long time in home compter development.

--
Linards Ticmanis

5063. What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 11:38:42 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <xPydnTra69Td5C_enZ2dnUVZ_tqdnZ2d@comcast.com>
Source record: 8420

Ok, so... a buddy of mine picked up a 130XE in a garage sale yesterday for practically nothing. He swung by here on his way to work this morning and gave it to me saying "I knew you'd like this, blah blah blah".

I unplugged mine and hooked it up, it fired up just fine, loaded DOS 2.5, started the RAMdisk and what not. I put it through it's paces with the diag function, all ram and rom passed.

So I cracked the puppy open to see what mysterious goodies might lurk inside. Only thing out of place is a chip centered between the two plastic keyboard stands. This thing has 4 wires soldered to the chip (2 red, 2 black) and they are held in place by a glob of hotglue. It's too long to fit in the socket completely. The chip hangs off the left end of the socket and the top and bottom 2 pins on that end have been clipped off. Any idea what this thing is?

You can see it here: http://67.187.76.221/pics/130xe.jpg

Also, you can see the 130XE I use here: http://67.187.76.221/pics/atari.jpg :)

Thanks,
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5064. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 12:28:24 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <d515r19269br045bs8n0u0r8r1nunv2d5v@4ax.com>
Source record: 8421

On Wed, 28 Dec 2005 05:38:42 -0600, "David Bowden"
<nospam@spamsux.org> wrote:

>Ok, so... a buddy of mine picked up a 130XE in a garage sale yesterday for
>practically nothing. He swung by here on his way to work this morning and
>gave it to me saying "I knew you'd like this, blah blah blah".
>
>I unplugged mine and hooked it up, it fired up just fine, loaded DOS 2.5,
>started the RAMdisk and what not. I put it through it's paces with the diag
>function, all ram and rom passed.
>
>So I cracked the puppy open to see what mysterious goodies might lurk
>inside. Only thing out of place is a chip centered between the two plastic
>keyboard stands. This thing has 4 wires soldered to the chip (2 red, 2
>black) and they are held in place by a glob of hotglue. It's too long to fit
>in the socket completely. The chip hangs off the left end of the socket and
>the top and bottom 2 pins on that end have been clipped off. Any idea what
>this thing is?
>
>You can see it here: http://67.187.76.221/pics/130xe.jpg
>
>Also, you can see the 130XE I use here: http://67.187.76.221/pics/atari.jpg
>:)
>
>Thanks,

Im not sure what that mod is, have you noticed anything else diff
about the XE? My question to you is, what type of monitor is that you
have plugged into your XE?

5065. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 13:01:05 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <-vadnY0l46ASES_enZ2dnUVZ_sCdnZ2d@comcast.com>
Source record: 8422

"kevin" <kevnospam242@gmail.com> wrote in message
news:d515r19269br045bs8n0u0r8r1nunv2d5v@4ax.com...
>>
>>You can see it here: http://67.187.76.221/pics/130xe.jpg
>>
>>Also, you can see the 130XE I use here:
>>http://67.187.76.221/pics/atari.jpg
>>:)
>>
>>Thanks,
>
>
> Im not sure what that mod is, have you noticed anything else diff
> about the XE? My question to you is, what type of monitor is that you
> have plugged into your XE?

As for noticing anything different about it, not in the slightest. I havn't farted around with it other than what I mentioned earlier, but it appears to be completely normal, in behavior at least.

And that monitor... lol. It's an old ass Mag Innovision monitor. Used a "A/V A8 Break Out Box" to get an S-video signal, and pipe that through a viewsonic TV to VGA converter box. You can see that sitting on top the desk wedged inbetween the printers and the Sega CDX. :) It produces an uber crisp display. Before this I was using a 13" Sony Trinitron TV I bought from B&C Computervisions a looooooooooooooooong time ago.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5066. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 13:42:33 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1135777353.565504.298820@z14g2000cwz.googlegroups.com>
Source record: 8423

Hi David-

Very Interesting... Can you tell us the chip numbers on the mystery chip? Appears to be U4 which should be the BASIC rom. I would say that someone made a custom 28-pin prom (eprom? -- can't tell due to the silicone) and has jumpered it into the 24 pin space of the normal chip. (?)

-Larry

5067. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 14:07:01 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <BLOdnc63mMGeAS_eRVn-qQ@comcast.com>
Source record: 8424

"Larry" <LLppwhite@aol.com> wrote in message
news:1135777353.565504.298820@z14g2000cwz.googlegroups.com...
>
>
> Hi David-
>
> Very Interesting... Can you tell us the chip numbers on the mystery
> chip? Appears to be U4 which should be the BASIC rom. I would say
> that someone made a custom 28-pin prom (eprom? -- can't tell due to the
> silicone) and has jumpered it into the 24 pin space of the normal chip.
> (?)
>
> -Larry
>

I already reassembled the case and I'm about to go to bed. I'll gut it again
when I get up tomorrow.

The only thing that's ledgible is the last 3 or 4 numbers on the chip. I'd
have to peel the silicon off the chip to read teh whole number.

I'll let you know what I find.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5068. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 14:46:39 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <jzxsf.3604$R84.2973@newsread2.news.pas.earthlink.net>
Source record: 8425

David Bowden wrote:

> Ok, so... a buddy of mine picked up a 130XE in a garage sale yesterday for
> practically nothing. He swung by here on his way to work this morning and
> gave it to me saying "I knew you'd like this, blah blah blah".
>
> I unplugged mine and hooked it up, it fired up just fine, loaded DOS 2.5,
> started the RAMdisk and what not. I put it through it's paces with the diag
> function, all ram and rom passed.
>
> So I cracked the puppy open to see what mysterious goodies might lurk
> inside. Only thing out of place is a chip centered between the two plastic
> keyboard stands. This thing has 4 wires soldered to the chip (2 red, 2
> black) and they are held in place by a glob of hotglue. It's too long to fit
> in the socket completely. The chip hangs off the left end of the socket and
> the top and bottom 2 pins on that end have been clipped off. Any idea what
> this thing is?

I'm about 50% confident it is revision C BASIC in a 2764 compatible mask ROM. That is if the computer boots up to BASIC anyway. I used to have a Atari ASM/ED chip in my 800XL and another that booted to Galaxian for my kids.

Most if not all motherboards used the 24 pin mask programed 8k ROM. Some like the 1200XL came with jumpers and extra holes in the motherboard so you could use either type of device for the OS<no built in BASIC> but the XL/XE used the 24 pin BASIC. Only exception I can think of is the XE Game System that had built in Missle Command or something like that so they used a larger ROM.

Atari manufactured both 24 pin and 28 pin BASIC chips for their BASIC carts. My guess is the previous owner either ordered the 28 pin bare replacement chip by mistake or took apart a BASIC rev C cart and added the jumpers to make it work.

5069. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 15:02:31 UTC
From: spike1@freenet.co.uk
Message-ID: <g5la83-ppb.ln1@ridcully.fsnet.co.uk>
Source record: 8426
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
Bill H <bill@ts1000.us> did eloquently scribble:
>
>
> ============================================================
> This message has been cross-posted to a number of revalent usenet
> groups, so please do not start a "My system is better than your system
> flame war".
> ============================================================
>
> Relying on my memory and a cursory check on a number of websites it
> appears that the majority of Z80 cpu based computers had black and
> white displays, where as the majority of 65xx computers had a color
> display.
>
> Now there are exceptions to this, but it makes me wonder, did the CPU
> influence the display?
>
> Is there an inherent reason why most Z80 computers had b/w displays and
> 65xx computers had color?

Most?
can you list them?
ZX80/ZX81 - B&W
spectrum, amstrad cpc, memotech, enterprise (to name but a few) - colour
(Can't remember what the tandy machines used, if it was z80 the only reason
they were monochrome was because it was the (mainly) pre-colour computer
era)
--
| |What to do if you find yourself stuck in a crack|
| spike1@freenet.co.uk |in the ground beneath a giant boulder, which you|
| |can't move, with no hope of rescue. |
|Andrew Halliwell BSc(hons)|Consider how lucky you are that life has been |
| in |good to you so far... |
| Computer Science | -The BOOK, Hitch-hiker's guide to the galaxy.|
```

5070. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 15:02:31 UTC
From: spike1@freenet.co.uk
Message-ID: <0ila83-ppb.ln1@ridcully.fsnet.co.uk>
Source record: 8427
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
Andrew Owen <aoweninoz@yahoo.com.au> did eloquently scribble:
> Most of the Z80 based machines were CP/M boxes designed for business
> use and back then a colour display wasn't considered necessary for
> serious applications. Except for the very early machines, all the Z80
> based home computers I can think of had a colour display: Sinclair
> Spectrum (Timex), Amstrad CPC, Tandy CoCo (Dragon), MSX etc.

Tandy coco/Dragon used the 6809, iirc.
Not the z80.
--

-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
```

5071. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 15:02:31 UTC
From: spike1@freenet.co.uk
Message-ID: <cjla83-ppb.ln1@ridcully.fsnet.co.uk>
Source record: 8428
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Darren Salt <news@youmustbejoking.demon.cu.invalid> did eloquently scribble:
>
>
> I demand that Andrew Owen may or may not have written...
>
>> Bill H wrote:
>>> Relying on my memory and a cursory check on a number of websites it
>>> appears that the majority of Z80 cpu based computers had black and white
>>> displays, where as the majority of 65xx computers had a color display.
>
>> I must admit I can't think of a 6502 based machine that only had mono
>> graphics, [...]
>
> Acorn Atom, I think.

I thought the atom did colour.
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

5072. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 15:57:03 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1135785423.086093.191480@g43g2000cwa.googlegroups.com>
Source record: 8429

The Accepted sticker is a red flag for me and makes me suspicious that this is an in house (Atari) substitiution of the standard 24 pin masked ROM for a 28 pin one. Perhaps in the latter days that this one was built, the supplier of that 24 pin ROM ran out and could only supply 28 pin ones, WAG there of course.

This is a 64x4 motherboard (often called an 800XE in Europe?) but it's slightly different than mine as far as the silk screened white lettering goes. Mine has a single A in the 'Ru UPC AA' group and mine also has the word 'action' directly under the three resistors in that same vicinity. Mine has no space between REV.1 and the 2 in the box which allows room for the word 'action' to be directly under the three resistors. Yours also has a solid white box extending out from under the sticker that on mine would be in the exact placement of '-001' of the following second line that is under your sticker:
ASSY NO. CA200519-001
first line being:
130XE(64X4)C103579-001 REV.1

I have a couple other standard 130XEs that have had jumpers placed on the board and it could only have been done at and by Atari. Tracing down those jumpers reveal that they are just duplicating traces that already exist. Another wild guess is that on that run of boards they had some troubles with those particular traces and as a hedge for that, they just had the crew place jumpers on all them. I don't have any signed, Accepted stickers like you do though...

Full Basic ROM numbers for mine are:
C024947A-29
(C) 1982 ATARI
-29 A8913
F834523

David Bowden wrote:
> "Larry" <LLppwhite@aol.com> wrote in message
> news:1135777353.565504.298820@z14g2000cwz.googlegroups.com...
> >
> >
> > Hi David-
> >
> > Very Interesting... Can you tell us the chip numbers on the mystery
> > chip? Appears to be U4 which should be the BASIC rom. I would say
> > that someone made a custom 28-pin prom (eprom? -- can't tell due to the
> > silicone) and has jumpered it into the 24 pin space of the normal chip.
> > (?)

> >
> > -Larry
> >
>
> I already reassembled the case and I'm about to go to bed. I'll gut it again
> when I get up tomorrow.
>
> The only thing that's ledgible is the last 3 or 4 numbers on the chip. I'd
> have to peel the silicon off the chip to read teh whole number.
>
> I'll let you know what I find.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5073. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 17:09:47 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135789787.871308.188380@g49g2000cwa.googlegroups.com>
Source record: 8430

ALL RIGHT!!!!

I have the 1 Meg simm up and running!!! PB4 enables bank switching. An 74ls373 mapped to address 54048 selects the banks using bits 2-7. I used bits 0 and 1 for 2 LEDs (just for kicks and testing since I don't have a scope)or I can use those 2 bits for 4MEGS, one day. So right now its giving me 63 16K banks. I think the 64th(or first) bank should be the same as the main, but I think im getting something else there thats not right...I'm not gonna try to correct it. its already too much chips on the board. 63 16k banks is enough :)

I was wrong about not needing to figure out /CAS. I had to use a 5th multiplexer just to handle this issue. I guess it doesnt matter. I'm still gonna have to use ANOTHER chip anyway. I'll get some pics and schematics up soon ;)

Ralph

PS. Thanks for the HOORAHHH!!! nope not Canadian, American from Mexican parents.

5074. Re: !!! Yet another MIO on Ebay !!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 18:14:24 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <EzAsf.69608$k76.28938@bignews6.bellsouth.net>
Source record: 8431

Rory,

Let us know what it ends up going for.

Think I'll hold on to mine. But interested in how much one can
get for these.

thanks,

phantomm@bellsouth.net

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:t8s3r1p4uoog1fbdoju9gj27o8b2cb9lp4@4ax.com...
> On Mon, 26 Dec 2005 20:25:32 -0600, Rory McMahon
> <rorymcmahonNOSPAM@yahoo.com> wrote:
>
>>Hi all,
>>Here are the specs:
>>
>>1mb MIO Hard Drive, XE adapter and MIO diskette. I dont know if I have
>>another manual or not. I will look for one, but assume that I wont
>>find one.
>
> Ok, found a manual, photocopied. I will include it with the auction. I
> guess around 10pm CST.
>
>>I will also put 1 brand new MIO XE adapter that is still in its
>>plastic up for auction, 3 days, $50 start or $69 Buy It Now.
>
>>Thanks,
>>Rory
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html

5075. Re: XF551 SIO port problems

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 18:17:12 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <fCAsf.69610$k76.60410@bignews6.bellsouth.net>
Source record: 8432

The SIO ports on the XF551 are a common fail point.

Anyone using these should take care when removing/plugging
the SIO cables. The Ports are poorly secured.

phantomm@bellsouth.net

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:Yffsf.3362$R84.1051@newsread2.news.pas.earthlink.net...
> MrScout wrote:
>> I just got an XF551 drive, and after pluging and unpluging the damn
>> thing a few times, the computer stopped recognizing the drive, unless
>> I
>> put pressure on the plugs. I started looking for a solution on the
>> net,
>> and I guess this is a very common problem... I wish I read that
>> before
>> I was playing with the cables!
>>
>> Anyway, I opened it up, and tried to reheat the contact points, but
>> it's no use - the traces started lifting off of the circuit board
>> already. I saw somebody suggest that you use thin wires and replace
>> all
>> the connectors that way. Well, my question is - the drive that I have
>> has the two SIO ports connected already, pin by pin, by thin wires.
>> Was
>> that how it came out of Atari, or did somebody already tried to fix
>> it?
>
> It's been fixed by a previous owner. At least some of the drives as
> they came from Atari didn't even have the connectors bolted to the
> circuit board. I think they started using rivets after the attachment
> problems surfaced but the circuit board they used was about as fragile
> as a saltine cracker so it didn't help much.

5076. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 19:32:36 UTC
From: JFfromChile <jfroco@gmail.com>
Message-ID: <1135798356.170197.263160@z14g2000cwz.googlegroups.com>
Source record: 8433
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Bill H wrote:

>
> So the question is, did the cpu influence the display?
>

No. The cost of the RAM was by far more important. There are two
classic cases:

Atari 2600: defeated its competition because it didn't need a lot of
ram to display colour graphics (but programming was complicated).

ZX Spectrum: they reduced the number of colours (2 colors per 8x8 bits
block) in order to require less RAM for displaying the screen at the
same resolution

Evenmore, taking the ZX Spectrum example: it uses a memory-mapped
display, so if you replace the Z80 CPU with a 6500 CPU and write the
same values to the same positions you got the same display no matter
what CPU you use, so, No, the cpu didn't influence the display.

Regards

JF

5077. Re: Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 20:39:59 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dout3umga1@inews.gazeta.pl>
Source record: 8434

Greg Goodwin napisaďż˝(a):

> Just a reminder for the Atari chat going on as I type this at...

Login / Password?

dely

5078. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 21:37:58 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4DE087A551%news@youmustbejoking.demon.cu.invalid>
Source record: 8436
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

I demand that Bill Vermillion may or may not have written...

[snip]
> On two of my first machines the video really didn't have a lot of
> processing. There was a character generator chip and you wrote a character
> to a memory spot and it displayed on the screen.

I know exactly what you mean: the BBC micros had a teletext mode as well as
several pre-defined bitmapped modes - and, the display chip being a 6845,
some scope for custom modes.

[snip]
--
| Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk
| RISC OS, | Northumberland | s zap,tartarus,org
| Linux | Toon Army | @
| The RISC OS and Linux versions of Snake Pit.

Abstain from beans.

5079. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 21:43:51 UTC
From: A936@hotmail.com
Message-ID: <1135806231.414583.159540@g43g2000cwa.googlegroups.com>
Source record: 8435
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Peter van Merkerk wrote:

> > So on the 65xx side you needed more support
> > chips to do things that the cpu could not.

> The Z80 did have feature that 6502 did not; the Z80 did have support for
> DRAM refresh so it could be used with DRAM memory with minimal support
> circuitry. On the C64 the video chip (VIC-II) is responsible for the
> DRAM refresh

> > For example on a 65xx would it be possible to drive the display as is
> > done on the zx80 (not the ts1000 or zx81 which used a custom chip) and
> > the cpu with only a few off the shelf logic chips?

> The ZX80 to advantage of the DRAM refresh and some other Z80 specific
> "features" to implement a very simple (but clever) display system. Some
> aspects like executing a display file might be possible on a 6502 based
> system, other aspects would require another solution.

The poster is likely referring to the video system used in the
zx81/zx80
which makes special use of the z80 dram refresh features to get
the z80 to generate the video display, and no this can't be done on
any other 8 bit uP. The Atari 2600, as you (Peter) point out also has
simple display logic, but it still uses the TIA chip to general
horizontal
video timing, whereas in the zx80/zx81 the z80 uP does it all --
vertical
timing, horizontal timing and fetching of data to output to TV. The
only
thing missing is the modulator and parallel -> serial conversion. This
was likely the key reason the z80 was chosen for the zx80/zx81, whose
primary purpose was to get a useable computer as cheap as possible.

The dram refresh feature and the bus timing in the z80 did make it
easier to build a system with less glue logic than other cpus,
but early on that cost was easily swallowed by the price difference
between say the 6502 and z80, being the most dramatic example.

> On the other hand the 6502 had a feature that allowed display chips to
> use the same memory as the CPU without slowing the CPU down (at least
> most of the time). The 6502 accessed memory only one phase of the clock,
> the other phase could be used by the display chip without the CPU
> noticing it. Of course the display chip had to be specificly designed to
> be matched with the 6502, which may explain why 6502 based system often

> use custom designed chips, whereas many Z80 based systems used
> of-the-shelf solutions.

You can do hidden cycle dma access on a z80 too. Ignore the
dram refresh feature and you have 2 cycles of free access for
every instruction byte fetched. You could still use the z80
refresh signals to simplify any dram refresh hw you would
need to add.

5080. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-28 22:45:46 UTC
From: A936@hotmail.com
Message-ID: <1135809946.669624.65030@g44g2000cwa.googlegroups.com>
Source record: 8437
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

kerpan@attglobal.net wrote:
> >The fact that the 65xx was cheaper than the z80 which allowed the
> >companies to spend more money on the graphics actually does show that
> >the cpu (the cost of it) did influence the display in a small way.

> That could be something... But then again, the Sega Master System had
> better color graphics capabilities than the NES, yet the SMS had a Z80
> and the NES had (a rather fast) 6502 clone. So no, I don't think CPU
> really influenced display type.

The SMS and NES were 1985/1986ish and by that time there
wouldn't have been much (if any) price difference between
the 8 bits.

5081. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 00:11:12 UTC
From: secretspam@ihatespam.net
Message-ID: <43b42852.78773656@nntp.charter.net>
Source record: 8438

Okay if you say so. Tell you what. Take a poll and see what others
think about your skewed rants about value and declarations of
people's ignorance of what the gold standard was.

I'm comfortable their judgement. Are you?

On Tue, 27 Dec 2005 22:31:01 -0500, You <you@cogeco.ca> wrote:

>
>
>> From: secretspam@ihatespam.net (SgtSilicon)
>> Reply-To: secretspam@ihatespam.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Wed, 28 Dec 2005 01:26:09 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> Stop making a fool of yourself. Get some help. You will thank
>> yourself in the end (and so will everyone else I presume).
>>
>>
>
>But it's so much fun, Sarge! If you were in my shoes and you could do what
>I am in position to do, would you not do it? Damn right you would!!!
>
>Oh, and I'm not making a fool of myself. Au contraire, simple one.

5082. Re: 1 meg MIO plus SDX cart on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 00:13:22 UTC
From: secretspam@ihatespam.net
Message-ID: <43b32741.78500484@nntp.charter.net>
Source record: 8439

The fact that you cannot already see the basic problem means to me
there is not much point trying to debate it with you. You can have
the last word. It doesn't matter to me. You can even say I don't
know when silver was taken out of coins if you can derive that from
some of your secret logic and associative thinking. Hehe.

On Tue, 27 Dec 2005 22:29:03 -0500, You <you@cogeco.ca> wrote:

>
>
>> From: secretspam@ihatespam.net (SgtSilicon)
>> Reply-To: secretspam@ihatespam.net
>> Newsgroups: comp.sys.atari.8bit
>> Date: Wed, 28 Dec 2005 00:21:29 GMT
>> Subject: Re: 1 meg MIO plus SDX cart on eBay
>>
>> I know about the gold standard, and when we came off of it. You must
>> think no one knows anything but you. All I have said thus far is that
>> your ranting about values was majorly flawed to the point that I
>> perceive you as stupid. If that makes you feel that you know
>> something about the fact that we were once on a gold standard, and the
>> rest of us don't (thus reminding yourself of your own intellectual
>> superiority) then go ahead. All it really shows is that you keep
>> playing the fool. Fool.
>>
>
>You amaze me, Sarge. Somebody had confused market value with intrinsic
>value and I attempted to show the difference. Was anything that I said
>inaccurate? Absolutely not!
>
>So, if what I said was accurate, how do I look like the fool? It was you
>and Cortese that were insisting that I was wrong. I wasn't wrong!
>
>Oh, and I mentioned the gold standard because that's when money had
>intrinsic value. The almighty dollar hasn't had intrinsic value since the
>gold standard was abandoned. It's also been a long time since we saw
>$20/ounce gold. (That's the price that gold was fixed at!)
>
>Interestingly enough, gold is still used as a hedge against inflation and
>economic instability. Do you know why? You guessed it! It's because gold
>has intrinsic value!
>
>As for why you perceive me as stupid... Well, I'm of the opinion that
>you're a very simple person and that you're quick to discount anything that
>you don't understand. Then, like most simple people, you attempt to spin

>some whacky fable to add depth to your false intellectual facade. Honestly,
>you remind me of somebody that works for Richard Costly-White!

5083. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 01:54:46 UTC
From: David Wilson <mcs6502@gmail.com>
Message-ID: <1135821286.787764.162890@g14g2000cwa.googlegroups.com>
Source record: 8440
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Andrew Owen wrote:
> I must admit I can't think of a 6502 based machine that only had mono
> graphics, but since all 65xx computers I'm aware of were designed for
> home use (and hence games) a colour display would have been essential.

The OSI Superboard/Challenger 1P was a mono only system. 1KB of video RAM arranged as 32x32 characters (8x8 pixel font) with no guard bands so the software constrains output to a 24x24 region that is visible on a TV screen. No bit mapped graphics, just 128+ character based graphic symbols.

5084. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 03:56:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135828560.613638.152110@g47g2000cwa.googlegroups.com>
Source record: 8441
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
Bill Vermillion wrote:
> In article <c7%rf.10054$7S.5344@tornado.rdc-kc.rr.com>,
> Bill Plenge <B_Plenge@NoSpam.com> wrote:
> >Bill H wrote:
> >> Peter van Merkerk wrote:
> >>> Bill H wrote:
> >>>> ============================================================
> >>>> This message has been cross-posted to a number of revalent usenet
> >>>> groups, so please do not start a "My system is better than your
> >>>> system flame war".
> >>>> ============================================================
> >>>>
> >>>> Relying on my memory and a cursory check on a number of websites it
> >>>> appears that the majority of Z80 cpu based computers had black and
> >>>> white displays, where as the majority of 65xx computers had a color
> >>>> display.
> >>>
> >>> I don't think that is true, at least not for home computers.
> >>>
> >>> There are plenty of (early) 6502 based system which supported only
> >>> B/W display, and there are also plenty of Z80 systems which
> >>> supported color (ZX Spectrum, MSX, Amstrad CPC, Sharp MZ series,
> >>> Enterprise...etc).
> >>>
> >>> If we include CP/M computers (which are Z80 based) then what you are
> >>> saying might be true. However those where intended for business use.
> >>> In those days color was not deemed to be important for business
> >>> computers.
> >
> >> I probably should have specified a time period. I was thinking more of
> >> the 78 - 82 time period and computers that were available for home use
> >> mainly in the US (only because that is where I am and have the most
> >> experience with). During that time period the popular computers on the
> >> Z80 side where the Tandy's (and clones), the zx81, ts1000 and some
> >> CP/M machines. On the 65xx side where the Apple ][s, Atari's and
> >> Commodores.
> >
> >Given that time period I think you'll find the major reason being
> >the cost of RAM (circa '78 16K was about $80, by '82 64K-128K
> >could be had for the same price) and color monitors at the time.
> >
> You are low on the RAM price. 4116 RAM was going for $200
> at the local electronics wholesalers. I know - I priced it for my
```

> machine. That was mid-1978, as I had gotten my system at the end
> of 1977.
>

Wow, $200 in 1978! Something big must have happened in the next year
or so. I paid $18 for eight 4116's in 1979/80.

They were used to upgrade my Atari 800 8K RAM module from 8K to 16K.
Doesn't sound like much of an upgrade but I only had 24K total at the
time and Atari 16K modules were $180+ retail.

- Steve Sheppard

5085. Re: ATARI vs. C64 vs Spectrum vs. XBOX 360 ???

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 05:50:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.18.07.15.53.900304@charter.net>
Source record: 8442

On Sun, 18 Dec 2005 00:45:00 -0500, Mark Kolesar wrote:

> Blaine Adamson wrote:
>> Which of these systems is the best doorstopper?
>>
>> Discuss.
>>
> Commodore rises from the ashes, let there be light!
>
> http://hardware.commodoreworld.com/default.aspx?i=3&s=category&c=29

Er, I tried to click "details" on that site and it gave a bunch of errors.

One of them even said something about a guru meditation error.... <lol>

--
_/_/_/

5086. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 05:50:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2005.12.18.17.28.11.979219@charter.net>
Source record: 8443

On Sun, 18 Dec 2005 08:50:24 +0100, Edward S. Baiz Jr. wrote:

> It you want to connect your 8-bit to a monitor you could do what I have done.
> I just bought a video convertor. The RCA Video part of your cable would plug
> into that and then you can use any PC VGA monitor. The audio plug would just
> into any powered speaker. I use it a lot and it works great, much better than
> a regular TV connection.

Hi Edward! Would Radio Shack probably have something like that?

Thanks.

--
_/_/_/

5087. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 08:50:32 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43b3a354$0$26897$9b4e6d93@newsread4.arcor-online.net>
Source record: 8444
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

stephensheppard@hotmail.com wrote:

> Wow, $200 in 1978! Something big must have happened in the next year
> or so. I paid $18 for eight 4116's in 1979/80.

Yes. RAM prices dropped like lead from 1977 to 1979. It's no coincidence
that the first Apple II came with just 4K of RAM standard in 1977, but
in 1979 the smallest amount of memory you could get with a new one was
changed to 48K.

Or consider the Atari 2600, also released in 1977. It has a whopping 128
bytes (sic) of RAM. Would've made absolutely no sense in 1979.

--
Linards Ticmanis

5088. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 08:52:39 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43b3a3d1$0$26897$9b4e6d93@newsread4.arcor-online.net>
Source record: 8445
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Andrew Owen wrote:

> I must admit I can't think of a 6502 based machine that only had mono
> graphics, but since all 65xx computers I'm aware of were designed for
> home use (and hence games) a colour display would have been essential.

The Apple I (alright, that one is pretty obscure).

The Commodore PET series (not so obscure).

--
Linards Ticmanis

5089. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 09:53:55 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43b3b0fe@quokka.wn.com.au>
Source record: 8446
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Linards Ticmanis wrote:

> Or consider the Atari 2600, also released in 1977. It has a whopping 128
> bytes (sic) of RAM. Would've made absolutely no sense in 1979.

Who needs more?

:D

5090. The IDE Alternative

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 13:58:24 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1135864703.897787.185840@z14g2000cwz.googlegroups.com>
Source record: 8447

Aside from the "collectability factor" of older interfaces, I've found that the KMK-JZ IDE hard drive is a great alternative to more expensive options. One of the really nice things about this interface is that the system can use both a Master and a Slave drive. And it is very fast. On my system, I use a 2-1/2" laptop drive as the Master, and for less disk-intensive applications, I use a Sandisk 32 MB compactflash as the Slave. Since laptop drives and CF do not require +12VDC, it really simplifies powering the devices. And since the sizes of the drives is so much smaller, the housing and space requirements are much improved over 5-1/4" and even 3-1/2" drive options.

On the downside, my interface did not come with a cartridge jack. However, I recently discovered that the connecting points are on the interface board, so it can be added fairly painlessly. I plan to do that real soon. It does require require cutting the top of the plastic interface case, but that is not a problem to me. Also, I tried to use an IDE ZIP drive as the Slave to transfer some data, but that resulted in corrupted data. I need to try it with only the ZIP attached (no HD), but haven't done that yet.

I don't know if these interfaces are still being sold, but if they are, you might want to investigate it if you are looking for an fairly inexpensive, powerful, fast HD alternative.

-Larry

5091. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 14:35:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com>
Source record: 8348
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Muscle Cars-The Duel: Test Drive II Car Disk*, The Navigator*, Night Shift*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Roadwar 2000*, Robinson's Requiem*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Shuttle - The Space Flight Simulator*, Sid Meier's Civilization*, Sid Meier's Railroad Tycoon*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Speedball 2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, Star Quake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Team Suzuki*, Team Yankee*, Teenage Mutant Hero Turtles*, Terrorpods*. Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tracker/ST*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock - the Avenger*, Welltris*, WindWalker*, Winter Games*, Word Perfect*, Word Up*, World Karate Championship*, WWF European Rampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*,

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5092. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 14:39:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290635430.15730-100000@onyx.spiritone.com>
Source record: 8349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5093. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 17:01:36 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-3FD10B.18013529122005@azure.qinip.net>
Source record: 8350

Howdy David

This probably will not help you much, but it looks like the CO25953 and two of the RAM chips have been added at a later moment.

Which, while I am typing this, makes me think that the OS might be replaced by an OS from the XEGS, which has the extended memory test in it.

CU Mathy

5094. Re: Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 17:38:34 UTC
From: "Aaron J. Bossig" <linkvb06@SpammersWillBeExecuted.ptd.net>
Message-ID: <Xns973B809E63222linkvb06SpammersWill@204.186.200.105>
Source record: 8351
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in
news:Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com:

> Get FREE ST Game/Software with $100.00 purchase! Titles listed below!
> NEW Games Not yet in Catalog! Cant find what you want, take 25% off
> purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call
> Ben@(503)256-9974!!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/ Books. FREE Catalogs on Ben's Domain at
> http://BensCatalogs.Atari.org or at http://BenSells.Atari.org
> Catalogs can be attached to,Requested by & Received Through E-Mail at
> Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8
> Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

Why, exactly, would a company that specializes in vintage software need
to run a clearance sale? Are you trying to clear the shelves, waiting for
the new Atari models to arrive for '06? Are you trying to cash in on those
Jaguar games, before these newfangled Playstations get popular?

--

Aaron J. Bossig

http://www.GodsLabRat.com
http://www.dvdverdict.com

5095. Re: Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 18:12:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0512290957330.15730-100000@onyx.spiritone.com>
Source record: 8352
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 29 Dec 2005, Aaron J. Bossig wrote:

> Bravo Sierra Computers <atari@aracnet.com> wrote in
> news:Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com:
>
> > Get FREE ST Game/Software with $100.00 purchase! Titles listed below!
> > NEW Games Not yet in Catalog! Cant find what you want, take 25% off
> > purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call
> > Ben@(503)256-9974!!
>
> Why, exactly, would a company that specializes in vintage software need
> to run a clearance sale?

I'm buying out an Atari Dealer. I have half of his ST Games/Software and I
need to make Room on my shelves. I'm also doing this to help fund a buyout
of the other half.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5096. Smartdos 8.2D!!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-29 23:19:47 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <2a_sf.50353$oG.18986@dukeread02>
Source record: 8353

I have seen SmartDOS 6.1, lastest version but I got 8.2D, it had never seen before. What is the difference between 6.1 and 8.2? I see no difference. is it fake?

Thanks!
Jack

5097. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 03:23:17 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135912997.728472.275540@g47g2000cwa.googlegroups.com>
Source record: 8354

Hey fellas,

Now a bit of bad news (if you can call it that) when I select bank 0 I get $0-$3FFF at the bank space, and when I select Bank 16 I get $4000-7FFF (like if I wasn't banking) SO WHAT!!!!! I still have 62 16K banks. I just have to remember 2 are invalid. I'm not EVEN gonna try to correct it...62 16K banks!!! thats 20 1/2 800's worth of memory. (Remember I'm 3 wires away from 4 Megs..I just cant find a simm!)

ANYWAYS! Enough RAMbling (ha ha) Tonight I'll start on the harddrive interface (I already have Sijmen's MyIDE in my XL..IT ROCKS!!!) but on the 800 I'm gonna map it somewhere else in memory and use all 16 bits. Once I stick in all the goodies I want in there, and organize, clean up, and get a procedure going, I'll post some schematics and pics

Ralph

5098. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 03:49:05 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <ZemdnfsGhq2wMyneRVn-gw@comcast.com>
Source record: 8355

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:firstname-3FD10B.18013529122005@azure.qinip.net...
> Howdy David
>
> This probably will not help you much, but it looks like the CO25953 and
> two of the RAM chips have been added at a later moment.
>
> Which, while I am typing this, makes me think that the OS might be
> replaced by an OS from the XEGS, which has the extended memory test in
> it.
>
> CU Mathy

Well, tell me this... Is that chip the ROM OS, or BASIC? I've never screwed
with the ROM chips on any Atari. I was looking at the 32-in-1 OS urpgrade
installation instructions over at atarimax.com and it says the OS ROM is the
chip directly above the one in question on my system.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5099. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 05:06:56 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <v2g9r1hpv4os58a91fmg142vtdh7sscr67@4ax.com>
Source record: 8356

On 29 Dec 2005 19:23:17 -0800, "Ralphy Rocket" <ralphxpn@pacbell.net>
wrote:

>Hey fellas,
>
>Now a bit of bad news (if you can call it that) when I select bank 0 I
>get $0-$3FFF at the bank space, and when I select Bank 16 I get
>$4000-7FFF (like if I wasn't banking) SO WHAT!!!!! I still have 62 16K
>banks. I just have to remember 2 are invalid. I'm not EVEN gonna try to
>correct it...62 16K banks!!! thats 20 1/2 800's worth of memory.
>(Remember I'm 3 wires away from 4 Megs..I just cant find a simm!)
>
>ANYWAYS! Enough RAMbling (ha ha) Tonight I'll start on the harddrive
>interface (I already have Sijmen's MyIDE in my XL..IT ROCKS!!!) but on
>the 800 I'm gonna map it somewhere else in memory and use all 16 bits.
>Once I stick in all the goodies I want in there, and organize, clean
>up, and get a procedure going, I'll post some schematics and pics
>
>Ralph

do you think a similar mod could be achieved on the Atari 400?

5100. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 09:18:08 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <1135934288.003337.323360@g49g2000cwa.googlegroups.com>
Source record: 8357
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

stephensheppard@hotmail.com wrote:
> Bill Vermillion wrote:
> > In article <c7%rf.10054$7S.5344@tornado.rdc-kc.rr.com>,
> > Bill Plenge <B_Plenge@NoSpam.com> wrote:

<snip>

> > >Given that time period I think you'll find the major reason being
> > >the cost of RAM (circa '78 16K was about $80, by '82 64K-128K
> > >could be had for the same price) and color monitors at the time.
> >
> > You are low on the RAM price. 4116 RAM was going for $200
> > at the local electronics wholesalers. I know - I priced it for my
> > machine. That was mid-1978, as I had gotten my system at the end
> > of 1977.
> >
>
> Wow, $200 in 1978! Something big must have happened in the next year
> or so. I paid $18 for eight 4116's in 1979/80.
>
> They were used to upgrade my Atari 800 8K RAM module from 8K to 16K.
> Doesn't sound like much of an upgrade but I only had 24K total at the
> time and Atari 16K modules were $180+ retail.
>
> - Steve Sheppard

In January, 1981, California Digital (a component discounter) was
selling eight 200ns 4116's for $30, and that was a considerable
reduction from the "standard" price of about $75 and the Apple price
of $150 for the same set of eight DRAMs. I bought 2 sets.

The price of DRAMs was pretty volatile then, as now. A week after
I placed my order, the price of a set of eight went up to $40.

Of course, the general trend (averaged over a year or so) has always
been strongly downward--until the chip type became obsolete for new
designs. A typical slope is that the price halved every year.

It would have been very difficult to find 4116s for $18 per set of
eight any earlier than mid-1981.

-michael

Apple II parallel computing!
http://members.aol.com/mjmahon

5101. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 09:36:07 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <1135935367.084398.188620@f14g2000cwb.googlegroups.com>
Source record: 8358
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

stephensheppard@hotmail.com wrote:
> Bill Vermillion wrote:
> > In article <c7%rf.10054$7S.5344@tornado.rdc-kc.rr.com>,
> > Bill Plenge <B_Plenge@NoSpam.com> wrote:

<snip>

> > >Given that time period I think you'll find the major reason being
> > >the cost of RAM (circa '78 16K was about $80, by '82 64K-128K
> > >could be had for the same price) and color monitors at the time.
> >
> > You are low on the RAM price. 4116 RAM was going for $200
> > at the local electronics wholesalers. I know - I priced it for my
> > machine. That was mid-1978, as I had gotten my system at the end
> > of 1977.
> >
>
> Wow, $200 in 1978! Something big must have happened in the next year
> or so. I paid $18 for eight 4116's in 1979/80.
>
> They were used to upgrade my Atari 800 8K RAM module from 8K to 16K.
> Doesn't sound like much of an upgrade but I only had 24K total at the
> time and Atari 16K modules were $180+ retail.
>
> - Steve Sheppard

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of $150 for the same set of eight DRAMs. I bought 2 sets.

The price of DRAMs was pretty volatile then, as now. A week after
I placed my order, the price of a set of eight went up to $40.

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been strongly downward--until the chip type became obsolete for new
designs. A typical slope is that the price halved every year.

It would have been very difficult to find 4116s for $18 per set of
eight any earlier than mid-1981.

-michael

Apple II parallel computing!
http://members.aol.com/mjmahon

5102. Re: Smartdos 8.2D!!!

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 17:00:31 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <vfednXmkGpIi-ijenZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 8359

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:2a_sf.50353$oG.18986@dukeread02...
>I have seen SmartDOS 6.1, lastest version but I got 8.2D, it had never seen
>before. What is the difference between 6.1 and 8.2? I see no difference. is
>it fake?

Not sure the difference, but I have smartdos 8.2d as well. Came with Astra
2001 double drive system.

>
> Thanks!
> Jack
>

5103. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 19:44:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1135971894.773956.264640@z14g2000cwz.googlegroups.com>
Source record: 8360
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
Michael J. Mahon wrote:
> stephensheppard@hotmail.com wrote:
> > Bill Vermillion wrote:
> > > In article <c7%rf.10054$7S.5344@tornado.rdc-kc.rr.com>,
> > > Bill Plenge <B_Plenge@NoSpam.com> wrote:
>
> <snip>
>
> > > >Given that time period I think you'll find the major reason being
> > > >the cost of RAM (circa '78 16K was about $80, by '82 64K-128K
> > > >could be had for the same price) and color monitors at the time.
> > >
> > > You are low on the RAM price. 4116 RAM was going for $200
> > > at the local electronics wholesalers. I know - I priced it for my
> > > machine. That was mid-1978, as I had gotten my system at the end
> > > of 1977.
> > >
> >
> > Wow, $200 in 1978! Something big must have happened in the next year
> > or so. I paid $18 for eight 4116's in 1979/80.
> >
> > They were used to upgrade my Atari 800 8K RAM module from 8K to 16K.
> > Doesn't sound like much of an upgrade but I only had 24K total at the
> > time and Atari 16K modules were $180+ retail.
> >
> > - Steve Sheppard
>
> In January, 1981, California Digital (a component discounter) was
> selling eight 200ns 4116's for $30, and that was a considerable
> reduction from the "standard" price of about $75 and the Apple price
> of $150 for the same set of eight DRAMs. I bought 2 sets.
>
> The price of DRAMs was pretty volatile then, as now. A week after
> I placed my order, the price of a set of eight went up to $40.
>
> Of course, the general trend (averaged over a year or so) has always
> been strongly downward--until the chip type became obsolete for new
> designs. A typical slope is that the price halved every year.
>
> It would have been very difficult to find 4116s for $18 per set of
> eight any earlier than mid-1981.
>
> -michael
```

>
> Apple II parallel computing!
> http://members.aol.com/mjmahon

You are absolutely right. After thinking about it a bit I decided that prices dropping from $200 down to $18 could not have happened in just two short years (nevermind less).

I dug out my old A.N.A.L.O.G issues (later Analog Computing) to find the article I used for reference for my memory upgrade. I had two surprises 1) The first issue was published in 1981 not in 1980 as I had thought and 2) the article to which I just mentioned did not appear until issue 6, published mid-1982.

Even then I did purchase the 4116s at half the price I expected to pay. (ELI Electronics of Cambridge MA was quite a place for electronics, new and surplus, at basically wholesale cost).

I appologize to one and all for my faulty claim. The actual date was mid/late 1982.

Steve Sheppard

5104. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 21:41:57 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <GrWdnfXaiY45NCjenZ2dnUVZ_tydnZ2d@comcast.com>
Source record: 8361
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Darren Salt wrote:

> True. But the *layout* of the display memory was certainly influenced by the
> CPU.

In the case of the Apple II, the (somewhat unusual) layout of display
memory was a consequence of using the video refresh to accomplish the
refresh of the DRAMs.

The result is that no special refresh circuitry is used, and, since
all video accesses occur on the alternate half-cycles not used by
the processor, there is never any interference with the processor
for video or DRAM refresh.

A little cleverness simplifies a lot.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5105. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 21:49:51 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <FoOdnWD5gdbjNijeRVn-pQ@comcast.com>
Source record: 8362
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

larry@portcommodore.com wrote:
> Reading some of the computer history books gives some insight into
> that. It depended on the compnay, graphics chips back then were pretty
> primitive either TTL logic or if there was sone hotshot designer in the
> compnay maybe a chip. Though it took a hundred thousand (or more) to
> design a custom chip.
>
> Commodore had the in-house guys from MOS to do the work and developed
> thier own chips, Atari had also lots of arcade machine experiece to get
> their job done. Apple had color, but conparitively the Apple][
> actually had a pretty primitive color system (it didn't greatly improve
> until the 80 column board)

As Linards points out, the Apple][had color long before the
Commodore computers. And it was able to do so without using any
more memory than for a monochrome display. It's color is all
NTSC "artifact" color--an extremely clever design in 1977,
inspired by video games.

The Apple][video generator is a very simple LSTTL design, using
a 14MHz shift register chip to generate the video signal.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5106. Re: The IDE Alternative

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-30 22:30:40 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1135981840.065113.198280@z14g2000cwz.googlegroups.com>
Source record: 8363

> On the downside, my interface did not come with a cartridge jack.
However, I recently discovered that the connecting points are on the
interface board, so it can be added fairly painlessly. <

Short update. I clipped a cart jack off a dead 65XE and soldered it
in. Sure enough, it works. Now my OSS carts can get back into
action.

-Larry

5107. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 01:02:11 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <enlbr11jqfd2ub7asrid7eiaffdaitf6p8@4ax.com>
Source record: 8364

On Thu, 29 Dec 2005 21:49:05 -0600, "David Bowden"
<nospam@spamsux.org> wrote:
> I was looking at the 32-in-1 OS urpgrade
>installation instructions over at atarimax.com and it says the OS ROM is the
>chip directly above the one in question on my system.

Unfortunately, it isn't. I have bought several of these and they are
GREAT. I have one in my 8 bit lappy. Adds a lot of functionality for
seeing what runs on different OS without swapping machines.

Rory

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html

5108. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 01:39:59 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Pjltf.48827$6e1.6790@newssvr14.news.prodigy.com>
Source record: 8365

David Bowden wrote:
> the top and bottom 2 pins on that end have been clipped off. Any idea what
> this thing is?

The XEGS uses a single 256kbit ROM that includes BASIC, Missle Command
and the OS rom. They probably ran out of one of the roms and used the newer
combo roms as a substitute, hard wiring it for a single function and the smaller
footprint of the old rom.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5109. Re: 800 1 Meg upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 02:31:39 UTC
From: Ralphy Rocket <ralphxpn@pacbell.net>
Message-ID: <1135996299.322472.51090@z14g2000cwz.googlegroups.com>
Source record: 8366

YUP! the I moved all the memory into one expansion slot....just like
the 400

Ralph

5110. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 02:38:52 UTC
From: Homer J Simpson <nobody@nowhere.com>
Message-ID: <0bmtf.25464$OU5.17496@clgrps13>
Source record: 8367
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Michael J. Mahon" <mjmahon@aol.com> wrote in message
news:GrWdnfXaiY45NCjenZ2dnUVZ_tydnZ2d@comcast.com...

> In the case of the Apple II, the (somewhat unusual) layout of display
> memory was a consequence of using the video refresh to accomplish the
> refresh of the DRAMs.
>
> The result is that no special refresh circuitry is used, and, since
> all video accesses occur on the alternate half-cycles not used by
> the processor, there is never any interference with the processor
> for video or DRAM refresh.
>
> A little cleverness simplifies a lot.

Woz was the man!

5111. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 04:42:05 UTC
From: Alex Freed <alexf@mirrow.com>
Message-ID: <o_CdnfUcQrs5livenZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 8368
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Michael J. Mahon wrote:
>
> In the case of the Apple II, the (somewhat unusual) layout of display
> memory was a consequence of using the video refresh to accomplish the
> refresh of the DRAMs.

I don't agree. No matter what the screen memory layout is, the video circuit will refresh all the DRAM as long as 128 consecutive addresses are accessed (or all 128 combinations of low 7 address bits are used).

The screen layout is what it is for a different reason: the number of characters in one line is not a power of 2.

Suppose you have 64 chars per line. Then the addresses can be consecutive. Same for 32 chars like in Sinclair Spectrum for example. Woz chose 40 chars per line. Memory was quite expensive. To avoid big holes - 24 of every 64 bytes - he used an adder to scramble the addresses so that there are only small 8 byte "holes".

>
> The result is that no special refresh circuitry is used, and, since
> all video accesses occur on the alternate half-cycles not used by
> the processor, there is never any interference with the processor
> for video or DRAM refresh.

This is all true. But will also be true in case of say a 64 char per line display and linear memory.

Of course it is possible to have 40 (or say 80) chars per line and still have linear addressing, like in a VGA card, but that requires a lot more hardware.

-Alex.

5112. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 04:59:35 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <rpSdnbRj-IWtjSveRVn-jg@comcast.com>
Source record: 8369

"Steven Tucker" <classics@atarimax.com> wrote in message
news:Pjltf.48827$6e1.6790@newssvr14.news.prodigy.com...
> David Bowden wrote:
>> the top and bottom 2 pins on that end have been clipped off. Any idea
>> what this thing is?
>
> The XEGS uses a single 256kbit ROM that includes BASIC, Missle Command
> and the OS rom. They probably ran out of one of the roms and used the
> newer
> combo roms as a substitute, hard wiring it for a single function and the
> smaller
> footprint of the old rom.

So if I were to replace this with the MyIDE, or your 32-in-1 OS ROM, would I be able to just cute the wires and stick the new chip in without any problems, or am I stuck with this thing?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5113. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 06:40:51 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <TJptf.60028$tV6.41375@newssvr27.news.prodigy.net>
Source record: 8370

David Bowden wrote:
>
> So if I were to replace this with the MyIDE, or your 32-in-1 OS ROM, would I
> be able to just cute the wires and stick the new chip in without any
> problems, or am I stuck with this thing?

From the picture I'm assuming its being used as a BASIC rom. The rom above
the one with the wires is typically the OS rom in the 130XE. You would need to desolder
that and replace it with a socket to use another OS.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5114. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 07:20:39 UTC
From: legalize+jeeves@mail.xmission.com
Message-ID: <dp5bg7$k7f$1@news.xmission.com>
Source record: 8371
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

[Please do not mail me a copy of your followup]

mjmahon@aol.com spake the secret code
<FoOdnWD5gdbjNijeRVn-pQ@comcast.com> thusly:

>As Linards points out, the Apple][had color long before the
>Commodore computers. And it was able to do so without using any
>more memory than for a monochrome display. It's color is all
>NTSC "artifact" color--an extremely clever design in 1977,
>inspired by video games.

What's "artifact color"?
--
"The Direct3D Graphics Pipeline"-- code samples, sample chapter, FAQ:
<http://www.xmission.com/~legalize/book/>
Pilgrimage: Utah's annual demoparty
<http://pilgrimage.scene.org>

5115. Re: Commodore monitors question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 08:03:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b63b9e6869e0@comcast.net>
Source record: 8378

>I've decided that I need a good monitor, my 13" Sony TV just doesn't
>cut it... So, I've been wondering, which one should I get - one of the
>40-column only ones, like 1702, etc., or the 1084 series? My question
>is - is there a difference in picture quality between a 1702 and a
>1084?
>
>Thanks!
>
>MrScout

You could do that, but I would just get a nice SVGA PC monitor, a Commodore monitor cable and a video convertor. That is what I do with my XE/XL and it works and looks great.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5116. Re: Video question

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 08:04:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43b63b9e6869e1@comcast.net>
Source record: 8377

>On Sun, 18 Dec 2005 08:50:24 +0100, Edward S. Baiz Jr. wrote:
>
>> It you want to connect your 8-bit to a monitor you could do what I have done.
>> I just bought a video convertor. The RCA Video part of your cable would plug
>> into that and then you can use any PC VGA monitor. The audio plug would just
>> into any powered speaker. I use it a lot and it works great, much better than
>> a regular TV connection.
>
>Hi Edward! Would Radio Shack probably have something like that?
>
>Thanks.

Yes they would, but I would also look in the NET. That is where I found mine.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5117. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 08:14:01 UTC
From: A936@hotmail.com
Message-ID: <1136016841.625209.6580@g49g2000cwa.googlegroups.com>
Source record: 8372
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Mike Wynne wrote:
> I believe the Spectrum display memory is arranged as it is to simplify the
> hardware design and save silicon space inside the ULA. This has nothing at
> all to do with taking advantage of register pairs and such like (That is
> probably just a side effect of the design). Spectrum display memory is
> arranged so that only one counter is needed to fetch both bitmap and
> attribute with a simple 2-to-1 line decoder selecting which.

Nope, have to agree with Darren -- the display organization
looks like it was organized to speed up character printing
to me.

Here's the 13 bit counter used to iterate through the
32x192 pixel bytes (8 pixels per byte):

A BCDE FGHI JKLM

The Spectrum generates 16-bit pixel data address
from this:

010A BFGH CDEI JKLM

and attribute address from this:

0101 10AB CDEI JKLM

As Darren mentiones, this allows for fast
character printing.

But I do not believe this is a coincidence because
there are 12! possible display arrangements using
a 13 bit counter and 32x192 pixel resolution without
causing any holes in the memory organization.

Here's a possibly useful alternative that seems much
more straightforward than the one chosen by
Mr. Altwasser:

pixel address from:

010A BCDE FGHI JKLM

attributes from:

0101 10AB CDEI JKLM

If this arrangement were used, pixel
bytes 0..31 would be at offesets 0..31,

pixel bytes 32..63 would be at offsets
32..63, etc. IE the pixel display is
stored left to right, top to bottom with
incrementing downward one pixel achieved
by adding 32 to the display address,
and moving right 8 pixels (one pixel byte)
achieved by adding one to the display address.
No screwy organization as seen on the
Spectrum.

Attributes would map as expected, left to
right, top to bottom one attribute for each
8x8 pixel group.

I think fast character printing was pretty much
essential for the Spectrum, given its built in
editor liked to erase the screen and redisplay
listings frequently.

Alvin

5118. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 09:39:33 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <zICdnakhW_hIzCvenZ2dnUVZ_sadnZ2d@comcast.com>
Source record: 8373
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Richard wrote:
> [Please do not mail me a copy of your followup]
>
> mjmahon@aol.com spake the secret code
> <FoOdnWD5gdbjNijeRVn-pQ@comcast.com> thusly:
>
>
>>As Linards points out, the Apple][had color long before the
>>Commodore computers. And it was able to do so without using any
>>more memory than for a monochrome display. It's color is all
>>NTSC "artifact" color--an extremely clever design in 1977,
>>inspired by video games.
>
>
> What's "artifact color"?

Color which is displayed as a result of a monitor's interpretation
of a pixel pattern which is synchronous with the color subcarrier
frequency. It is often seen as false color appearing when a fine
vertical monochrome "grating" is shown on an NTSC monitor--like
a finely striped tie, shirt, or coat.

Several machines harness this effect to produce color displays.

It can also be envisioned simply as a digital synthesis of a
combined chrominance/luminance composite video signal, but the
usually very simple combination of patterns of fixed-width,
bi-level pulses at a multiple of the subcarrier frequency, in
which the pallette of colors have simple phase relationships,
is normally described as "artifact" color.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5119. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 10:31:21 UTC
From: A936@hotmail.com
Message-ID: <1136025081.574259.325980@g47g2000cwa.googlegroups.com>
Source record: 8374
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
A936@hotmail.com wrote:
> Here's the 13 bit counter used to iterate through the
> 32x192 pixel bytes (8 pixels per byte):
>
> A BCDE FGHI JKLM
>

Still having my mind on this, here's an organization
that beats Mr. Altwasser's for screen printing
speed:

pixel byte address:

010A BCDE IJKL MFGH

same attribute organization.

Character printing:

; hl = top of character bitmap
; de = address of top pixel byte
; in 8 pixel high character

LDI x 8

after this de = address of top pixel byte
for next character cell to right (ie all set
up to print next character).

Here's a print at calculation:

; a = row char coord (0-24)
; l = column char coord (0-31)
; exit: hl = address of top pixel byte
; in char cell

or $40
ld h,a
ld a,l
add a,a
add a,a
add a,a
ld l,a
ret

Mr A, you should have been thinking LDIs
instead of register pairing :-D
```

5120. Re: XF551 SIO port problems

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 12:48:03 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1136033283.202192.164960@g43g2000cwa.googlegroups.com>
Source record: 8375

Thanks, I have gone over every wire again, reheating the connections,
and it works like a champ now! The traces do look pretty bad though,
five of them have lifted off the board and broken off.... Tramiel
quality for ya I guess :)

MrScout

5121. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 13:02:27 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43b68159$0$26891$9b4e6d93@newsread4.arcor-online.net>
Source record: 8376
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Alex Freed wrote:

> I don't agree. No matter what the screen memory layout is, the video
> circuit will refresh all the DRAM as long as 128 consecutive addresses
> are accessed (or all 128 combinations of low 7 address bits are used).

But this has to happen within a certain time frame, right?

--
Linards Ticmanis

5122. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 20:17:54 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <9dOdnUHraofveivenZ2dnUVZ_v6dnZ2d@comcast.com>
Source record: 8379
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Linards Ticmanis wrote:
> Alex Freed wrote:
>
>> I don't agree. No matter what the screen memory layout is, the video
>> circuit will refresh all the DRAM as long as 128 consecutive addresses
>> are accessed (or all 128 combinations of low 7 address bits are used).
>
>
> But this has to happen within a certain time frame, right?

As Alex points out, a linear mapping would do this as well.

His point is well taken--the Apple II display mapping is motivated
by the desire to display 40 characters/280 pixels per line while
leaving as few/small holes as possible and using as little logic
as possible. DRAM refresh is not a primary consideration, since
its requirements are easily met by many mappings.

Nevertheless, the "alternate cycle free" 6502 memory usage,
coupled with a simple "DMA" video generator, negates any perceived
advantage of the Z-80 in a DRAM-based personal computer.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5123. Re: What the eff is this?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 22:03:48 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <48KdnQ0eSPGgnSreRVn-rg@comcast.com>
Source record: 8380

"Steven Tucker" <classics@atarimax.com> wrote in message
news:TJptf.60028$tV6.41375@newssvr27.news.prodigy.net...
> David Bowden wrote:
>>
>> So if I were to replace this with the MyIDE, or your 32-in-1 OS ROM,
>> would I be able to just cute the wires and stick the new chip in without
>> any problems, or am I stuck with this thing?
>
> From the picture I'm assuming its being used as a BASIC rom. The rom
> above
> the one with the wires is typically the OS rom in the 130XE. You would
> need to desolder
> that and replace it with a socket to use another OS.

That's what I thought, and I just needed to confirm it. Thanks!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5124. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2005-12-31 23:13:44 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43b70fc5$0$17927$f69f905@mamut2.aster.pl>
Source record: 8381
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

A> Of course it is possible to have 40 (or say 80) chars per line and still
> have linear addressing, like in

Atari?

KMK

5125. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 01:46:12 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512312045240.1269@static-141-149-129-16.buff.east.verizon.net>
Source record: 8382
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

On Sun, 1 Jan 2006, KMK wrote:

> A> Of course it is possible to have 40 (or say 80) chars per line and still
>> have linear addressing, like in
>
> Atari?
>
> KMK

Commodore PET/CBM, 64 and Plus/4? All of them had linear addressable
40x25 text mode.

-uso.

5126. FA : Large lots of boxed/new ATARI 800 XL/XE and 2600 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 02:32:21 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1136082740.956428.322370@o13g2000cwo.googlegroups.com>
Source record: 8383

Take a look at my buy - it - now auctions on ebay :

http://search.ebay.com/_W0QQsassZbobbyisgoinghomeQQhtZ-1QQfrppZ50QQfsopZ1QQfsooZ1QQrdZ0?

Great for resellers or homebrewers who need cartridge shells. Many
games for only $1 or less.

All the games are NEW, boxed + instructions.

ATARI 800 XL/XE games are NTSC.

Some controllers, Paddles and Keyboard Controllers available, too.

Shipping of games can be combined.

I can accept paypal as payment and I will ship worldwide.

5127. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 02:40:16 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <kiHtf.13630$yW1.9143@trnddc05>
Source record: 8384
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Lyrical Nanoha" <LyricalNanoha@dosius.net> wrote ...

> On Sun, 1 Jan 2006, KMK wrote:
>
>> A> Of course it is possible to have 40 (or say 80) chars per line and
>> still
>>> have linear addressing, like in
>>
>> Atari?
>>
>> KMK
>
> Commodore PET/CBM, 64 and Plus/4? All of them had linear addressable 40x25
> text mode.

I started to point that out several times, but thought I would wait to see
how long it took for someone else to do it. ;-) Thanks for restoring my
faith in Commodore users! :-)

I would like to add the 40 column mode of the C128 to your list. The C128's
80 column mode may not count as the 80 column VDC used its own RAM, much like
the PC video cards of a decade ago.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

5128. Re: FA : Large lots of boxed/new ATARI 800 XL/XE and 2600 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 03:01:15 UTC
From: micrologix1500@yahoo.com
Message-ID: <1136084098.570377.159680@g47g2000cwa.googlegroups.com>
Source record: 8385

Ok fill us in, there MUST be a pretty good story about how you ended up
with all of those!

5129. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 03:28:47 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.net>
Message-ID: <Pine.LNX.4.62.0512312228250.1616@static-141-149-129-16.buff.east.verizon.net>
Source record: 8386
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

```
On Sun, 1 Jan 2006, Sam Gillett wrote:

> "Lyrical Nanoha" <LyricalNanoha@dosius.net> wrote ...
>
>> On Sun, 1 Jan 2006, KMK wrote:
>>
>>> A> Of course it is possible to have 40 (or say 80) chars per line and
>>> still
>>>> have linear addressing, like in
>>>
>>> Atari?
>>>
>>> KMK
>>
>> Commodore PET/CBM, 64 and Plus/4? All of them had linear addressable 40x25
>> text mode.
>
> I started to point that out several times, but thought I would wait to see
> how long it took for someone else to do it. ;-) Thanks for restoring my
> faith in Commodore users! :-)

LOL, I'm not actually a Commodore user. :P

-uso.
```

5130. Seeking Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 04:20:36 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43b757b0$0$17935$f69f905@mamut2.aster.pl>
Source record: 8387

Hello

As a _satisfied_ client of FTe I am seeking contact with FTe's owner, Mike Hohman.

KMK

5131. Re: Commodore monitors question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 05:35:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ISJtf.4763$R84.1190@newsread2.news.pas.earthlink.net>
Source record: 8388

MrScout wrote:
> I've decided that I need a good monitor, my 13" Sony TV just doesn't
> cut it... So, I've been wondering, which one should I get - one of the
> 40-column only ones, like 1702, etc., or the 1084 series? My question
> is - is there a difference in picture quality between a 1702 and a
> 1084?

Can't remember if the other commadore monitor was a 1084 for sure but it was better then the 1702. The only thing the 1702 had over the 1084 was a better speaker/sound IMO.

The one I had included jacks for IBM/CGA and composite. It got used a lot on my Tandy.

5132. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 06:28:06 UTC
From: thewises <thewises@enter.net>
Message-ID: <43b83acd$0$3264$cd3e3bf6@news.enter.net>
Source record: 8389
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Michael J. Mahon" <mjmahon@aol.com> wrote in message
news:zICdnakhW_hIzCvenZ2dnUVZ_sadnZ2d@comcast.com...
> Richard wrote:
>> [Please do not mail me a copy of your followup]
>>
>> mjmahon@aol.com spake the secret code
>> <FoOdnWD5gdbjNijeRVn-pQ@comcast.com> thusly:
>>
>>
>>>As Linards points out, the Apple][had color long before the
>>>Commodore computers. And it was able to do so without using any
>>>more memory than for a monochrome display. It's color is all
>>>NTSC "artifact" color--an extremely clever design in 1977,
>>>inspired by video games.
>>
>>
>> What's "artifact color"?
>
> Color which is displayed as a result of a monitor's interpretation
> of a pixel pattern which is synchronous with the color subcarrier
> frequency. It is often seen as false color appearing when a fine
> vertical monochrome "grating" is shown on an NTSC monitor--like
> a finely striped tie, shirt, or coat.
>
> Several machines harness this effect to produce color displays.

The IBM CGA cards did this; by turning the color burst on in the CGA
640x200x2 mode, you would get 160x200x16 graphics if you used the CGA card's
composite output. If you were using a RGB monitor, however, you would just
get the 640x200 graphics. The composite color palette was different then the
RGB palette; it was similar to the Apple II's color palette. This makes
sense, given that the CGA composite signal was generated almost the same way
as the Apple's video signal.

However, most PC users had RGB monitors, and so got ugly 4-color graphics.
Of course, not every game supported the 16-color composite mode, and often
you got 4 colors even with the composite output. This was partly because of
most people using RGB monitors, but also because it required more effort to
program. Morever, some clone CGA cards(eg. the AT&T 6300 video cards) didn't
have a composite jack.

5133. Re: Seeking Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 07:44:57 UTC
From: secretspam@ihatespam.net
Message-ID: <43b8886b.31828093@nntp.charter.net>
Source record: 8390

Chuckle.

On Sun, 01 Jan 2006 05:20:36 +0100, KMK <draco@obta.uw.edu.pl> wrote:

>Hello
>
>As a _satisfied_ client of FTe I am seeking contact with FTe's owner, Mike Hohman.
>
>KMK

5134. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 10:22:31 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <Ws6dnbkfA8n7MCreRVnyvA@pipex.net>
Source record: 8391
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Sam Gillett" wrote...
> "Lyrical Nanoha" wrote ...
>>>> Of course it is possible to have 40 (or say 80) chars per line and
>>>> still have linear addressing, like in
>>> Atari?
>> Commodore PET/CBM, 64 and Plus/4? All of them had linear addressable
>> 40x25
>> text mode.
> I started to point that out several times, but thought I would wait to see
> how long it took for someone else to do it. ;-) Thanks for restoring
> my
> faith in Commodore users! :-)

But you guys missed out the important part of the original quote:

"Of course it is possible to have 40 (or say 80) chars per line and still
have linear addressing, like in a VGA card, *but that requires a lot more
hardware.*"

In the case of the C16/+4 a custom TED Chip, the C64 uses the custom VIC-II,
the Atari it's custom Antic chip. Try designing a video circuit in discrete
logic (Like the Apple II) then tell me how much more hardware is required to
obtain a linear 40 or 80 column mode.

MikeW

5135. Euro chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 10:57:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00283659@familynet-international.org>
Source record: 8394

FamilyNet International Newsgate

Just a reminder that we currently have the euro chat happening at ...

telnet://www.atarinews.org

or

216.240.173.22

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5136. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 11:32:11 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43b7bdd7$0$810$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8392
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Mike Wynne wrote:

> In the case of the C16/+4 a custom TED Chip, the C64 uses the custom VIC-II,
> the Atari it's custom Antic chip. Try designing a video circuit in discrete
> logic (Like the Apple II) then tell me how much more hardware is required to
> obtain a linear 40 or 80 column mode.

Just take a look at the schematics of the first Commodore PET 2001.
There are probably more examples, but this is first one I could think of.

5137. Re: The IDE Alternative

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 14:43:18 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1136126598.832101.78110@g14g2000cwa.googlegroups.com>
Source record: 8393

> I don't know if these interfaces are still being sold, but if they are,
you might want to investigate it if you are looking for an fairly
inexpensive, powerful, fast HD alternative. <

Last Update (probably)

I was advised that these interfaces are still being sold in parts of
Europe. Note that this is slightly different than my interface, using
easier-to-find components. Mine is one piece, and this one is a
two-piece design with a cable connector. It appears to include the
cart jack built-in. Here's a link:
http://www.allegro.pl/show_item.php?item=79158011

Incidently, that price would be in the $41-$42 range in US$
-Larry

5138. FS : New ATARI XE cartridge games for homebrewers/resellers

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 23:41:35 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1136158895.695143.64540@o13g2000cwo.googlegroups.com>
Source record: 8395

I still have large qts. of ATARI 800 XL/XE carts One on One and a few
others.

www.atari2600.de/c/oneonone.jpg

New and shrinkwrapped, over 100 copies available, perfect for resellers
or homebrewers who need cheap XE carts for modifications.

I offer 100 of them on ebay for $170 = $1,7 / game

http://cgi.ebay.com/ATARI-800-XL-XE-100-x-One-on-One-cartridge-NEW_W0QQitemZ8247119860QQcategoryZ62053QQrdZ1QQcmdZViewItem

There is another lot of 6 XE cartridge different games :

http://cgi.ebay.com/ATARI-800-100-ATARI-XL-XE-cartridge-games-NEW_W0QQitemZ8247119807QQcategoryZ62053QQrdZ1QQcmdZViewItem

I can also sell these games without ebay, please ask for prices.

Shipping is overseas, a little bit expensive, but insured and usually
pretty fast, takes onl 2-3 weeks to arrive.

32 Euros ($37) up to 5000g
42 Euros ($50) up to 10000g
62 Euros ($75) up to 20000g

A single XE game weighs about 110-120g, depends on the game.

If you're interested, please bid on the ebay items or write to
ulrich_sternaxe@gmx.de

MG

5139. Re: FA : Large lots of boxed/new ATARI 800 XL/XE and 2600 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-01 23:42:53 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1136158973.794198.132700@g49g2000cwa.googlegroups.com>
Source record: 8396

Bought them from a warehouse some years ago. Need the room now.

I will also sell different games than the ones on ebay, but ebay does
not
allow "choose your games" auctions, so you have to ask for a list.

MG

5140. Re: Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 03:19:02 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11rh6n67t8jsa18@corp.supernews.com>
Source record: 8397

Daniel Koďż˝miďż˝ski wrote:
> Greg Goodwin napisaďż˝(a):
>
>> Just a reminder for the Atari chat going on as I type this at...
>
>
> Login / Password?
>
> dely

Greg mistyped. That's atarinews.org, not .net. The Atari chat is every Tuesday night, starting at 9 pm Eastern Time. The login is bbs, the password is also bbs. You'll then be asked for a user name and password. Then press Enter ("Return"), then "T" (for "Talk"), "Enter", "C" (for "Chat"), "Enter", and a Chat ID. That'll get you in the room - the rest is up to you.

TJ

5141. MSDOS to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 04:13:00 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <BL1uf.38851$QW2.23989@dukeread08>
Source record: 8298

I need to find a program for Windows or DOS. The program I am looking for is to transfer the files from MSDOS to the image ATR without the Atari 8bit emulator.

Thanks!
Jack

5142. Re: MSDOS to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 05:30:26 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1136179826.675753.149050@f14g2000cwb.googlegroups.com>
Source record: 8299

Jack Tseng wrote:
> I need to find a program for Windows or DOS. The program I am looking for is
> to transfer the files from MSDOS to the image ATR without the Atari 8bit
> emulator.
>
> Thanks!
> Jack

AtrUtil at
http://atari.ksiders.tzo.com/a8emulators.html

5143. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 05:31:01 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1136179833@rtfm.mit.edu>
Source record: 8300
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5144. There is still a German ATARI group.

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 06:21:06 UTC
From: Ulrich Sternaxe <Ulrich_Sternaxe@gmx.de>
Message-ID: <1136182866.318157.42340@g43g2000cwa.googlegroups.com>
Source record: 8301
Cross-posted to: fido.ger.atari,comp.sys.atari.8bit,comp.sys.atari.st

If you're looking for a German ATARI group, try fido.ger.atari. Google Groups does still support this one.

5145. Re: There is still a German ATARI group.

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 08:11:27 UTC
From: charles copp <charles.copp@sympatico.ca>
Message-ID: <Me5uf.436$X25.167808@news20.bellglobal.com>
Source record: 8302
Cross-posted to: fido.ger.atari,comp.sys.atari.8bit,comp.sys.atari.st

go to atari legend ftp and check into the gfa programming area...

HA!! if your capible of translation , the task at hand would be correcting
a few mistakes which appear in the files!!!

well ok,
charles

oh ..if you have the time let me know of any good discoveries.

5146. would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 20:25:33 UTC
From: big_d_316@yahoo.com
Message-ID: <1136233533.386339.167090@o13g2000cwo.googlegroups.com>
Source record: 8303
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

Well throughout the years many have speculated what Atari could have done differantly that would have kept it going strong for years to come. After doing some thinking this is what I came up with.

Well, lets start with the 5200 system. It was an ok system, but it seems after the release of the 5200 things started to take a slide downward for Atari. If they did things differantly with the 5200 would it have helped Atari out? Well, Atari did invest tons of money into development of the 5200 only to hack up an Atari 400 in the process. I think the 5200 should have been compatable with 400 carts from the start. Maybe add some goodies to keep the 5200 very compedative against Coleco and maybe even survive the game crash. Give it stereo sound with something like a Pokey2. Same great pokey, but with 4 channel left and right. Maybe even add something for digitized sound like Covox upgrade did on the 8-bit. Give it a controller like the 7800 had, but add the pause button. Make the keyboard an add-on device. Don't need fancy full stroke keyboard, after all it is a game machine ;) Also add an audio cassette port for STANDARD home tape players. Imagine game saves, or buying new levels for your favorate game. It would be a supercharger done right. Hell even make it so you can boot 400 tapes as well, or make some el-cheapo games on tape. Higher baud rate wouldn't hurt as well. Forget disk drives at that time. They cost way too much, and if you could afford one, well most well get a computer as well. Leave on the 4 joystick ports.

Next the 7800. Well, if that 5200 would have gone off without a hitch would there have been room on the market for the 7800? Maybe 2600 fans would have thought so. So, for the love of god, give it a damn Pokey Chip, add in extra 16K of ram, and release it in 84 already.

8-bit computer lime. Well, the XL line was ok, but could have uded some tweaking as well. Add in a Pokey2 chip, and digitized audio, but have one more system that would have been higher up than the 800XL. This one would have 128kram at least, or maybe even 576k. Built in 80-col chip, seperate antic banking like the 130XE, Function keys like the 1200XL, but full stroke. And let the 1050 be a DSDD drive. then let this be the end of the 8-bit line, and drop the XE one then.

As far as the ST line, well good idea on paper, but it should have been scrapped. Atari's option would have been beg Amiga for forgiveness, if not, then upgrade the 8-bit line to a 16-bit. 65016 CPU, enhanced Antic chip, for more colors, and for sound the Amy chip. This system would be mostly compatable with 8-bit stuff, but ofcourse, not 100%, and still would have given Commodore Amiga a good run for it's money.

Then the XE game machine, would this be needed anymore with the better 5200? Well, maybe as an update. That would be the time to give it a disk drive port, 64K, full stroke keyboard, and maybe even an Amy chip, and updated Antic Chip. Look out NES!!

Just some thoughts of what SHOULD have been

5147. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 21:33:33 UTC
From: Crock <delse@comcast.net>
Message-ID: <1136237613.004424.53840@g43g2000cwa.googlegroups.com>
Source record: 8304
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

Atari made so many mistakes, it is difficult to try to pick and choose,
but...

In my opinion, the 5200 should never have been. It was a rush job by
Atari to try to buy them a bit of time (not sure where you get the idea
that they invested tons of money in it, since it was basically an Atari
400 in a new case). They should have gone directly to the 7800
instead, since it offered backward compatibility -- it was really an
improved 2600, while the 5200 was a whole new producte line. Of
course, Atari should have discontinued the 2600 after releaseing the
5200 and 7800, but they couldn't break themselves from that revenue
stream. So they ended up supporting too many machines at the same time
and confusing consumers as well.

But at the end of the day, hardware doesn't matter much. it's all
about the games! Atari simply stopped developing new games that people
wanted and instead tried to rely on remakes of their old titles. That
was their ultimate mistake.

5148. Re: MSDOS to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 21:39:41 UTC
From: Vasco <vasco3@poczta.fmfm>
Message-ID: <dpc6i3fad1@inews.gazeta.pl>
Source record: 8305

> I need to find a program for Windows or DOS. The program I am looking for
is
> to transfer the files from MSDOS to the image ATR without the Atari 8bit
> emulator.

http://makeatr.atari8.info/

Vasco/Tristesse

5149. Atari to s-video+sound cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 22:00:29 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1136239229.145146.206460@o13g2000cwo.googlegroups.com>
Source record: 8306

I currently have a DIN to 4 RCAs cable from Best Electronics, which is connected to a 2-RCA to s-video cable. The whole thing is like 12 feet long, and I'm sure I would get a better signal by having a short, straight connection to s-video.

Does anybody know if I can buy a cable like this anywhere? I know I could build one myself, but I want to get a nicely done one...

MrScout

5150. Re: Atari to s-video+sound cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-02 22:45:30 UTC
From: Slor <rols@tsacmoc.ten>
Message-ID: <Xns973FB4A8727C6emuslor@216.196.97.136>
Source record: 8307

Despite all prevention efforts, "MrScout" <mrscout@sbcglobal.net> wrote in
news:1136239229.145146.206460@o13g2000cwo.googlegroups.com:

> I currently have a DIN to 4 RCAs cable from Best Electronics, which is
> connected to a 2-RCA to s-video cable. The whole thing is like 12 feet
> long, and I'm sure I would get a better signal by having a short,
> straight connection to s-video.
>
> Does anybody know if I can buy a cable like this anywhere? I know I
> could build one myself, but I want to get a nicely done one...
>

My personal favorite is this:

http://www.a8maestro.com/sites/mtgcat/proda8/eh0101.htm

It is very well made and produces the best quality S-Video I've seen with
my Atari. If you have an 800XL (no chroma output), you can still produce a
somewhat lesser quality S-Video (still better than composite) by crossing
the video and chroma jacks with a short cable.

--
Slor

5151. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 00:36:24 UTC
From: "Mr. Maddog" <MrMaddog247@yahoo.com>
Message-ID: <1136248584.357525.271280@f14g2000cwb.googlegroups.com>
Source record: 8308
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

Originally, the 5200 was a project by Nolan Bushnell's Atari to replace the 2600 after a couple years...and by that I mean the 2600 was not suppose to have a long life span as it did. (While it was great that there were a lot of carts that pushed it way past it's limits, the glutteny of those same carts helped lead to the Crash.) But when Ray Cazar took over, he scrapped the project and then changed it to the 400 computer to compete with the Apple II. The 5200 was brought out of mothballs to comepete against Intellivision and later ColecoVision and the blotched up changes were made by marketing like the bizzare controller and the fact that you can't just play 400 carts without redoing the whole coding dispite being virtually the same machine.

So had Bushnell gotten fired by Warner then most of Atari's game made in the early 80's (Asteroids to Yars' Revenge) would have been on the orginial 5200 while the 2600 line up would have ended in the 70's. Might have this prevented the Crash? Probably since Atari would have "renewed" the game system cycle and there would not have been the big glutteny of bad games. They 'might' have added a keyboard and stuff to make it a home computer to compete against the Commodore 64, but who knows. (Would have kicked their butts anyway if Atari came out with the Amiga... ;)

5152. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 01:56:53 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1136253413.600631.288310@g14g2000cwa.googlegroups.com>
Source record: 8309
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

Crock wrote:
> Atari made so many mistakes, it is difficult to try to pick and choose,
> but...

Not sure if you have seen these:

http://www.textfiles.com/games/ATARIMAIL/

It is 10 years of internal mail (1983 - 1992) from Atari / Atari Games
- Makes for a good read about the problems they were having there.

Bill H - www.ts1000.us

>
> In my opinion, the 5200 should never have been. It was a rush job by
> Atari to try to buy them a bit of time (not sure where you get the idea
> that they invested tons of money in it, since it was basically an Atari
> 400 in a new case). They should have gone directly to the 7800
> instead, since it offered backward compatibility -- it was really an
> improved 2600, while the 5200 was a whole new producte line. Of
> course, Atari should have discontinued the 2600 after releaseing the
> 5200 and 7800, but they couldn't break themselves from that revenue
> stream. So they ended up supporting too many machines at the same time
> and confusing consumers as well.
>
> But at the end of the day, hardware doesn't matter much. it's all
> about the games! Atari simply stopped developing new games that people
> wanted and instead tried to rely on remakes of their old titles. That
> was their ultimate mistake.

5153. Re: MSDOS to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 02:11:53 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <14luf.38956$QW2.17225@dukeread08>
Source record: 8310

The program you gave me really suck and has a lot of bugs but Vasco found
the program in http://makeatr.atari8.info/. it is much better.

Thanks!
Jack

"Lee" <melee5@my-deja.com> wrote in message
news:1136179826.675753.149050@f14g2000cwb.googlegroups.com...
>
> Jack Tseng wrote:
>> I need to find a program for Windows or DOS. The program I am looking for
>> is
>> to transfer the files from MSDOS to the image ATR without the Atari 8bit
>> emulator.
>>
>> Thanks!
>> Jack
>
> AtrUtil at
> http://atari.ksiders.tzo.com/a8emulators.html
>

5154. Atari DOS 3.0 - double density???

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 03:05:57 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <oTluf.38968$QW2.24314@dukeread08>
Source record: 8311

I noticed Atari DOS 3.0 that supports two formatted density, Single and Double. Is Double Density true ? or Enhanced-Density? I got confused!

Atari DOS 3.0 formats 1024 bytes per block. Is it true? I think DOS 3.0 has alot of wasted space. Is it same as Atari DOS XE 1.0?

5155. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 03:30:35 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <l4rjr1tdaf1ljn364ndhvmiuu626i8eba8@4ax.com>
Source record: 8312
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

On 2 Jan 2006 12:25:33 -0800, big_d_316@yahoo.com wrote:

>Well, lets start with the 5200 system. It was an ok system, but it
>seems after the release of the 5200 things started to take a slide
>downward for Atari. If they did things differantly with the 5200 would
>it have helped Atari out? Well, Atari did invest tons of money into
>development of the 5200 only to hack up an Atari 400 in the process. I
>think the 5200 should have been compatable with 400 carts from the
>start. Maybe add some goodies to keep the 5200 very compedative against
>Coleco and maybe even survive the game crash. Give it stereo sound with

Atari did develope a seperate system to replace the 2600, but it
proved too difficult to program and that is why they went with the
400. As far as competitive with the Colecovision, the 5200 is
techinically the more system, and regardless of anyones opinion it was
competitive the main problem with the 5200 were the horrible
controllers and of course timing (the videogame crash) but if they had
reelased it with decent controllers it would of done much better.

>
>Next the 7800. Well, if that 5200 would have gone off without a hitch
>would there have been room on the market for the 7800? Maybe 2600 fans
>would have thought so. So, for the love of god, give it a damn Pokey
>Chip, add in extra 16K of ram, and release it in 84 already.

If they released the 7800 in 84 and put full support behind it maybe
they would of had a chance, but the Tramiels prob didnt have the
resources or desire to support that platform. A better alternative:
If Atari had gone ahead and rebranded the NES as an Atari... they
really blew it by turning Nintendo down.

>8-bit computer lime. Well, the XL line was ok, but could have uded some
>tweaking as well. Add in a Pokey2 chip, and digitized audio, but have
>one more system that would have been higher up than the 800XL. This one
>would have 128kram at least, or maybe even 576k. Built in 80-col chip,
>seperate antic banking like the 130XE, Function keys like the 1200XL,
>but full stroke. And let the 1050 be a DSDD drive. then let this be the
>end of the 8-bit line, and drop the XE one then.

Atari actually had plans for 65xe with an advanced sound chip. They
also designed the 1400xl and 1450xld which had many of the features
you are talking about. It's easy to look back and say they should of
added all these features, but rem by this time 8bit computers were low
end cut throat priced machines (mainly due to commodore 64) and atari
was not going to make a super 8bit that would compete with the 520ST.

The XE line was basically a redesiged cheaper to manufature XL's, so I dont any reason to drop them.

>As far as the ST line, well good idea on paper, but it should have been >scrapped. Atari's option would have been beg Amiga for forgiveness, if >not, then upgrade the 8-bit line to a 16-bit. 65016 CPU, enhanced Antic >chip, for more colors, and for sound the Amy chip. This system would be >mostly compatable with 8-bit stuff, but ofcourse, not 100%, and still >would have given Commodore Amiga a good run for it's money.

When you say advanced 8-bit, you are basically describing an Amiga, which is the real successor to the Atari 8bit. Compatibility with 8bit would not have been worth it. Atari blew it again by letting Amiga slip thru their fingers, but who knows if they would have driven that platform into the ground worse then Commodore...

>Then the XE game machine, would this be needed anymore with the better >5200? Well, maybe as an update. That would be the time to give it a >disk drive port, 64K, full stroke keyboard, and maybe even an Amy chip, >and updated Antic Chip. Look out NES!!

the xe game system had a drive port (SIO, 64k and full stroke keyboard but it was just cobbled together to try to capitlize on their 8bit inventory and the NES popularity... Atari just didnt seem interested in updating the 8bit line at all. IMO Atari could done would of been able to compete with the NES at that point, they could of however worked on a 16 console and get that out for the next gen (maybe even STE game system) which might of had a chance.

5156. Re: Commodore monitors question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 03:49:43 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <rvmuf.95$Uf7.79@trnddc01>
Source record: 8313

What type of video converter are you using?

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:43b63b9e6869e0@comcast.net...
> >I've decided that I need a good monitor, my 13" Sony TV just doesn't
>>cut it... So, I've been wondering, which one should I get - one of the
>>40-column only ones, like 1702, etc., or the 1084 series? My question
>>is - is there a difference in picture quality between a 1702 and a
>>1084?
>>
>>Thanks!
>>
>>MrScout
>
> You could do that, but I would just get a nice SVGA PC monitor, a
> Commodore
> monitor cable and a video convertor. That is what I do with my XE/XL and
> it
> works and looks great.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

5157. Re: Atari DOS 3.0 - double density???

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 03:53:27 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <Xymuf.96$Uf7.55@trnddc01>
Source record: 8314

Dos 3 was single and enhanced densities - no true double density. Yes it
wasted a lot of space with those 1k blocks - it was a real dog, IMHO, the
worst one ever produced.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:oTluf.38968$QW2.24314@dukeread08...
>I noticed Atari DOS 3.0 that supports two formatted density, Single and
>Double. Is Double Density true ? or Enhanced-Density? I got confused!
>
> Atari DOS 3.0 formats 1024 bytes per block. Is it true? I think DOS 3.0
> has alot of wasted space. Is it same as Atari DOS XE 1.0?
>

5158. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 06:05:07 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <ops2shdofxwy0yxx@fat-arse>
Source record: 8315
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

On 2 Jan 2006 12:25:33 -0800, <big_d_316@yahoo.com> wrote:

> Well throughout the years many have speculated what Atari could have
> done differantly that would have kept it going strong for years to
> come. After doing some thinking this is what I came up with.
>
> Well, lets start with the 5200 system. It was an ok system, but it
> seems after the release of the 5200 things started to take a slide
> downward for Atari. If they did things differantly with the 5200 would
> it have helped Atari out? Well, Atari did invest tons of money into
> development of the 5200 only to hack up an Atari 400 in the process. I
> think the 5200 should have been compatable with 400 carts from the
> start.

I think they should have released something like the 5200 as soon as the GTIA chip was finished. But it should have been simply a low cost A8 computer for games. Lose the keyboard, SIO port, and other unneeded things but retain compatibility with as many existing cartridges as possible. Making developers have to release separate versions of games for the 5200 and A8 when the capabilities of the systems were the same was definitely lame.

> snip

>
> Next the 7800. Well, if that 5200 would have gone off without a hitch
> would there have been room on the market for the 7800? Maybe 2600 fans
> would have thought so. So, for the love of god, give it a damn Pokey
> Chip, add in extra 16K of ram, and release it in 84 already.

Nah, I think the NES would have been a better bet. Either way, I think Atari should have been looking beyond 160x200 displays and shared 1.79MHz 8-bit buses at this point.

> snip

> As far as the ST line, well good idea on paper, but it should have been
> scrapped. Atari's option would have been beg Amiga for forgiveness, if
> not, then upgrade the 8-bit line to a 16-bit. 65016 CPU, enhanced Antic
> chip, for more colors, and for sound the Amy chip. This system would be
> mostly compatable with 8-bit stuff, but ofcourse, not 100%, and still
> would have given Commodore Amiga a good run for it's money.

An updated A8 would have been (would still be?) cool. Throw the '816 in there running at twice the speed and give ANTIC a 16-bit bus to RAM and it would be almost to the Amiga's level, but with linear and character-based

graphics modes instead of planar.

5159. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 08:20:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <43ba33b7$0$58101$742ec2ed@news.sonic.net>
Source record: 8316
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

In comp.sys.atari.8bit Bill H <bill@ts1000.us> wrote:
> Not sure if you have seen these:
> http://www.textfiles.com/games/ATARIMAIL/
>
> It is 10 years of internal mail (1983 - 1992) from Atari / Atari Games
> - Makes for a good read about the problems they were having there.

DAMN YOU! :)

Can't... stop... reading...

-bill!

5160. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 10:29:14 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1136284154.646993.24190@f14g2000cwb.googlegroups.com>
Source record: 8317
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

William Kendrick wrote:
> In comp.sys.atari.8bit Bill H <bill@ts1000.us> wrote:
> > Not sure if you have seen these:
> > http://www.textfiles.com/games/ATARIMAIL/
> >
> > It is 10 years of internal mail (1983 - 1992) from Atari / Atari Games
> > - Makes for a good read about the problems they were having there.
>
> DAMN YOU! :)
>
> Can't... stop... reading...

Somewhere in there every one starts quitting - gets kind of funny.
>
> -bill!

5161. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 13:25:38 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <0pukr1hhmigi749684mtvf1le6r7evgavp@4ax.com>
Source record: 8318
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

On 2 Jan 2006 17:56:53 -0800, "Bill H" <bill@ts1000.us> wrote:

>
>Not sure if you have seen these:
>
>http://www.textfiles.com/games/ATARIMAIL/
>
>It is 10 years of internal mail (1983 - 1992) from Atari / Atari Games
>- Makes for a good read about the problems they were having there.
>

Awesome!!! Any chance of somebody converting them to unix mailboxes
(or something like that?)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5162. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 14:32:24 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dpe1to215fj@news4.newsguy.com>
Source record: 8319
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In comp.sys.atari.8bit TJ Edmister <damage_x@hotmail.com> wrote:
> On 2 Jan 2006 12:25:33 -0800, <big_d_316@yahoo.com> wrote:
> > Next the 7800. Well, if that 5200 would have gone off without a hitch
> > would there have been room on the market for the 7800? Maybe 2600 fans
> > would have thought so. So, for the love of god, give it a damn Pokey
> > Chip, add in extra 16K of ram, and release it in 84 already.
>
> Nah, I think the NES would have been a better bet. Either way, I think
> Atari should have been looking beyond 160x200 displays and shared 1.79MHz
> 8-bit buses at this point.

Combine the 7800 with the Amy sound chip would've been an NES killer. The
problem with the 7800 is that they didn't upgrade the sound from the 2600.

The 5200 should've never been made, and the resources for the XL line
should've been poured into the 7800. Drop 2600 compatibility, but make
it fully 8-bit computer compatible. Atari's mistakes could fill a book,
but their biggest one is not investing in R&D. The 8-bit line was essentially
unchanged from 79-92!

--
Ryan 'Gozar' Collins
http://gtia.com/ - Vintage gaming and computing podcast

5163. Atari System Reference Manual - Missing Text

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 17:37:30 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2006.01.03.17.37.29.845446@strotmann.de>
Source record: 8320

There are multiple copies of the Atari System Reference Manual (Bob DuHamel, 1987) around in the internet, and all have some text missing in Chapter 15 Displaylist:

CHAPTER 15

DISPLAY LISTS

[some of this file was lost...]

chip also has a memory scan counter. This register scans the display buffer for data to be interpreted and displayed. Once loaded, the memory scan counter's 4 most significant bits are fixed. The result is that the memory scan counter cannot cross a 4K memory boundary (i.e. $AFFF to $B000) without being reloaded.

DISPLAY LIST INSTRUCTIONS

I have found the original text on some disks:

CHAPTER 15

DISPLAY LISTS

The program which runs the ANTIC chip is called the display list. Much like a microprocessor, the ANTIC chip has a program counter, called the display list counter.

The display list counter is a 16 bit register. However, the six most significant bits are semi-fixed. These bits can only be changed with a jump instruction. The result of this is that the display list counter cannot cross a 1K memory boundary (i.e. $A3FF to $A400) without using a jump instruction.

The ANTIC chip finds the address of the display list in DLISTL [$D402 (54274)] and DLISTH [$D403 (54275)]. SDLSTL [$0230 (560)] and SDLSTH [$0231 (561)] are the shadow registers for DLISTL and DLISTH.

The ANTIC chip also has a memory scan counter. This register scans the display buffer for data to be interpreted and displayed. Once loaded, the memory scan counter's 4 most significant bits are fixed. The result is that the memory scan counter cannot cross a 4K memory boundary (i.e. $AFFF to $B000) without being reloaded.

If you host some version of this manual, please update you version ;)

Best regards

Carsten Strotmann

5164. Chat night...

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 18:30:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0028a83e@familynet-international.org>
Source record: 8326

```
FamilyNet International Newsgate

Tonight is chat night at ...

telnet://www.atarinews.org

Or IP 216.240.173.22

Hope to see you there at 8 pm CST.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

5165. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 19:19:46 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <a8jlr1p7qf1mu2gqbu1s6nl63h96ipket6@4ax.com>
Source record: 8321
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On 3 Jan 2006 14:32:24 GMT, gozarcollins@SPAMTRAPhotmail.com wrote:

>Combine the 7800 with the Amy sound chip would've been an NES killer. The
>problem with the 7800 is that they didn't upgrade the sound from the 2600.

It wouldnt of mattered if the 7800 had better sound, it still would of
had the same library and came to the party too late. NES was an
unstopable force by the time the 7800 was released. IF Atari could
of got the 7800 out there instead of the 5200, well then maybe they
would of had something.

The problem is once the Tramiels took over they were focused on
beating Commodore and the ST line, so we would never see any advanced
8bit (like the c128 or Apple IIgs) for fear of competing with the
520st. Also they would never fully get behind game system, with the
7800, xegs, and lynx it seemed after the first year when it was clear
they didnt have another 2600 on their hands, they would half heartily
support the platform. It wasnt until the Jaguar they really focused
the company on videogames, but by then it was too little too late.

5166. DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 21:07:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.03.21.07.16.894447@charter.net>
Source record: 8322

(newsgroups have been down here - been trying to post this for 3 says!)

First of all, Happy New Year everyone! :-)

We're trying to kick things off right at The DarkForce! BBS, so in the spirit of the season, we are continuing our tradition of monthly prize giveaways.

This month, January 2006, one lucky Atari caller will win a free subscription to ST Magazine. Also, since its almost NFL playoff time, this months featured game is AFL Football! The lucky winner of this game will receive a $25 cash prize. Slots are limited to the number of teams available so don't be left out. Also, rumor has it the Sysop is playing...who doesn't want to take a crack at bashing the Sysop? :-)

Good luck everyone! :-)

--
_/_/_/

5167. $25 dollar game prize...

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-03 22:34:40 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.03.22.34.40.380514@charter.net>
Source record: 8323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Folks, the AFL tournament playoffs on the DarkForce! BBS begin in only 7 days...

Winner takes home $25...just like that.

When was the last time you got paid to have fun? :-)

--
_/_/_/

5168. Re: Atari DOS 3.0 - double density???

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 00:39:50 UTC
From: secretspam@ihatespam.net
Message-ID: <43bc1943.265513453@nntp.charter.net>
Source record: 8324

Enhanced density.

On Mon, 2 Jan 2006 22:05:57 -0500, "Jack Tseng" <tseng4@hotmail.com>
wrote:

>I noticed Atari DOS 3.0 that supports two formatted density, Single and
>Double. Is Double Density true ? or Enhanced-Density? I got confused!
>
>Atari DOS 3.0 formats 1024 bytes per block. Is it true? I think DOS 3.0 has
>alot of wasted space. Is it same as Atari DOS XE 1.0?
>

5169. Re: Atari DOS 3.0 - double density???

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 00:40:52 UTC
From: secretspam@ihatespam.net
Message-ID: <43bd1965.265547984@nntp.charter.net>
Source record: 8325

The 1st one I learned. Then when 2.5 came out switched to that. Then
went to Sparta.

On Tue, 03 Jan 2006 03:53:27 GMT, "cbc"
<cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote:

>Dos 3 was single and enhanced densities - no true double density. Yes it
>wasted a lot of space with those 1k blocks - it was a real dog, IMHO, the
>worst one ever produced.

5170. Re: Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 01:52:50 UTC
From: sonarrat <sonarrat@nospam.com>
Message-ID: <cQFuf.412$x11.378@fe04.lga>
Source record: 8327
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Aaron J. Bossig wrote:
> Bravo Sierra Computers <atari@aracnet.com> wrote in
> news:Pine.LNX.4.44.0512290631080.15730-100000@onyx.spiritone.com:
>
>
>>Get FREE ST Game/Software with $100.00 purchase! Titles listed below!
>>NEW Games Not yet in Catalog! Cant find what you want, take 25% off
>>purchase! 8-Bit or ST! Details? Goto specials.htm page Or Call
>>Ben@(503)256-9974!!
>>
>>Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>>References/ Books. FREE Catalogs on Ben's Domain at
>>http://BensCatalogs.Atari.org or at http://BenSells.Atari.org
>>Catalogs can be attached to,Requested by & Received Through E-Mail at
>>Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8
>>Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
>
> Why, exactly, would a company that specializes in vintage software need
> to run a clearance sale? Are you trying to clear the shelves, waiting for
> the new Atari models to arrive for '06? Are you trying to cash in on those
> Jaguar games, before these newfangled Playstations get popular?

There are trends in collecting, you know.

5171. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 02:57:17 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dpfdid0u9s@news4.newsguy.com>
Source record: 8328
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In rec.games.video.classic kevin <kevnospam242@gmail.com> wrote:
> On 3 Jan 2006 14:32:24 GMT, gozarcollins@SPAMTRAPhotmail.com wrote:
> >Combine the 7800 with the Amy sound chip would've been an NES killer. The
> >problem with the 7800 is that they didn't upgrade the sound from the 2600.
>
> It wouldnt of mattered if the 7800 had better sound, it still would of
> had the same library and came to the party too late. NES was an
> unstopable force by the time the 7800 was released. IF Atari could
> of got the 7800 out there instead of the 5200, well then maybe they
> would of had something.

Yea, I forgot to mention, "And release it in 82 or 83". :-)

> The problem is once the Tramiels took over they were focused on
> beating Commodore and the ST line, so we would never see any advanced
> 8bit (like the c128 or Apple IIgs) for fear of competing with the
> 520st. Also they would never fully get behind game system, with the
> 7800, xegs, and lynx it seemed after the first year when it was clear
> they didnt have another 2600 on their hands, they would half heartily
> support the platform. It wasnt until the Jaguar they really focused
> the company on videogames, but by then it was too little too late.

I concur. The XEGS should've never been released, and the 7800 and Lynx
should've been marketed harder. In fact, everything should've been
marketed harder!!!

--
Ryan 'Gozar' Collins
http://gtia.com/ - Vintage gaming and computer podcast

5172. Re: Atari DOS 3.0 - double density???

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 04:23:27 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11rmj7trolpffb8@corp.supernews.com>
Source record: 8329

Jack Tseng wrote:
> I noticed Atari DOS 3.0 that supports two formatted density, Single and
> Double. Is Double Density true ? or Enhanced-Density? I got confused!
>
> Atari DOS 3.0 formats 1024 bytes per block. Is it true? I think DOS 3.0 has
> alot of wasted space. Is it same as Atari DOS XE 1.0?
>
>
Enhanced density. DOS 3.0 was widely criticized. Wasteful, and not very
compatible with older 2.0 disks. Go with its successor, DOS 2.5. Or, if
you want double density, go with MyDOS.

TJ

5173. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 04:49:52 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <p9OdnXAs1IFzzibeRVn-jA@comcast.com>
Source record: 8330
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

<gozarcollins@SPAMTRAPhotmail.com> wrote in message
news:dpe1to215fj@news4.newsguy.com...
> In comp.sys.atari.8bit TJ Edmister <damage_x@hotmail.com> wrote:
>> On 2 Jan 2006 12:25:33 -0800, <big_d_316@yahoo.com> wrote:
>> > Next the 7800. Well, if that 5200 would have gone off without a hitch
>> > would there have been room on the market for the 7800? Maybe 2600 fans
>> > would have thought so. So, for the love of god, give it a damn Pokey
>> > Chip, add in extra 16K of ram, and release it in 84 already.
>>
>> Nah, I think the NES would have been a better bet. Either way, I think
>> Atari should have been looking beyond 160x200 displays and shared 1.79MHz
>> 8-bit buses at this point.
>
> Combine the 7800 with the Amy sound chip would've been an NES killer. The
> problem with the 7800 is that they didn't upgrade the sound from the 2600.

That reminds me... I remember reading an article a long time ago that due to
the rather lame sound of the 2600/7800, some game makers actually put an
enhanced sound chip in the cart right along side the game. Wasn't it the
POKEY, same as the computers?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5174. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 06:04:47 UTC
From: Bruce Tomlin <bruce#fanboy.net@127.0.0.1>
Message-ID: <bruce#fanboy.net-15B5D7.00044704012006@news.newsreader.com>
Source record: 8331
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <p9OdnXAs1IFzzibeRVn-jA@comcast.com>,
"David Bowden" <nospam@spamsux.org> wrote:

> That reminds me... I remember reading an article a long time ago that due to
> the rather lame sound of the 2600/7800, some game makers actually put an
> enhanced sound chip in the cart right along side the game. Wasn't it the
> POKEY, same as the computers?

The POKEY was only in Ballblazer and Commando, and it was only used for
sound.

5175. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 06:20:42 UTC
From: Alex Freed <alexf@mirrow.com>
Message-ID: <gYmdnY01eqQr9CbeRVn-jg@comcast.com>
Source record: 8332
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Mike Wynne" <mikeywyn@hotmail.com> wrote in message
news:Ws6dnbkfA8n7MCreRVnyvA@pipex.net...
> Try designing a video circuit in discrete
> logic (Like the Apple II) then tell me how much more hardware is required
to
> obtain a linear 40 or 80 column mode.

Not that much in fact. Basically you just need 2 sets of counters: one to
count character positions in a line, say modulo 40.
Then the lines etc. The other is a straight binary up counter for linear
addressing. We are talking about some 4 chips extra
of standard logic. $1 or so in parts, but they need to be routed on a board
too.

5176. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-04 08:05:43 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <08adnaWyBrhIHCbenZ2dnUVZ_tWdnZ2d@comcast.com>
Source record: 8333
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

"Bruce Tomlin" <bruce#fanboy.net@127.0.0.1> wrote in message
news:bruce%23fanboy.net-15B5D7.00044704012006@news.newsreader.com...
> In article <p9OdnXAs1IFzzibeRVn-jA@comcast.com>,
> "David Bowden" <nospam@spamsux.org> wrote:
>
>> That reminds me... I remember reading an article a long time ago that due
>> to
>> the rather lame sound of the 2600/7800, some game makers actually put an
>> enhanced sound chip in the cart right along side the game. Wasn't it the
>> POKEY, same as the computers?
>
> The POKEY was only in Ballblazer and Commando, and it was only used for
> sound.

Yeah, I remember reading about this a long time ago. I didn't know the POKEY
was only included in 2 games.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5177. MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 02:29:19 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Ft%uf.254983$0l5.204917@dukeread06>
Source record: 8334

Ok so if I have a hard drive and am running SpartaDOS, how can I format a partition in anything other than 16mb? I'm using Marius's utilities.

TIA

Thomas

5178. Xe Game System

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 05:56:54 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <gw2vf.255016$0l5.232039@dukeread06>
Source record: 8335

Does anyone know of a mod to improve the video quality on a XEGS? I see documents on the XL and XE series, but nothing specifically for the XEGS.

I'm trying to improve the composite video on Ben Heckendorn's 800 XE laptop.

Thomas

5179. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 07:42:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <43bccdd0$0$58069$742ec2ed@news.sonic.net>
Source record: 8336
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit KMK <draco@obta.uw.edu.pl> wrote:
> No, it really does. Alternating these modes you get sorta 8-bit per pixel and
> full 256 colors in 80x96 (or 96x119 if preferred). However, this trick only
> works on PAL TV.

You've described APAC mode ("Any Point, Any Color"). Alternating each
line between 16 hue mode and 16 greyscale mode gave you 80x96 "pixels"
(the interlacing was quite obvious), which kind of looked like 256 colors.

There's also a higher resolution variation of APAC mode which actually
alternates two screens, one with the hues on even lines and greys on
oddl ines, and the other with the opposite. That gives you 80x192, 256
colors, with a little flickering.

This provided a kind of washed-out representation of the Atari's true
256 colors (i.e., compare it to a solid, non-flickering screen of shades
where the shaded pixels' hues are actually changed via DLI, rather than
combined with other hue pixels by your eyes' persistence of vision).

After that came ColorView mode, which didn't use the 16 hue mode, but
instead interlaced 3 screens containing 16 shades of red, 16 of green and
16 of blue. That gave you 80x192, 4096 "true color" colors, with some
flickering.

Mostly, you'd notice large solid primary light colors (like a section of
solid red) kind of rolled a little, as the screen rotated between the three
images.

More recently, we got HIP (Hard Interlaced Picture) which is something like
~160x192 at 30 greys hades, and RIP, which is similar but provides colors.
I cannot recall its specifications, other than ~160x192, as well...

Also note that none of these tricks "only work on PAL". In fact, since NTSC
displays update more quickly, the interlacing/rolling artifacts are _less_
noticable on NTSC than on PAL.

I'll provide a little summary of the modes (that I understand), based on
how the Atari shows them:

* Regular APAC (80 x 96, 256 colors)

Line 1: 80 GTIA 16-shade mode (80x192) pixels across
Line 2: 80 GTIA 16-hue mode (80x192) pixels across
Line 3: 80 GTIA 16-shade mode (80x192) pixels across
Line 4: 80 GTIA 16-hue mode (80x192) pixels across
...

Lines 1 and 2 together represent the first of ninety-six 80-pixel-wide rows
of APAC 256-color pixels. Lines 3 and 4 represent the second row... etc.

Display List Interrupts (DLIs) are used to switch the GTIA chip between
the two GTIA modes.

Unfocus your eyes a little and the pixels blend together to kind of show
256 possible colors. :^)

* High-res APAC (80 x 192, 256 colors)

First Frame:
Line 1: 80 GTIA 16-shade mode (80x192) pixels across
Line 2: 80 GTIA 16-hue mode (80x192) pixels across
...

Second Frame:
Line 1: 80 GTIA 16-hue mode (160x192) pixels across
Line 2: 80 GTIA 16-shade mode (160x192) pixels across
...

The First (shade) and Second (hue) frames of Line 1 blend together
(thanks to Persistence of Vision) to form the first of
one-hundred-and-ninety-two 80-pixel-wide rows of Hi-Res-APAC 256-color
pixels. Ditto for the two frames of Line 2... etc.

DLIs are used to switch the GTIA chip between the two GTIA modes.
Vertical Blank Interrupts (VBIs) are used to flip between the two frames
every 60th (NTSC) or 50th (PAL) of a second.

* ColorView (80 x 192, 4096 colors)

First Frame:
Line 1: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted red
Line 2: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted green
Line 3: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted blue
...

Second Frame:
Line 1: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted green
Line 2: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted blue
Line 3: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted red
...

Third Frame:
Line 1: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted blue
Line 2: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted red
Line 3: 80 GTIA 16-shade mdoe (80x192) pixels across, tinted green
...

The First (red), Second (green) and Third (blue) frames of Line 1 blend
together (thanks to PoV) to form the first of one-hundred-and-ninety-two
80-pixel-wide rows of ColorView 4096-color pixels.

The First (green), Second (blue) and Third (red) frames of Line 2 blend
together (thanks to PoV) to form the second of one-hundred-and-ninety-two
80-pixel-wide rows of ColorView 4096-color pixels.

...etc.

DLIs are used to switch the the palette between red, green and blue
on each scanline. VBI are used to flip between the three frames
every 60th (NTSC) or 50th (PAL) of a second.

PS - There are also two additional ColorView modes: 160x192, 64 colors
and 320x192, 8 colors. Same trick, different Atari hardware modes.
(Either three frames of 160x192, 4 colors; or three of 320x192, 2 colors.)

PPS - These modes aren't used often outside of demos and GIF and JPEG decoders
and viewers on the Atari. They eat a lot of memory. (APAC takes about 8K.
Hi-Res APAC takes about 16K. ColorView takes about 24K.)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5180. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 07:53:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <43bcd067$0$58069$742ec2ed@news.sonic.net>
Source record: 8337
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit MrScout <mrscout@sbcglobal.net> wrote:
> Jason, thanks a ton, this is exactly a comparison I was looking for. A
> couple additions questions if you don't mind:

Ditto, thanks Jason! :)

> - You mentioned that Atari is incapable of displaying more than two
> shades of one color on one scan line in hi res,

If you overlay sprites, you can have two shades of five colors, or 10 colors.
But you're limited to where and how you can place the sprites.
(They can be up to 4x-as-wide-as-usual, which causes each of the 8 pixels
in a sprite to be as wide as 8 hi-res pixels.)

There's also a cycle-counting trick, combined with a bug^H^H^Hfeature of
the video chips that allows the Atari to switch fro "hi-res, 2 shade" mode
to "low-res, 16 shade" mode, mid-scanline.

This has been done in demos, for example, to show high-res text on the
left, with morphing photographs on the right.

<snip>
> Is that because you cannot change the color registers fast enough,

Yeah, it's hard to change the color registers mid-scanline. Mid-scanline
tricks (like the one described above) are typically just that... they only
work at around the middle of the screen. And don't put too any pixels
in the middle there, or it might not look right part of the time.

> or because you cannot sync the change in the color registers precisely? As
> far as I understand the C64, you can have two colors in each 8x8
> region, right?

The C64 has this 8x8-region thing that I don't understand so well. :^)
On the Atari, the playfield is a large array of memory, and the 'indirection'
comes by way of the color palette. On the C64, it looks like the large
array of memory is _also_ affected by a smaller array (1/64th the size or
less?) of "what kinds of colors go in which 8x8 region".

:^)

> - As far as speed of the machine is concerned, C64 is at 1MHz, and in
> low intensity situations there is one "bad" line every eight scan
> lines. The Atari's CPU on the other hand gets interupted by ANTIC on
> every scan line,

Well, unless that scanline is "off". (Bob Puff's SuperARC and SuperUnARC tools, for example, simply showed a few lines of informative text in the middle of the screen while they did their compression or decompression. The rest of the screen was "border", meaning the CPU wasn't interrupted.)

> but the CPU goes at 1.7MHz so I would assume that it
> still means you have more clock cycles available on the Atari to do
> stuff during the H and V blanks, right?

That sounds right, but I'm not a C64 expert. :^) (And, of course, how much time you had during VB depending on whether you were on a PAL or NTSC system, which led to all kinds of annoyances when trying to watch cool European demoscene stuff on a US Atari ;^) ... fortunately, if you have a good monitor with VHold, you can just plop a PAL ANTIC in and things work great!)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5181. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 07:56:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <43bcd125$0$58069$742ec2ed@news.sonic.net>
Source record: 8338
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit John Selck <selcc@t-online.de> wrote:
> Exactly. You can also force the C64 to fetch color data more than that
> so you get 1 pixel high color cells. This is called "FLI" in C64 world
> and produces very high color resolution.

Cool. What kind of specs? (Res and color) (Hrm, maybe I should just
F'ing Google it ;^))

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5182. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 09:11:04 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dpinr8$21j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 8339
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hi,

> I'm assuming that as the graphics get more complex, the Atari will
> start stealing even more cycles than the C64, so the difference will
> get smaller.

No, it doesn't. Actually, the standard 40x24 text mode is the most
complex mode because it requires DMA for hi-res graphics and DMA
for character cells. All other modes are either bitmapped, meaning that
there is no character cell DMA, or have a lower resolution, and thus
require less DMA cycles. Concerning DMA, the antic modes 2 and 4
(basic modes 0,12) are identically complex, followed by the modes E
and F (basic modes 15 and 8), which have the same resolution as 2 and 4,
but are bitmapped.

Games typically used the mode 4, or the text-mode 6 and 7 which are
both "cheap".

Concerning your calculation, you would need to add the DMA cycles required
to fetch the display list (one or three slots, depending on whether the
memory scan counter is to be reloaded) and 4 to 5 slots for Player/Missile
graphics. Memory refresh cycles can be potentially delayed/overloaded by
other cycles, so the calculation isn't accurate either. It's harder than
one might believe.

So long,
Thomas

5183. Re: Xe Game System

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 14:18:08 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <lJKdnest56owtyDenZ2dnUVZ_vydnZ2d@comcast.com>
Source record: 8340

"Docrotcod" <rahbart@cox.net> wrote in message
news:gw2vf.255016$0l5.232039@dukeread06...
> Does anyone know of a mod to improve the video quality on a XEGS? I
> see documents on the XL and XE series, but nothing specifically for the
> XEGS.
>
> I'm trying to improve the composite video on Ben Heckendorn's 800 XE
> laptop.

In my experience the XEGS already has the best composite video of at least
the 1200XL and the 800.

It's crystal clear on an HDTV. Not sure if any mods were made for it.

>
> Thomas
>

5184. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 20:06:07 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43bd7c4c$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8341
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

William Kendrick wrote:
> In comp.sys.atari.8bit John Selck <selcc@t-online.de> wrote:
>
>>Exactly. You can also force the C64 to fetch color data more than that
>>so you get 1 pixel high color cells. This is called "FLI" in C64 world
>>and produces very high color resolution.
>
>
> Cool. What kind of specs? (Res and color) (Hrm, maybe I should just
> F'ing Google it ;^))

Look here:
http://www.studiostyle.sk/dmagic/gallery/gfxmodes.htm

5185. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 20:24:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20060105202408.3040A@ilba14195.www.blueyonder.co.uk>
Source record: 8342

In article <1136233533.386339.167090@o13g2000cwo.googlegroups.com>,
big_d_316@yahoo.com () wrote:

> Just some thoughts of what SHOULD have been
Possibly a heretical view but I think they should have gone with the
Nintendo distribution deal when it was offered. They could have soaked up
the revenue and put it towards better R&D for the next generation of
proper Atari hardware.

Iain

5186. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 21:13:33 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43bd8c1b$0$812$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8343
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

William Kendrick wrote:
> In comp.sys.atari.8bit MrScout <mrscout@sbcglobal.net> wrote:
>
>>Jason, thanks a ton, this is exactly a comparison I was looking for. A
>>couple additions questions if you don't mind:
>
> Ditto, thanks Jason! :)
>
>
>>- You mentioned that Atari is incapable of displaying more than two
>>shades of one color on one scan line in hi res,
>
> If you overlay sprites, you can have two shades of five colors, or 10 colors.
> But you're limited to where and how you can place the sprites.
> (They can be up to 4x-as-wide-as-usual, which causes each of the 8 pixels
> in a sprite to be as wide as 8 hi-res pixels.)
>
> There's also a cycle-counting trick, combined with a bug^H^H^Hfeature of
> the video chips that allows the Atari to switch fro "hi-res, 2 shade" mode
> to "low-res, 16 shade" mode, mid-scanline.
>
> This has been done in demos, for example, to show high-res text on the
> left, with morphing photographs on the right.

I loved it when people mange to push 8-bitters beyond their perceived
limits. Are there Atari emulators that are accurate enough to display
these demos ?

> <snip>
>
>>Is that because you cannot change the color registers fast enough,
>
> Yeah, it's hard to change the color registers mid-scanline. Mid-scanline
> tricks (like the one described above) are typically just that... they only
> work at around the middle of the screen. And don't put too any pixels
> in the middle there, or it might not look right part of the time.

I guess that should be possible in the C64 as well but don't recall ever
seeing it done. Probably because there is no real need for it on a C64.

>>or because you cannot sync the change in the color registers precisely? As
>>far as I understand the C64, you can have two colors in each 8x8
>>region, right?
>

> The C64 has this 8x8-region thing that I don't understand so well. :^)
> On the Atari, the playfield is a large array of memory, and the 'indirection'
> comes by way of the color palette. On the C64, it looks like the large
> array of memory is _also_ affected by a smaller array (1/64th the size or
> less?) of "what kinds of colors go in which 8x8 region".

Almost correct. In hires mode (320x200) the screen is divided into 8x8
pixel blocks. For every 8x8 pixel block there is a byte that defines the
two possible colors in that pixel block. The upper 4 bits of determine
the foreground color (pixel on) and the lower 4 bits determine
background color (pixel off) of the associated pixel block. So besides
the 8000 bytes of the pixel data, also is 1000 bytes of color data.

The multicolor hires mode (160x200) uses two bits for each pixel which
is twice as wide as a "hires" pixel. Multi-color pixels are organized in
4x8 pixel blocks. For every pixel block there is not only a color byte
but also an additional color nybble. So every 4x8 pixel block has 12
bits of color data associated with it. Those 12 bits are sufficient for
defining three colors, the fourth color is the background color which is
shared across the screen (of course it possible to change this color
every line).

If you feel that 2 color for 8x8 pixels is a too limiting and that 4
colors for 4x8 pixels still not good enough enough, it is possible to
fool the VIC chip so it allows more colors per pixel block. However this
requires a lot of CPU cycles; while rasterbeam is between the top- and
bottom borders the CPU will be fully occupied with the VIC chip.

Another way would be to use sprites to overcome the color restrictions
of the C64.

>>- As far as speed of the machine is concerned, C64 is at 1MHz, and in
>>low intensity situations there is one "bad" line every eight scan
>>lines. The Atari's CPU on the other hand gets interupted by ANTIC on
>>every scan line,
>
> Well, unless that scanline is "off". (Bob Puff's SuperARC and SuperUnARC
> tools, for example, simply showed a few lines of informative text in the
> middle of the screen while they did their compression or decompression.
> The rest of the screen was "border", meaning the CPU wasn't interrupted.)

Also the C64 runs faster when the screen is turned off (only the border
color is shown in this case). Like the Atari it also possible to turn
off only a part of the screen using raster interrupts, though that would
waste some CPU cycles (for the handling interrupt and setting up the
VIC). I doubt it would be worthwhile on a C64 since the VIC steals only
a little over a 1000 cycles of the ~20000 cycles each frame has.

>>but the CPU goes at 1.7MHz so I would assume that it
>>still means you have more clock cycles available on the Atari to do
>>stuff during the H and V blanks, right?
>

> That sounds right,

Then I'm afraid it is up to the Atari guys fight with the Sinclair boys in the next flame war about which system is better at doing vector graphics :-)

5187. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 23:32:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601051517120.8578-100000@onyx.spiritone.com>
Source record: 8344
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Muscle Cars-The Duel: Test Drive II Car Disk*, The Navigator*, Night Shift*, North & South*, NVDI 5*, Obsession*, Oh No! More Lemmings*, OIDS*, Onslaught*, Operation: Cleanstreets*, Operation Thunderbolt*, Outzone*, Paris - Dakar*, The Pawn*, Play and Read: Part One*, Play and Read: Part Four*, Power Drift*, Predator 2*, A Prehistoric Tale*, ProShow Plus*, Race Drivin'*, Rainbow Island*, Reach for the Skies*, Red Storm Rising*, Rick Dangerous*, Risky Woods*, Roadwar 2000*, Robinson's Requiem*, Rock N Roll Clams*, Rogue*, Rorke's Drift*, Rotox*, RVF Honda*, Scramble Spirits*, Shadow Dancer*, Shanghai*, Shuttle - The Space Flight Simulator*, Sid Meier's Civilization*, Sid Meier's Railroad Tycoon*, Silent Service*, Silent Service II*, Skate Wars*, Sky Chase*, Sleepwalker*, Space Ace*, Space Cutter*, Space Harrier II*, Space Quest II*, Speedball 2*, Spitfire 40*, Spirit of Excalibur*, STalker 3*, Starglider*, Star Quake*, Steel Empire*, Stormball*, Strikefleet*, Strip Poker II*, ST Star Raiders*, Stunt Track Racer*, Sub Battle Simulator*, Substation*, Sundog*, The SuperCars - Test Drive II Car Disk*, Team Suzuki*, Team Yankee*, Teenage Mutant Hero Turtles*, Terrorpods*. Their Finest Hour - The Battle of Britain*, Their Finest Missions - Volume One*, Thunderhawk AH-73M*, Thunder Jaws*, Time*, Torvak the Warrior*, Total Eclipse*, Tracker/ST*, Trio 1*, Tusker*, TV Sports Football*, Twin World*, Typhoon Thompson*, Utopia - The Creation of a Nation*, WallStreet*, War in the Gulf*, Warlock - the Avenger*, Welltris*, WindWalker*, Winter Games*, Word Perfect*, Word Up*, World Karate Championship*, WWF European Rampage Tour*, Xiphos*, Yolanda - the Ultimate Challenge*, Will Harvey's Zany Golf*, Zone Warrior*, Zynaps*,

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5188. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-05 23:36:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601051533140.8578-100000@onyx.spiritone.com>
Source record: 8345
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

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I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5189. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 00:59:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <43bdc0e7$0$58048$742ec2ed@news.sonic.net>
Source record: 8346
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit Peter van Merkerk <merkerk@deadspam.com> wrote:
> Look here:
> http://www.studiostyle.sk/dmagic/gallery/gfxmodes.htm

Nice, thanks! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5190. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 01:02:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <43bdc1b5$0$58048$742ec2ed@news.sonic.net>
Source record: 8347
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit Peter van Merkerk <merkerk@deadspam.com> wrote:
<snip>
> > This has been done in demos, for example, to show high-res text on the
> > left, with morphing photographs on the right.
>
> I loved it when people mange to push 8-bitters beyond their perceived
> limits. Are there Atari emulators that are accurate enough to display
> these demos ?

I think Atari800 can finally handle this. Atari++ probably too, as well.

<snip>
> Then I'm afraid it is up to the Atari guys fight with the Sinclair boys
> in the next flame war about which system is better at doing vector
> graphics :-)

Heheh :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5191. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 01:30:37 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns9742B24257BE5ambassadorkosh@70.169.32.36>
Source record: 8248

"Docrotcod" <rahbart@cox.net> wrote in
news:Ft%uf.254983$0l5.204917@dukeread06:

> Ok so if I have a hard drive and am running SpartaDOS, how can I
> format
> a partition in anything other than 16mb? I'm using Marius's
> utilities.
>
> TIA
>
> Thomas
>
>

Unless something's changed recently, 16MB has always been the largest
formatted partition possible.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

5192. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 02:13:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Nkkvf.258140$0l5.214021@dukeread06>
Source record: 8249

What I mean to say is I need to format a smaller partition, and it seems
Marius's utility only formats 16mb partitions (65535)

Thomas

"G.M." <bitbucket@cox.net> wrote in message
news:Xns9742B24257BE5ambassadorkosh@70.169.32.36...
> "Docrotcod" <rahbart@cox.net> wrote in
> news:Ft%uf.254983$0l5.204917@dukeread06:
>
>> Ok so if I have a hard drive and am running SpartaDOS, how can I
>> format
>> a partition in anything other than 16mb? I'm using Marius's
>> utilities.
>>
>> TIA
>>
>> Thomas
>>
>>
>
> Unless something's changed recently, 16MB has always been the largest
> formatted partition possible.
>
> --
> C:\DOS
> C:\DOS\RUN
> ..\RUN\DOS\RUN

5193. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 05:50:08 UTC
From: RoyE <r-dean@wcox.net>
Message-ID: <qxnvf.2729$eR.2554@fed1read03>
Source record: 8250

"Docrotcod" <rahbart@cox.net> wrote in message
news:Nkkvf.258140$0l5.214021@dukeread06...
| What I mean to say is I need to format a smaller partition, and it seems
| Marius's utility only formats 16mb partitions (65535)
|
| Thomas

Hi,
I have done this but it gives headache's.

With DiskRX modify the Boot Sector byte offsets for length of partition.
Then run Cleanup (sp) the SDX program that cleans directory errors. VTOC ..
Reboot and delete all files except 33a.dos. After a couple of months and a
lot of copy file problems. I went back to 16 meg partitions. Then later I
heard that MyIDE has a copy bug problem across partitions. But I never went
back to smaller partitions. I do most of my work with MyDos and only use
the 33a partitions when doing SpartaDOS programs.

RoyE

5194. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 05:57:07 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <uCnvf.258153$0l5.147046@dukeread06>
Source record: 8251

Ok thanks for the info!

Thomas

"RoyE" <r-dean@ wcox.net> wrote in message
news:qxnvf.2729$eR.2554@fed1read03...
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:Nkkvf.258140$0l5.214021@dukeread06...
> | What I mean to say is I need to format a smaller partition, and it seems
> | Marius's utility only formats 16mb partitions (65535)
> |
> | Thomas
>
> Hi,
> I have done this but it gives headache's.
>
> With DiskRX modify the Boot Sector byte offsets for length of partition.
> Then run Cleanup (sp) the SDX program that cleans directory errors. VTOC
> ..
> Reboot and delete all files except 33a.dos. After a couple of months and
> a
> lot of copy file problems. I went back to 16 meg partitions. Then later
> I
> heard that MyIDE has a copy bug problem across partitions. But I never
> went
> back to smaller partitions. I do most of my work with MyDos and only use
> the 33a partitions when doing SpartaDOS programs.
>
> RoyE
>
>

5195. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 08:08:45 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43be25c0@quokka.wn.com.au>
Source record: 8252
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Commodorus wrote:

> X-No-Archive:yes
>
> Face it, the ATARI 800 XL and XE machines were a failure and the C64
> killed these systems.

Trollin' trollin' trollin' - raw hide! yehaaaaaw!

5196. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 08:13:49 UTC
From: agila61@netscape.net
Message-ID: <1136535229.094115.227300@z14g2000cwz.googlegroups.com>
Source record: 8275
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Commodorus wrote:

> X-No-Archive:yes
>
> Face it, the ATARI 800 XL and XE machines were a failure and the C64 killed
> these systems.

> Let me tell you WHY the 800 failed and why the C64 is so much better:

Because the C64 sold more, so more and better games (that "and" is not redundant -- both better games and more games) were released for the C64, and with more and better games released for the C64, more C64 were sold.

Kind of like Micro$osft windows today.

As far as explaining after the fact why the C64 was a hit, bit fat hairy deal. Its explaining before the fact what is needed to make a hit that is a big deal. Clearly Commodore lost that ability shortly after the C64 was released.

5197. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 08:51:24 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dpl9s7$ir5$1@srv.cyf-kr.edu.pl>
Source record: 8253
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Commodorus:

> Face it, the ATARI 800 XL and XE machines were a failure and the C64
> killed these systems.

So get out of here :) and BTW C64 sucks :P
Best example how to f..k-up a home computer with
great possibilities. Look at C64 OS and the computer
itself (design) makes me want to throw up :),
altough hardware is good (except ports, which
will burn by smallest electrostatic shock).

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

5198. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 09:41:30 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43be3b4b$0$11066$e4fe514c@news.xs4all.nl>
Source record: 8254
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

You are totally right and fair.

The Atari 800XL suffers from the same problems that modern PC's suffer from: backwards compatibility. Like every PC has to be backwards compatible with the original IBM AT (and even the XT), the Atari 800XL had to be backwards compatible with the Atari 800 and Atari 400. This is a brake on any new technology. Never trust anything that has the word 'backwards' in it.

And it was badly done too, because they hardly added any new stuff when going from the Atari 400/800 to the 600XL/800XL. It was mostly integration of the chips to get the costs down.

But anyway, you could have kept you post a lot shorter. The argument of the 8 sprites is enough to make the C64 come out on top.

And the argument of the C64's BASIC is only partly true. Stick in a Simon's Basic cartridge, and the machine destroys any Basic ever run on any Atari. You can also load Simon's Basic from tape or floppy.

PeterV

5199. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 09:43:44 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43be3bd0$0$11079$e4fe514c@news.xs4all.nl>
Source record: 8255
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> > Face it, the ATARI 800 XL and XE machines were a failure and the C64
> > killed these systems.
>
> Trollin' trollin' trollin' - raw hide! yehaaaaaw!

No, not really. If speaking the truth is regarded as trolling these days,
then something must have gone horribly wrong.

Read the magazines of the 80's. I don't think Commodorus thought up even 1
of his arguments himself. They can all be found in articles of the 80's.

Actually, Commodorus is kicking an open door.

PeterV

5200. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 10:07:43 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1136542063.062829.92320@g49g2000cwa.googlegroups.com>
Source record: 8277
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

```
Commodorus wrote:
> X-No-Archive:yes
>
> Face it, the ATARI 800 XL and XE machines were a failure and the C64 killed
> these systems.
>

Thank you for sharing your thoughts. Though nobody asked for.
```

5201. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 11:03:50 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <wM-dnRmm27sN0yPeRVn-qA@comcast.com>
Source record: 8256
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"Peter de Vroomen" <peterv[at][spamblock]jaytown[dot]com> wrote in message
news:43be3b4b$0$11066$e4fe514c@news.xs4all.nl...
> And the argument of the C64's BASIC is only partly true. Stick in a
> Simon's
> Basic cartridge, and the machine destroys any Basic ever run on any Atari.
> You can also load Simon's Basic from tape or floppy.

While I could really care less about which system is better, I do have a question here aimed at anyone with decent familiarity with both systems, which I will get to in a minute.

I used several different C64s a lot in school back in the day, and one C128. I was very young at the time, so I never really did much with them, but my school let me do whatever I wanted on them so long as I didn't screw with their disks (I remember playing around with "Logo Robot" for HOURS! Is there a version of this available for the Atari, or was it strictly a C64 thing?).

My introduction to computers was with an Atari 800 my dad had bought sometime in '80, so it was the machine I monkied around with more than anything. I learned BASIC & Assembly on it and never got too deep into C64. These days, I still have my Dad's old 800, and the 130XE he bought later on. Of the 2, I use the 130XE all the time.

I picked up a C128 in a garage sale a while back for almost nothing, and, to be perfectly honest, about the only thing I remembered how to do with it was kick it into C64 mode. Had my dad owned a Commodore machine instead of an Atari, I would probably be a Commodore user/collector. The C128 is still sitting in the closet gathering dust. Hasn't even been turned on since I bought it.

Anyways, I don't know much about all the different BASICs available for the C64 (a quick google search led me to a page with a SHITLOAD of different ones. wow.).

On to the question: So Simon's BASIC is supposedly fast as hell, eh? How does it compare to Turbo BASIC XL (my favorite flavor on the Atari)? Each have their respective compilers.

Now, just so nobody gets the wrong idea, I'm not trying to discredit either machine or Peter. I'm just asking a question.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5202. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 11:16:36 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dpljikqgf1@mamenchi.zrz.TU-Berlin.DE>
Source record: 8257
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hi Bill,

> > I loved it when people mange to push 8-bitters beyond their perceived
> > limits. Are there Atari emulators that are accurate enough to display
> > these demos ?

> I think Atari800 can finally handle this. Atari++ probably too, as well.

Definitely. Actually, it was the first emulator that could handle
horizontal display manipulations. (-:

So long,
Thomas

5203. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 11:18:46 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <0msvf.8707$sA3.7416@fed1read02>
Source record: 8258
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"David Bowden" <nospam@spamsux.org> wrote in message
news:wM-dnRmm27sN0yPeRVn-qA@comcast.com...
> Anyways, I don't know much about all the different BASICs available for
the
> C64 (a quick google search led me to a page with a SHITLOAD of different
> ones. wow.).
>
> On to the question: So Simon's BASIC is supposedly fast as hell, eh? How
> does it compare to Turbo BASIC XL (my favorite flavor on the Atari)? Each
> have their respective compilers.

The reason that so many BASICs were released is that the built-in BASIC sucked. (Yes, I'm a 100% C64 guy, but it's simply fact that CBM BASIC V2 is underpowered for the hardware and the disk drive speed is crippled. Everything else is automatically better than any non-C64 machine, though. ;)) So there was a supposed market for BASIC upgrades, but most decent programmers went straight to assembly instead of trying to boost the BASIC capabilities. BASIC had basically become regarded as for beginners and lamers, though it had some limited success in business/serious applications. In regards to your question, I don't think you're going to get much response about the various performance measures of upgraded C= BASICs because the most people who would care about such performance didn't use them. :)

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

5204. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 11:41:22 UTC
From: Sam Smith <nospam@nospam.com>
Message-ID: <dpll12gnh1$8300dec7@news.demon.co.uk>
Source record: 8259
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"Commodorus" <kingcommodorus@mastersofcommodore.org> wrote in message
news:dpl5a4$g2b$1@domitilla.aioe.org...
> X-No-Archive:yes

> it, the ATARI doesn't even have a decent red.

Yeah - I hate all those sub-standard green and blue reds. 64 Rulez!

Sam

5205. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 18:19:49 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43beb4e3$0$806$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8260
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Commodorus wrote:
> X-No-Archive:yes
>
<snip>
> C64 : 5 ATARI: 1

You forgot to mention that the CPU of the Atari runs at a higher speed.
I guess the Atari beats the C64 at vector games.

C64 : 5 ATARI: 2

5206. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 19:51:50 UTC
From: Peter de Vroomen <peterv@-saynotospam-.retepv.demon.nl>
Message-ID: <11rtiero93e6rda@corp.supernews.com>
Source record: 8261
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

> On to the question: So Simon's BASIC is supposedly fast as hell, eh? How
> does it compare to Turbo BASIC XL (my favorite flavor on the Atari)? Each
> have their respective compilers.

Wel, ehhh, one thing I remember about Simon's BASIC was that it WASN'T fast
:).

I once wrote a line-drawing routine that was faster than Simon BASIC's. I
don't know why, I was just trying to make my own line-drawing routine in
assembly.

PeterV

5207. STILL NEED A 1200 XL COMPUTER!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-06 20:57:54 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1136581074.257220.120110@o13g2000cwo.googlegroups.com>
Source record: 8262

Anyone out there have a 1200 XL Computer that they would like to
either donate to the 8-Bit Designs line, or at least are asking a
reasonable price for it (under $20.00)? If so, please contact me
at:shifty_butch@hotmail.com or at (909) 854-1210. I need 1 DESPERATELY
to begin doing my Atari Prototypes!

Thanks and Happy New year All!

Charles

5208. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 00:41:38 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <1fidnQxt0aLMkyLeRVn-pQ@comcast.com>
Source record: 8263
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"Commodorus" <kingcommodorus@mastersofcommodore.org> wrote in message
news:dpl5a4$g2b$1@domitilla.aioe.org...
> X-No-Archive:yes
>
> Face it, the ATARI 800 XL and XE machines were a failure and the C64
> killed these systems.

I remember having to replace the sid chips every two weeks or so, and also
having to re-align those 1541 drives almost every 3 days.

C64 was a real piece of shit.

5209. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 01:40:33 UTC
From: Alan <areed65@earthlink.net>
Message-ID: <I_Evf.3870$%W1.1483@newsread2.news.atl.earthlink.net>
Source record: 8264
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

```
"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:1fidnQxt0aLMkyLeRVn-pQ@comcast.com...
> "Commodorus" <kingcommodorus@mastersofcommodore.org> wrote in message
> news:dpl5a4$g2b$1@domitilla.aioe.org...
>> X-No-Archive:yes
>>
>> Face it, the ATARI 800 XL and XE machines were a failure and the C64
>> killed these systems.
>
> I remember having to replace the sid chips every two weeks or so, and also
> having to re-align those 1541 drives almost every 3 days.
>
```

If you changed SIDs every two weeks you were probably typing by slamming
your forehead against the keyboard.
--

-:|:-
Alan

5210. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 01:41:03 UTC
From: Christian Potzinger <cjp@styrion.net>
Message-ID: <Xns97441B5DBEEFEcjpstyrionat@ravenclaw.at>
Source record: 8265
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Lion Of Judah hat geschreibselt:

> I remember having to replace the sid chips every two weeks or so, and
> also having to re-align those 1541 drives almost every 3 days.

What the Hell did you to your Commodore? I had mine
for Years and not a single Hardware Probleme.

> C64 was a real piece of shit.

THAT lies in the Eye of the Beholder ;)
--
ryl: GKar

5211. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 02:20:48 UTC
From: agila61@netscape.net
Message-ID: <1136600448.796439.152130@g47g2000cwa.googlegroups.com>
Source record: 8279
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Lion Of Judah wrote:
> I remember having to replace the sid chips every two weeks or so, and also
> having to re-align those 1541 drives almost every 3 days.

> C64 was a real piece of shit.

Sounds a lot like you had a really bad power supply and/or serious
problems on your mains power. Though I assume you knew that the power
supply was a likely source of problems, since the C64 was famous for
flaky power supplies.

5212. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 02:38:07 UTC
From: Jason <tmr@i.cosine.hate.org.spam.uk>
Message-ID: <jQFvf.12210$W4.1357@newsfe4-gui.ntli.net>
Source record: 8266
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Peter van Merkerk wrote:
> William Kendrick wrote:

>> Yeah, it's hard to change the color registers mid-scanline. Mid-scanline
>> tricks (like the one described above) are typically just that... they
>> only
>> work at around the middle of the screen. And don't put too any pixels
>> in the middle there, or it might not look right part of the time.

> I guess that should be possible in the C64 as well but don't recall ever
> seeing it done. Probably because there is no real need for it on a C64.

The hardware does it as standard in character mode; if the upper bit of the
colour nybble is set, the graphics are in 160x200 multicolour and if it's
not set they're in 320x200 hi-res and that mixing can happen on a per
character basis so it's far more flexible than a vertical split.
Essentially, the C64 is always "thinking" at 320x200 resolution regardless
of the mode, the horizontal smooth scroll and horizontal sprite positions
are always working at that res even when in multicolour graphics or sprite mode.

Mid-scanline changes can be done between multicolour and hi-res bitmap, i
did it in my demo Lethargy in 1993 (hi-res bitmap logo on the left with a
$D016 wave effect, multicolour bitmap with interlace on the right) and
there's a better example by Crest in Ice Cream Castle if memory serves.
--

_____________________________ _________________________________
/ /\/ ___/ / ___/ / / ___/\
/ Website: www.cosine.org.uk / / /_/ / /__ / / / / __/\\/
/ ICQ: 44373717 IRC: TMR{C0S} / / /__/ / / / / / / / /\
/_____________________________/ /_____/_____/_____/__/__/__/_____/ /
_____________________________\/__________________________\/TMR

5213. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 02:43:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <43bf2aca$0$58090$742ec2ed@news.sonic.net>
Source record: 8267
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Responding to the bait. Sorry ;)

In comp.sys.atari.8bit Commodorus <kingcommodorus@mastersofcommodore.org> wrote:
> The ATARI 800 has 8 mediocre sprites. 4 1-colored players, only 8 lores
> pixels wide and 4 missiles, only 2 pixels wide.
>
> This is ridiculous compared to the 8 HiRes sprites of the C64 which are
> 24*21 pixels in HiRes or 12*21 in Multicolor.

Sure, but not bad for coming out _3 years_ earlier. :^) Computing
technology moves pretty fast.

> C64 wins

I don't think anyone was arguing whether the C=64 had better sprites. :)

> The ATARI has 256 colors - but where? All the colors look the same and admit
> it, the ATARI doesn't even have a decent red. The colors of the ATARI 8 Bits
> are blurry, ridiculous and not as sharp as the C64's colors.

I'm not sure how a 'color' can be 'blurry'. Maybe you've never seen an
Atari connected to a decent display using an Svideo cable...?

> In HiRes, the A8 can only use 2 colors.The C64 can use all 16. The
> A8 can use artifacting, but the colors look like old PC CGA
> colors.Ugly.And this doesn't work on PAL machines, all they get is a
> monochrome screen.

I thought that PAL simply got slightly different colors.

<snip>
> ATARI's 256 color mode - ridiculous, the resolution is only 80*96 and these
> pictures look bad.

80x192, actually.

> Sound :
> Not much to say.

Agreed. Though when listening to streaming chiptunes (e.g., Kohina),
I'm often pleased to see "Atari XL" music composed by "X-Ray" which sounds
about as good as some of the best C=64 stuff I hear on that station! >:^)

ducks for cover

<snip>
> The ATARI had always compatibility issues. How many different ATARI
> 8 Bit machines are there? Some with 16K like 400 or 600 XL, some

> with 48K like the 800 and some with 64K like the 800 XL and the
> 128K 130 XE.

Sometimes users like choice. Visit your local toothpaste or cereal
aisle at the super market. :^)

> They have at least 2 different versions of the OS. Some old programs
> won't work on the XL/XE machines. XL/XE programs won't work
> on the old 48K machines with the old OS.

I'm not sure how that's a bad thing. Do C=128-specific programs run
on C=64s?

> They didn't really improve th XL/XE machines. No better
> graphics, still the same 1-colored 4 players and 4 missiles
> and the extra 16K RAM are almost impossible to find.

Well, we all know that Atari had really lame priorities ever since...
well... when did Bushnell leave? :)

<snip>
> The C64 did never have this compatibility issues. Programs worked
> on every C64.

Regarding DOSes, it's not hard to simply boot another DOS on the Atari,
since they're on disk. No ROM chips to swap out. :)

> And the C64 didn't have such a lame DOS. It has its disk operating
> system and it works.You don't have to search for the correct DOS,
> you have only one density and everything works on every C64.

I'm _very_ glad I have MyDOS, and do not have to deal with C=64's "DOS"
from 1982. ;^)

> And don't let us talk about cassette recorders. The ATARI
> cassette recorders are slow.Very slow. They can play music
> while loading, but who needs that? The C64 can load
> very fast from tapes, while loading with the ATARI takes
> ages.

People still use cassettes? :) Oh wait, you're talking about back
when the C=64 came out.

People still used cassettes in 1983!? :)

<snip>
> BUT, it forced us to learn POKEs and learning POKEs is
> the first step to learn Assembler, machine language.

I went straight from Atari BASIC to Action!, and then into C.
Thanks to Atari, Action! and C courses in college, I'm now employed
full-time as a video game developer.

I'm not sure how much 6502 experience would help. I haven't done _one lick_
of assembly in the years I've worked hear. It's practically shunned upon.

(These are phones with 100x the computing power of the Atari or C=64,
with threaded OSes and such!)

<snip>
> Many ATARI users keep telling us that the ATARI had
> "incredibly" strong games in the early 80s such as
> Ballblazer or Koronis Rift. Yes, this may be the truth,
> because the ATARI was a machine of the 70s and
> the early 80s.
>
> After 1985,

After 85, I wouldn't even really be thinking about the C=64 any more,
either. I would have moved on to the Amiga. ;^)

<snip>
> The C64 totally beats the ATARI machines. The ATARI
> machines are absolutely inferior and they can only
> be compared with systems like the VC20 or the Apple II.

You seemed to focus a lot on games. Of course, we all know that
IBM PC and Apple killed the Atari and Commodore both, simply because
so many more people wanted to do _non_game_ tasks.

<snip>
> This is the reason, the C64 dominated the 80s and the
> 8 Bit era. It was cheap, powerful and easy to
> understand while the ATARI was old-fashioned,
> weak and far too complicated.

Don't tell that to me when I try to sit down and load a game on a C=64.
Sure, the Penny Arcade theme song is catchy, but my friends and I
had to ask the artist what the hell "L shift O to the quote and then dollah"
actually _meant_.

Jeez... anyone at Commodore ever hear of typing "DIR" [return] to get
a disk directory!?!? :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5214. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 02:50:41 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43bf2b5d$0$17946$f69f905@mamut2.aster.pl>
Source record: 8268
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> No, not really. If speaking the truth is regarded as trolling these days

If Atari is so killed and dead, then please tell me why you Commdore guys bother crossposting to the Atari newsgroup?

KMK

5215. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 03:05:40 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43bf3034@quokka.wn.com.au>
Source record: 8269
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

KMK wrote:

>> No, not really. If speaking the truth is regarded as trolling these days
>
> If Atari is so killed and dead, then please tell me why you Commdore guys
> bother crossposting to the Atari newsgroup?
>
> KMK

exactly.

At least Atari hardware is interesting, unlike that unimaginative spectrum
junk.

5216. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 04:38:35 UTC
From: thewises <thewises@enter.net>
Message-ID: <43bf45c5$0$6439$cd3e3bf6@news.enter.net>
Source record: 8270
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"kevin" <kevnospam242@gmail.com> wrote in message
news:kfdpq1t6icdl7b4f53mcr3vcs1gm1pjfed@4ax.com...
> On Fri, 23 Dec 2005 20:40:33 -0500, You <you@cogeco.ca> wrote:
>
>>> Yeah, they're not great. But I don't think the PCs of that time were any
>>> worse at gaming than the Apple II was. The Ataris and Commodores easily
>>> outdid both of them, however.
>>>
>>>
>>The Apple II? Ph, you mean the computer that couldn't even do lowercase
>>characters for the longest time... Duh! It's a good thing there were no
>>netiquette rules back then; Apple II users would have been flamed to hell
>>and back for SHOUTING!!!

The Atari 8-bit and the C64 had a lot of custom hardware in them. The Apple
II and the PC were built from parts-bin stuff. I played some Apple games on
a emulator out of curiosity, and I was not impressed with them, particularly
after playing the same games on the C64. The Apple's graphics were not much
better then CGA graphics. Nor was the sound anything worth noting. Remember
that the Apple used a mono-channel beeper just like the PC did. The
difference was that on a PC, the timer chip controlled the speaker. On the
Apple, the CPU controlled the speaker, so you couldn't have much of any
sound in games as it would slow down the whole computer.

> that is true, and yet there are some great games for Apple II series.

There were some good games for the CGA PCs, as well. Digger, Alley Cat, and
Shamus were some examples of well-done games on the PC.

5217. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 04:53:04 UTC
From: secretspam@ihatespam.net
Message-ID: <43c145e6.17334265@nntp.charter.net>
Source record: 8271
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

On Fri, 6 Jan 2006 10:41:30 +0100, "Peter de Vroomen"
<peterv[at][spamblock]jaytown[dot]com> wrote:

>And it was badly done too, because they hardly added any new stuff when
>going from the Atari 400/800 to the 600XL/800XL. It was mostly integration
>of the chips to get the costs down.

This is what I think, based on remembering talking to many people who
were deciding what to get back then:

They NEEDED to get the cost down! Trouble is they never got it down
far enough fast enough to compete with the C64. The 800 was trying to
compete with the Apple2, but it couldn't due in large part to Apple's
wise maneuver of getting education all outfitted in Apple. By the
time Atari tried (and failed) to compete with the C64 price point, the
momentum was already in the C64 favor. I still remember Atari 800XLs
at $320 with C64s at like $200-250. It is my belief that the
technical merits of the machines was less a factor than price point.
I think the great unwashed masses, rightly or wrongly, saw them as
rough equivalent commodities and came down on the side of price. And
the C64 was cheaper.

>But anyway, you could have kept you post a lot shorter. The argument of the
>8 sprites is enough to make the C64 come out on top.

The 8 sprites is definitely the superior of the Atari, but for me, not
enough to put it on top.

>And the argument of the C64's BASIC is only partly true. Stick in a Simon's
>Basic cartridge, and the machine destroys any Basic ever run on any Atari.
>You can also load Simon's Basic from tape or floppy.

No, it doesn't. Atari8 wins the BASIC battle IMHO. BASIC XL/XE,
Turbo BASIC (and the compiler! yeah!) are the better. Simon's BASIC
was pretty darn good though, and light years ahead of the built in
BASIC. Also on a stock alone basis, Atari's BASIC was much better
than the C64 built in.

I might also add, that Atari wins in the OS/DOS department as well.
SpartaDOS (especially X) was way ahead, and stock for stock or modded
for modded, Atari's floppy drives were faster too.

I think both the C64 and Atari8 were/are fine machines and I have a
similar respect for both. And I'm not just saying that to try and
compromise.

5218. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 05:05:22 UTC
From: secretspam@ihatespam.net
Message-ID: <43c24b77.18758890@nntp.charter.net>
Source record: 8272
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Commodore had for more quality issues than Atari. Not that Atari was
saintly mind you (especially once the XEs came out). No one with a
shred of honesty even pretends to debate this.

On 7 Jan 2006 01:41:03 GMT, Christian Potzinger <cjp@styrion.net>
wrote:

>Lion Of Judah hat geschreibselt:
>
>> I remember having to replace the sid chips every two weeks or so, and
>> also having to re-align those 1541 drives almost every 3 days.
>
>What the Hell did you to your Commodore? I had mine
>for Years and not a single Hardware Probleme.
>
>> C64 was a real piece of shit.
>
>THAT lies in the Eye of the Beholder ;)

5219. Re: Technical comparision

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 05:30:07 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <43BF51F2.4040308@cfl.rr.com>
Source record: 8273

Hi Bill!

Good descriptions all around. On the monitors I've owned (an old
Magnavox, long gone, and a Commodore 1702, still around) APAC mode
worked quite beautifully. On other peoples' monitors it looked rather
sick. I've always attributed it to the filtering methods to separate
the brightness (Luma) signal from the color (Chroma) signal on NTSC
monitors. Some displays used a notch/bandpass filter. "Better"
displays used a comb filter that involves a one-horizontal line delay.
See this link: http://www.extron.com/technology/archive.asp?id=ntscdb3

On an Atari 8-bit running APAC mode, this had the desirable effect of
bleeding the color (from the 16 hue line) into the next line of 16
greyscale (and probably the other way around for the next line).

William Kendrick wrote:
> In comp.sys.atari.8bit KMK <draco@obta.uw.edu.pl> wrote:
>
>>No, it really does. Alternating these modes you get sorta 8-bit per pixel and
>>full 256 colors in 80x96 (or 96x119 if preferred). However, this trick only
>>works on PAL TV.
>
>
> You've described APAC mode ("Any Point, Any Color"). Alternating each
> line between 16 hue mode and 16 greyscale mode gave you 80x96 "pixels"
> (the interlacing was quite obvious), which kind of looked like 256 colors.
>
> There's also a higher resolution variation of APAC mode which actually
> alternates two screens, one with the hues on even lines and greys on
> oddl ines, and the other with the opposite. That gives you 80x192, 256
> colors, with a little flickering.
>
> This provided a kind of washed-out representation of the Atari's true
> 256 colors (i.e., compare it to a solid, non-flickering screen of shades
> where the shaded pixels' hues are actually changed via DLI, rather than
> combined with other hue pixels by your eyes' persistence of vision).
>

Your 8-bit friend,

Jeff Potter

5220. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 05:35:03 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43bf5337@quokka.wn.com.au>
Source record: 8274
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

SgtSilicon wrote:

> Commodore had for more quality issues than Atari. Not that Atari was

Not that Im disagreeing, because Ive heard many horror stories of commodore equipment, but all I can say is Ive had almost zero problems with my gear over a period of 18 or so years.

Ive had one 1084S blow..... and one really old c64 I acquired recently blew a CIA.... and thats pretty much it. I have stacks of gear, and it all just seems to work....

I must be blessed or something.

5221. Re: MSDOS to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 06:22:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43bf62f2c2c061@comcast.net>
Source record: 8283

>
>Jack Tseng wrote:
>> I need to find a program for Windows or DOS. The program I am looking for is
>> to transfer the files from MSDOS to the image ATR without the Atari 8bit
>> emulator.
>>
>> Thanks!
>> Jack
>
>AtrUtil at
>http://atari.ksiders.tzo.com/a8emulators.html

I can vouch for this one. I have it and it works great.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5222. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 06:24:30 UTC
From: 2000man@wongfaye.com
Message-ID: <1136615070.445595.94020@f14g2000cwb.googlegroups.com>
Source record: 8280
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

is it just me or is this argument about as dated as a stick vs a rock

sure i still have my c64c in the garage i even did the x1541 cable and put a bunch of games off of the arnold ftp site back on disk but i grew out of it quite a while ago

i wont be playin with it untill someone gives me a device that will allow me to use a zip drive with it the loading time was always the joke

i was loading rambo 3 once and forgot what game i wanted to play before it loaded

to me the nes killed the c64

i did a bunch of school papers with bank street writer and used printshop to make banners and cards for birthday parties for years(i still have a reem of paper with the tractor feed werent those the days)

to be honest i bought a few games mostly from accolade and electronic arts and every time i bought an ocean game i sould swear it was my last but i must have bougt 5 or 6

the main reason i liked it was the ease of copying games and downloadin them on my 300 baud modem

which was the atari computer that had the keyboard that was a membrane i knew a guy with one of them and didnt buy an atari till the lynx came out

5223. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 06:24:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43bf62f2c2c062@comcast.net>
Source record: 8284
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

>X-No-Archive:yes
>
>Face it, the ATARI 800 XL and XE machines were a failure and the C64 killed
>these systems.
>
>Let me tell you WHY the 800 failed and why the C64 is so much better:

Who really cares?? Not me. I had a C64 and gave it up. I liked my XL/XE computers much better. You like the C64 and that is fine, but do not come here and bash your computers. Thanks.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5224. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 08:09:53 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43bf7780@quokka.wn.com.au>
Source record: 8276
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

agila61@netscape.net wrote:

> As far as explaining after the fact why the C64 was a hit, bit fat
> hairy deal. Its explaining before the fact what is needed to make a
> hit that is a big deal. Clearly Commodore lost that ability shortly
> after the C64 was released.

Sour Grapes, aisle 5, 99c a kilo.

5225. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 08:17:07 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <-eGdnXesS4xh5SLenZ2dnUVZ_s2dnZ2d@comcast.com>
Source record: 8278
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

<2000man@wongfaye.com> wrote in message
news:1136615070.445595.94020@f14g2000cwb.googlegroups.com...
>
> which was the atari computer that had the keyboard that was a membrane
> i knew a guy with one of them and didnt buy an atari till the lynx came
> out

HAH! Even we Atari fanatics hate the keyboard on the 400 (personally, I hate the whole damn machine). The 800, however, has/had a great keyboard. Never had an XL, but the keyboards in the XE line suck. SUCK. SUCK. SUCK. The guys I telnet chat with are used to hearing me complain about how it feels like I'm typing in oatmeal with my 130XE.

Maybe one of these years I'll get the keyboard kit for it to make it feel less mushy. :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5226. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 08:48:46 UTC
From: drHirudo <drhirudo@mail.bg>
Message-ID: <1136623726.530169.58800@o13g2000cwo.googlegroups.com>
Source record: 8281
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

> I remember having to replace the sid chips every two weeks or so, and also
> having to re-align those 1541 drives almost every 3 days.

I have 7 C64 mobos and two 1541s put in my basement. None of them is
working.

5227. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 08:59:44 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43bf8330@quokka.wn.com.au>
Source record: 8282
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

drHirudo wrote:

>> I remember having to replace the sid chips every two weeks or so, and
>> also having to re-align those 1541 drives almost every 3 days.
>
> I have 7 C64 mobos and two 1541s put in my basement. None of them is
> working.

I have a dozen c64s and a dozen 1541's in the shed. All of them work.

5228. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 13:25:30 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <t7gvr1dk3pkh0ve5t2q3lauoe5dbh5s962@4ax.com>
Source record: 8285
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

```
On Fri, 6 Jan 2006 08:12:40 +0100, "Commodorus"
<kingcommodorus@mastersofcommodore.org> wrote:

Yes, I'm crossposting, like the original poster did.

>Alternate Reality? Not really a great game. The
>ATARI does use some ugly color-bars, the
>C64 version is better.

I didn't read much of the post, but when my eye got into this bit, I
concluded that I can't trust your judgement. Sorry.
```

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5229. Broken Atari 1050 drive needed ! (UK pref)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 13:59:10 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1136642350.828236.301660@z14g2000cwz.googlegroups.com>
Source record: 8295

I have here an excellent 1050 drive complete, boxed in excellent condition but it refuses to start. The mechanics seem as new but the PCB has had its day. I'm looking to buy an old 1050 that can be in any condition but must have a working PCB (the drive itself can be knackered, missing etc) so I can do a switcheroo. Even just the circuit board would do.

The only ones that turn up on ebay seem to be fully functioning, now is the chance for you to get a bit of money for an old drive carcass that just lies around.

Emails to dunxuk at aol.com, I'm in the UK. Thanks again everyone!

5230. Has anyone tried making a port of Pirates! to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 14:50:35 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <rfKdnW2r05agSCLenZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 8286

One advantage I find of the Atari over the C64 is that the graphics were always much cleaner. I think Sid Mier's Pirates on the Atari 8-bit would be nice. The swordfighting duos would be the hardest part to pull off. For the ships in battle, I think two players combined for each ship would do for two colors (usually black with white sail) and two missiles combined could be used for the gunfire. It would have been nice, oh well :) I thought the Atari ST Pirates! was nicely done especially with a harddrive. The C64 Pirates was a pain with all the load times.

5231. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 16:36:52 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43bfecfc$0$17932$f69f905@mamut2.aster.pl>
Source record: 8287
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> the keyboards in the XE line suck. SUCK. SUCK. SUCK.

You're apparently unfortunare enough to have late, chinese 130XE. Keyboards in those really do suck. However, a bit earlier XE computers - I have one, bought it in 1988 - have different keyboards, so called "on springs", and typing on that is really very convenient.

Nothing beats the 800 in that matter, though.

KMK

5232. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 17:07:33 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <i7tvr15p0fgpjj79eniqe2mmqe3temaism@4ax.com>
Source record: 8288
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 07 Jan 2006 17:36:52 +0100, KMK <draco@obta.uw.edu.pl> wrote:

> > the keyboards in the XE line suck. SUCK. SUCK. SUCK.
>
>You're apparently unfortunare enough to have late, chinese 130XE. Keyboards in
>those really do suck. However, a bit earlier XE computers - I have one, bought
>it in 1988 - have different keyboards, so called "on springs", and typing on
>that is really very convenient.
>
>Nothing beats the 800 in that matter, though.
>
>KMK

this is true, back in the 80's I got a 130xe for Christmas when they
first came out and the keyboard was nice. It's long gone :-(but I
recently bought a 65xe (actually the same as a 130xe minus the extra
ram) it was one of the late model NTSC XE's and the keyboard is pretty
bad! It doesnt bother me, because to be quite honest Id ont do much
serious typing on it... but it is mushy!

5233. Re: Has anyone tried making a port of Pirates! to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 21:06:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.07.21.06.25.45297@charter.net>
Source record: 8289

On Sat, 07 Jan 2006 09:50:35 -0500, Lion Of Judah wrote:

> One advantage I find of the Atari over the C64 is that the graphics were
> always much cleaner. I think Sid Mier's Pirates on the Atari 8-bit would be
> nice. The swordfighting duos would be the hardest part to pull off. For the
> ships in battle, I think two players combined for each ship would do for two
> colors (usually black with white sail) and two missiles combined could be
> used for the gunfire. It would have been nice, oh well :) I thought the
> Atari ST Pirates! was nicely done especially with a harddrive. The C64
> Pirates was a pain with all the load times.

Wait, you've not cross posted this to all the Commodore and Spectrum
newsgroups! :-)

--
_/_/_/

5234. Re: Has anyone tried making a port of Pirates! to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 21:35:05 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <ANednZPWEoeRqV3enZ2dnUVZ_tGdnZ2d@comcast.com>
Source record: 8291

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.01.07.21.06.25.45297@charter.net...
> On Sat, 07 Jan 2006 09:50:35 -0500, Lion Of Judah wrote:
>
>> One advantage I find of the Atari over the C64 is that the graphics were
>> always much cleaner. I think Sid Mier's Pirates on the Atari 8-bit would
>> be
>> nice. The swordfighting duos would be the hardest part to pull off. For
>> the
>> ships in battle, I think two players combined for each ship would do for
>> two
>> colors (usually black with white sail) and two missiles combined could
>> be
>> used for the gunfire. It would have been nice, oh well :) I thought the
>> Atari ST Pirates! was nicely done especially with a harddrive. The C64
>> Pirates was a pain with all the load times.
>
> Wait, you've not cross posted this to all the Commodore and Spectrum
> newsgroups! :-)

Yeah, I never do...except when the original post does. I usually just hit
reply without changing any of the ngs.

>
> --
> _/_/_/_

5235. AFL Football!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-07 21:42:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.07.21.42.41.216527@charter.net>
Source record: 8290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

3 days left in the AFL Football tourney on The DarkForce! BBS folks...

You've still got time to enter into a division and make it into the playoffs.

One lucky player will take home a $25 prize! :-)

--
_/_/_/

5236. Re: AFL Football!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 02:18:03 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <43c074bf$0$30771$afc38c87@news.optusnet.com.au>
Source record: 8292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> 3 days left in the AFL Football tourney on The DarkForce! BBS folks...
>
> You've still got time to enter into a division and make it into the playoffs.
>
> One lucky player will take home a $25 prize! :-)
>

Australian Football League? Been over for about 4 months;-)

Mark

5237. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 02:47:13 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11s0v3bmnrg5l6d@corp.supernews.com>
Source record: 8293
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Commodorus wrote:
> X-No-Archive:yes
>
> Face it, the ATARI 800 XL and XE machines were a failure and the C64 killed
> these systems.
>
Balderdash! Microsoft, Intel, Mismanagement, and Progress killed the
pair of them. This argument is about as timely as a Frank Sinatra single.

TJ

5238. Atari faulty 1050 disk drive needed (uk)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 03:58:45 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1136655432.473629.123730@z14g2000cwz.googlegroups.com>
Source record: 8205

Sorry if this appears twice, google groups seems to be playing up at the moment.

Does anyone in the group have a non-functioning 1050 drive, I have one that needs a replacement PCB so if anyone has a carcass sitting around with intact circuitry I'm interested. Even just the circuit board would do. I'm in the UK but even if you are overseas let me know how much you would be looking for.

Thanks again to everyone in this group, and a belated happy new year to you all!

5239. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 04:37:54 UTC
From: secretspam@ihatespam.net
Message-ID: <43c29709.103641656@nntp.charter.net>
Source record: 8294
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The 1200XL has the best Atari KB. 800 is second best.

On Sat, 07 Jan 2006 17:36:52 +0100, KMK <draco@obta.uw.edu.pl> wrote:

> > the keyboards in the XE line suck. SUCK. SUCK. SUCK.
>
>You're apparently unfortunare enough to have late, chinese 130XE. Keyboards in
>those really do suck. However, a bit earlier XE computers - I have one, bought
>it in 1988 - have different keyboards, so called "on springs", and typing on
>that is really very convenient.
>
>Nothing beats the 800 in that matter, though.
>
>KMK

5240. Multi-carts or flash carts on Classic systems

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 10:02:33 UTC
From: big_d_316@yahoo.com
Message-ID: <1136672974.214894.211600@g49g2000cwa.googlegroups.com>
Source record: 8208
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.cbm

HI,
Well, I have alot of game machines/classic computers and alot of carts for each of them, and when I play it is a pain. You know what I am talking about. I am looking for a way to fit as many into one cart as possible, so I can box up alot of my carts and put them in a safe place. I know of some that exist, but are there more, or maybe better solutions ?

Systems I am looking for:

Intellivision: Well, I know there is a thing like the Atari Supercharger exists, but now out of production I would love to play ECS games on the real deal :(

Colecovision/Adam: I found one, but Telegames pulled the plug on this multi-cart. I may just have to find a way to back them up on disk.

Atari 7800: Cuttle cart is the way to go. I wish these were on all systems :)

Atari 8-bit: FlashMax looks great

Commodore 64/128: So far disk looks like my best option. Somebody has suggested Retro-Replay. Would that work?

Oddyssey2: 128-in-one looks like the best option

Vic-20: Well, I wonder loading from disk onto 24k card would do the trick

Farichild Channel F: I think I am out of luck here

5241. Multi-carts or flash carts on Classic systems

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 10:13:55 UTC
From: big_d_316@yahoo.com
Message-ID: <1136672943.164142.267720@g47g2000cwa.googlegroups.com>
Source record: 8211
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.cbm

HI,
Well, I have alot of game machines/classic computers and alot of carts for each of them, and when I play it is a pain. You know what I am talking about. I am looking for a way to fit as many into one cart as possible, so I can box up alot of my carts and put them in a safe place. I know of some that exist, but are there more, or maybe better solutions ?

Systems I am looking for:

Intellivision: Well, I know there is a thing like the Atari Supercharger exists, but now out of production I would love to play ECS games on the real deal :(

Colecovision/Adam: I found one, but Telegames pulled the plug on this multi-cart. I may just have to find a way to back them up on disk.

Atari 7800: Cuttle cart is the way to go. I wish these were on all systems :)

Atari 8-bit: FlashMax looks great

Commodore 64/128: So far disk looks like my best option. Somebody has suggested Retro-Replay. Would that work?

Oddyssey2: 128-in-one looks like the best option

Vic-20: Well, I wonder loading from disk onto 24k card would do the trick

5242. Multi-carts and Flash carts on classic systems

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 14:30:59 UTC
From: big_d_316@yahoo.com
Message-ID: <1136730659.358455.103590@g14g2000cwa.googlegroups.com>
Source record: 8210
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

I have a large collection of classic units, and large collection of game carts for each one. I would like to box up alot of my carts and put them in storage to make some room around here. I was wondering if there are any solutions for these systems or better ones than I have found so far.

Commodore 64: Somebody recomended a Retro Replay, does this hold alot of rom images? If not, I'll have to research in running them off the floppy drive.

Vic-20: Found nothing so far, but would it work to have a 24k ram board and run carts off the disk drive?

Atari 8bit: I have a Flash Max!!

Atari 7800: Cuttle Cart2

Coleco: I know there was a multi cart, but Telegames shut it down. A flash cart would be nice but haven't found one. I could possibly run carts off the floppy on the Adam I guess. I would love to see a cuttle cart2 type thing for it.

Oddyssey2: I found a 128-in-1 cart!

Intellivision: All I found so far is a Supercharger type device which isn't made anymore. I want to play the ECS games on the real thing!! I would love to see a cuttle cart2 type device for it.

Fairchild Channel F: I think I am out of luck here LOL

5243. Multi-carts and Flash carts on classic systems

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 14:32:11 UTC
From: big_d_316@yahoo.com
Message-ID: <1136730731.012275.267890@g44g2000cwa.googlegroups.com>
Source record: 8207
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

I have a large collection of classic units, and large collection of game carts for each one. I would like to box up alot of my carts and put them in storage to make some room around here. I was wondering if there are any solutions for these systems or better ones than I have found so far.

Commodore 64: Somebody recomended a Retro Replay, does this hold alot of rom images? If not, I'll have to research in running them off the floppy drive.

Vic-20: Found nothing so far, but would it work to have a 24k ram board and run carts off the disk drive?

Atari 8bit: I have a Flash Max!!

Atari 7800: Cuttle Cart2

Coleco: I know there was a multi cart, but Telegames shut it down. A flash cart would be nice but haven't found one. I could possibly run carts off the floppy on the Adam I guess. I would love to see a cuttle cart2 type thing for it.

Oddyssey2: I found a 128-in-1 cart!

Intellivision: All I found so far is a Supercharger type device which isn't made anymore. I want to play the ECS games on the real thing!! I would love to see a cuttle cart2 type device for it.

Fairchild Channel F: I think I am out of luck here LOL

5244. Multi-carts and Flash carts on classic systems

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 14:33:18 UTC
From: big_d_316@yahoo.com
Message-ID: <1136730798.867598.48690@g49g2000cwa.googlegroups.com>
Source record: 8212
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

I have a large collection of classic units, and large collection of game carts for each one. I would like to box up alot of my carts and put them in storage to make some room around here. I was wondering if there are any solutions for these systems or better ones than I have found so far.

Commodore 64: Somebody recomended a Retro Replay, does this hold alot of rom images? If not, I'll have to research in running them off the floppy drive.

Vic-20: Found nothing so far, but would it work to have a 24k ram board and run carts off the disk drive?

Atari 8bit: I have a Flash Max!!

Atari 7800: Cuttle Cart2

Coleco: I know there was a multi cart, but Telegames shut it down. A flash cart would be nice but haven't found one. I could possibly run carts off the floppy on the Adam I guess. I would love to see a cuttle cart2 type thing for it.

Oddyssey2: I found a 128-in-1 cart!

Intellivision: All I found so far is a Supercharger type device which isn't made anymore. I want to play the ECS games on the real thing!! I would love to see a cuttle cart2 type device for it.

Fairchild Channel F: I think I am out of luck here LOL

5245. Classic system Flash carts, multi-carts

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 15:23:58 UTC
From: big_d_316@yahoo.com
Message-ID: <1136733838.477547.282830@g49g2000cwa.googlegroups.com>
Source record: 8213
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.classic

I have a large collection of classic units, and large collection of game carts for each one. I would like to box up alot of my carts and put them in storage to make some room around here. I was wondering if there are any solutions for these systems or better ones than I have found so far.

Commodore 64: Somebody recomended a Retro Replay, does this hold alot of rom images? If not, I'll have to research in running them off the floppy drive.

Vic-20: Found nothing so far, but would it work to have a 24k ram board and run carts off the disk drive?

Atari 8bit: I have a Flash Max!!

Atari 7800: Cuttle Cart2

Coleco: I know there was a multi cart, but Telegames shut it down. A flash cart would be nice but haven't found one. I could possibly run carts off the floppy on the Adam I guess. I would love to see a cuttle cart2 type thing for it.

Oddyssey2: I found a 128-in-1 cart!

Intellivision: All I found so far is a Supercharger type device which isn't made anymore. I want to play the ECS games on the real thing!! I would love to see a cuttle cart2 type device for it.

Fairchild Channel F: I think I am out of luck here LOL

5246. 410 Insert: Operating System 255 (C015351)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 15:48:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <rkc2s1pb6si04kcj7re7o899rnup6eba8t@4ax.com>
Source record: 8296

I don't know if this is rare or not, but I found myself in possession of this single sheet of paper that is a correction from Atari for the 410 Operator's Manual.

The only 410 Operator's Manual that I have right now is C014810 Rev. 2, and already has this identical information on the back page. So presumably this correction sheet was to be paired with Rev. 1 of the manual.

Anyway: http://home.centurytel.net/hunmanik/410insert-os255.htm

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5247. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 16:52:08 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43c1433b$1@duster.adelaide.on.net>
Source record: 8297
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"Simon Scott" <simon@chrome64.org> wrote in message
news:43bf8330@quokka.wn.com.au...
> drHirudo wrote:
>
>>> I remember having to replace the sid chips every two weeks or so, and
>>> also having to re-align those 1541 drives almost every 3 days.
>>
>> I have 7 C64 mobos and two 1541s put in my basement. None of them is
>> working.
>
> I have a dozen c64s and a dozen 1541's in the shed. All of them work.
>

I had 9 C64's, 2 C128's and a bunch of drives at one stage and none of them
ever had a problem.

5248. USBDOS 0.1 - Tool to access FAT32 Filesystem on an USB Storage

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 21:43:28 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2006.01.08.21.43.28.37429@strotmann.de>
Source record: 8198

Hi,

A preview of a new tool to access a FAT32 Filesystem on USB Storage can be
downloaded at Sourceforge:
http://sourceforge.net/project/showfiles.php?group_id=111428&package_id=175280

Sourcecode and short Command Summary USBDOS Program is available in the
MicroUSB Wiki:
http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBCartUsbDos

The current version is not really useful for Users. It is more a preview
what will be available in the next weeks.

This tool will be expanded in the
next weeks and will hopfully evolve in a full DOS for USB FAT32 Devices.
It will be possible to copy File from USB Device to the Atari and back in
the next versions. This version can be used to explor the Device and to
list the Root Directory on an USB Storage.

Best regards

Carsten Strotmann
MicroUSB Project
for Atari XL/XE

5249. Re: USBDOS 0.1 - Tool to access FAT32 Filesystem on an USB Storage

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-08 22:04:20 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <t133s1dup82tt37stj64sv09mpv1kr66ah@4ax.com>
Source record: 8199

Carsten Strotmann <cas_news@strotmann.de>:

>A preview of a new tool to access a FAT32 Filesystem on USB Storage can be

Awesome! Great work, guys!

--
Shawn Jefferson
(fix reply to for email)

5250. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 04:30:56 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <ooednYPZNIOaelzeRVn-jA@comcast.com>
Source record: 8200
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

```
"Clockmeister" <no-one@nowhere.com> wrote in message
news:43c1433b$1@duster.adelaide.on.net...
>
> "Simon Scott" <simon@chrome64.org> wrote in message
> news:43bf8330@quokka.wn.com.au...
>> drHirudo wrote:
>>
>>>> I remember having to replace the sid chips every two weeks or so, and
>>>> also having to re-align those 1541 drives almost every 3 days.
>>>
>>> I have 7 C64 mobos and two 1541s put in my basement. None of them is
>>> working.
>>
>> I have a dozen c64s and a dozen 1541's in the shed. All of them work.
>>
>
> I had 9 C64's, 2 C128's and a bunch of drives at one stage and none of
> them ever had a problem.

I should have mentioned, I used it in the Carribean, tropical
climate...perhaps heat might have been an issue?
```

5251. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 04:35:51 UTC
From: agila61@netscape.net
Message-ID: <1136781350.984906.233070@o13g2000cwo.googlegroups.com>
Source record: 8209
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Lion Of Judah wrote:

> I should have mentioned, I used it in the Carribean, tropical climate...perhaps heat might have been an issue?

If the power supply was anywhere NEAR as bad as Grenada's in the 1980's, it could be a combination of heat and bad power supply from the grid. Luckily I had a C128 when I was in Greneda, and it had a much more robust power supply than the C64.

5252. test posting to comp.sys.atari.8bit - please ignore

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 05:03:18 UTC
From: Anonymous <Anonymous@none.com>
Message-ID: <43c1e4f8$0$6268$a15e20c9@news.newsgroupdirect.com>
Source record: 8201

```
test posting to comp.sys.atari.8bit - please ignore

--
The Source For Premium Newsgroup Access
Great Speed, Great Retention
1 GB/Day for only $8.95
```

5253. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 05:04:58 UTC
From: agila61@netscape.net
Message-ID: <1136783098.678953.27580@g43g2000cwa.googlegroups.com>
Source record: 8206

Simon Scott wrote:
> agila61@netscape.net wrote:

> > As far as explaining after the fact why the C64 was a hit, bit fat hairy deal. Its explaining before the fact what is needed to make a hit that is a big deal. Clearly Commodore lost that ability shortly after the C64 was released.

> Sour Grapes, aisle 5, 99c a kilo.

I don't get it. Sour grapes would be if you lose something and won't
admit that its your fault. I didn't work at Commodore either before
they lost the plot or after ... why would noticing that they lost the
plot be sour grapes?

5254. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 05:50:57 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1136785841@rtfm.mit.edu>
Source record: 8202
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5255. Re: test posting to comp.sys.atari.8bit - please ignore

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 06:28:46 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <3fGdnQFevtkIn1_enZ2dnUVZ_tGdnZ2d@comcast.com>
Source record: 8203

"Anonymous" <Anonymous@none.com> wrote in message
news:43c1e4f8$0$6268$a15e20c9@news.newsgroupdirect.com...
> test posting to comp.sys.atari.8bit - please ignore

That's what alt.test is for.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5256. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 08:09:36 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <43c21a5e$0$807$3a628fcd@textreader.nntp.hccnet.nl>
Source record: 8204
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Lion Of Judah wrote:
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:43c1433b$1@duster.adelaide.on.net...
>
>>"Simon Scott" <simon@chrome64.org> wrote in message
>>news:43bf8330@quokka.wn.com.au...
>>
>>>drHirudo wrote:
>>>
>>>>I remember having to replace the sid chips every two weeks or so, and
>>>>also having to re-align those 1541 drives almost every 3 days.
>>>>
>>>I have 7 C64 mobos and two 1541s put in my basement. None of them is
>>>working.
>>>
>>>I have a dozen c64s and a dozen 1541's in the shed. All of them work.
>>>
>>
>>I had 9 C64's, 2 C128's and a bunch of drives at one stage and none of
>>them ever had a problem.
>
>
> I should have mentioned, I used it in the Carribean, tropical
> climate...perhaps heat might have been an issue?

That is very well possible.

5257. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 10:56:25 UTC
From: Simon Scott <simon@chrome64.org>
Message-ID: <43c24185@quokka.wn.com.au>
Source record: 8214
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Lion Of Judah wrote:

> I should have mentioned, I used it in the Carribean, tropical
> climate...perhaps heat might have been an issue?

Im in Perth, Western Australia - hot and humid.

5258. FA: Ebay VINTAGE ATARI 130XE PERSONAL COMPUTER WITH ACCESSORIES

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 12:18:45 UTC
From: "Mr. Lee" <bubba@biff.com>
Message-ID: <6vswf.112292$oG.81004@dukeread02>
Source record: 8215
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=82631&item=8748999224

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8250204208

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=62053&item=8250201817

5259. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 12:42:15 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43c25a2a$1@duster.adelaide.on.net>
Source record: 8216
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

```
"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:ooednYPZNIOaelzeRVn-jA@comcast.com...
> "Clockmeister" <no-one@nowhere.com> wrote in message
> news:43c1433b$1@duster.adelaide.on.net...
>>
>> "Simon Scott" <simon@chrome64.org> wrote in message
>> news:43bf8330@quokka.wn.com.au...
>>> drHirudo wrote:
>>>
>>>>> I remember having to replace the sid chips every two weeks or so, and
>>>>> also having to re-align those 1541 drives almost every 3 days.
>>>>
>>>> I have 7 C64 mobos and two 1541s put in my basement. None of them is
>>>> working.
>>>
>>> I have a dozen c64s and a dozen 1541's in the shed. All of them work.
>>>
>>
>> I had 9 C64's, 2 C128's and a bunch of drives at one stage and none of
>> them ever had a problem.
>
> I should have mentioned, I used it in the Carribean, tropical
> climate...perhaps heat might have been an issue?

Humidity may have been, heat dunno, it gets plenty hot here in summer.
```

5260. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 12:43:21 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <43c25a6c$1@duster.adelaide.on.net>
Source record: 8217
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"Simon Scott" <simon@chrome64.org> wrote in message
news:43c24185@quokka.wn.com.au...
> Lion Of Judah wrote:
>
>
>> I should have mentioned, I used it in the Carribean, tropical
>> climate...perhaps heat might have been an issue?
>
> Im in Perth, Western Australia - hot and humid.
>

Humid?

Not really compared to the tropics it's pretty dry.

(I'm in Perth too btw)

5261. Magnavox Computer Monitor 80

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 15:48:33 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <xludnbs4ztBMGF_eRVn-pw@adelphia.com>
Source record: 8218

I have an excess Magnavox Computer Monitor 80 available to anyone who is willing to pay shipping for it.

This is a composite green screen monitor. Unlike some versions, this one has no sound input or speaker but has a very clear picture, and a clean non-yellowed case.

Note: Although I get a great picture in Atari graphics modes and from an Apple II in both 40 and 80 columns, it doesn't seem to want to sync when attached to my XEP-80. This also happens with my other Magnavox Computer Monitor 80, so I don't know if the problem is my XEP-80 or just that these monitors are incompatible with it.

Anyways, the first person who claims it and is willing to pay actual shipping costs gets it. Email me at jharmonNO@SPAMus.net (obviously removing NO SPAM from the email address).

-Jason Harmon

5262. Incorrect information about Koronis Rift at wikipedia.org?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 21:03:00 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <8cAwf.153728$dP1.512117@newsc.telia.net>
Source record: 8219

Some threads posted recently in this newsgroup, and the
comp.sys.cbm newsgroup, made me want to check a couple of
games for the Atari and compare screenshots with the
Commodore 64 counterparts.

I happened to find an interesting record in wikipedia.org, about
the game in general, but also with a comment on the difference
between the Atari and Commodore versions.

http://en.wikipedia.org/wiki/Koronis_Rift

I am a bit surprised to read the third sentence in the first
paragraph. It must be a misunderstanding, that the Commodore
version utilises colour better, to fade in graphics.

Anders

5263. FREE to Good Home: Magnavox Computer Monitor 80

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 21:26:16 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <qcCdnbrwhZ1kSV_enZ2dnUVZ_sWdnZ2d@adelphia.com>
Source record: 8220

I should note that this is a US model NTSC monitor, and that it will be shipped from Maryland in US.

It is fairly light and shouldn't cost too much to ship.

-Jason Harmon

5264. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 21:41:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <43c2d886$0$58079$742ec2ed@news.sonic.net>
Source record: 8221
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.atari.8bit SgtSilicon <secretspam@ihatespam.net> wrote:
> The 1200XL has the best Atari KB. 800 is second best.

Agreed!

-bill!

5265. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 21:43:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <43c2d905$0$58079$742ec2ed@news.sonic.net>
Source record: 8222
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

In comp.sys.atari.8bit George Nakos <ggn@atarirocks.org> wrote:
> > Alternate Reality? Not really a great game. The ATARI does use
> > some ugly color-bars, the C64 version is better.
>
> I didn't read much of the post, but when my eye got into this bit, I
> concluded that I can't trust your judgement. Sorry.

Heh. :) Totally

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5266. "What's Wrong?" shirt & mousepad

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-09 23:40:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <43c2f469$0$58126$742ec2ed@news.sonic.net>
Source record: 8223

I've put together a black t-shirt and mouse pad at CafePress sporting
the Star Raiders heads-up-display with a big "WHAT'S WRONG?" in the
corner. :^)

For folks who feel like wasting $20+ bucks on such a shirt
(some change is thrown my direction ;^)), see:

http://www.cafepress.com/xlfan

I hope to add some other Atari 8-bit related stuff, like a t-shirt
with a big READY prompt, at the least. ;^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

5267. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-10 02:26:30 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <G9WdnYQSuP7Chl7eRVn-gA@comcast.com>
Source record: 8224
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

"Clockmeister" <no-one@nowhere.com> wrote in message
news:43c25a6c$1@duster.adelaide.on.net...
>
> "Simon Scott" <simon@chrome64.org> wrote in message
> news:43c24185@quokka.wn.com.au...
>> Lion Of Judah wrote:
>>
>>
>>> I should have mentioned, I used it in the Carribean, tropical
>>> climate...perhaps heat might have been an issue?
>>
>> Im in Perth, Western Australia - hot and humid.
>>
>
> Humid?
>
> Not really compared to the tropics it's pretty dry.

I remember returning to the island after years, when I got out the plane the humidity hit me as if I had just walked into a bathroom that someone just took a shower in. When I reached home, pretty late, downstairs was all locked up and as I was having dinner, I was drowning. The pepper sauce didn't help either.

:)

>
> (I'm in Perth too btw)
>

5268. Re: The C64 killed the ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-10 08:24:43 UTC
From: agila61@netscape.net
Message-ID: <1136881483.928263.276160@g14g2000cwa.googlegroups.com>
Source record: 8225
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Simon Scott wrote:
> Lion Of Judah wrote:

> > I should have mentioned, I used it in the Carribean, tropical
> > climate...perhaps heat might have been an issue?

> Im in Perth, Western Australia - hot and humid.

Not according to the BBC Weather Bureau. They have the humidity below 60 percent for November to March, and it only gets to 76 in winter AM. Where I was born "humid" means closer to 100 percent than to 50 percent. Those are called "the dog days of August". That's the kind of humidity I felt in Grenada, but being on the Windward side of the island meant that it was OK if you were on a shaded patio on the sea breeze side. The BBC weather bureau has Kingston Jamaica (one of the few Caribbean cities it lists) as being close to that, with AM humidity ranging from 77 to 88 percent, and PM humidity ranging from 61 to 73.

Of course that's its not as bad as Houston ... AM humidity in the high eighties 12 months of the year. In the summer time its like living in boiling water.

5269. Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-10 12:51:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.10.12.51.04.886056@charter.net>
Source record: 8226

Does anyone know if there was a version of LORD for Atari BBSs? If so,
where can I download or buy it? Thanks!
--
_/_/_/

5270. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-10 14:51:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.10.14.51.57.611442@charter.net>
Source record: 8227

On Tue, 10 Jan 2006 07:51:04 -0500, Ronald J. Hall wrote:

>
> Does anyone know if there was a version of LORD for Atari BBSs? If so,
> where can I download or buy it? Thanks!

Argh, of course I meant, "Legend Of The Red Dragon". :-(

--
_/_/_/

5271. Re: USBDOS 0.1 - Tool to access FAT32 Filesystem on an USB Storage

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-10 14:59:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c3cc36487750@comcast.net>
Source record: 8228

>This tool will be expanded in the
>next weeks and will hopfully evolve in a full DOS for USB FAT32 Devices.
>It will be possible to copy File from USB Device to the Atari and back in
>the next versions. This version can be used to explor the Device and to
>list the Root Directory on an USB Storage.
>
>Best regards
>
>Carsten Strotmann
>MicroUSB Project
>for Atari XL/XE

Great job here. Can't wait to try out the final version.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5272. Atari chat...

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-10 21:55:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002cef58@familynet-international.org>
Source record: 8235

```
FamilyNet International Newsgate

Feel free to jon the Atai chat, in progress at...

telnet://www.atarinews.org

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

5273. Re: MyIDE question

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 01:51:51 UTC
From: RoyE <r-dean@wcox.net>
Message-ID: <0wZwf.7637$eR.7350@fed1read03>
Source record: 8229

"Docrotcod" <rahbart@cox.net> wrote in message
news:uCnvf.258153$0l5.147046@dukeread06...
| Ok thanks for the info!
|
| Thomas
|
SNIP
Also, as a side note Draco has a program called mksdfs.com that is similiar
to SpartaDOS format program and will set up a SDX file system on any
partition. The following text is his readme for the program. Just recently
got this one and have not tried it on the MyIDE interface yet.

MKSDFS - MaKe Sparta FileSystem

The program initializes floppy
disks and hard drive partitions
with fresh structure of Sparta
DOS filesystem.

This action has similar effect
as formatting: all files get
lost. However, no physical (hard)
formatting takes place.

In other words, the program
does less or more the same thing
as does the SpartaDOS X's FORMAT
command, when you select the
"Build directory" option.

I wrote this, however, because
I wasn't able to find any sensible
replacement working with
SpartaDOS 3.x. Also the primary
purpose of this program is to
initialize hard drive paritions
but it should work with any other
disk-type device.

Options:

-t is 'test mode', the program
does all the things it does normally
but it does not alter the filesystem.

-o is 'optimize filesystem' - the
last sector of the disk, normally
always marked used, is recovered.
Expect complaints from CleanUp,
however.

Have fun,
draco AT atari.org

Using fdisk.bas from MyIDE and make your partitions and try this program.
Using the swap partition function of MyIDE software.

| > RoyE
| >
| >
|
|

5274. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 02:25:12 UTC
From: Eric Smith <eric@brouhaha.com>
Message-ID: <qh4q4bsdpz.fsf@ruckus.brouhaha.com>
Source record: 8230
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

"Michael J. Mahon" <mjmahon@aol.com> writes:
> His point is well taken--the Apple II display mapping is motivated
> by the desire to display 40 characters/280 pixels per line while
> leaving as few/small holes as possible and using as little logic
> as possible. DRAM refresh is not a primary consideration, since
> its requirements are easily met by many mappings.

And if you install the Video Associate Labs VB3 Microkeyer in your
Apple II or Apple II+, you get some added video modes including linear
mapping.

Wish I still had mine. Sigh.

5275. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 03:02:13 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <feidndA-nrSr6FnenZ2dnUVZ_sSdnZ2d@comcast.com>
Source record: 8231
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Eric Smith wrote:
> "Michael J. Mahon" <mjmahon@aol.com> writes:
>
>>His point is well taken--the Apple II display mapping is motivated
>>by the desire to display 40 characters/280 pixels per line while
>>leaving as few/small holes as possible and using as little logic
>>as possible. DRAM refresh is not a primary consideration, since
>>its requirements are easily met by many mappings.
>
>
> And if you install the Video Associate Labs VB3 Microkeyer in your
> Apple II or Apple II+, you get some added video modes including linear
> mapping.
>
> Wish I still had mine. Sigh.

That's a pretty amazing mod, since video generation is so
pervasive in the Apple II design.

How did it do that?

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5276. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 04:38:30 UTC
From: Eric Smith <eric@brouhaha.com>
Message-ID: <qhpsmzqszd.fsf@ruckus.brouhaha.com>
Source record: 8232
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

I wrote:
> And if you install the Video Associate Labs VB3 Microkeyer in your
> Apple II or Apple II+, you get some added video modes including linear
> mapping.

Michael J. Mahon wrote:
> That's a pretty amazing mod, since video generation is so
> pervasive in the Apple II design.
>
> How did it do that?

The VB3 consisted of two boards. One was a rather long slot card, and one was a big rectangular card that sat over the power supply. The two were connected by a ribbon cable. You pulled out about a dozen of the TTL chips in the Apple, and installed small ribbon jumpers between them and the VB3 boards. The slot card was mostly digital, and the card that sat over the power supply was mostly analog.

The main purpose of the VB3 was to act as a gen lock and proc amp, make the video fully compliant with the NTSC spec (and thus FCC broadcast requirements) and do simple video overlay and keying. The linear mapped hires graphics mode was a bonus; since they replaced the entire video timing chain anyhow, it was relatively easy to add.

Schematics weren't available, and I wasn't inclined to try to reverse-engineer it. I suspect that the most amazing part of the design was getting the color phase correct. One of the most serious deviations of the Apple II video from NTSC spec was that it used 228 cycles of the color carrier per scan line, rather than 227.5. Woz did that so that the color phase would be the same on all lines. But that doesn't work if you're generating true NTSC.

Eric

5277. Re: test posting to comp.sys.atari.8bit - please ignore

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 05:13:03 UTC
From: Anonymous <Anonymous@none.com>
Message-ID: <43c48a39$0$6244$a15e20c9@news.newsgroupdirect.com>
Source record: 8233

I don't wanna subscribe to them, now do I? I wanna read and post here.
Unfortunately, my ridiculous newsgroup company doesn't allow posting to a
newsgroup until I specifically email them and request it, then I gotta test
it.

So, once again. Please ignore.

"David Bowden" <nospam@spamsux.org> wrote in message
news:3fGdnQFevtkIn1_enZ2dnUVZ_tGdnZ2d@comcast.com...
>
> "Anonymous" <Anonymous@none.com> wrote in message
> news:43c1e4f8$0$6268$a15e20c9@news.newsgroupdirect.com...
>> test posting to comp.sys.atari.8bit - please ignore
>
>
> That's what alt.test is for.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>

--
The Source For Premium Newsgroup Access
Great Speed, Great Retention
1 GB/Day for only $8.95

5278. Re: Crosspost: Did the cpu influence the display?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 08:33:59 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <AdWdneeOZ5VkX1neRVn-hw@comcast.com>
Source record: 8234
Cross-posted to: comp.sys.sinclair,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm

Eric Smith wrote:
> I wrote:
>
>>And if you install the Video Associate Labs VB3 Microkeyer in your
>>Apple II or Apple II+, you get some added video modes including linear
>>mapping.
>
>
> Michael J. Mahon wrote:
>
>>That's a pretty amazing mod, since video generation is so
>>pervasive in the Apple II design.
>>
>>How did it do that?
>
>
> The VB3 consisted of two boards. One was a rather long slot card, and
> one was a big rectangular card that sat over the power supply. The
> two were connected by a ribbon cable. You pulled out about a dozen
> of the TTL chips in the Apple, and installed small ribbon jumpers between
> them and the VB3 boards. The slot card was mostly digital, and the
> card that sat over the power supply was mostly analog.
>
> The main purpose of the VB3 was to act as a gen lock and proc amp, make
> the video fully compliant with the NTSC spec (and thus FCC broadcast
> requirements) and do simple video overlay and keying. The linear mapped
> hires graphics mode was a bonus; since they replaced the entire video
> timing chain anyhow, it was relatively easy to add.
>
> Schematics weren't available, and I wasn't inclined to try to reverse-
> engineer it. I suspect that the most amazing part of the design was
> getting the color phase correct. One of the most serious deviations of
> the Apple II video from NTSC spec was that it used 228 cycles of the
> color carrier per scan line, rather than 227.5. Woz did that so that
> the color phase would be the same on all lines. But that doesn't work
> if you're generating true NTSC.

Thanks for the explanation.

Now that I know it's a genlock card, I understand both the motivation
and the niche market support for such a complex modification.

In 1979-1980, I lived in Austin, TX, and the local TV station used
a Apple equipped with a genlock card for the weather forecast graphics.

Sounds like it might have been this system. ;-)

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5279. Atari BASIC "READY" t-shirt (Was re: "What's Wrong?" shirt & mousepad)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 18:26:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <43c54ddb$0$58054$742ec2ed@news.sonic.net>
Source record: 8236

William Kendrick <bill@newbreedsoftware.com> wrote:
> I hope to add some other Atari 8-bit related stuff, like a t-shirt
> with a big READY prompt, at the least. ;^)

And it has been done ;^)

http://www.cafepress.com/xlfan.43719521

--
-bill! Now available! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com bumper sticker, and apparel!
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw/

5280. Re: Incorrect information about Koronis Rift at wikipedia.org?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-11 19:21:41 UTC
From: puritan_2076@yahoo.com
Message-ID: <1137007301.449787.238530@g44g2000cwa.googlegroups.com>
Source record: 8237

Anders Skelander wrote:
> Some threads posted recently in this newsgroup, and the
> comp.sys.cbm newsgroup, made me want to check a couple of
> games for the Atari and compare screenshots with the
> Commodore 64 counterparts.

Compare the CoCo 3, too. It's not that different from the Atari.

> I am a bit surprised to read the third sentence in the first
> paragraph. It must be a misunderstanding, that the Commodore
> version utilises colour better, to fade in graphics.

I would think the C= version would be the worst because of it's
character cell problem. Atari has the most colors, so it should be the
best.

5281. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 08:10:40 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <43C60F00.74C9BA34@a8maestro.com>
Source record: 8238

As a partial answer...Long before there were video displays, computers printed to electric typewriters...teletypes. A set of codes were developed to control the machines and send text, numbers, and punctuation. ASCII codes.

Codes 0-31 were machine control codes...still are.
32 is space, 33 and up is numbers, punctuation, uppercase and lower case.

Once you start working with video screens, in order to clear the screen which is a better value to poke into each location..0 to 32? 0 of course, so the ascii codes table got rearranged...and atascii was born...with the original 0-31 codes being augmented with displayable graphics characters, and values about 126 being inverse video.

And yes, some codes were changed to reflect their function on screen...155 being a cr+lf.

Keyboard codes are a special case related to the keyboard hardware matrix itself..it gets converted from a table in rom. On the XL/XE, you can create a soft table and make a dvorak keyboard.

I assume all computer manufacturers made changes to the codes to suit their needs.

Rick D.

Nick Bensema wrote:

> I grew up initially with several computers in the Atari 8-bit series.
> After my 130XE died, I got my grandfather's Commodore 64. They had
> one thing in common: wacky dissociation between screen memory and
> their OS's idea of ASCII.
>
> With both computers, you could display letters on the screen with a
> POKE to video memory. However, the number you POKEd was almost never
> the same number you would put into a CHR$ function to print that
> character.
>
> For example, to get an uppercase A, you would:
> (a) PRINT CHR$(65) (assuming uppercase mode if C64)
> (b) POKE 1024,1 (Commodore 64)
> (c) POKE 40000,33 (48k Atari 8-bit)
>
> Is there any reason the screen memory was set up this way? Why wouldn't all three be 65?
>
> Also, what's the deal with the backspace? In PETSCII, it's CHR$(20),
> even though CHR$(8) is right there doing nothing. In ATASCII, it's
> CHR$(126). I understand that ATASCII puts graphics tiles in its
> first 27 characters, so it can't use CHR$(8) for backspace or
> CHR$(13) for CR. But ASCII DEL, at CHR$(127), is RIGHT NEXT DOOR,
> but ATASCII puts the tab there instead.

>
> There's one peculiarity that's specific to the Commodore 64. It
> seems that PETSCII allocates graphics characters nearly at random.
> For example, the ASCII values of C=A, C=B and C=C are 176, 191 and
> 118, respectively. The color control codes are even more haphazard.
> If I ever want to use the CHR$ function or a hex number to specify
> one of those graphics characters, you pretty much have to look it
> up every time. Is there a pattern I'm not seeing?
>
> I wonder if there's any hidden wisdom behind these decisions.
>
> --
> Nick Bensema <nickb@io.com> AIM: NBensema
> ==== ======= ============== http://www.io.com/~nickb/

--
DO NOT REPLY TO ABOVE.
Use rld2006" a t "a8maestro.com(once fixed) instead.

5282. Internal SuperCartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 12:07:04 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137067624.498824.200860@g14g2000cwa.googlegroups.com>
Source record: 8239

Has anyone attempted to replace the internal XL/XE BASIC IC with BASIC XL or other SuperCart? It would require the support chip(s) to bank properly, so it would require a small adapter board. IIRC, this was to be part of one of the FTE upgrades -- "Mars 8" or something similar to that. -Larry

5283. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 17:01:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601120858240.20499-100000@onyx.spiritone.com>
Source record: 8240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5284. Re: USBDOS 0.1 - Tool to access FAT32 Filesystem on an USB Storage

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 19:00:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002d7364@familynet-international.org>
Source record: 8243

FamilyNet International Newsgate

> From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>

> Carsten Strotmann <cas_news@strotmann.de>:

>> A preview of a new tool to access a FAT32 Filesystem on USB Storage can be

> Awesome! Great work, guys!

> --
> Shawn Jefferson
> (fix reply to for email)

That really is awesome. USB devices on the 8-bit. Just too cool :)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5285. Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 19:04:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002d7365@familynet-international.org>
Source record: 8242

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> Does anyone know if there was a version of LORD for Atari BBSs? If so,
> where can I download or buy it? Thanks!
> --
> _/_/_/_

5286. Dallas Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 19:10:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002d7366@familynet-international.org>
Source record: 8244

FamilyNet International Newsgate

Well, short notice, my apologies, I have been a bit tied up.

But if you are in Dallas and would like to make it to a mainly Atari 8-bit party, drop me an E-mail at goodwing (at) aafes (dot) com. I'll E-mail back directions and a way to contact me. Leave me a number in the united states, and I will call you after 9 pm tonight or even tomorrow.
If you can't make it, we will call you from the party.

You can also party in the Atari chat room at telnet://www.atarinews.org.
Chat room starts at 7 pm CST, party in Dallas (with Pizza served on a floppy) :) will start at 8 pm cst.

Bring your 8-bit and a way to connect to the ethernet (and maybe a ethernet cable) and we'll let you jack in and talk in the chat room. So everyone in the world will be able to party tomorrow night. It's just that I'm spotting for the pizza for those that attend. :)

See ya'll tomorrow,

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5287. Modded 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-12 20:37:09 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <g6zxf.42922$QW2.20907@dukeread08>
Source record: 8241

I'm sure this is nothing new, but wanted to share what i've done with my 130XE.

Basically all I did was install the internal MyIDE. But instead of using the standard 2.5" Notebook HD I installed a IDE/CF adapter. I hot glued it down on top of the PIA chip. Pulled power from the capacitor between the CPU and SIO port. The thing works like a champ! I highly recommend this as a solution for anyone wanting to use the MyIDE.

One other thing: In the internal MyIDE specs it says to use the 1.5Amp power supply in order to power the hard drive. Using this CF adapter the power draw is low enough it seems the 1.0Amp power supply is doing just fine.

Thomas

5288. Orange Screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 02:57:49 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <NGExf.24775$em5.10210@trnddc05>
Source record: 8245

One of my 800XL's is messed up. When I turn it on I get an orange screen (that sometimes changes to yellow). No boot noises... no hesitation just Power ON -> Orange.

Anyone ever seen this or have any ideas what it might be?

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

5289. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 03:31:31 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ol7es19d8hle32fq63mr9euf98p2dnckln@4ax.com>
Source record: 8246

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:

> So for the 8-bitters here... anyone know where I can find a good copy of
>Pascal or Turbo Pascal for the Atari 8-bits?

From what I remember of Pascal, it's fairly similiar to C, isn't it?
Perhaps it could be ported to C fairly easily?

There exists a good cross C compiler for the 8-bit at http://www.cc65.org/

--
Shawn Jefferson
(fix reply to for email)

5290. Re: Modded 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 03:35:13 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <8q7es1t8s8rs7ku5ooomq6dro30j3njc4o@4ax.com>
Source record: 8247

"Docrotcod" <rahbart@cox.net>:

>Basically all I did was install the internal MyIDE. But instead of using
>the standard 2.5" Notebook HD I installed a IDE/CF adapter. I hot glued it
>down on top of the PIA chip. Pulled power from the capacitor between the
>CPU and SIO port. The thing works like a champ! I highly recommend this as
>a solution for anyone wanting to use the MyIDE.

There was someone who posted a picture of thiers, where they have the CF
accessible from the side of the case (a slot was cut in the case to allow
access just above the joystick ports.)

Check out http://www.atarimax.com/flashcart/forum/ for news about the
latest developments for MyIDE.

Personally, I'm doing all development on the 3.5F and 4.x versions.

My CF card and adapter is coming! Just ordered one off eBay.

--
Shawn Jefferson
(fix reply to for email)

5291. Re: Orange Screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 03:36:51 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ev7es1pv14hl2de0ibkmsmihbjj1jg2h2b@4ax.com>
Source record: 8148

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>:
>One of my 800XL's is messed up. When I turn it on I get an orange screen
>(that sometimes changes to yellow). No boot noises... no hesitation just
>Power ON -> Orange.
>
>Anyone ever seen this or have any ideas what it might be?

Check the power supply (swap out for a known good one) and/or RAM (might
have to desolder.) Often you can just put your finger on all the RAM chips
in order and see if there is one that is much hotter than the rest... that
is likely the bad one.

After that, I would start checking the custom chips (ANTIC, GTIA, CPU).

--
Shawn Jefferson
(fix reply to for email)

5292. Re: Dallas Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 04:58:40 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ArGxf.281014$0l5.280185@dukeread06>
Source record: 8149

Should be fun. I know i'll be there, and Undead Mechanic. I'll be bringing
that 800XE laptop Ben Heckendorn built.

Thomas

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:002d7366@familynet-international.org...
> FamilyNet International Newsgate
>
> Well, short notice, my apologies, I have been a bit tied up.
>
> But if you are in Dallas and would like to make it to a mainly Atari
> 8-bit
> party, drop me an E-mail at goodwing (at) aafes (dot) com. I'll E-mail
> back
> directions and a way to contact me. Leave me a number in the united
> states,
> and I will call you after 9 pm tonight or even tomorrow.
> If you can't make it, we will call you from the party.
>
> You can also party in the Atari chat room at
> telnet://www.atarinews.org.
> Chat room starts at 7 pm CST, party in Dallas (with Pizza served on a
> floppy)
> :) will start at 8 pm cst.
>
> Bring your 8-bit and a way to connect to the ethernet (and maybe a
> ethernet
> cable) and we'll let you jack in and talk in the chat room. So everyone
> in the
> world will be able to party tomorrow night. It's just that I'm spotting
> for
> the pizza for those that attend. :)
>
> See ya'll tomorrow,
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

5293. Re: Dallas Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 09:46:50 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <p5mdnTmxY_6X6lreRVn-uQ@comcast.com>
Source record: 8150

"Docrotcod" <rahbart@cox.net> wrote in message
news:ArGxf.281014$0l5.280185@dukeread06...
> Should be fun. I know i'll be there, and Undead Mechanic. I'll be
> bringing that 800XE laptop Ben Heckendorn built.
>
> Thomas

Yup, I'll be there. And I thought that was hakced from an XEGS...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5294. Re: Orange Screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 11:22:27 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <T3Mxf.42462$d5.198861@newsb.telia.net>
Source record: 8151

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> skrev i meddelandet
news:ev7es1pv14hl2de0ibkmsmihbjj1jg2h2b@4ax.com...
> > ...
> Often you can just put your finger on all the RAM chips
> in order and see if there is one that is much hotter than the rest... that
> is likely the bad one.

And when "cbc" (he calls himself that) has found the faulty RAM chip, he
needs to
see a doctor. ;)

Anders

5295. USB Video Capture for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 13:16:10 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137158170.661724.138340@f14g2000cwb.googlegroups.com>
Source record: 8152

Is anyone using a USB2 video capture unit as the display device for their Atari? I have used an ATI All-In-Wonder card for several years, but I'm considering going to USB2 for my next PC, if USB does a good job. -Larry

5296. ABBUC software contest 2006...

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 14:16:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <43C7B659.E8111516@students.uni-mainz.de>
Source record: 8153

Hello folks,
ABBUC decided to do another software contest 2006. There is only one
change to the rules of 2005 - the deadline has been set to the 15th of
august (same deadline as hardware contest 2006)...

ABBUC
Regeln für den ABBUC-Software-Wettbewerb 2006
Rules for the ABBUC-Software-Contest 2006
Pravidla pro ABBUC-Software-Contest 2006
Zasady ABBUC-Software-Contest 2006
Reglamento del concurso de software ABBUC 2006

Regeln für den ABBUC-Software-Wettbewerb 2006:
1) Allgemeine Regeln:

Der Abgabeschluß für den Software-Wettbewerb wurde auf den 31. August
2006 festgelegt.
Folgende Preise werden vom ABBUC vergeben: 1. Platz: 500 Euro
2. Platz: 250 Euro
3. Platz: 125 Euro
4. Platz: 75 Euro
5. Platz: 50 Euro
Der ABBUC erhält für die angemeldeten Programme das
Erstveröffentlichungsrecht für das Magazin bzw. den Software-Wettbewerb;
das Copyright bleibt jedoch weiterhin beim Autor, der sein Programm nach
dem Wettbewerb frei verwenden kann. Die Präsentation der Programme wird
auf der Unconventional und im ABBUC Magazin stattfinden, die endgültige
Entscheidung und Preisvergabe hingegen auf der ABBUC-JHV in Herten im
Oktober. Der Autor muß bei beiden Veranstaltungen (Präsentation,
Preisvergabe) nicht unbedingt anwesend sein, er erhält den Preis dann
trotzdem zugesandt oder überwiesen, sofern dem ABBUC dafür die
Postadresse und/oder Bankverbindung vorliegt...

2) Programm Typen und Größe:

Bei den Wettbewerbs-Programmen darf es sich um folgende Programmtypen
handeln:
a) Spiel/e, b) Anwendung/en (auch Tools, Utilities, etc.) und c)
Betriebs-Systeme (DOS). Nicht erlaubt sind jegliche Formen von Demos
oder Intros, sowie Beta-, Vorab-, oder Pre-Versionen (die Programme
müssen fertiggestellt sein). Bei der Kompatibilität ist zu beachten, daß
die Programme mind. auf einem XL oder XE Rechner laufen müssen, d.h. auf
einem Standard 64k oder 128k Atari XL/XE. Es darf zwar Zusatzhardware
unterstützt werden, diese darf aber nicht die Voraussetzung zum Laden

oder Laufen des Programmes sein. Und ob man es nun glaubt oder nicht, das ABBUC Software Ressort (und auch alle ABBUC Mitglieder) wird (werden) einen ☐Qualitäts☐ und ☐Kompatibilitäts☐ Check aller angemeldeten Wettbewerbs-Programme durchführen...

3) Format und Sprachen:

Das Wettbewerbs-Programm kann auf 5,25☐ Atari-Disk(s) oder als ATR-Image(s) eingereicht werden, es muß als 90k (SD) oder 130k (ED) Disk-Format bzw. ATR-Image vorliegen. Zu dem Programm muß eine kurze Anleitung vorliegen, diese kann entweder im Programm (intern) enthalten sein oder als Text-Datei (extern) dazugefügt werden. Wichtig ist hierbei, daß entweder Deutsch oder Englisch verwendet wird (und kurz erklärt wird wie das Programm zu laden ist), damit auch jeder das Programm bedienen kann. Es sind übrigens alle Atari 8Bit kompatiblen Programmiersprachen erlaubt, jedoch am Ende nur Kompilate, damit jeder das Programm laden kann. Ausnahmen sind lediglich Atari Basic und Turbo Basic XL - hier sind auch Sources bzw. Listings erlaubt, da diese Sprachen ja jeder Atarianer besitzt. Zu den Programmen bzw. Kompilaten muß keinerlei Sourcecode beiliegen, das fertige bzw. lauffähige Programm ist schon ausreichend...

Also dann, viel Spaß beim Programmieren - euer ABBUC Software Ressort.
(Charlie Chaplin / Andreas Magenheimer) Mail

Rules for the ABBUC-Software-Contest 2006:
1) General Rules:

The Deadline for the software-contest has been set to 31.August 2006 (until midnight).
ABBUC will therefore spend the following Prices: 1st Place: 500 Euro
2nd Place: 250 Euro
3rd Place: 125 Euro
4th Place: 75 Euro
5th Place: 50 Euro
For all registered contest programs, ABBUC will get the right of a premiere-release on its magazine; the Copyright will still remain by the author, who can use his program freely after the contest. The presentation of the programs will take place at the Unconventional fair in September and on the ABBUC magazines, whereas the decision and pricing will take place at the annual ABBUC meeting in October. There is no need for the author to be present at any of these events, the price will still be send to the author☐s postal adress or his bank account, provided that ABBUC has these adresses...

2) Program Types & Size:

The software-contest programs must be one of the following program-types:
a) Game/s, b) Application/s (also Tools, Utilities, etc.) and c)

Operating Systems (DOS).
Not allowed are any kinds of demos or intros, also not allowed are any beta- or pre-versions (meaning the contest programs must be finished). For compatibility reasons one must make sure, that the programs work at least on Atari XL or XE computers, which means standard 64k or 128k machines. Additional or extra hardware can be supported, but it must not be a requirement to own this extra hardware to load the program. Believe it or not, the ABBUC Software Ressort, as well as all ABBUC members, will do a □Quality□ and □Compatibility□ check of all registered contest programs...

3) Format and Languages:

The software-contest programs can be send as 5,25□ Atari disk(s) or as ATR-image(s), but they must use Single (90k) or Enhanced (130k) density. Furthermore, the program must have a short documentation, this can be included in the program (internally) or as a separate text-file (externally). It is therefore important, that one uses german or at least english language (and explains shortly how the program has to be loaded), so that everyone can handle the program. All Atari 8Bit compatible languages are allowed as programming languages, but all of them have to be compiled in the end, so that one can load the program without having to own a certain programming language. The only exceptions here are Atari Basic and Turbo Basic XL source listings, since every Atari user owns these languages. Lastly one needn□t supply any source-codes for the contest programs, the finished loadable or executable program is enough...

Happy programming wishes the ABBUC Software Ressort !!
(CharlieChaplin / Andreas Magenheimer) Mail

Pravidla pro ABBUC-Software-Contest 2006:
1) Hlavní pravidla:

Uzáverka soute□e je 31.srpna 2006 (o pulnoci).
ABBUC bude udelovat následující odmeny: 1.místo: 500 Euro
2.místo: 250 Euro
3.místo: 125 Euro
4.místo: 75 Euro
5.místo: 50 Euro
U v□ech programu registrovaných v této soute□i si ABBUC vyhrazuje právo premiérového zverejnení v magazínu Abbuc. Autorská práva zustávají autorum, kterí mohou s programem nakládat libovolne po ukoncení soute□e. Prezentace programu probehne na akci Unconventional (bude se konat v zárí) a v magazínech Abbuc. Vyhlá□ení výsledku a pridelení cen se uskutecní na výrocním setkání Abbuc v ríjnu. Není nutné, aby autori soute□ních programu byli osobne prítomni na kterékoliv ze zmínených akcí □ odmeny budou poslány na jejich adresy nebo bankovní úcty, které sdelí organizátorum.

2) Typy programu a jejich velikosti:

Programy prihlá□ené do soute□e musí být nekterého z následujících typu:
a) Hra, b) Aplikacní program (nástroj, utilita, atd.) nebo c) Operacní
systém (DOS).
Nejsou povoleny jakékoliv druhy demonstracních programu nebo inter,
jako□to ani □ádné betaverze nebo nedokoncené ukázkové verze programu □
programy musí být ve finální verzi.
Z duvodu kompatibility je nutné, aby program fungoval na standardních
pocítacích Atari XL nebo XE (velikost pameti 64KB nebo 128KB typu Atari
130XE). Roz□irující úpravy pocítace mohou být podporovány, ale nesmí být
povinne vy□adovány aby program be□el. Proverení kvality a kompatibility
v□ech soute□ních príspevku bude provádet ABBUC Software Ressort a
v□ichni clenové ABBUCu.

3) Formát a programovací jazyky:

Programy do soute□e mohou být posílány na 5,25□ Atari disketách nebo
jako ATR-soubory, ale musí být v Single (90KB) nebo Enhanced (130KB)
hustote. Krom toho je vy□adována strucná dokumentace, která mu□e být
obsa□ena budto prímo v programu, nebo jako samostatný textový soubor. Je
dule□ité pou□ít Nemecký nebo aspon Anglický jazyk a v krátkosti
vysvetlit jak se program spou□tí a ovládá.
Program mu□e být napsán v jakémkoliv Atari 8bit kompatibilním
programovacím jazyce, ale nakonec musí být zkompilován tak, aby □el
spustit bez nutnosti mít k dispozici cokoli dal□ího. Jedinou výjimkou je
povolení programu vy□adujících Atari Basic nebo Turbo Basic XL, nebot ty
jsou pou□ívány v□emi u□ivateli.
Není treba dodávat jakékoliv zdrojové kódy soute□ních programu □ zcela
stací jen spustitelný soubor.

Príjemné programování vám preje ABBUC Software Ressort !!
(CharlieChaplin / Andreas Magenheimer) Mail

Zasady ABBUC-Software-Contest 2006:
1) Zasady generalne:

Ostateczny termin skladania prac do konkursu zostal ustalony na dzien 31
sierpnia 2006 (do pólnocy). ABBUC zapewnia nastepujace nagrody:

1sze miejsce: 500 euro.

2gie miejsce: 250 euro.

3cie miejsce: 125 euro.

4te miejsce: 75 euro.

5te miejsce: 50 euro.

ABBUC bedzie mial prawo do publikacji programów zgloszonych do konkursu
w wydawanym przez siebie magazynie; prawa autorskie pozostaja wlasnoscia
autorów, którzy moga dowolnie dysponowac swoim dzielem po zakonczeniu

konkursu. Prezentacja prac bedzie miala miejsce na imprezie Unconventional we wrzesniu, oraz w magazynach ABBUCa, zas decyzje i rozdanie nagród beda mialy miejsce podczas dorocznego spotkania ABBUCa w pazdzierniku. Autorzy prac nie musza byc obecni na zadnej z tych imprez, nagroda bedzie

wyslana zwyciezcom poczta lub na konto bankowe, zakladajac, ze ABBUC bedzie posiadal te dane...

2) Typy i Rozmiary Programów:

Programy zgloszone na konkurs musza nalezec do jednej z kategorii:

a) Gra, b) Aplikacja (równiez: Program Uzytkowy, Narzedziowy itp.) lub c) System Operacyjny (DOS). Wszelkiego rodzaju dema/intra nie sa dozwolone, nie sa dopuszczalne równiez wszelkiego rodzaju wersje pre- i beta

(program wystawiany do konkursu musi byc ukonczony). Dla zachowania kompatybilnosci program musi sie uruchamiac przynajmniej na komputerach Atari XL lub XE, co znaczy: na standardowych maszynach z 64 lub 128 KB pamieci. Rozszerzenia sprzetowe i sprzet dodatkowy moze byc obslugiwany, ale nie moze byc warunkiem uruchomienia programu. Wierzcie, lub nie,

ale ABBUC Software Ressort, jak równiez czlonkowie ABBUCa sprawdza "jakosc" oraz "kompatybilnosc" wszystkich zgloszonych prac...

3) Formaty i Jezyki:

Programy zglaszane na konkurs moga byc wysylane jako dyskietki 5,25" lub pliki ATR, ale dopuszczalne sa tylko gestosci pojedyncza i rozszerzona. Co wiecej, praca musi posiadac krótka dokumentacje, która moze byc umieszczona w samym programie, lub w dolaczonym pliku tekstowym. Ponadto istotne

jest uzycie jezyka niemieckiego (lub w ostatecznosci przynajmniej angielskiego), oraz krótkie objasnienie sposobu uruchamiania programu, zeby kazdy mógl sobie poradzic z obsluga. Dopuszczone sa wszystkie kompatybilne z Atari jezyki programowania, ale produkt ostateczny musi byc skompilowany,

aby mozna bylo program uruchomic nie posiadajac tego jezyka programowania. Jedynym wyjatkiem sa programy napisane w Atari Basicu oraz Turbo Basicu XL, które to posiada kazdy uzytkownik Atari. Dolaczenie kodu zródlowego programu nie jest wymagane, wersja skompilowana i uruchamialna jest wystarczajaca...

Milego programowania zyczy ABBUC Software Ressort !!

(CharlieChaplin / Andreas Magenheimer) Mail

Reglamento del concurso de software ABBUC 2006
Reglas Generales:

El plazo final de entrega es el 31 de agosto de 2006 a la medianoche.

ABBUC entregará los siguientes premios:

Primer Lugar: 500 euros.

Segundo Lugar: 250 euros.

Tercer Lugar: 125 euros.

Cuarto Lugar: 75 euros.

Quinto Lugar: 50 euros.

Para todos los programas concursantes, ABBUC tendrá el derecho de
publicarlo en su revista; los derechos seguirán con el autor, quien
podrá usar su programa libremente después del concurso.

La presentación de los programas tendrá lugar en la Feria
No-Convencional de Septiembre y en las revistas ABBUC, donde la elección
y premiación se realizará en la reunión anual ABBUC de Octubre.

No hay necesidad que el autor esté presente en alguno de dichos eventos,
ya que el premio puede ser enviado a la dirección postal del autor o
bien a su cuenta de banco, siempre y cuando ABBUC tenga los datos
correspondientes

Tipos de programa & tamaño:
Los programas del concurso pueden ser de alguno de los siguientes tipos:

Juego/s,
Aplicación/es (como Herramientas, Utilitarios, etc.) y
Sistemas Operativos (DOS)
No se permite ningún tipo de demos o intros, así como ninguna versión
beta o preview (lo que significa que dichos programas serán
descalificados).

Por razones de compatibilidad, el autor debe asegurarse que su programa
funcionará en al menos en un computador Atari XL o XE, lo que significa
máquinas estándar de 64 ó 128 kilobytes. Hardware adicional o extra
puede ser utilizado, pero no debe ser un requerimiento poseer dicho
hardware extra para que el programa funcione. Créanlo o no, pero tanto
el organizador del evento como los miembros de ABBUC realizarán pruebas
de "Calidad" y "Compatibilidad" para todos los programas concursantes

Formato y lenguajes:
Los programas concursantes pueden ser enviados ya sea en disco(s) de 5¼
como en imagen(es) ATR, pero deben usar densidad SIMPLE (90k) o
Aumentada (130k). Es más, el programa debe llevar una pequeña
documentación, la cual puede ser incluida en el programa (internamente)
o como una archivo de texto separado (externamente). Es importante que
dicho texto se encuentre en alemán o al menos en inglés (y que explique
brevemente cómo el programa debe ser cargado), de manera que cualquiera
pueda utilizar el programa.

Todo lenguaje de programación compatible con Atari 8bit está permitido, pero todos deben ser finalmente compilados, de modo que se pueda cargar el programa sin que se necesite poseer cierto lenguaje de programación en particular. Las únicas excepciones aquí son los listados programados en Atari Basic o Turbo Basic XL, dado que cualquier usuario Atari posee dichos lenguajes.

Finalmente, no es necesario que nos envíen los códigos fuente de los programas en concurso, basta con se envíe el ejecutable final.

¡Mucha suerte en su programación! Les desea el equipo ABBUC.

(CharlieChaplin / Andreas Magenheimer)

---

questions? mail to: software[at]abbuc[point]de
greetings and thanks - Andreas Magenheimer.

5297. Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 17:06:36 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <kdnfs15gp1ps0n887lf5b3i3a53p1pcvb2@4ax.com>
Source record: 8154

I finallywon an auction for a SIO2PC last night. What is the best software? I have a pc all ready to go, I basically just want to be able to boot my 65xe from the SIO2PC and play some games (have a cd with just about every piece of software ever made for the 8bit). Any suggestions?

5298. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 18:10:20 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns974A8600221B7emuslor@216.196.97.136>
Source record: 8155

Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
news:kdnfs15gp1ps0n887lf5b3i3a53p1pcvb2@4ax.com:

>
> I finallywon an auction for a SIO2PC last night. What is the best
> software? I have a pc all ready to go, I basically just want to be
> able to boot my 65xe from the SIO2PC and play some games (have a cd
> with just about every piece of software ever made for the 8bit). Any
> suggestions?
>

I suggest either Win APE or DOS APE, depending on which type of OS you want
to run. If you're not interested in the internet modem (like me), DOS with
APE on an old laptop works great! See Steven's site at www.atarimax.com
for ordering details.

--
James
http://www.slornet.com

5299. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 18:18:57 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <laSxf.491$or4.123@newssvr12.news.prodigy.com>
Source record: 8156

"Slor" <semaj@MUNGErols.ten> wrote in message > > I finallywon an auction
for a SIO2PC last night. What is the best
> > software? I have a pc all ready to go, I basically just want to be
> > able to boot my 65xe from the SIO2PC and play some games (have a cd
> > with just about every piece of software ever made for the 8bit). Any
> > suggestions?
> >
>
> I suggest either Win APE or DOS APE, depending on which type of OS you
want
> to run. If you're not interested in the internet modem (like me), DOS
with
> APE on an old laptop works great! See Steven's site at www.atarimax.com
> for ordering details.
>
> --
> James
> http://www.slornet.com
I suggest APE also, probably the DOS one. It is 'crippleware', some
features are
disabled in the trial version. However, your stated desired use is fully
supported
in the trial version. If I recall, APE DOS allows all PC to A8 functions,
it just doesn't
allow copying from A8 to PC. There are other 'disabilities', all explained
in the
documentation. Yes, I suggest APE for DOS or Windows.

5300. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 18:42:52 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns974A8B84EB2B2emuslor@216.196.97.136>
Source record: 8157

Despite all prevention efforts, "russg" <russgilb@MUNGEsbcglobal.net>
wrote in news:laSxf.491$or4.123@newssvr12.news.prodigy.com:

>
> "Slor" <semaj@MUNGErols.ten> wrote in message > > I finallywon an
> auction for a SIO2PC last night. What is the best
>> > software? I have a pc all ready to go, I basically just want to
>> > be able to boot my 65xe from the SIO2PC and play some games (have a
>> > cd with just about every piece of software ever made for the 8bit).
>> > Any suggestions?
>> >
>>
>> I suggest either Win APE or DOS APE, depending on which type of OS
>> you
> want
>> to run. If you're not interested in the internet modem (like me),
>> DOS
> with
>> APE on an old laptop works great! See Steven's site at
>> www.atarimax.com for ordering details.
>>
>> --
>> James
>> http://www.slornet.com
> I suggest APE also, probably the DOS one. It is 'crippleware', some
> features are
> disabled in the trial version. However, your stated desired use is
> fully supported
> in the trial version. If I recall, APE DOS allows all PC to A8
> functions, it just doesn't
> allow copying from A8 to PC. There are other 'disabilities', all
> explained in the
> documentation. Yes, I suggest APE for DOS or Windows.
>

Then again, you could actually purchase it. :) I did, and it has been
worth every penny - plus Steven gives excellent support.

--
James
http://www.slornet.com

5301. Re: ABBUC software contest 2006...

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 19:22:25 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <R5Txf.42478$d5.198960@newsb.telia.net>
Source record: 8158

"Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i meddelandet
news:43C7B659.E8111516@students.uni-mainz.de...
> > ...

Andreas, I just want to say that it is great that somebody arranges
a programming contest for the classic Atari home computer.

Anders

5302. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 19:53:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <43c8053e$0$58066$742ec2ed@news.sonic.net>
Source record: 8159

Slor <semaj@rols.ten> wrote:
> I suggest either Win APE or DOS APE, depending on which type of OS you want
> to run. If you're not interested in the internet modem (like me), DOS with
> APE on an old laptop works great! See Steven's site at www.atarimax.com
> for ordering details.

And, of course, if you've got Linux in the house (like I do), and don't
Windows (like I don't), "atarisio" and "atariserver" are excellent!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5303. Re: Modded 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 19:54:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <43c80587$0$58066$742ec2ed@news.sonic.net>
Source record: 8160

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> There was someone who posted a picture of thiers, where they have the CF
> accessible from the side of the case (a slot was cut in the case to allow
> access just above the joystick ports.)

Bob Woolley did that to one of his 1200XLs. CF card slot on the right,
cart/joystick ports on the left.

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5304. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 22:11:58 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137190317.958081.57800@g14g2000cwa.googlegroups.com>
Source record: 8161

William Kendrick wrote:
> Slor <semaj@rols.ten> wrote:
> > I suggest either Win APE or DOS APE, depending on which type of OS you want
> > to run. If you're not interested in the internet modem (like me), DOS with
> > APE on an old laptop works great! See Steven's site at www.atarimax.com
> > for ordering details.
>
> And, of course, if you've got Linux in the house (like I do), and don't
> Windows (like I don't), "atarisio" and "atariserver" are excellent!
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

...and even if you are not a Linux guru (like I'm not) and don't like
Linux yet (raise your hands) you can still use AtariSIO.

If you are are real nice Matthias Reichl may supply you with a floppy
image which you can 1) produce a bootable floppy 2) Make an Eltorito
bootable CD from the image or 3) do 1 or 2 and then copy the files to a
DOS environment from which you can simply launch mini Linux, customized
for AtariSIO or 4) use a utility like WinImage (I think that's the
name) to extract the files directly from .IMG file to a FAT partition.
Yes, you have to boot DOS to launch mini Linux.

Anyway, I love AtariSIO and I'm still not a Linux user. (I keep
trying, honest I do).

- Steve Sheppard

5305. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 22:18:10 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns974AB0059FD12emuslor@216.196.97.136>
Source record: 8162

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1137190317.958081.57800@g14g2000cwa.googlegroups.com:

>
> - Steve Sheppard
>

Heya Steve - You got that machine all working yet?

--
James
http://www.slornet.com

5306. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 22:28:57 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <r_idncyEzc9YtFXeRVnzvA@telenor.com>
Source record: 8163

Yes, APE is the best bet! Really amazing program!

"Slor" <semaj@rols.ten> skrev i melding
news:Xns974A8600221B7emuslor@216.196.97.136...
> Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
> news:kdnfs15gp1ps0n887lf5b3i3a53p1pcvb2@4ax.com:
>
> >
> > I finallywon an auction for a SIO2PC last night. What is the best
> > software? I have a pc all ready to go, I basically just want to be
> > able to boot my 65xe from the SIO2PC and play some games (have a cd
> > with just about every piece of software ever made for the 8bit). Any
> > suggestions?
> >
>
> I suggest either Win APE or DOS APE, depending on which type of OS you
want
> to run. If you're not interested in the internet modem (like me), DOS
with
> APE on an old laptop works great! See Steven's site at www.atarimax.com
> for ordering details.
>
> --
> James
> http://www.slornet.com

5307. Re: Dallas Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-13 23:46:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002daf16@familynet-international.org>
Source record: 8169

FamilyNet International Newsgate

We are currently in the chat room if anyone would like to join us! :)

Doc Clu

telnet://www.atarinews.org

> From: "Docrotcod" <rahbart@cox.net>
> Should be fun. I know i'll be there, and Undead Mechanic. I'll be bringing
> that 800XE laptop Ben Heckendorn built.
> Thomas
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:002d7366@familynet-international.org...
>> FamilyNet International Newsgate
>>
>> Well, short notice, my apologies, I have been a bit tied up.
>>
>> But if you are in Dallas and would like to make it to a mainly Atari
>> 8-bit
>> party, drop me an E-mail at goodwing (at) aafes (dot) com. I'll E-mail
>> back
>> directions and a way to contact me. Leave me a number in the united
>> states,
>> and I will call you after 9 pm tonight or even tomorrow.
>> If you can't make it, we will call you from the party.
>>
>> You can also party in the Atari chat room at
>> telnet://www.atarinews.org.
>> Chat room starts at 7 pm CST, party in Dallas (with Pizza served on a
>> floppy)
>> :) will start at 8 pm cst.
>>
>> Bring your 8-bit and a way to connect to the ethernet (and maybe a
>> ethernet
>> cable) and we'll let you jack in and talk in the chat room. So everyone
>> in the
>> world will be able to party tomorrow night. It's just that I'm spotting
>> for
>> the pizza for those that attend. :)
>>
>> See ya'll tomorrow,
>>
>> Doc Clu
>>

>> FamilyNet <> Internet Gated Mail
>> http://www.familynet-international.org
>>

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5308. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 00:59:46 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137200386.426111.5650@g49g2000cwa.googlegroups.com>
Source record: 8164

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1137190317.958081.57800@g14g2000cwa.googlegroups.com:
>
> >
> > - Steve Sheppard
> >
>
> Heya Steve - You got that machine all working yet?
>
> --
> James
> http://www.slornet.com

800XL works but but 3.5 mods out of 5 don't.

1) Clear picture mod still has weird leading edge colors but picture is very sharp.

2) Internal SIO2PC works great. I love modular RJ11 cable, light weight, long lengths possible, and doesn't fall out (unlike those darn SIO connectors).

Finally bought off-the-shelf RJ11/DB-9 female adapters $1.89 each (something like that). Now I can plug the RJ11 cable into any of my PCs not just the one.

LOL spent about half an hour trying to figure out the pinouts I used. RJ11 is butt end to butt end. It's straight thru but pins 1-4 become 4-1 at the other end so remembering Send/Receive, ground, and Command line in the Atari connect to which solder joints on the RJ11 connector, connects to which pins inside the moudlar connector, maps to what pins at the other end, maps what RS232 pins. Well, that was all an ordeal. I never write things down.

I should have built a Max233 interface (like my external one). The 1-chip 14C89 SIO2PC works but I forgot it's not compatible with my ATR8000 (dumb mistake). Further I can't even connect the external Max233 interface and use that to talk to the ATR8000. Well, I don't use it much and I still have the 800.

I did find it amusing that I can use both the internal SIO2PC and the external one and talk two different PCs. Can't say I have a practical reason to do this.

3) I botched the Wizztronics 256K upgrade. I've got one of the 800XL models that requires two extra ICs for the Wizztronics. Problem was

all the mounting holes on the Wizztronics board were filled with solder. I tried to remove it without the proper tools and did a poor job. Put the chips in anyway but they were only half in. Needless to say the board doesn't work.

4). Homebrew MyIDE still doesn't work yet. Originally it would properly detect only 1 drive out of the 4 spares I have but that drive had 20+ errors so I couldn't really use it. Mr Atari suggested I replace the 74HCT ICs with 74F types but now I have 33% errors on that drive and MyIDE gets random data for Cylinder/Head/Sector information. The old partitions (and new ones) are still there but I can't access them.

Right now I'm wondering if a CompactFlash is more tolerant of the timing problems.

4) Bob Woolley's SmartOS is going equally badly. I should never have stuck with the original plan and not try to scale it down since I don't read schematics very well as it is.

First I planned to piggback the SRAM over OS ROM but I was waiting for a friend to burn some backup EPROMs for me. He was busy so I scaled the project back to doing just the internal cartridge. I put a 28 pin socket in the stock 24 pin socket and pulled A12 from elsewhere. (A12 on the stock socket sits where EPROMs/SRAM have CE/CS. Must have done something wrong. 800XL jumped into memory test and the last 1/6th of memory failed. I reworked the NAND gate ICs and simplified the project even further by trying to just create the $D700 page of memory (It's part of Bob Woolley's complete project). Unlike the -BASIC select line which gets controlled by the OS (cart/no cart) the -$D700 is always available. I thought it would make troubleshooting easier.

I finally got RAM to appear at $D700 but I must have the gates wrong. When I write 256 bytes of information to that page about 5 bytes are wrong. On successive reads the data starts to change.

Frankly, this is probably no project for a Noob like me but I'll keep working at it.

At least I'm learning, though it seems the more I learn the more I realize I don't understand what I'm really doing. LOL!

My 800XL is now a nest of wires

At least I haven't destroyed the 800XL. Yet!

- Steve Sheppard

5309. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 01:41:53 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <bdlgs119jj1tpaurl4epblqcs2ia6a2acu@4ax.com>
Source record: 8165

On Fri, 13 Jan 2006 23:28:57 +0100, "Vidar Olavesen"
<olavese@online.no> wrote:

>Yes, APE is the best bet! Really amazing program!

Im getting that impression. I have 2 old pc's which are perfect one
is a pentium desktop (with win95, cdrom, floppy) the other is an old
IBM thinkpad with only a floppy drive. I want to eventually just use
the laptop because it is not noisy with fan and doesnt take up any
space, but since my main pc does not have a floppy I will need to
transfer software via cdrom to the desktop then use it to sneaker net
the software to the laptop.

Im thinking it is prob better to just use the dos version since it
will load so much faster?

5310. Re: Orange Screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 02:16:24 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <lmngs1h5n78qghnr9v8sjuib81pi93kbo7@4ax.com>
Source record: 8166

```
"Anders Skelander" <ansk@hotmail.com>:
>
>"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> skrev i meddelandet
>news:ev7es1pv14hl2de0ibkmsmihbjj1jg2h2b@4ax.com...
>> > ...
>> Often you can just put your finger on all the RAM chips
>> in order and see if there is one that is much hotter than the rest... that
>> is likely the bad one.
>
>And when "cbc" (he calls himself that) has found the faulty RAM chip, he
>needs to
>see a doctor. ;)

<shrug>
--
Shawn Jefferson
(fix reply to for email)
```

5311. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 04:06:44 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <Le6dnRLLgvFK5VXenZ2dnUVZ_tadnZ2d@adelphia.com>
Source record: 8167

APX (Atari Program Exchange) released a version of Pascal for the Atari,
however there were apparently some issues with it. This article I Googled
seems to spell out some of the issues with it. The high memory usage of the
runtime would almost certainly be an issue with a BBS program.

http://www.cyberroach.com/analog/an11/pascal.htm

The author mentioned "Turbo Pascal". The only Turbo Pascal I have ever
heard of was the wildly popular Borland Turbo Pascal developed originally
for CP/M, and then MS-DOS. It eventually evolved into Borland Delphi. It
certainly was never ported to the Atari.

If this could be ported to the Atari, perhaps Action!, C, or even BASIC XE
would be the best targets.

-Jason Harmon

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:ol7es19d8hle32fq63mr9euf98p2dnckln@4ax.com...
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:
>
>> So for the 8-bitters here... anyone know where I can find a good copy
>> of
>>Pascal or Turbo Pascal for the Atari 8-bits?
>
> From what I remember of Pascal, it's fairly similiar to C, isn't it?
> Perhaps it could be ported to C fairly easily?
>
> There exists a good cross C compiler for the 8-bit at http://www.cc65.org/
>
> --
> Shawn Jefferson
> (fix reply to for email)

5312. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 04:33:01 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns974AD11D5FADAambassadorkosh@70.169.32.36>
Source record: 8168

"Jason Harmon" <spam@sucks.com> wrote in
news:Le6dnRLLgvFK5VXenZ2dnUVZ_tadnZ2d@adelphia.com:

> APX (Atari Program Exchange) released a version of Pascal for the
> Atari, however there were apparently some issues with it. This
> article I Googled seems to spell out some of the issues with it. The
> high memory usage of the runtime would almost certainly be an issue
> with a BBS program.
>
> http://www.cyberroach.com/analog/an11/pascal.htm
>
> The author mentioned "Turbo Pascal". The only Turbo Pascal I have
> ever heard of was the wildly popular Borland Turbo Pascal developed
> originally for CP/M, and then MS-DOS. It eventually evolved into
> Borland Delphi. It certainly was never ported to the Atari.
>
> If this could be ported to the Atari, perhaps Action!, C, or even
> BASIC XE would be the best targets.
>
> -Jason Harmon
>
> "Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in
> message news:ol7es19d8hle32fq63mr9euf98p2dnckln@4ax.com...
>> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:
>>
>>> So for the 8-bitters here... anyone know where I can find a good
>>> copy of
>>>Pascal or Turbo Pascal for the Atari 8-bits?
>>
>> From what I remember of Pascal, it's fairly similiar to C, isn't it?
>> Perhaps it could be ported to C fairly easily?
>>
>> There exists a good cross C compiler for the 8-bit at
>> http://www.cc65.org/
>>
>> --
>> Shawn Jefferson
>> (fix reply to for email)
>
>
>

There was also Kyan Pascal.

```
--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN
```

5313. Dallas Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 10:10:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002dc5c3@familynet-international.org>
Source record: 8175

FamilyNet International Newsgate

I would like to thank everyone who made the chat party last night such a blast. We had Docrotcod, Davidb, myself, and Rick D on speakerphone here at the Dallas area chatting away with our computers setup (An Atari XE, 800, and a Mac lap with Atari fonts at least)

In the chat room we were welcomed by Slor, eventually followed Cybernoid, Mojo, and Dan. Chatted till about 3 in the morning. :)

Thanks for the most fun we've had in a while. We've have to meet like that we think sometime in March. Sounds good to me. :)

Doc Clu

> We are currently in the chat room if anyone would like to join us! :)
> Doc Clu
> telnet://www.atarinews.org

>> From: "Docrotcod" <rahbart@cox.net>
>> Should be fun. I know i'll be there, and Undead Mechanic. I'll be bringing
>> that 800XE laptop Ben Heckendorn built.
>> Thomas
>> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
>> news:002d7366@familynet-international.org...
>>> FamilyNet International Newsgate
>>>
>>> Well, short notice, my apologies, I have been a bit tied up.
>>>
>>> But if you are in Dallas and would like to make it to a mainly Atari
>>> 8-bit
>>> party, drop me an E-mail at goodwing (at) aafes (dot) com. I'll E-mail
>>> back
>>> directions and a way to contact me. Leave me a number in the united
>>> states,
>>> and I will call you after 9 pm tonight or even tomorrow.
>>> If you can't make it, we will call you from the party.
>>>
>>> You can also party in the Atari chat room at
>>> telnet://www.atarinews.org.
>>> Chat room starts at 7 pm CST, party in Dallas (with Pizza served on a
>>> floppy)
>>> :) will start at 8 pm cst.
>>>
>>> Bring your 8-bit and a way to connect to the ethernet (and maybe a
>>> ethernet

```
>>> cable) and we'll let you jack in and talk in the chat room. So everyone
>>> in the
>>> world will be able to party tomorrow night. It's just that I'm spotting
>>> for
>>> the pizza for those that attend. :)
>>>
>>> See ya'll tomorrow,
>>>
>>> Doc Clu
>>>
>>> FamilyNet <> Internet Gated Mail
>>> http://www.familynet-international.org
>>>
```

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5314. Dallas Atari Party

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 10:11:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002dc5c4@familynet-international.org>
Source record: 8176

FamilyNet International Newsgate

I would like to thank everyone who made the chat party last night such a
blast. We had Docrotcod, Davidb, myself, and Rick D on speakerphone here at
the Dallas area chatting away with our computers setup (An Atari XE, 800, and a
Mac lap with Atari fonts at least)

In the chat room we were welcomed by Slor, eventually followed Cybernoid,
Mojo, and Dan. Chatted till about 3 in the morning. :)

Thanks for the most fun we've had in a while. We've have to meet like that
we think sometime in March. Sounds good to me. :)

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> We are currently in the chat room if anyone would like to join us! :)
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>> Should be fun. I know i'll be there, and Undead Mechanic. I'll be bringing
>> that 800XE laptop Ben Heckendorn built.
>> Thomas
>> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
>> news:002d7366@familynet-international.org...
>>> FamilyNet International Newsgate
>>>
>>> Well, short notice, my apologies, I have been a bit tied up.
>>>
>>> But if you are in Dallas and would like to make it to a mainly Atari
>>> 8-bit
>>> party, drop me an E-mail at goodwing (at) aafes (dot) com. I'll E-mail
>>> back
>>> directions and a way to contact me. Leave me a number in the united
>>> states,
>>> and I will call you after 9 pm tonight or even tomorrow.
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>>>
>>> You can also party in the Atari chat room at
>>> telnet://www.atarinews.org.
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>>> floppy)
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>>>
>>> Bring your 8-bit and a way to connect to the ethernet (and maybe a
>>> ethernet

```
>>> cable) and we'll let you jack in and talk in the chat room. So everyone
>>> in the
>>> world will be able to party tomorrow night. It's just that I'm spotting
>>> for
>>> the pizza for those that attend. :)
>>>
>>> See ya'll tomorrow,
>>>
>>> Doc Clu
>>>
>>> FamilyNet <> Internet Gated Mail
>>> http://www.familynet-international.org
>>>
```

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5315. Atari Age contest - JOUST!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 10:38:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002dc5c5@familynet-international.org>
Source record: 8177

FamilyNet International Newsgate

As I was telling Docrot last night at the party, Atari Age has restarted their gaming contests for another year. The first game was Zybex, the second game, JOUST!

http://www.atariage.com/forums/index.php?showforum=60

While there are no details posted yet on how they are conducting the Joust contest, I sure before this weekend is over they will post it. If you haven't joined these contests, now is a great reason to start because...

1) This is a brand new year
2) Games played in contests two years ago tended to soak up the all time favs like Joust, which are now available to be voted on, thus meaning more familiar titles to play.
3) I have had a lot of fun learning about other games aside from my Star Raiders, Archon, Wizard of Wor and Joust that I have played for umm... decades. :) (and I once swept a contest on a game I had never played before. So you never know.)

(If you have any questions, or need help finding a game image, let me know.)

So for now... let the JOUST begin!! (lowers visor on helm.)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5316. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 14:23:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43c90baa6758c2@comcast.net>
Source record: 8173

>
>I finallywon an auction for a SIO2PC last night. What is the best
>software? I have a pc all ready to go, I basically just want to be
>able to boot my 65xe from the SIO2PC and play some games (have a cd
>with just about every piece of software ever made for the 8bit). Any
>suggestions?

I hear APE is good.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5317. Re: Orange Screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 16:38:22 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <2O9yf.1494$Zo.292@trnddc07>
Source record: 8170

Three or four other 800xl's all work fine on that power supply so I don't
think that is it. All the chips in this machine are socketed, so I will
start with the RAM.

Thanks

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:ev7es1pv14hl2de0ibkmsmihbjj1jg2h2b@4ax.com...
> "cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>:
>>One of my 800XL's is messed up. When I turn it on I get an orange screen
>>(that sometimes changes to yellow). No boot noises... no hesitation just
>>Power ON -> Orange.
>>
>>Anyone ever seen this or have any ideas what it might be?
>
> Check the power supply (swap out for a known good one) and/or RAM (might
> have to desolder.) Often you can just put your finger on all the RAM
> chips
> in order and see if there is one that is much hotter than the rest... that
> is likely the bad one.
>
> After that, I would start checking the custom chips (ANTIC, GTIA, CPU).
>
> --
> Shawn Jefferson
> (fix reply to for email)

5318. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 18:07:50 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <6hdis1p4b2sl4qt73nb32l2vdpmm8562te@4ax.com>
Source record: 8171

On Wed, 12 Jan 2006 19:04:08 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> So for the 8-bitters here... anyone know where I can find a good copy of
>Pascal or Turbo Pascal for the Atari 8-bits?

There are:

Atari Pascal
Draper Pascal
Kyan Pascal
CLSN Pascal

The first three are readily located with XL Search,
http://www.newbreedsoftware.com/xlsearch/ .

I just noticed that, rather strangely, there seems to be no mention of CLSN
Pascal on the web at all! It was more recent than the others, a commercial
release that required a 128K XL/XE. Who owns a copy?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5319. XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 19:55:43 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <sEcyf.40655$0y2.29559@bignews2.bellsouth.net>
Source record: 8172

Anyone interested in a XEP-80 with original software Disk?

Its Clean and looks nice.

I have never used. But is suppose to be in very good working
condition.

If interested, send offers to me at:
phantomm@bellsouth.net

USA/Canada offers only please.

5320. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 20:46:42 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <Sqdyf.872$H71.402@newssvr13.news.prodigy.com>
Source record: 8174

"Michael Current" <hunmanik@MUNGEearthlink.net> wrote in message > On Wed, 12 Jan 2006 19:04:08 , "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>
> > So for the 8-bitters here... anyone know where I can find a good copy of
> >Pascal or Turbo Pascal for the Atari 8-bits?
>
> There are:
>
> Atari Pascal
> Draper Pascal
> Kyan Pascal
> CLSN Pascal
>
> The first three are readily located with XL Search,
> http://www.newbreedsoftware.com/xlsearch/ .
>
> I just noticed that, rather strangely, there seems to be no mention of CLSN
> Pascal on the web at all! It was more recent than the others, a commercial
> release that required a 128K XL/XE. Who owns a copy?
>
YES? I DO. It runs on XLIT on a Win98 machine using DOS 2.5. I have the documentation
at another location, but it is fairly intuitive, with sample programs on the distribution disk.
I don't know why it will run on XLIT, as I think XLIT is strictly 64K. What I have at this location
is a .arc of a .dcm, and dcm->atr and run in XLIT. Should be in someone's archive, It's not in
Holme's, or CTH. Maybe one of the Polish or Chezchk (sp) or German. Seems like I'd be willing
to put it in someone's archive. Oh, there's the Vietnamese archive, but I think that is mostly games.
I hardly used it, and don't remember any specifics/idiosynchracies.
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5321. FA: Rare ATARI XE Crystal Castles cartridge, boxed

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-14 23:15:32 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1137280532.740761.188390@g49g2000cwa.googlegroups.com>
Source record: 8178

This auction is for a rare ATARI XL/XE Crystal Castles cartridge,
boxed+instructions :

http://cgi.ebay.com/ATARI-800-XL-XE-RARE-Crystal-Castles-cartridge-BOXED_W0QQitemZ8249417831QQcategoryZ4315QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

5322. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 03:55:18 UTC
From: secretspam@ihatespam.net
Message-ID: <43cac79f.259263171@nntp.charter.net>
Source record: 8180

Probably APE.

On Fri, 13 Jan 2006 12:06:36 -0500, kevin <kevnospam242@gmail.com>
wrote:

>
>I finallywon an auction for a SIO2PC last night. What is the best
>software? I have a pc all ready to go, I basically just want to be
>able to boot my 65xe from the SIO2PC and play some games (have a cd
>with just about every piece of software ever made for the 8bit). Any
>suggestions?
>

5323. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 04:05:59 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <HSjyf.6754$PL5.6600@newssvr11.news.prodigy.com>
Source record: 8179

I searched the vendor's list, B&G (myatari),
Video61 (atarisales), Ben Smith (google it),
Best doesn't give an online catalog. ie.
if someone has it for sale, that'd be the way
to go for the (???? who wants it?)

5324. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 12:20:37 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137327637.758291.109790@g43g2000cwa.googlegroups.com>
Source record: 8181

Hi Kevin-
> I want to eventually just use
the laptop because it is not noisy with fan and doesnt take up any
space, but since my main pc does not have a floppy I will need to
transfer software via cdrom to the desktop then use it to sneaker net
the software to the laptop.

Im thinking it is prob better to just use the dos version since it
will load so much faster? <

If I understand you correctly, you want to use a laptop that has no
hard drive as your vehicle/server for your Atari via the SIO2PC cable?
And you want to use the ATR image software on CD-Rom on your Atari. If
this is correct, then no HD will certainly limit your options. APE for
Dos is very functional, but can't compare to the ease of use of the APE
for Windows interface. Fortunately, trial versions of both are
available, so you can try before you buy and see how things work out.
Good luck. -Larry

5325. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 14:23:25 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <edmks15smj3jvob4u1ni83mnj2fmq9dkek@4ax.com>
Source record: 8182

On 15 Jan 2006 04:20:37 -0800, "Larry" <LLppwhite@aol.com> wrote:

>If I understand you correctly, you want to use a laptop that has no
>hard drive as your vehicle/server for your Atari via the SIO2PC cable?
>And you want to use the ATR image software on CD-Rom on your Atari. If
>this is correct, then no HD will certainly limit your options. APE for
>Dos is very functional, but can't compare to the ease of use of the APE
>for Windows interface. Fortunately, trial versions of both are
>available, so you can try before you buy and see how things work out.
>Good luck. -Larry

Ive been sick all week with a fever, so maybe I came across a bit
confusing! You see I have 3 computers. One I am using now which is
a new modern pc. In the other room where I am going to set up up the
65xe/sio I have 2 old pc's one is a desktop (circa '96) with
win95/HD/CD/Floppy and the other is a really old thinkpad laptop a
relative gave me instead of throwing it away.

I want to use the Laptop with the Atari, but in order to get software
to it (since my modern pc down not use a floppy) I need to copy the
8bit stuff to the old pc and then slowly use the floppy drive to copy
over stuff to the laptop.

....

My main reason for using the dos version is it will load faster (takes
forever to load windows) is there some great advantage to using the
Windows version of APE?

5326. Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 14:45:01 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1137336301.393340.67530@f14g2000cwb.googlegroups.com>
Source record: 8183

Here's the setup I have:

1200XL with APE Warp+ OS
1050 with newest Happy Enchancement

My question is - is the high-speed mode of the Happy upgrade compatible with any normal DOS like MyDOS, SpartaDOS, or some modifed DOS 2.5? The Warp DOS that comes with the upgrade is pretty limited...

Alternatively, is there a way to make Happy upgrade compatible with US doubler?

Thanks!

MrScout

5327. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 14:55:03 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <bntyf.9429$dW3.8202@newssvr21.news.prodigy.com>
Source record: 8184

MrScout wrote:
> Here's the setup I have:
>
> 1200XL with APE Warp+ OS
> 1050 with newest Happy Enchancement
>
> My question is - is the high-speed mode of the Happy upgrade compatible
> with any normal DOS like MyDOS, SpartaDOS, or some modifed DOS 2.5? The
> Warp DOS that comes with the upgrade is pretty limited...
>
> Alternatively, is there a way to make Happy upgrade compatible with US
> doubler?

There is an OS patch that will load the Happy Warp Speed drivers into the
OS. I believe this is on side B of the Happy diskette. You just set it as your
autorun.ar0 or autorun.sys file and Happy drives will work at high speed after that.

On the Happy utility menu of the Warp Speed software disk, there is an option
to enable US Doubler emulation. That will change the drive to US Doubler mode
until you power cycle the drive.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5328. MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 17:15:38 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1137345338.009268.153520@z14g2000cwz.googlegroups.com>
Source record: 8185

I am pretty amazed at the MyIDE idea, the continuing developments in Atari mods continues to surprise me. Does anyone know of plans to enable a hard disk to be attached via the serial port SIO2PC-style, rather than through the cartridge contacts? It would be great to be able to attach a drive directly without going through a PC or the cartridge slot.

5329. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 18:16:10 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <t64ls1dtcdf2htsvn0ii5bo36pht50jo9v@4ax.com>
Source record: 8186

On 15 Jan 2006 09:15:38 -0800, "DunxUK@aol.commercial"
<dunxuk@aol.com> wrote:

>I am pretty amazed at the MyIDE idea, the continuing developments in
>Atari mods continues to surprise me. Does anyone know of plans to
>enable a hard disk to be attached via the serial port SIO2PC-style,
>rather than through the cartridge contacts? It would be great to be
>able to attach a drive directly without going through a PC or the
>cartridge slot.

you would need a intelligent controller to comm with the
8bit/harddrive. I would think it would be too much work/expense to do
this.

5330. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 18:23:58 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dqe3re$1fe$1@inews.gazeta.pl>
Source record: 8187

kevin napisaďż˝(a):

> > Does anyone know of plans to
> > enable a hard disk to be attached via the serial port SIO2PC-style,
> > rather than through the cartridge contacts? It would be great to be
> > able to attach a drive directly without going through a PC or the
> > cartridge slot.

> you would need a intelligent controller to comm with the
> 8bit/harddrive. I would think it would be too much work/expense to do
> this.

You are wrong. http://atariarea.krap.pl/sio2ide ~30$.

dely

5331. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 19:46:26 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <4f9ls1l8gp0h6tm54a38iim27a9flok2p0@4ax.com>
Source record: 8188

On Sun, 15 Jan 2006 19:23:58 +0100, Daniel Koï¿½miï¿½ski
<dely@GIN.SPAMERZE.tkdami.net> wrote:

>> you would need a intelligent controller to comm with the
>> 8bit/harddrive. I would think it would be too much work/expense to do
>> this.
>
>You are wrong. http://atariarea.krap.pl/sio2ide ~30$.
>
>dely

a few questions dely (since I cant make head or tails out of that
website) This costs how much? ~30$ translates into what American
dollars? Also how does this work? is there an external version that
doesnt require any soldering? Am I right in assuming you are
formatting the HD on the pc and then removing it and installing it in
the XE? Finally how does this compare speedwise with a Harddrive
attached thru ECI port?

Thanks

5332. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 20:03:50 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dqe9mn$1c1$1@inews.gazeta.pl>
Source record: 8189

kevin napisaďż˝(a):

> a few questions dely (since I cant make head or tails out of that
> website) This costs how much? ~30$ translates into what American
> dollars?

Assembled unit costs about 100PLN (Polish Zloty), 1 USD (US Dollar) =
3.15 PLN.

> Also how does this work?

It is emulating up to 9 Atari drives (D1: to D9:) via ATR files located
at FAT formatted HDD.

> is there an external version that
> doesnt require any soldering?

Yes, you can plug it into SIO hole ;)

> Am I right in assuming you are
> formatting the HD on the pc and then removing it and installing it in
> the XE?

Yes. It is also equipped with USB for easy uploading ATR's without
removing HDD.

> Finally how does this compare speedwise with a Harddrive
> attached thru ECI port?

Poor, max is Ultraspeed (56000 bod).

dely

5333. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 20:05:54 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <CWxyf.154061$dP1.512538@newsc.telia.net>
Source record: 8190

"Steven Tucker" <classics@atarimax.com> skrev i meddelandet
news:bntyf.9429$dW3.8202@newssvr21.news.prodigy.com...
> > ...
> ...
> There is an OS patch that will load the Happy Warp Speed drivers into the
> OS. I believe this is on side B of the Happy diskette. You just set it
> as your
> autorun.ar0 or autorun.sys file and Happy drives will work at high speed
> after that.

Is the .ar0 file extension something that DOS 2.5 recognizes?

Anders

5334. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 22:20:32 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <QUzyf.8783$%W1.1997@newsread2.news.atl.earthlink.net>
Source record: 8191

afraid not applicable to 2.0 or 2.5 ; it is for the latest MyDos
that accepts
multiple autoruns numbered 0, 1, 2, 3.... in order

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:CWxyf.154061$dP1.512538@newsc.telia.net...
>
> "Steven Tucker" <classics@atarimax.com> skrev i meddelandet
> news:bntyf.9429$dW3.8202@newssvr21.news.prodigy.com...
> > > ...
> > ...
> > There is an OS patch that will load the Happy Warp Speed
drivers into the
> > OS. I believe this is on side B of the Happy diskette. You
just set it
> > as your
> > autorun.ar0 or autorun.sys file and Happy drives will work at
high speed
> > after that.
>
> Is the .ar0 file extension something that DOS 2.5 recognizes?
>
> Anders

5335. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-15 22:29:03 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <P0Ayf.12601$lL4.1324@fe1.news.blueyonder.co.uk>
Source record: 8192

DunxUK@aol.commercial wrote:
> I am pretty amazed at the MyIDE idea, the continuing developments in
> Atari mods continues to surprise me. Does anyone know of plans to
> enable a hard disk to be attached via the serial port SIO2PC-style,
> rather than through the cartridge contacts? It would be great to be
> able to attach a drive directly without going through a PC or the
> cartridge slot.
>

Project Badsector.

I started this project in 2000 and wrote what would now be called a blog.
I wanted to interface an IDE HDD using the SIO so that it would work with my
old Atari 800. I built a prototype and got it working. The web pages are well
out of date as I have now had a PCB manufactured. The project stalled when it
came to the Atari DOS software part of the project. It can currently emulate a
floppy drive which shows that all the hardware is working.

For more information including schematics and source code goto:-

http://www.alma.demon.co.uk/Atari/AtariHwSw.html

I've also worked on other projects based on the same hardware, such as
interfacing a ISA ethernet card to the same project. In theory this would
allow the Atari to speak via the SIO to ethernet, although I'm not sure what
use this is.

If I get time I ought to update the web pages and add some more pictures.

regards...

--Gary

5336. Re: Lord Of The Red Dragon?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 00:30:09 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <lOByf.3057$F01.965@newssvr27.news.prodigy.net>
Source record: 8193

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:002d7365@familynet-international.org...
> FamilyNet International Newsgate
>
> > From: "Ronald J. Hall" <dark_lord@charter.net>
>
>
> > Does anyone know if there was a version of LORD for Atari BBSs? If so,
> > where can I download or buy it? Thanks!
> > --
> >
_/_/_/

5337. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 02:44:43 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <_cednZBpm-sIlVbeRVn-uw@comcast.com>
Source record: 8194

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:QUzyf.8783$%W1.1997@newsread2.news.atl.earthlink.net...
> afraid not applicable to 2.0 or 2.5 ; it is for the latest MyDos
> that accepts
> multiple autoruns numbered 0, 1, 2, 3.... in order

However, the driver may or may not work with dos 2.x, but you can give it a
try if you just name the file autorun.sys
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5338. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 04:54:32 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <tGFyf.286816$0l5.5906@dukeread06>
Source record: 8195

The main problem with this concept is the data rate. The SIO port is serial, while the MyIDE basically goes through the PBI/ECI interface. While you MIGHT be able to accomplish hooking a IDE hard drive via the SIO port, it would defeat the purpose as it would be way too slow to transfer data of any respectable size.

Thomas

"DunxUK@aol.commercial" <dunxuk@aol.com> wrote in message news:1137345338.009268.153520@z14g2000cwz.googlegroups.com...
>I am pretty amazed at the MyIDE idea, the continuing developments in
> Atari mods continues to surprise me. Does anyone know of plans to
> enable a hard disk to be attached via the serial port SIO2PC-style,
> rather than through the cartridge contacts? It would be great to be
> able to attach a drive directly without going through a PC or the
> cartridge slot.
>

5339. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 05:15:58 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <hrams15u7d6ihaptmebo84nhikkcfqusa4@4ax.com>
Source record: 8196

"Docrotcod" <rahbart@cox.net>:
>The main problem with this concept is the data rate. The SIO port is
>serial, while the MyIDE basically goes through the PBI/ECI interface. While
>you MIGHT be able to accomplish hooking a IDE hard drive via the SIO port,
>it would defeat the purpose as it would be way too slow to transfer data of
>any respectable size.

I don't know about that. From what I've heard, the SIO2IDE project is
pretty good. After all, a large part of a person's hard drive activities,
even on a MyIDE is loading basic disk images (games, demos, etc...) and
these were meant to load from floppy anyway, and thus through SIO.

The nice thing (AFAIK) about the SIO2IDE hardware is that you don't need
special drivers or OS patches.

Still, I don't have one, and have two MyIDE interface and have written
three (and a half) programs for the MyIDE interface.

--
Shawn Jefferson
(fix reply to for email)

5340. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 05:17:51 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <v1bms1hveb148e18t48tikqifdea50vgm9@4ax.com>
Source record: 8197

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>:

>Still, I don't have one, and have two MyIDE interface and have written
>three (and a half) programs for the MyIDE interface.

On that topic, I'm batting around the idea of creating a simple sector
editor for the MyIDE hardware. Anyone interested in a program that can
look into and edit the raw hard drive sector data on a MyIDE setup?

--
Shawn Jefferson
(fix reply to for email)

5341. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 06:04:28 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <5IGyf.287248$0I5.245240@dukeread06>
Source record: 8098

Yes..

I would also like a way to format a partition other than 16mb when using SpartaDOS. Maybe one where you could tell it how many sectors you were formatting and it would do it.

Thomas

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message news:v1bms1hveb148e18t48tikqifdea50vgm9@4ax.com...
> Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>:
>
>>Still, I don't have one, and have two MyIDE interface and have written
>>three (and a half) programs for the MyIDE interface.
>
> On that topic, I'm batting around the idea of creating a simple sector
> editor for the MyIDE hardware. Anyone interested in a program that can
> look into and edit the raw hard drive sector data on a MyIDE setup?
>
>
> --
> Shawn Jefferson
> (fix reply to for email)

5342. STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 06:56:33 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1137394593.850985.203660@f14g2000cwb.googlegroups.com>
Source record: 8099

DOES ANYBODY HAVE 1 FOR SALE OR TRADE? I NEED IT BADLY!!!!!

Charles

(909) 854-1210/shifty_butch@hotmail.com

5343. Looking for (rare?) games

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 07:10:58 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <4e1ls15eu165oo4j11a4b40caks2lfhcoi@4ax.com>
Source record: 8100

Hi people,

While looking at some of my old Atari User issues, I thought I might
check out some games I couldn't find when I was younger. Surpisingly,
although I have downloaded lots of images, I can't find some games.
Can somebody help?

Rick Hanson (text adventure) from Robico Software
The search by Red Rat Software
Slioh by SSI
Missing... One Droid by Bug-byte(??)
The pay-off
Spooky castle (the version I got freezes on Atar800Win PLus 4)
Escape Part I & II by AD400
The travelling circus by Infocom
Jackal by Konami (actually I only saw this on an advertisment, dunno
if it was converted to Atari or not)
Beaurocracy by ???
Gangsters Ville by Lindasoft
Trans-robots on the skull planet: last battle by Lindasoft

TIA!

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5344. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 07:45:12 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1137397512.330825.255020@z14g2000cwz.googlegroups.com>
Source record: 8101

I think the speed issue is not necessarily a problem for everyone; I personally quite like the idea of supplimenting the Atari hardware rather than souping it up. And you've got to keep that beep beep noise!

5345. FA : Rare ATARI XE Crystal Castles, cartridge version

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 10:01:56 UTC
From: "Mr. Lee" <bubba@biff.com>
Message-ID: <j9Kyf.3244$ZE.2040@dukeread11>
Source record: 8102
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

This auction is for a rare ATARI XL/XE Crystal Castles cartridge

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=8252202027

5346. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 14:01:37 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137420097.520316.278290@g49g2000cwa.googlegroups.com>
Source record: 8103

> My main reason for using the dos version is it will load faster (takes forever to load windows) is there some great advantage to using the Windows version of APE? <

It depends... To me, the "point-and-click" ease of Win APE far outweighs any loading issues. Win 95/98 loads very fast, and Win APE is fully functional with W95 or W98. Naturally the more stuff that loads at start-up, the longer it takes. I sometimes use Win APE with a small, older Pentium 266 Mhz laptop, and W98 boots on it in about 45 seconds. So, to me 45 seconds is not an issue. I've used registered versions of both Dos and Win APE, and to me there is no comparison. But that's just my opinion.

But I still wonder how you can use a laptop with no hard drive for APE at all. You can do that with SIO2PC, but even the Dos version of APE requires a HD, according to the manual. Perhaps you have figured out a way to do this.

-Larry

5347. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 14:50:17 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <kicns15oumtdkug6tk26neqkaf9edamebk@4ax.com>
Source record: 8104

On 16 Jan 2006 06:01:37 -0800, "Larry" <LLppwhite@aol.com> wrote:

>But I still wonder how you can use a laptop with no hard drive for APE
>at all. You can do that with SIO2PC, but even the Dos version of APE
>requires a HD, according to the manual. Perhaps you have figured out a
>way to do this.
>
>-Larry

the laptop has a harddrive, what would be the point of using a
computer with SIO/2PC without one? It just does not have a cdrom
drive, and so I need to use floppy disks to copy all the .atr files
over.

5348. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 15:03:06 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <RMCdnblPLq0yKFbeRVn-hg@comcast.com>
Source record: 8105

There is one on ebay I think.

"ramswell" <shifty_butch@hotmail.com> wrote in message
news:1137394593.850985.203660@f14g2000cwb.googlegroups.com...
> DOES ANYBODY HAVE 1 FOR SALE OR TRADE? I NEED IT BADLY!!!!!
>
>
> Charles
>
> (909) 854-1210/shifty_butch@hotmail.com
>

5349. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 15:04:17 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137423857.026477.4700@g47g2000cwa.googlegroups.com>
Source record: 8106

kevin wrote:
> On 16 Jan 2006 06:01:37 -0800, "Larry" <LLppwhite@aol.com> wrote:
>
> >But I still wonder how you can use a laptop with no hard drive for APE
> >at all. You can do that with SIO2PC, but even the Dos version of APE
> >requires a HD, according to the manual. Perhaps you have figured out a
> >way to do this.
> >
> >-Larry
>
> the laptop has a harddrive, what would be the point of using a
> computer with SIO/2PC without one? It just does not have a cdrom
> drive, and so I need to use floppy disks to copy all the .atr files
> over.

If you have Win95 (or better) on the laptop get a null modem cable and transfer the files using Direct Connect to the laptops HD from the other PC. Will take awhile but much faster than the floppy. If you only have Dos, try using interlnk, Intersrv to do the same in dos mode. This is how I installed Win95 on a laptop with no CD and a bad floppy (dos interlnk / intersrv). Took all night to transfer the files at a maximum of 9600 baud but it worked.

Bill H- www.ts1000.us

5350. You never thought you'd see one like this

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 15:10:06 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <YL2dnSLB5YHOKlbenZ2dnUVZ_vmdnZ2d@comcast.com>
Source record: 8107

Front:

http://tinyurl.com/7gv4h

Back:

http://tinyurl.com/dftzw

5351. Re: Looking for (rare?) games

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 18:14:54 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <yoRyf.42636$d5.199070@newsb.telia.net>
Source record: 8108

"George Nakos" <ggn@atariROCKS.org> skrev i meddelandet
news:4e1ls15eu165oo4j11a4b40caks2lfhcoi@4ax.com...
>...
> Beaurocracy by ???
The right spelling is - and I had to check that before I
answered - "Bureaucracy". It's an Infocom game.

http://infocom.elsewhere.org/gallery/bureaucracy/bureaucracy.html

Anders

5352. Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 18:29:02 UTC
From: big_d_316@yahoo.com
Message-ID: <1137436142.718094.300530@z14g2000cwz.googlegroups.com>
Source record: 8110

Last week I ordered a MyIDE from ATARIMAX, and plan to use a 32MB Compact Flash card on my little ol 800XL. I am used of useing DOS 2.5 on my trusty 1050 on the Atari, but have grown to love Windows XP on the PC. Please no flames about XP ;)
Anyways I been reading up on differant GUI's and DOS's. So far I think a GUI would be nice to have, and have thought about ATOS, Diamond GOS 3, and Contiki, as far as DOS I am narrowed to Sparta, and Mydos.

What I would like to do, is set up subdirectories, and have one be for Atari Basic, Turbo Basic XL, Machine language. I would like a setup that would load most machine language programs on the market, and APX games and whatnot, and load and run Basic, and maybe even Turbo Basic programs.

BTW are there and IDE/CF adaptors abailable that can plug into the PBI slot?

5353. Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 18:29:15 UTC
From: big_d_316@yahoo.com
Message-ID: <1137436155.084154.98550@g43g2000cwa.googlegroups.com>
Source record: 8109

Last week I ordered a MyIDE from ATARIMAX, and plan to use a 32MB Compact Flash card on my little ol 800XL. I am used of useing DOS 2.5 on my trusty 1050 on the Atari, but have grown to love Windows XP on the PC. Please no flames about XP ;)
Anyways I been reading up on differant GUI's and DOS's. So far I think a GUI would be nice to have, and have thought about ATOS, Diamond GOS 3, and Contiki, as far as DOS I am narrowed to Sparta, and Mydos.

What I would like to do, is set up subdirectories, and have one be for Atari Basic, Turbo Basic XL, Machine language. I would like a setup that would load most machine language programs on the market, and APX games and whatnot, and load and run Basic, and maybe even Turbo Basic programs.

BTW are there and IDE/CF adaptors available that can plug into the PBI slot?

5354. Re: FA : Rare ATARI XE Crystal Castles, cartridge version

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 19:10:24 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43cbefa0$0$1226$91cee783@newsreader01.highway.telekom.at>
Source record: 8111
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Mr. Lee wrote:

> This auction is for a rare ATARI XL/XE Crystal Castles cartridge
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=82522
> 02027

Hi Mr!

If you give me one EURO, then I visit your bid.

Best Regards,

Daniel Mandic

5355. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 19:56:19 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <mguns1lqivgv7ig0emtvrs678f4vljl4dd@4ax.com>
Source record: 8112

On 16 Jan 2006 07:04:17 -0800, "Bill H" <bill@ts1000.us> wrote:

>
>If you have Win95 (or better) on the laptop get a null modem cable and
>transfer the files using Direct Connect to the laptops HD from the
>other PC. Will take awhile but much faster than the floppy. If you only
>have Dos, try using interlnk, Intersrv to do the same in dos mode. This
>is how I installed Win95 on a laptop with no CD and a bad floppy (dos
>interlnk / intersrv). Took all night to transfer the files at a maximum
>of 9600 baud but it worked.

I had a null modem cable a million years ago, but I have no idea where
it is now. Today I went to 2 Radio Shacks looking for a 5pin DIN so I
could make a monitor cable for my Atari with no luck! I couldnt
imagine finding a null modem anymore.

5356. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 20:32:32 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137443552.601295.121550@g14g2000cwa.googlegroups.com>
Source record: 8113

kevin wrote:
> On 16 Jan 2006 07:04:17 -0800, "Bill H" <bill@ts1000.us> wrote:
>
> >
> > >If you have Win95 (or better) on the laptop get a null modem cable and
> > >transfer the files using Direct Connect to the laptops HD from the
> > >other PC. Will take awhile but much faster than the floppy. If you only
> > >have Dos, try using interlnk, Intersrv to do the same in dos mode. This
> > >is how I installed Win95 on a laptop with no CD and a bad floppy (dos
> > >interlnk / intersrv). Took all night to transfer the files at a maximum
> > >of 9600 baud but it worked.
>
> I had a null modem cable a million years ago, but I have no idea where
> it is now. Today I went to 2 Radio Shacks looking for a 5pin DIN so I
> could make a monitor cable for my Atari with no luck! I couldnt
> imagine finding a null modem anymore.

They still make / sell them - May be called a PC - PC direct connect
cable. If you have an old laptop you may want a serial one though
instead of the parallel (unless your parallel port can do
bi-directional).

Radio shack still carries the 25 pin null modem adaptor:

http://www.radioshack.com/product/index.jsp?productId=2103637&cp=&kw=null+modem&parentPage
=search

You would need that, along with 2 db9 female to db25 male cables and a
db25 gender changer. I use this setup here and then use Hyperterminal
in Windows XP & 95 to transfer files back and forth to the old laptop
at 115kbaud - works pretty good.

Or - you can just make your own. Get a 6ft db9 - db9 serial cable, cut
off insulation (without cutting wires) and then using a voltmeter to
deternine which wire is which, then just cut and rewire as in this
diagram:

http://www.lammertbies.nl/comm/info/RS-232_null_modem.html#full

Or - 3rd option, if you have a pcmi slot in the laptop, get a pcmi
network card and network the 2 machines (if you have a network card on
the other).

Or 4th option - if you have USB on the laptop - get one of the usb
thumbdrives and transfer the files to it / then to the laptop

Bill H - www.ts1000.us

5357. Re: Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 21:08:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cc0b6b$0$58053$742ec2ed@news.sonic.net>
Source record: 8114

big_d_316@yahoo.com wrote:
> Last week I ordered a MyIDE from ATARIMAX,
<snip>
> and maybe even Turbo Basic programs.

Out of curiosity, did you get a ROM chip with your MyIDE, or were you
going to run it off the cartridge?

I'm currently doing the latter (so it swaps Atari OS ROM out of the way
and uses RAM-under-ROM for the MyIDE stuff), and therefore I can NOT run
TurboBASIC XL (or any other XL-only software, including many games and demos).

I believe if you simply get the OS ROM, that allows many more things to run.
(Of course, not _everything_. Some things still require the original OS ROM,
since they were coded in a not-so-proper fashion ;^))

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5358. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 22:07:04 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns974DAE23D1054emuslor@216.196.97.136>
Source record: 8115

Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
news:mguns1lqivgv7ig0emtvrs678f4vljl4dd@4ax.com:

> I had a null modem cable a million years ago, but I have no idea where
> it is now. Today I went to 2 Radio Shacks looking for a 5pin DIN so I
> could make a monitor cable for my Atari with no luck! I couldnt
> imagine finding a null modem anymore.
>

I'll throw in a plug for my favorite place to buy cables:

http://www.cablewholesale.com

I buy from these guys all the time, and I have never been disappointed.

--
James
http://www.slornet.com

5359. Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 22:17:09 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <3t5os19u66vu94m41j83tels20m0aesg2j@4ax.com>
Source record: 8116

Ok, on XL/XE machines, I believe we can ? PEEK(98) in BASIC, zero means we have a NTSC GTIA, 1 means a PAL GTIA. Correct?

How is the equivalent done on the 400/800? It looks like location 53268 (decimal) is supposed to do it, but I don't seem to understand the results. Memory map sources mention values of 0 for PAL, or 13 or 14 for NTSC, but when I PEEK(53268) I get 1 or 15, respectively. What am I doing wrong?

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5360. Re: Looking for (rare?) games

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-16 22:53:10 UTC
From: Russ Perry Jr <slapdash@rcn.com>
Message-ID: <slapdash-E10065.16531016012006@news.rcn.com>
Source record: 8117

George Nakos <ggn@atariROCKS.org> wrote:
> Slioh by SSI

Perhaps this should be Shiloh, like the Civil War battle?

> Gangsters Ville by Lindasoft
> Trans-robots on the skull planet: last battle by Lindasoft

Were these supposed to be on cartridge, or were they cassette or disk?
--
//*==++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@rcn.com [NEW!] VIDEOGAME COLLECTOR! ||
++==*//

5361. XF551 Diagnostic

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 02:10:37 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <HmYyf.44770$QW2.3340@dukeread08>
Source record: 8118

Do you have any XF551 Diagnostic program to check the XF rom if XF rom is ok? Because the XF disk drive can not read/write/format the disk.... : (
Any help?

Thanks!
Jack

5362. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 02:27:22 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137464842.418449.147410@g44g2000cwa.googlegroups.com>
Source record: 8119

> On the Happy utility menu of the Warp Speed software disk, there is an option
to enable US Doubler emulation. That will change the drive to US
Doubler mode
until you power cycle the drive. <

Hmm... I never knew that you could just take the Warp Speed Dos module
(Autorun.sys) and use it with other Dos types. Live and learn.

The Happy docs are somewhat vague about exactly what you get with Ultra
Speed Emulation (other than *slightly* faster speed). I'm not a
frequent Sparta user, but even with US emulation set, I've still never
been able to format a disk with Ultra Skew under Sparta X. Has anyone
been able to do this? However there are some other utilities that
allow doing that. -Larry

5363. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 02:36:12 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <4tlos19daa2e684i4pkpi1m1ur8s6r4l22@4ax.com>
Source record: 8120

"ramswell" <shifty_butch@hotmail.com>:
>DOES ANYBODY HAVE 1 FOR SALE OR TRADE? I NEED IT BADLY!!!!!

Buy one on eBay already!

What kind of project are thinking of doing, BTW, that requires a 1200XL?

--
Shawn Jefferson
(fix reply to for email)

5364. Re: Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 02:40:54 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <q4mos1df2gs05o63ngooukck4m1fhlrcb5@4ax.com>
Source record: 8121

bill@newbreedsoftware.com (William Kendrick):
>big_d_316@yahoo.com wrote:
>> Last week I ordered a MyIDE from ATARIMAX,
><snip>
>> and maybe even Turbo Basic programs.
>
>Out of curiosity, did you get a ROM chip with your MyIDE, or were you
>going to run it off the cartridge?
>
>I'm currently doing the latter (so it swaps Atari OS ROM out of the way
>and uses RAM-under-ROM for the MyIDE stuff), and therefore I can NOT run
>TurboBASIC XL (or any other XL-only software, including many games and demos).

Exactly, Bill.

You can't run TurboBasic XL or SpartaDos. With the eprom MyIDE OS you can
run SpartaDOS and probably TB XL (never tried myself.) Here's where I plug
Steve Tucker's 32-in-1 OS upgrade (http://www.atarimax.com/). Gives you
the MyIDE OS plus a bunch of other OS, some very useful, some just sort of
goofy but cool to check out once in a blue moon (Arabic OS!)

--
Shawn Jefferson
(fix reply to for email)

5365. Well I don't plan on using it...so I hope it goes to a nice home

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 03:01:26 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <x_adnbhJluaWw1HenZ2dnUVZ_tKdnZ2d@comcast.com>
Source record: 8122

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8752834975

Enjoy!

5366. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 03:06:40 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137467200.450557.218550@g14g2000cwa.googlegroups.com>
Source record: 8123

Also should have mentioned... this doesn't affect a lot of people, but a Happy drive has somewhat limited functionality with a Black Box. For instance, if running a BB with the XL/XE OS, the Happy will produce an occasional error 139. And if you run the diagnostic while in the XL/XE mode with the BB attached, it will fail the diagnostic. If you use an 800-type OS in Rom, it will pass the diagnostics. And SOT, when programming a flash cart with the BB attached, it will produce an error just about 100% of the time (at least mine does). -Larry

5367. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 03:53:11 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1137469991.920135.239810@g47g2000cwa.googlegroups.com>
Source record: 8124

Will start off with basic interfacing mods (printers, mice, light pens, etc.) and will gradually move up to video projects and power supply projects that will require a bit more "finesse."

Thanks for asking!

Charles

5368. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 03:58:18 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43cc69d3$0$17947$f69f905@mamut2.aster.pl>
Source record: 8125

> The nice thing (AFAIK) about the SIO2IDE hardware is that you don't need
> special drivers or OS patches.

A decent design of a parallel harddrive interface for Atari does not require
"special drivers or OS patches", either.

KMK

5369. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 04:57:37 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dqhs85hvr1@srv.cyf-kr.edu.pl>
Source record: 8126

Michael Current:

> Ok, on XL/XE machines, I believe we can ? PEEK(98) in BASIC, zero means we
> have a NTSC GTIA, 1 means a PAL GTIA. Correct?
> How is the equivalent done on the 400/800?

I think (altough I don't own 400/800) it is done the same way,
cause it's OS job to set that memory cell based on GTIA
register $D014

> It looks like location 53268

that one ;) where bits 1-3=0 or 1 depending on what system is it.

> Memory map sources mention values of 0 for PAL, or 13 or 14 for
> NTSC,

Yes 0 or 14, but after AND #$0E (must clear bit 0).
1 and 14=0 , 15 and 14=14
.
> I PEEK(53268) I get 1 or 15, respectively. What am I doing wrong?

Treat that value as OS does - and #$0E, then zero or nonzero.
Best that way, cause I am not sure if always ALL bits 1-3
are 1 on ALL machines, but it's sure that all of them are 0.
OS is checking that way (below).
So after AND it may be 0 or 2,4,6,8,10,12,14 ;)

```
LDA $D014
AND #$0E
BNE NONZERO
LDA #$05
LDX #$01
LDY #$28
BNE ZERO
NONZERO LDA #$06
LDX #$00
LDY #$30
ZERO STA $02DA
STX $62 - and here you see OS is setting cell at 96 to peek.
STY $02D9
```

If 400/800 OS is not doing it then you just have to do it yourself.

--
Sc0rpi0
I hated going to weddings.

All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

5370. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 05:32:48 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1137475958@rtfm.mit.edu>
Source record: 8127
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5371. AtariMagazines.com: RSS feed & more Compute!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 05:56:09 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-A2C66E.21560816012006@news.west.cox.net>
Source record: 8128

AtariMagazines.com has added the full text of 16 issues of Compute!
magazine:

January 1982, April 1982, May 1983, July 1983, April 1984, May 1984,
June 1984, July 1984, August 1984, September 1984, October 1984,
November 1984, January 1985, June 1985, December 1985, and December
1989.

In addition, we've added an RSS feed that tracks the latest happenings
at the AtariMagazines.com What's New Page: http://www.atarimagazines.com/new.rss

Enjoy!
Kevin

5372. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 05:58:14 UTC
From: users <notlikely@hotmail.com>
Message-ID: <2006011716581443658%notlikely@hotmailcom>
Source record: 8129

On 2005-02-16 03:10:48 +1100, cmartin@ti.com said:

> Bill,
>
> Sounds great. You could even make the drum game so that you can select
> different sounds for each voice, even digitized sounds. I can see the
> hilarity when you select "cat meows". :^)
>
> -Chris

Rewiring a USB dance pad to work with the atari joystick port is really easy, I did it a while back to make a floor controller for my kids and just wrote a simple program to play a musical note when they stepped on the pads so they could stomp around and make horrible music.

It is a really easy interface job, for programming, just assume the 8 directions on the joystick, or four if you want to keep it simple.

5373. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 16:12:00 UTC
From: Jorge <user@nospam.com>
Message-ID: <dqj50g$1ie$1@blue.rahul.net>
Source record: 8130

"MrScout" <mrscout@sbcglobal.net> writes:

>1200XL with APE Warp+ OS
>1050 with newest Happy Enchancement
>
>My question is - is the high-speed mode of the Happy upgrade compatible
>with any normal DOS like MyDOS, SpartaDOS, or some modifed DOS 2.5? The
>Warp DOS that comes with the upgrade is pretty limited...
>
>Alternatively, is there a way to make Happy upgrade compatible with US
>doubler?

Unless you have the older Happy Rom, it is already built-in compatible
with the US. Doubler. And you get Warp/Ultra speed with any DOS (or
software) that supports those speeds.

If you have the older Rom, then you have to enable U.S.D. emulation with
the happy software. Boot the happy software, select Drive options, and you
should see an option (Enable U.S. EMU, or something like that).

--

PASTI http://pasti.fxatari.com

5374. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 16:14:21 UTC
From: Jorge <user@nospam.com>
Message-ID: <dqj54t$1ie$2@blue.rahul.net>
Source record: 8131

"Larry" <LLppwhite@aol.com> writes:

>Speed Emulation (other than *slightly* faster speed). I'm not a
>frequent Sparta user, but even with US emulation set, I've still never
>been able to format a disk with Ultra Skew under Sparta X.

The Happy doesnt support the 'f' command for formatting with custom skew.
You dont need this at all with the Happy. As long as it is in fast mode,
the happy drive will read at exactly the same speed any disk disregarding
the skew. So there is no reason to use that option unless you want to use
the disk with a drive enhanced with the USD.

--

PASTI http://pasti.fxatari.com

5375. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 20:23:50 UTC
From: MrScout <mrscout@sbcglobal.net>
Message-ID: <1137529430.247715.141520@f14g2000cwb.googlegroups.com>
Source record: 8132

Jorge, so how do I tell what version of Happy ROM do I have? The kit I got didn't have anything written on the top of the ROM chip...

MrScout

5376. Re: AtariMagazines.com: RSS feed & more Compute!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-17 20:56:50 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2006.01.17.20.56.50.541914@strotmann.de>
Source record: 8133

On Mon, 16 Jan 2006 21:56:09 -0800, Kevin Savetz wrote:

> AtariMagazines.com has added the full text of 16 issues of Compute!
> magazine:
>
Ahhh, thank you Kevin. I was just waiting for this!

Carsten

5377. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-18 01:35:26 UTC
From: Jorge <user@nospam.com>
Message-ID: <dqk60u$52g$1@blue.rahul.net>
Source record: 8134

"MrScout" <mrscout@sbcglobal.net> writes:

>Jorge, so how do I tell what version of Happy ROM do I have? The kit I
>got didn't have anything written on the top of the ROM chip...

Run the diagnostic program in the Happy software rev. 7. It might work with older version, I dont know for sure. But just in case use 7.0 or 7.1. Select the option to test RAM and ROM, I think its called Enhancement diagnostic or something like that.

After the ROM test, there is a word that shows all in uppercase if you have the newer ROM, or capitalized if you have the older one. I dont remember if the word is ROM (Rom), PASS (Pass), or TEST (Test). But this is described in the rev. 7 software manual. I will look it up if you dont have it.

As a last resort just try using an older Sparta Dos version without enable U.S. emulation. If you get the Ultra speed, then you know you have the newer ROM. Note that newer versions of Sparta, like Sparta DosX have a driver specific for the Happy that enables U.S. emulation. So you must use Sparta 1 or 2 for this test. And make sure you power-cycled the drive before the test, otherwise your drive might have been already programmed with the U.S. emulation

--

PASTI http://pasti.fxatari.com

5378. XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-18 15:42:37 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11ssofdh4sevhcf@corp.supernews.com>
Source record: 8135

In case anyone is looking for a monitor for their XEP-80, I discovered that Walmart sells an inexpensive security monitor and camera for about $45.00 that will display all the characters. It's a black and white 5.5" monitor, so it's on the small side, but it was exactly what I was looking for because I have a very small work space, mostly because I'm using a 19" LCD for a color monitor for my 130XE :-)

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

5379. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-18 18:37:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.18.18.37.22.207875@charter.net>
Source record: 8136

On Wed, 18 Jan 2006 15:42:37 +0000, Joseph D. Place wrote:

> In case anyone is looking for a monitor for their XEP-80, I
> discovered that Walmart sells an inexpensive security monitor and
> camera for about $45.00 that will display all the characters. It's a
> black and white 5.5" monitor, so it's on the small side, but it was
> exactly what I was looking for because I have a very small work
> space, mostly because I'm using a 19" LCD for a color monitor for my
> 130XE :-)

What 19" LCD brand (and how much) did you find that will cover the 15khz
range needed?

--
_/_/_/

5380. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-18 22:48:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137624481.342417.182230@g14g2000cwa.googlegroups.com>
Source record: 8137

Joseph D. Place wrote:
> In case anyone is looking for a monitor for their XEP-80, I
> discovered that Walmart sells an inexpensive security monitor and
> camera for about $45.00 that will display all the characters. It's a
> black and white 5.5" monitor, so it's on the small side, but it was
> exactly what I was looking for because I have a very small work
> space, mostly because I'm using a 19" LCD for a color monitor for my
> 130XE :-)
>
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

5.5 inches? Yikes!

I've been using a 9" security monitor off and on since the early 1980's
with my 800. It's great for 40 columns but I can't imagine using it
for the XEP-80's 80 columns.

[off topic]
OK, I take that back. Three days ago my 2nd PC's CRT died so I plugged
this old B&W (composite video) into the S-Video out (with a homebrew
adapter for luminence) of my video card. So I guess I am using it in 80
columns, now. LOL! It's sharp but this is like looking at 8 pt type.
I still can't imagine using 5.5" display but thanks for the
information on where to get one.

I too am curious about what you are using to connect your Atari to a
19" LCD.

I'm using an outboard TV tuner (obsolete Viewsonic VB50HRTV) with my
19" CRT. This turner has RF, composite, and S-Video (my 800XL feeds
this) but only VGA output. I haven't seen anything similar with a DVI
output so I was just wondering how you are connecting the LCD.

- Steve Sheppard

5381. Atari XEP80 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-18 22:53:16 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <UCzzf.150750$k76.94225@bignews6.bellsouth.net>
Source record: 8138

Atari XEP 80 with original software disk for sale.

Clean and good condition.

US/Canada only please.

If interested, contact me at:
phantomm@bellsouth.net

5382. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 00:52:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cee2d9$0$58078$742ec2ed@news.sonic.net>
Source record: 8139

users <notlikely@hotmail.com> wrote:
> Rewiring a USB dance pad to work with the atari joystick port is really
> easy, I did it a while back to make a floor controller for my kids and
> just wrote a simple program to play a musical note when they stepped on
> the pads so they could stomp around and make horrible music.

> It is a really easy interface job, for programming, just assume the 8
> directions on the joystick, or four if you want to keep it simple.

I JUST ended up buying a PlayStation->USB adapter for my Linux box
(for both the DDR dance pad, for which I'll try out PyDance, as well as
for simply playing with PlayStation joypad controllers).

Also, someone just emailed me this:

http://www.kraftbrands.com/activegame/pad.aspx?e=email

I'd be interested to hear about getting USB working with the Atari joystick
port. (Or did you actually cut the lines inside the dance pad, to make
it act as an Atari joystick, rather than as a USB device???)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5383. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 00:53:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cee308$0$58078$742ec2ed@news.sonic.net>
Source record: 8140

Slor <semaj@rols.ten> wrote:
> Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
> news:mguns1lqivgv7ig0emtvrs678f4vljl4dd@4ax.com:

> > I had a null modem cable a million years ago, but I have no idea where
> > it is now. Today I went to 2 Radio Shacks looking for a 5pin DIN so I
> > could make a monitor cable for my Atari with no luck! I couldnt
> > imagine finding a null modem anymore.
> >

> I'll throw in a plug for my favorite place to buy cables:

> http://www.cablewholesale.com

Plus, I have a bunch of DB25 cables and gender benders and a NULL Modem
adapter that I need to get rid of. ;)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5384. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 01:12:10 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-19CC9C.20121018012006@netnews.asp.att.net>
Source record: 8141

In article <1137394593.850985.203660@f14g2000cwb.googlegroups.com>,
"ramswell" <shifty_butch@hotmail.com> wrote:

> DOES ANYBODY HAVE 1 FOR SALE OR TRADE? I NEED IT BADLY!!!!!
>
>
> Charles
>
> (909) 854-1210/shifty_butch@hotmail.com

In the last week ive seen at least 2 1200xl's go thru ebay. Saw them
while looking for a replacement keyboard for a 130xe.

5385. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 01:22:26 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns974FCF41B85B8emuslor@216.196.97.136>
Source record: 8142

Despite all prevention efforts, ziggy <ziggy@fakedaddress.com> wrote in
news:ziggy-19CC9C.20121018012006@netnews.asp.att.net:

> In the last week ive seen at least 2 1200xl's go thru ebay. Saw them
> while looking for a replacement keyboard for a 130xe.
>

How much you think this one will go for? :)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8752834975

--
James
http://www.slornet.com

5386. New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 05:41:44 UTC
From: 65coupei6 <sales@mustangindex.com>
Message-ID: <1137649304.340790.321550@g49g2000cwa.googlegroups.com>
Source record: 8143

There is a new prototyping board available called The 8 Bit Baby. This
is great for anyone who wants to create their own project. More info
can be found at
http://c64.mustangindex.com/catalog/product_info.php?products_id=35&osCsid=93a2e22a7f3f41e
222d49a2398c28677

5387. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 07:05:58 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.19.07.05.56.545404@charter.net>
Source record: 8144

On Wed, 18 Jan 2006 21:41:44 -0800, 65coupei6 wrote:

> There is a new prototyping board available called The 8 Bit Baby. This
> is great for anyone who wants to create their own project. More info
> can be found at
> http://c64.mustangindex.com/catalog/product_info.php?products_id=35&osCsid=93a2e22a7f3f4
1e222d49a2398c28677

Hmm, did I miss something though? I didn't see an Atari "side"... :-(

--
_/_/_/

5388. MyIDE Tools

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 07:46:28 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <prgus1h4gaj8v9e5hqkuakobij6gmsudqi@4ax.com>
Source record: 8145

Just released new versions of MyIDE Config, MyIDE Image Manager and a new program called MyIDE Image Batcher that lets you copy multiple ATR disk images to image space in one batch process.

These versions only work with the newer 3.5F and 4.x versions of the MyIDE OS.

Check them out here:
http://www.jeffersonsauctioneering.com/atari/

If you find the programs useful, let me know! If you have any suggestions for features and enhancements or bug reports, send me a message!

--
Shawn Jefferson
(fix reply to for email)

5389. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 08:03:02 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <os2dnXitvu4o2lLenZ2dnUVZ_tSdnZ2d@comcast.com>
Source record: 8146

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:43cee308$0$58078$742ec2ed@news.sonic.net...
> Slor <semaj@rols.ten> wrote:
>> Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
>> news:mguns1lqivgv7ig0emtvrs678f4vljl4dd@4ax.com:
>
>> > I had a null modem cable a million years ago, but I have no idea where
>> > it is now. Today I went to 2 Radio Shacks looking for a 5pin DIN so I
>> > could make a monitor cable for my Atari with no luck! I couldnt
>> > imagine finding a null modem anymore.
>> >
>
>> I'll throw in a plug for my favorite place to buy cables:
>
>> http://www.cablewholesale.com
>
> Plus, I have a bunch of DB25 cables and gender benders and a NULL Modem
> adapter that I need to get rid of. ;)

I bought a gender bender, a DB 9 > 25 adaptor, and a null modem cable today.
I was trying to cut down on the massive wad of adaptors I use to connect the
modem Greg Goodwin loaned me to my 850. Thanks again, Greg! I hope to get a
UDS10 or MSS100 next month. :)

Anyways, if you happen to have one near you, I suggest you go to a Fry's
store. Be warned: every Fry's store I have ever been in is very neat and
organized, except when it comes to cables, adaptors, and occasionally
components... I dug thru a clusterfuck for over an hour before I found what
I was looking for, but it was there.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5390. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 12:06:56 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137672416.708135.163380@g44g2000cwa.googlegroups.com>
Source record: 8147

ramswell wrote:
> DOES ANYBODY HAVE 1 FOR SALE OR TRADE? I NEED IT BADLY!!!!!
>
>
> Charles
>
> (909) 854-1210/shifty_butch@hotmail.com

Why is it that everyone wants a 1200xl? I had one when they came out -
brought it at a bargain basement price since no one wanted it then due
to the incompatibilities with the 400/800/600xl/800xl?

On the other hand - I actually liked it alot. I would plug in the basic
cart from an 800 Ihad and never had a problem with incompatibilities.

Bill H www.ts1000.us

5391. Re: Looking for (rare?) games

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 15:17:30 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <mbbvs15prk5pjphmb8snl4b9779njinqta@4ax.com>
Source record: 8048

On Mon, 16 Jan 2006 16:53:10 -0600, Russ Perry Jr <slapdash@rcn.com>
wrote:

>George Nakos <ggn@atariROCKS.org> wrote:
>> Slioh by SSI
>
>Perhaps this should be Shiloh, like the Civil War battle?

Yep

>
>> Gangsters Ville by Lindasoft
>> Trans-robots on the skull planet: last battle by Lindasoft
>
>Were these supposed to be on cartridge, or were they cassette or disk?
AFAICR they were on tape/disk.

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

5392. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 16:48:09 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97507810EC177emuslor@216.196.97.136>
Source record: 8049

Despite all prevention efforts, "Bill H" <bill@ts1000.us> wrote in
news:1137672416.708135.163380@g44g2000cwa.googlegroups.com:

> Why is it that everyone wants a 1200xl? I had one when they came out -
> brought it at a bargain basement price since no one wanted it then due
> to the incompatibilities with the 400/800/600xl/800xl?
>

I'm not extremely versed on this - can you give a brief summary or point to
a URL on the incompatibilities that exist?

thanks

--
James
http://www.slornet.com

5393. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 17:40:03 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11svjnjm9tfr8fd@corp.supernews.com>
Source record: 8051

On 18 Jan 2006 13:37:22 , "Ronald J. Hall" wrote:
>On Wed, 18 Jan 2006 15:42:37 +0000, Joseph D. Place wrote:
>
>> In case anyone is looking for a monitor for their XEP-80, I
>> discovered that Walmart sells an inexpensive security monitor and
>> camera for about $45.00 that will display all the characters. It's a
>> black and white 5.5" monitor, so it's on the small side, but it was
>> exactly what I was looking for because I have a very small work
>> space, mostly because I'm using a 19" LCD for a color monitor for my
>> 130XE :-)
>
>What 19" LCD brand (and how much) did you find that will cover the 15khz
>range needed?
>
>--
>_/_/_/

5394. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 17:40:41 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137692440.981735.8890@g14g2000cwa.googlegroups.com>
Source record: 8050

Slor wrote:
> Despite all prevention efforts, "Bill H" <bill@ts1000.us> wrote in
> news:1137672416.708135.163380@g44g2000cwa.googlegroups.com:
>
> > Why is it that everyone wants a 1200xl? I had one when they came out -
> > brought it at a bargain basement price since no one wanted it then due
> > to the incompatibilities with the 400/800/600xl/800xl?
> >
>
> I'm not extremely versed on this - can you give a brief summary or point to
> a URL on the incompatibilities that exist?

The main incompatibility was the 16k rom versus the 10k in the 400/800,
though there was a translator disk that let you solve that. It has been
awhile since I last used an atari outside of an emulator (or the 2600)
so I don't remember them all. I recall in Mapping the Atari there was a
number of things that they said were different on the 1200xl versus the
others. This site details a number of the rom differences:
http://www.atariarchives.org/mmm/appendix_eleven.php

This site shows the differences in the Parallel Bus interface on the
1200xl:
http://www.retrobits.net/atari/pbi.shtml

>
> thanks
>
> --
> James
> http://www.slornet.com

5395. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 17:45:03 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11svk0vlvo7s728@corp.supernews.com>
Source record: 8052

On 18 Jan 2006 14:48:01 , stephensheppard@hotmail.com wrote:
>
>Joseph D. Place wrote:
>> In case anyone is looking for a monitor for their XEP-80, I
>> discovered that Walmart sells an inexpensive security monitor and
>> camera for about $45.00 that will display all the characters. It's a
>> black and white 5.5" monitor, so it's on the small side, but it was
>> exactly what I was looking for because I have a very small work
>> space, mostly because I'm using a 19" LCD for a color monitor for my
>> 130XE :-)
>>
>>
>> --
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
>> http://www.josephplace.com
>
>5.5 inches? Yikes!
>
>I've been using a 9" security monitor off and on since the early 1980's
>with my 800. It's great for 40 columns but I can't imagine using it
>for the XEP-80's 80 columns.
>
>[off topic]
>OK, I take that back. Three days ago my 2nd PC's CRT died so I plugged
>this old B&W (composite video) into the S-Video out (with a homebrew
>adapter for luminence) of my video card. So I guess I am using it in 80
>columns, now. LOL! It's sharp but this is like looking at 8 pt type.
> I still can't imagine using 5.5" display but thanks for the
>information on where to get one.
>
>I too am curious about what you are using to connect your Atari to a
>19" LCD.
>
>I'm using an outboard TV tuner (obsolete Viewsonic VB50HRTV) with my
>19" CRT. This turner has RF, composite, and S-Video (my 800XL feeds
>this) but only VGA output. I haven't seen anything similar with a DVI
>output so I was just wondering how you are connecting the LCD.
>
>- Steve Sheppard
>
>.
I'm using a Paradise video box similar to what you are using. No
DVI, just VGA out. FYI O/T I use the same box/monitor for monochrome

for my 1040STe with a VGA converter for ST on the VGA input.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

5396. History of The Game Console

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 17:55:07 UTC
From: ihatzi@hotmail.com
Message-ID: <1137693307.702329.142720@g47g2000cwa.googlegroups.com>
Source record: 8053

Something interesting for you guys:
http://www.thegameconsole.com

5397. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 18:05:10 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <qxQzf.640$Dk.129@newsread3.news.pas.earthlink.net>
Source record: 8054

Bill H wrote:
> ramswell wrote:
>
>>DOES ANYBODY HAVE 1 FOR SALE OR TRADE? I NEED IT BADLY!!!!!
>>
>>
>>Charles
>>
>>(909) 854-1210/shifty_butch@hotmail.com
>
>
> Why is it that everyone wants a 1200xl? I had one when they came out -
> brought it at a bargain basement price since no one wanted it then due
> to the incompatibilities with the 400/800/600xl/800xl?
>
> On the other hand - I actually liked it alot. I would plug in the basic
> cart from an 800 Ihad and never had a problem with incompatibilities.
>
> Bill H www.ts1000.us
>

Only good reason to get a *stock* one is they come with a good keyboard.
I have an 800, 130XE, 800XL, and I prefer the 1200xl keyboard.

The incompatibility was a pirate and phoney marketing thing. Some of the
early hacks like CARTCOPY had an illegal jump to the OS. The real carts
would work just fine but the dozens of pirated pieces of software would
crash on a 1200XL. IIRC a lot of that copy stuff came from Gardner
Computing and it was his habit at the time to make that illegal call.
For that matter the same hacked software would crash on a 800XL too. I
think if you look at the software that legitimate users call
incompatible you will find it is a much shorter list.

That is also why "The FIXXL" worked/was written. It just loaded the 800
OS into an XL then prompted the user ~"Insert disk and press return".
That was because all the cart images were on disk.

The 1200XL is a hackers dream, they are fully socketed. None of that
desodering RAM to add a memory expansion like Rambo. Something goes out,
just plug in a new chip. If you have ever tried to trouble shoot an
800XL where one of the 40 pin chips went out, you really learn to love
the 1200XL.

There is a lot of real estate under the hood. The 1200XL uses just a
chip or two more then an 800XL but has a huge footprint. Bob Wooley even
pulled the 5V power supply<and RF modulator?> from his to make room for

his mods.

Bob's mods are a major reason to use a 1200XL. He has done everything from upgrade the video to built in BASIC to internal IDE drive. Some of it is kind of esoteric, like the OS comes in two 8k ROM and has provisions for either 24 pin or 28 pin devices: Makes it easy to put in multiple OS by substituting 27128's then adding a few jumpers and a switch.

5398. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 18:58:42 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97508E336EF28emuslor@216.196.97.136>
Source record: 8055

Despite all prevention efforts, Rick Cortese <ricortes@earthlink.net>
wrote in news:qxQzf.640$Dk.129@newsread3.news.pas.earthlink.net:

>
> Only good reason to get a *stock* one is they come with a good
> keyboard. I have an 800, 130XE, 800XL, and I prefer the 1200xl
> keyboard.

Better than the 800? I'll be interested to see that then.

>
> The 1200XL is a hackers dream, they are fully socketed. None of that
> desodering RAM to add a memory expansion like Rambo. Something goes
> out, just plug in a new chip. If you have ever tried to trouble shoot
> an 800XL where one of the 40 pin chips went out, you really learn to
> love the 1200XL.

I was fortunate enough to have a socketed 800XL, but I certainly lost
any desire to mod my 130XE after I opened it up and found 0 sockets.

>
> There is a lot of real estate under the hood. The 1200XL uses just a
> chip or two more then an 800XL but has a huge footprint. Bob Wooley
> even pulled the 5V power supply<and RF modulator?> from his to make
> room for his mods.

Yeah, I had figured that much out - it's a nice size mahine for cramming
stuff into.

>
> Bob's mods are a major reason to use a 1200XL. He has done everything
> from upgrade the video to built in BASIC to internal IDE drive. Some
> of it is kind of esoteric, like the OS comes in two 8k ROM and has
> provisions for either 24 pin or 28 pin devices: Makes it easy to put
> in multiple OS by substituting 27128's then adding a few jumpers and a
> switch.
>

I didn't realize there's not built-in BASIC in the 1200XL. What's there
instead, if anything?

--
James
http://www.slornet.com

5399. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 19:59:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cfefa9$0$58071$742ec2ed@news.sonic.net>
Source record: 8056

kevin <kevnospam242@gmail.com> wrote:
> you would need a intelligent controller to comm with the
> 8bit/harddrive. I would think it would be too much work/expense to do
> this.

Personally, I've thought it'd be cool to get a Serial Port CF card for
my Sharp Zaurus (they're ARM-CPU-based PDAs running Linux 2.4 kernel)
and try buidling AtariSIO and AtariServer for it.

Earlier this week, I saw a presentation from a fellow from JK Microcontrollers
in Davis, CA who are about to launch some 4" x 4" microcontroller units
that are also ARM-based and run Linux.

Get a little mutli-gigabyte CF micro hard disk, some batteries or
a power supply[*] to power it, and an SIO2PC cable, and you SHOULD be
set.

One day I'll play. :^)

[*] Interestingly, JK Micro's devices (their earlier ones are MSDOS-based
embedded systems in similar form-factors) appear to be powered by old
Atari computer 5V power supplies. :^) I forgot to take a photo of
that. Here are photos from the LUG meeting (you'll see me in one!)
where you can see the Linux microcontroller.

http://www.lugod.org/photos/2006.01.16/

It'll apparently cost ya $150-200 at Qty 1, though!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5400. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 20:00:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cfefeb$0$58071$742ec2ed@news.sonic.net>
Source record: 8057

Daniel Ko?mi?ski <dely@gin.spamerze.tkdami.net> wrote:
> > you would need a intelligent controller to comm with the
> > 8bit/harddrive. I would think it would be too much work/expense to do
> > this.

> You are wrong. http://atariarea.krap.pl/sio2ide ~30$.

I LOVE that it's in an old cassette drive! :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5401. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 20:06:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cff140$0$58071$742ec2ed@news.sonic.net>
Source record: 8058

Slor <semaj@rols.ten> wrote:
> I didn't realize there's not built-in BASIC in the 1200XL. What's there
> instead, if anything?

Self-Test. :) That's it. :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5402. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 20:06:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <43cff15f$0$58071$742ec2ed@news.sonic.net>
Source record: 8059

Rick Cortese <ricortes@earthlink.net> wrote:
> Bob's mods are a major reason to use a 1200XL. He has done everything
> from upgrade the video to built in BASIC to internal IDE drive. Some of
> it is kind of esoteric, like the OS comes in two 8k ROM and has
> provisions for either 24 pin or 28 pin devices: Makes it easy to put in
> multiple OS by substituting 27128's then adding a few jumpers and a switch.

And he still has mine! And I can't get ahold of him! :^(
(Even called a couple of times and left msgs in the last few months.)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5403. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 22:39:37 UTC
From: 65coupei6 <sales@mustangindex.com>
Message-ID: <1137710377.456295.237620@g47g2000cwa.googlegroups.com>
Source record: 8060

Sorry, I have to update my webpage. It should work on the Atari
400/600/800/65/130[XL|XE]

5404. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 22:39:55 UTC
From: 65coupei6 <sales@mustangindex.com>
Message-ID: <1137710395.033467.199180@o13g2000cwo.googlegroups.com>
Source record: 8061

Sorry, I have to update my webpage. It should work on the Atari
400/600/800/65/130[XL|XE]

5405. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-19 23:52:46 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137714765.951828.179160@g44g2000cwa.googlegroups.com>
Source record: 8062

65coupei6 wrote:
> Sorry, I have to update my webpage. It should work on the Atari
> 400/600/800/65/130[XL|XE]

I see that the 8 Bit Baby is available for the 6502 machines, is it cpu dependant or can you use it with Z80's like the TS1000/ZX81?

Bill H www.ts1000.us

5406. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 02:30:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d04b43$0$58108$742ec2ed@news.sonic.net>
Source record: 8063

Michael Current <hunmanik@earthlink.net> wrote:
> Ok, on XL/XE machines, I believe we can ? PEEK(98) in BASIC, zero means we
> have a NTSC GTIA, 1 means a PAL GTIA. Correct?

Heh, what I hate is when apps check for PAL or NTSC and tell me I can't
run the program, despite the fact that I have a PAL _ANTIC_ installed.
(Just not a PAL GTIA or OS ROM!)

:^P

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5407. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 03:00:14 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <48k0t1hcjhslktne1c6d22sjhop02pkcde@4ax.com>
Source record: 8064

Thanks for the response. It's taken my barely-perceptible machine language knowledge several days of revisiting your post, but I think I get it now!

BTW, there's a nice illustration of this here:
http://homepage.ntlworld.com/kryten_droid/Atari/800XL/atari_hw/gtia.htm#NTSC/PAL%20register

-Michael

On Tue, 17 Jan 2006 05:57:37 +0100, Sc0rpi0 <sc0rpi0@free.polbox.pl> wrote:

>Michael Current:
>
>> Ok, on XL/XE machines, I believe we can ? PEEK(98) in BASIC, zero means we
>> have a NTSC GTIA, 1 means a PAL GTIA. Correct?
>> How is the equivalent done on the 400/800?
>
>I think (altough I don't own 400/800) it is done the same way,
>cause it's OS job to set that memory cell based on GTIA
>register $D014
>
>> It looks like location 53268
>
>that one ;) where bits 1-3=0 or 1 depending on what system is it.
>
>> Memory map sources mention values of 0 for PAL, or 13 or 14 for
>> NTSC,
>
>Yes 0 or 14, but after AND #$0E (must clear bit 0).
>1 and 14=0 , 15 and 14=14
> .
>> I PEEK(53268) I get 1 or 15, respectively. What am I doing wrong?
>
>Treat that value as OS does - and #$0E, then zero or nonzero.
>Best that way, cause I am not sure if always ALL bits 1-3
>are 1 on ALL machines, but it's sure that all of them are 0.
>OS is checking that way (below).
>So after AND it may be 0 or 2,4,6,8,10,12,14 ;)
>
> LDA $D014
> AND #$0E
> BNE NONZERO
> LDA #$05
> LDX #$01
> LDY #$28

```
> BNE ZERO
>NONZERO LDA #$06
> LDX #$00
> LDY #$30
>ZERO STA $02DA
> STX $62 - and here you see OS is setting cell at 96 to peek.
> STY $02D9
>
>If 400/800 OS is not doing it then you just have to do it yourself.
```

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5408. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 03:05:37 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <6ik0t1lsnjeqeni5obq4seu8jdn88vfsk4@4ax.com>
Source record: 8065

On 20 Jan 2006 02:30:27 GMT, bill@newbreedsoftware.com (William Kendrick)
wrote:

>Michael Current <hunmanik@earthlink.net> wrote:
>> Ok, on XL/XE machines, I believe we can ? PEEK(98) in BASIC, zero means we
>> have a NTSC GTIA, 1 means a PAL GTIA. Correct?
>
>Heh, what I hate is when apps check for PAL or NTSC and tell me I can't
>run the program, despite the fact that I have a PAL _ANTIC_ installed.
>(Just not a PAL GTIA or OS ROM!)

That's one of the reasons I'm trying to revise this info in the FAQ in such a
way that it's clear why this situation would happen.

Any software check for PAL or NTSC would technically be sensing whether it's a
PAL or NTSC GTIA that's present. My understanding is that there's no
difference detectable in software between a PAL ANTIC and a NTSC ANTIC.

Someone please chime in if this in incorrect!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5409. Re: Finally got a SIO2PC, have a question for anyone who has one?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 04:50:14 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137732614.574657.151390@g14g2000cwa.googlegroups.com>
Source record: 8066

kevin wrote:
> On 16 Jan 2006 07:04:17 -0800, "Bill H" <bill@ts1000.us> wrote:
>
> >
> > >If you have Win95 (or better) on the laptop get a null modem cable and
> > >transfer the files using Direct Connect to the laptops HD from the
> > >other PC. Will take awhile but much faster than the floppy. If you only
> > >have Dos, try using interlnk, Intersrv to do the same in dos mode. This
> > >is how I installed Win95 on a laptop with no CD and a bad floppy (dos
> > >interlnk / intersrv). Took all night to transfer the files at a maximum
> > >of 9600 baud but it worked.
>
> I had a null modem cable a million years ago, but I have no idea where
> it is now. Today I went to 2 Radio Shacks looking for a 5pin DIN so I
> could make a monitor cable for my Atari with no luck! I couldnt
> imagine finding a null modem anymore.

Hope this helps someone. I find low-cost cables here:

www.cablesnmor.com (USA)

Null modems starting at $5 for 6-ft lengths.

- Steve Sheppard

5410. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 05:10:22 UTC
From: 65coupei6 <sales@mustangindex.com>
Message-ID: <1137733822.588001.52830@o13g2000cwo.googlegroups.com>
Source record: 8067

It is just a prototyping board and is not cpu dependant. I am not sure what connector is used for the Z80's but if the board can be plugged in then it can be used.

5411. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 08:52:54 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1137747174.910851.77150@z14g2000cwz.googlegroups.com>
Source record: 8068

THERE ARE NONE! At least in my personal experience. As a matter of fact, the 1200 XL is most likely the best computer that i ever owned based solely upon its compatibilty with all the other Atari Systems that I owned previously.

Charles

5412. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 08:56:21 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1137747381.930379.134500@g44g2000cwa.googlegroups.com>
Source record: 8069

Isn't there a cartridge out there for the "ATARI SERIES" computers (400,800,1200, 130, etc.) that has a basic eprom in it and that allows you to run utils on it through the built in parallel bus i/o? I saw it a few times in CLEVELAND, OHIO on Ebay!

Charles

5413. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 09:14:09 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dqq9l1goc1@mamenchi.zrz.TU-Berlin.DE>
Source record: 8070

Hi,

> >Heh, what I hate is when apps check for PAL or NTSC and tell me I can't
> >run the program, despite the fact that I have a PAL _ANTIC_ installed.
> >(Just not a PAL GTIA or OS ROM!)

> That's one of the reasons I'm trying to revise this info in the FAQ in such a
> way that it's clear why this situation would happen.

> Any software check for PAL or NTSC would technically be sensing whether it's a
> PAL or NTSC GTIA that's present. My understanding is that there's no
> difference detectable in software between a PAL ANTIC and a NTSC ANTIC.

> Someone please chime in if this in incorrect!

Well, there's no single register in ANTIC that tells you whether you're
running PAL or NTSC, that's about right. However, there's still the
chance to find out, namely to check the maximal value of the YPos
(vertical beam position) register. For PAL, it runs up to 155 (312 lines
in PAL), for NTSC it only reaches 130 (262 lines for NTSC). Thus, in principle,
also ANTIC tells, though the procedure is a bit more cumbersome.

So long,
Thomas

5414. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 09:33:36 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dqq9h6jbc1@srv.cyf-kr.edu.pl>
Source record: 8071

William Kendrick:

> Heh, what I hate is when apps check for PAL or NTSC and tell me I can't
> run the program, despite the fact that I have a PAL _ANTIC_ installed.
> (Just not a PAL GTIA or OS ROM!)

So ? Finally it's GTIA producing display anyway, setting colors etc.,
so checking what system it works in is proper. Bad is only the way
program reacts :) cause never should tell that you cannot run it.

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

5415. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 10:09:58 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <43d0b550$0$17951$f69f905@mamut2.aster.pl>
Source record: 8072

> Heh, what I hate is when apps check for PAL or NTSC and tell me I can't
> run the program, despite the fact that I have a PAL _ANTIC_ installed.
> (Just not a PAL GTIA or OS ROM!)

In XL/XE computers there is no PAL or NTSC OS ROM. Both versions have the same
OS. It is about the time to already know that, Bill.

KMK

5416. Re: MyIDE further projects?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 13:16:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <43D0E2BA.3FEAB666@students.uni-mainz.de>
Source record: 8073

Well,
what you are thinking about is the SIO2USB project by german Atari group
RAF (a regional group of ABBUC)... it is still under development...
hopefully it will be finished this year... greetings, andreas
Magenheimer.

5417. Re: Happy 1050 with any normal DOSes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 13:19:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <43D0E348.8078A26A@students.uni-mainz.de>
Source record: 8074

Well,
for Dos 2.5, MyDOS 4.50 and 4.51 use Autorun.Sys, for newer MyDOS
versions use *.AR0 instead... greetings, Andreas Magenheimer.

5418. Atari800Win Plus help

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 13:43:28 UTC
From: louloizides@yahoo.com
Message-ID: <1137764608.355378.217430@g43g2000cwa.googlegroups.com>
Source record: 8075

I put an embedded computer in an old Nintendo. It's slow (233mhz) and really designed for Win CE, but I put XP and a bunch of emulators on there. I have Nintendo and Sega emulators, but what I really wanted to play are my old Atari games. I have images of most of the games I had and I downloaded a copy of Atari800Win Plus.

The problem is that every time I load a cartridge image, all I see is the Atari logo on the screen for the respective system that the cartridge is for. How do I get past this to play the actual game? I'm very confused. I also got a copy of Stella for the 2600 games. It's much easier to use, but too slow for this processor.

5419. ATTENTION: Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 14:24:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601200620480.19956-100000@onyx.spiritone.com>
Source record: 8077
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Atari Goods from oblivion, step up and buy a
minimum of $100.00 of ANY Games/Software in my Classic Atari 8 Bit and/or
Atari ST Catalogs and get 20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5420. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 14:28:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601200625190.19956-100000@onyx.spiritone.com>
Source record: 8078
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5421. 2764/27128 Chip Enable vs. Output Enable?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 14:35:42 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137767742.334156.239670@o13g2000cwo.googlegroups.com>
Source record: 8076

Can someone explain what the difference is between these? The best info I've found on the internet is that OE is faster, but takes more power. (?) Thanks. -Larry

5422. Re: 2764/27128 Chip Enable vs. Output Enable?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 14:46:38 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dqqt4e$9v3$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 8079

Hi,

> Can someone explain what the difference is between these? The best
> info I've found on the internet is that OE is faster, but takes more
> power.

That's about it. OE only drives the power of the output stage of the chip. If it is disabled, but CE is enabled, the performs the decoding of the input address, looks up the contents and places it on its output buffer. But because the output buffer is not enabled, the data does not appear at the data pins. With CE low, the full chip is inactive.

For the rather low frequencies within the Atari, it shouldn't make any noticable difference whether you use OE or CE.

So long,
Thomas

5423. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 15:00:23 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <oDudnQD4d_8VZk3eUSdV9g@ptd.net>
Source record: 8080
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> Atari's mistakes could fill a book,
> but their biggest one is not investing in R&D. The 8-bit line was
> essentially
> unchanged from 79-92!

Atari certainly didn't lack when it came to investing in R&D. If anything,
they invested too much into it, b/c most of the things R&D created were
never used.

5424. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 16:20:24 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <c58Af.55$1n4.42@newsread2.news.pas.earthlink.net>
Source record: 8081

Slor wrote:
> Despite all prevention efforts, Rick Cortese <ricortes@earthlink.net>
> wrote in news:qxQzf.640$Dk.129@newsread3.news.pas.earthlink.net:
>
>
>>Only good reason to get a *stock* one is they come with a good
>>keyboard. I have an 800, 130XE, 800XL, and I prefer the 1200xl
>>keyboard.
>
>
> Better than the 800? I'll be interested to see that then.

IMO of course but that opinion is shared a others. For instance I read a
story that Bill Wilkinson did DOS XE on a 1200XL because he liked the
keyboard best.
>
>
>>The 1200XL is a hackers dream, they are fully socketed. None of that
>>desodering RAM to add a memory expansion like Rambo. Something goes
>>out, just plug in a new chip. If you have ever tried to trouble shoot
>>an 800XL where one of the 40 pin chips went out, you really learn to
>>love the 1200XL.
>
>
> I was fortunate enough to have a socketed 800XL, but I certainly lost
> any desire to mod my 130XE after I opened it up and found 0 sockets.

Me too. The 130 is a nice machine, maybe the best video output and
better functionality then any of the stock machines. I've even heard
some people like the feel of the keyboard.

<snip>
> I didn't realize there's not built-in BASIC in the 1200XL. What's there
> instead, if anything?
>

Nothing. A stock one just goes to an Atari logo with scrolling
colors/attract mode if no cartridge is inserted.

At one time I had what was apparently a prototype: The attract mode
listed maybe a dozen people that were on the development team. In a
confused momment I converted it to an OMNIMON OS and lost track of the
original ROMs.

5425. Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 19:42:02 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <eve2t15bkaktgo6884qioa3v5ingotov9k@4ax.com>
Source record: 8082

I finally recieved the cable in the mail today. I decided to go with WINAPE (the trial version) to test it out. I ran into problems immediately, I have one serial port (com 1) and the WINAPE says "it cannot find a cable attached to this computer" altho it is attached. There arent any directions how do I get this thing to work? I am all set with the 65xe next to my pc and a nearby television, but still can't play Zybex!! Winape does say "Com 1 detected" at the bottom of the screen once it loads up, so it must be a config problem right?

BTW I know the com port works properly because I have an old Palm PDA which syncs to this computer via the same serial port.

any help would be appreciated.

My system is a pentium 4 running Windows XP if that helps.

thanks
Kevin

5426. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 19:52:40 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975197597EFAAemuslor@216.196.97.136>
Source record: 8083

Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
news:eve2t15bkaktgo6884qioa3v5ingotov9k@4ax.com:

> I finally recieved the cable in the mail today. I decided to go with
> WINAPE (the trial version) to test it out. I ran into problems
> immediately, I have one serial port (com 1) and the WINAPE says "it
> cannot find a cable attached to this computer" altho it is attached.
> There arent any directions how do I get this thing to work? I am all
> set with the 65xe next to my pc and a nearby television, but still
> can't play Zybex!! Winape does say "Com 1 detected" at the bottom of
> the screen once it loads up, so it must be a config problem right?
>

Which style of wiring does your cable use? There are two different options
for one of the connections, and you can set that option within APE. My
first suggestion would be to find that option and switch it to the other
setting (RI vs DSR).

--
James
http://www.slornet.com

5427. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 19:55:19 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975197CC8BC13emuslor@216.196.97.136>
Source record: 8084

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns975197597EFAAemuslor@216.196.97.136:

>> I finally recieved the cable in the mail today. I decided to go
>> with WINAPE (the trial version) to test it out. I ran into problems
>> immediately, I have one serial port (com 1) and the WINAPE says "it
>> cannot find a cable attached to this computer" altho it is attached.
>> There arent any directions how do I get this thing to work? I am
>> all set with the 65xe next to my pc and a nearby television, but
>> still can't play Zybex!! Winape does say "Com 1 detected" at the
>> bottom of the screen once it loads up, so it must be a config problem
>> right?
>>

By the way, there is APE documentation somewhere on the same website you
downloaded the trial version from.

--
James
http://www.slornet.com

5428. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 20:29:06 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <6uh2t1l7fo9a84tsacn3hkksd874i67ogo@4ax.com>
Source record: 8085

On Fri, 20 Jan 2006 13:52:40 -0600, Slor <semaj@rols.ten> wrote:

>Which style of wiring does your cable use? There are two different options
>for one of the connections, and you can set that option within APE. My
>first suggestion would be to find that option and switch it to the other
>setting (RI vs DSR).

All mine says on the outside is "Sio 2 PC design 6" how can I tell
which type I have??? Do you know what "design 6" means? I tried
googling it with no luck. I understand this model is fairly old, so
that might give somone a clue.

5429. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 21:19:12 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137791952.319959.232150@f14g2000cwb.googlegroups.com>
Source record: 8086

kevin wrote:
> I finally recieved the cable in the mail today. I decided to go with
> WINAPE (the trial version) to test it out. I ran into problems
> immediately, I have one serial port (com 1) and the WINAPE says "it
> cannot find a cable attached to this computer" altho it is attached.
> There arent any directions how do I get this thing to work? I am all
> set with the 65xe next to my pc and a nearby television, but still
> can't play Zybex!! Winape does say "Com 1 detected" at the bottom of
> the screen once it loads up, so it must be a config problem right?
>
> BTW I know the com port works properly because I have an old Palm PDA
> which syncs to this computer via the same serial port.
>
> any help would be appreciated.
>
> My system is a pentium 4 running Windows XP if that helps.
>
>
>
>
>
> thanks
> Kevin

Try Options>Ape Configurations then try different values for Serial
Control. Ring Indicate is the default. The other options are DSR and
CTS. Basic SIO2PC cables usually only have one line wired.

5430. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 21:24:18 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137792258.810976.214630@z14g2000cwz.googlegroups.com>
Source record: 8087

stephenshepp...@hotmail.com wrote:
> kevin wrote:
> > I finally recieved the cable in the mail today. I decided to go with
> > WINAPE (the trial version) to test it out. I ran into problems
> > immediately, I have one serial port (com 1) and the WINAPE says "it
> > cannot find a cable attached to this computer" altho it is attached.
> > There arent any directions how do I get this thing to work? I am all
> > set with the 65xe next to my pc and a nearby television, but still
> > can't play Zybex!! Winape does say "Com 1 detected" at the bottom of
> > the screen once it loads up, so it must be a config problem right?
> >
> > BTW I know the com port works properly because I have an old Palm PDA
> > which syncs to this computer via the same serial port.
> >
> > any help would be appreciated.
> >
> > My system is a pentium 4 running Windows XP if that helps.
> >
> >
> >
> >
> >
> > thanks
> > Kevin
>
> Try Options>Ape Configurations then try different values for Serial
> Control. Ring Indicate is the default. The other options are DSR and
> CTS. Basic SIO2PC cables usually only have one line wired.

Oops, clicked Post Message too soon.

Regard the reference to "Design 6". Just a guess, but that probably
means Pin 6 of the DB-9 connector, meaning DSR is used for Atari
Command.

- Steve Sheppard

5431. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 21:28:58 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137792538.762790.23030@g49g2000cwa.googlegroups.com>
Source record: 8088

kevin wrote:
> I finally recieved the cable in the mail today. I decided to go with
> WINAPE (the trial version) to test it out. I ran into problems
> immediately, I have one serial port (com 1) and the WINAPE says "it
> cannot find a cable attached to this computer" altho it is attached.
> There arent any directions how do I get this thing to work? I am all
> set with the 65xe next to my pc and a nearby television, but still
> can't play Zybex!! Winape does say "Com 1 detected" at the bottom of
> the screen once it loads up, so it must be a config problem right?
>
> BTW I know the com port works properly because I have an old Palm PDA
> which syncs to this computer via the same serial port.
>

Is your Palm PDA software running in the background? It could be
interfering with the other program when it tries to talk to the com
port.

> any help would be appreciated.
>
> My system is a pentium 4 running Windows XP if that helps.
>
>
>
>
>
> thanks
> Kevin

5432. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 21:32:39 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <9ml2t1h5735fl5jin2c4f17g0vh559b0o1@4ax.com>
Source record: 8089

On 20 Jan 2006 13:28:58 -0800, "Bill H" <bill@ts1000.us> wrote:

>Is your Palm PDA software running in the background? It could be
>interfering with the other program when it tries to talk to the com
>port.

I was waiting for someone to ask this as soon as I mentioned it, no it
isn't. Im gonna give this another go tonight. Im dying to get this
working.

Kevin

5433. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 21:49:57 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <dlm2t15bkaktgo6884qioa3v5ingotovb4@4ax.com>
Source record: 8090

On 20 Jan 2006 13:19:12 -0800, stephensheppard@hotmail.com wrote:

>Try Options>Ape Configurations then try different values for Serial
>Control. Ring Indicate is the default. The other options are DSR and
>CTS. Basic SIO2PC cables usually only have one line wired.

Ive tried all three settings. Im not sure Im doing this right. I
have the 65xe off, I select Spartados utility disk for disk 1 then I
turn the 65xe on and nothing... Am I doing something else wrong?
Niether CTS, RI, or DSR seem's to have any effect. All I get is the
rasberry sound the Atari makes as if nothing is attached???

5434. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 21:51:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137793871.357785.8110@o13g2000cwo.googlegroups.com>
Source record: 8091

Joseph D. Place wrote:
> On 18 Jan 2006 14:48:01 , stephensheppard@hotmail.com wrote:
> >
> >Joseph D. Place wrote:
> >> In case anyone is looking for a monitor for their XEP-80, I
> >> discovered that Walmart sells an inexpensive security monitor and
> >> camera for about $45.00 that will display all the characters. It's a
> >> black and white 5.5" monitor, so it's on the small side, but it was
> >> exactly what I was looking for because I have a very small work
> >> space, mostly because I'm using a 19" LCD for a color monitor for my
> >> 130XE :-)
> >>
> >>
> >> --
> >> Joseph D. Place
> >> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> >> http://www.josephplace.com
> >
> >5.5 inches? Yikes!
> >
> >I've been using a 9" security monitor off and on since the early 1980's
> >with my 800. It's great for 40 columns but I can't imagine using it
> >for the XEP-80's 80 columns.
> >
> >[off topic]
> >OK, I take that back. Three days ago my 2nd PC's CRT died so I plugged
> >this old B&W (composite video) into the S-Video out (with a homebrew
> >adapter for luminence) of my video card. So I guess I am using it in 80
> >columns, now. LOL! It's sharp but this is like looking at 8 pt type.
> > I still can't imagine using 5.5" display but thanks for the
> >information on where to get one.
> >
> >I too am curious about what you are using to connect your Atari to a
> >19" LCD.
> >
> >I'm using an outboard TV tuner (obsolete Viewsonic VB50HRTV) with my
> >19" CRT. This turner has RF, composite, and S-Video (my 800XL feeds
> >this) but only VGA output. I haven't seen anything similar with a DVI
> >output so I was just wondering how you are connecting the LCD.
> >
> >- Steve Sheppard
> >
> >.
> I'm using a Paradise video box similar to what you are using. No

> DVI, just VGA out. FYI O/T I use the same box/monitor for monochrome
> for my 1040STe with a VGA converter for ST on the VGA input.
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

I see. Guess I was hoping that there was a similar product for DVI :)

Do LCD panels do a decent job with A8 artifacting? Just curious.

- Steve Sheppard

5435. Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 22:27:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002f1a5b@familynet-international.org>
Source record: 7954

FamilyNet International Newsgate

We have an Atari chat going on at telnet://www.atarinews.org. Come join us.

Can't get on, talk to me for help at...

AIM - doctorclu
YIM - doctor_clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5436. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 22:35:59 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9751B30942344emuslor@216.196.97.136>
Source record: 8092

Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
news:dlm2t15bkaktgo6884qioa3v5ingotovb4@4ax.com:

> Ive tried all three settings. Im not sure Im doing this right. I
> have the 65xe off, I select Spartados utility disk for disk 1 then I
> turn the 65xe on and nothing... Am I doing something else wrong?
> Niether CTS, RI, or DSR seem's to have any effect. All I get is the
> rasberry sound the Atari makes as if nothing is attached???
>

Well poop. It sounds like you have done things correctly. Those cables
have been known to go bad in surges and such. You said this cable was old?
Or just the design is old? At any rate, I would drop Steven a line and ask
how you might go about testing.

--
James
http://www.slornet.com

5437. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 23:06:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d16d11$0$58123$742ec2ed@news.sonic.net>
Source record: 8093

Sc0rpi0 <sc0rpi0@free.polbox.pl> wrote:
> William Kendrick:

> > Heh, what I hate is when apps check for PAL or NTSC and tell me I can't
> > run the program, despite the fact that I have a PAL _ANTIC_ installed.
> > (Just not a PAL GTIA or OS ROM!)

> So ? Finally it's GTIA producing display anyway, setting colors etc.,
> so checking what system it works in is proper. Bad is only the way
> program reacts :) cause never should tell that you cannot run it.

Yep! Just like I said: "I hate [...] when apps check [...] and tell me
I can't run the program."

;^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5438. Re: Determining PAL/NTSC in software

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 23:08:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d16d50$0$58123$742ec2ed@news.sonic.net>
Source record: 8094

KMK <draco@obta.uw.edu.pl> wrote:
> In XL/XE computers there is no PAL or NTSC OS ROM. Both versions
> have the same OS. It is about the time to already know that, Bill.

Heh, sorry. :) I couldn't remember if it was in GTIA or OS ROM, and
I'm too lazy/tired/busy/not-caring-enough to double-check. ;)

Besides, I don't check that bit, since I write everything for NTSC,
so they should run well enough on PAL. ;)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5439. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 23:27:14 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <0cs2t15gcdj1c8ee5jc402363ju9cmjqsp@4ax.com>
Source record: 8095

On Fri, 20 Jan 2006 16:35:59 -0600, Slor <semaj@rols.ten> wrote:

>Well poop. It sounds like you have done things correctly. Those cables
>have been known to go bad in surges and such. You said this cable was old?
>Or just the design is old? At any rate, I would drop Steven a line and ask
>how you might go about testing.
>
>--

who is Steven? I would like to test it to see what the problem is.
Im really dissappointed, but I am not giving up yet.

5440. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-20 23:28:19 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <rfs2t152nrfgch0i3s2hkn25096us0lhkn@4ax.com>
Source record: 8096

On 20 Jan 2006 13:51:11 -0800, stephensheppard@hotmail.com wrote:

>I see. Guess I was hoping that there was a similar product for DVI :)
>
>Do LCD panels do a decent job with A8 artifacting? Just curious.

LCD tv's (at least mine) does not do artificating at all.

5441. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 00:13:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137802391.527111.199920@f14g2000cwb.googlegroups.com>
Source record: 8097

kevin wrote:
> On 20 Jan 2006 13:19:12 -0800, stephensheppard@hotmail.com wrote:
>
> >Try Options>Ape Configurations then try different values for Serial
> >Control. Ring Indicate is the default. The other options are DSR and
> >CTS. Basic SIO2PC cables usually only have one line wired.
>
>
> Ive tried all three settings. Im not sure Im doing this right. I
> have the 65xe off, I select Spartados utility disk for disk 1 then I
> turn the 65xe on and nothing... Am I doing something else wrong?
> Niether CTS, RI, or DSR seem's to have any effect. All I get is the
> rasberry sound the Atari makes as if nothing is attached???

Try re-runing the Auto configuration wizzard in the Options section.
However, if you are not seeing any Atari commands in the diagnostic
window of APE then I'm afraid Steven Tucker is the guy you want to talk
to. He is the author of APE.

Sorry, I couldn't be much more help. I haven't used APE since I
started using AtariSIO.

Way back when I had cable troubles, with a homebrew SIO2PC, I
downloaded the latest version of SIO2PC 4.1x something or other along
with some good utiltities for diagnosing communciation problems. Not
sure it will fix anything for you but it might show whether your SIO2PC
cable is valid.

Unfortunately SIO2PC is a pure DOS program. It kind of, sort of, works
from Win98 but I doubt it will from XP. You also have the problem of
how do get the diagnostic sender program onto the Atari if your SIO2PC
cable isn't working.

That's about all the ideas I have for what it's worth.

- Steve Sheppard

5442. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 00:19:56 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11t2vhcgad05p73@corp.supernews.com>
Source record: 7948

On 20 Jan 2006 13:51:11 , stephensheppard@hotmail.com wrote:
>
>Joseph D. Place wrote:
>> On 18 Jan 2006 14:48:01 , stephensheppard@hotmail.com wrote:
>> >
>> >Joseph D. Place wrote:
>> >> In case anyone is looking for a monitor for their XEP-80, I
>> >> discovered that Walmart sells an inexpensive security monitor and
>> >> camera for about $45.00 that will display all the characters. It's a
>> >> black and white 5.5" monitor, so it's on the small side, but it was
>> >> exactly what I was looking for because I have a very small work
>> >> space, mostly because I'm using a 19" LCD for a color monitor for my
>> >> 130XE :-)
>> >>
>> >>
>> >> --
>> >> Joseph D. Place
>> >> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
>> >> http://www.josephplace.com
>> >
>> >5.5 inches? Yikes!
>> >
>> >I've been using a 9" security monitor off and on since the early 1980's
>> >with my 800. It's great for 40 columns but I can't imagine using it
>> >for the XEP-80's 80 columns.
>> >
>> >[off topic]
>> >OK, I take that back. Three days ago my 2nd PC's CRT died so I plugged
>> >this old B&W (composite video) into the S-Video out (with a homebrew
>> >adapter for luminence) of my video card. So I guess I am using it in 80
>> >columns, now. LOL! It's sharp but this is like looking at 8 pt type.
>> > I still can't imagine using 5.5" display but thanks for the
>> >information on where to get one.
>> >
>> >I too am curious about what you are using to connect your Atari to a
>> >19" LCD.
>> >
>> >I'm using an outboard TV tuner (obsolete Viewsonic VB50HRTV) with my
>> >19" CRT. This turner has RF, composite, and S-Video (my 800XL feeds
>> >this) but only VGA output. I haven't seen anything similar with a DVI
>> >output so I was just wondering how you are connecting the LCD.
>> >
>> >- Steve Sheppard
>> >

>> >.
>> I'm using a Paradise video box similar to what you are using. No
>> DVI, just VGA out. FYI O/T I use the same box/monitor for monochrome
>> for my 1040STe with a VGA converter for ST on the VGA input.
>> --
>> Joseph D. Place
>> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
>> http://www.josephplace.com
>
>I see. Guess I was hoping that there was a similar product for DVI :)
>
>Do LCD panels do a decent job with A8 artifacting? Just curious.
>
>- Steve Sheppard
>
>.
Can you give me an example of artifacting so I can test?

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

5443. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 00:29:16 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GffAf.306404$0l5.208642@dukeread06>
Source record: 7949

Make sure your PDA/Hotsync software is shutdown. It may be taking over the
serial port.

Thomas

"kevin" <kevnospam242@gmail.com> wrote in message
news:6uh2t1l7fo9a84tsacn3hkksd874i67ogo@4ax.com...
> On Fri, 20 Jan 2006 13:52:40 -0600, Slor <semaj@rols.ten> wrote:
>
>>Which style of wiring does your cable use? There are two different
>>options
>>for one of the connections, and you can set that option within APE. My
>>first suggestion would be to find that option and switch it to the other
>>setting (RI vs DSR).
>
>
> All mine says on the outside is "Sio 2 PC design 6" how can I tell
> which type I have??? Do you know what "design 6" means? I tried
> googling it with no luck. I understand this model is fairly old, so
> that might give somone a clue.
>
>
>
>
>

5444. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 00:30:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <6hfAf.306408$0l5.241696@dukeread06>
Source record: 7950

Kevin if you can't get it running shoot me an e-mail at rahbart@cox.net and
we'll work on it.

Thomas

"kevin" <kevnospam242@gmail.com> wrote in message
news:9ml2t1h5735fl5jin2c4f17g0vh559b0o1@4ax.com...
> On 20 Jan 2006 13:28:58 -0800, "Bill H" <bill@ts1000.us> wrote:
>
>>Is your Palm PDA software running in the background? It could be
>>interfering with the other program when it tries to talk to the com
>>port.
>
>
> I was waiting for someone to ask this as soon as I mentioned it, no it
> isn't. Im gonna give this another go tonight. Im dying to get this
> working.
>
>
>
> Kevin

5445. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 01:03:52 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9751CC1C02AF3emuslor@216.196.97.136>
Source record: 7951

Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
news:0cs2t15gcdj1c8ee5jc402363ju9cmjqsp@4ax.com:

> On Fri, 20 Jan 2006 16:35:59 -0600, Slor <semaj@rols.ten> wrote:
>
>>Well poop. It sounds like you have done things correctly. Those
>>cables have been known to go bad in surges and such. You said this
>>cable was old? Or just the design is old? At any rate, I would drop
>>Steven a line and ask how you might go about testing.
>>
>>--
>
>
> who is Steven? I would like to test it to see what the problem is.
> Im really dissappointed, but I am not giving up yet.

The guy who wrote APE. His contact email should be on the site you
downloaded it from.

--
James
http://www.slornet.com

5446. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 05:08:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137820104.888851.136050@g14g2000cwa.googlegroups.com>
Source record: 7952

Joseph D. Place wrote:
> On 20 Jan 2006 13:51:11 , stephensheppard@hotmail.com wrote:
> >
> >Joseph D. Place wrote:
> >> On 18 Jan 2006 14:48:01 , stephensheppard@hotmail.com wrote:
> >> >
> >> >Joseph D. Place wrote:
> >> >> In case anyone is looking for a monitor for their XEP-80, I
> >> >> discovered that Walmart sells an inexpensive security monitor and
> >> >> camera for about $45.00 that will display all the characters. It's a
> >> >> black and white 5.5" monitor, so it's on the small side, but it was
> >> >> exactly what I was looking for because I have a very small work
> >> >> space, mostly because I'm using a 19" LCD for a color monitor for my
> >> >> 130XE :-)
> >> >>
> >> >>
> >> >> --
> >> >> Joseph D. Place
> >> >> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> >> >> http://www.josephplace.com
> >> >
> >> >5.5 inches? Yikes!
> >> >
> >> >I've been using a 9" security monitor off and on since the early 1980's
> >> >with my 800. It's great for 40 columns but I can't imagine using it
> >> >for the XEP-80's 80 columns.
> >> >
> >> >[off topic]
> >> >OK, I take that back. Three days ago my 2nd PC's CRT died so I plugged
> >> >this old B&W (composite video) into the S-Video out (with a homebrew
> >> >adapter for luminence) of my video card. So I guess I am using it in 80
> >> >columns, now. LOL! It's sharp but this is like looking at 8 pt type.
> >> > I still can't imagine using 5.5" display but thanks for the
> >> >information on where to get one.
> >> >
> >> >I too am curious about what you are using to connect your Atari to a
> >> >19" LCD.
> >> >
> >> >I'm using an outboard TV tuner (obsolete Viewsonic VB50HRTV) with my
> >> >19" CRT. This turner has RF, composite, and S-Video (my 800XL feeds
> >> >this) but only VGA output. I haven't seen anything similar with a DVI
> >> >output so I was just wondering how you are connecting the LCD.
> >> >
> >> >- Steve Sheppard

> >> >
> >> >.
> >> I'm using a Paradise video box similar to what you are using. No
> >> DVI, just VGA out. FYI O/T I use the same box/monitor for monochrome
> >> for my 1040STe with a VGA converter for ST on the VGA input.
> >> --
> >> Joseph D. Place
> >> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> >> http://www.josephplace.com
> >
> >I see. Guess I was hoping that there was a similar product for DVI :)
> >
> >Do LCD panels do a decent job with A8 artifacting? Just curious.
> >
> >- Steve Sheppard
> >
> >.
> Can you give me an example of artifacting so I can test?
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

At one point I was compiling a list of games that use artifacting but I
lost it.

>From memory, QS Reversi and Diamond Mine use artifacting for 100% of
their colors. If you use an S-Video cable when playing these games all
you get is black and white video. Use a composite connection or TV and
you'll see the colors (or at least you are supposed to).

Wizard and the Princess does 75% of it's color with artifacting.

Choplifter about 33%.

I can't seem to remember any others.

Try one of the first two games and Wizard and the Princess, the latter
because the game has an artifacting test at the beginning.

- Steve Sheppard

5447. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 05:34:02 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137821642.256701.223600@g14g2000cwa.googlegroups.com>
Source record: 7953

<snip>

> At one time I had what was apparently a prototype: The attract mode
> listed maybe a dozen people that were on the development team. In a
> confused momment I converted it to an OMNIMON OS and lost track of the
> original ROMs.

...and I thought my 800 OS Rev A ROMs were rare!

5448. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 08:35:12 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <6cs3t1d9ibj48dvrp1fkq5jqhlmp41jqa8@4ax.com>
Source record: 7955

stephensheppard@hotmail.com:

>> Can you give me an example of artifacting so I can test?

Ultima II, III, IV
David's Midnight Magic
Autoduel
Drol (?)

I'm sure there's many, many more.

--
Shawn Jefferson
(fix reply to for email)

5449. Re: Problems with SIO2PC cable (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 12:31:25 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137846685.820996.281600@g49g2000cwa.googlegroups.com>
Source record: 7956

Did you run the APE Configuration Wizard? I presume it is included in the trial version. That should help diagnose your issues.
Look under the OPTIONS tab of Win APE. BTW, where did you get your cable -- the guy in Poland (who makes very good cables)?

Some other potential issues: what type of cable -- one chip or two chip? What IC is used: 1489 (family) or Max 232(family)? Do you have any other drives, etc. on the SIo daisy chain?

5450. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 14:55:06 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <7pi4t1lmgkn2het0i198pb7p564a1j38hv@4ax.com>
Source record: 7957

On 20 Jan 2006 21:08:24 -0800, stephensheppard@hotmail.com wrote:

>>From memory, QS Reversi and Diamond Mine use artifacting for 100% of
>their colors. If you use an S-Video cable when playing these games all
>you get is black and white video. Use a composite connection or TV and
>you'll see the colors (or at least you are supposed to).
>
>Wizard and the Princess does 75% of it's color with artifacting.
>
>Choplifter about 33%.
>
>I can't seem to remember any others.
>
>Try one of the first two games and Wizard and the Princess, the latter
>because the game has an artifacting test at the beginning.

Tower Toppler uses artifacting and i might be wrong, but didnt Drol
use artifacting as well?

5451. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 16:06:40 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137859600.772420.85510@g49g2000cwa.googlegroups.com>
Source record: 7958

kevin wrote:
> On 20 Jan 2006 21:08:24 -0800, stephensheppard@hotmail.com wrote:
>
> >>From memory, QS Reversi and Diamond Mine use artifacting for 100% of
> >their colors. If you use an S-Video cable when playing these games all
> >you get is black and white video. Use a composite connection or TV and
> >you'll see the colors (or at least you are supposed to).
> >
> >Wizard and the Princess does 75% of it's color with artifacting.
> >
> >Choplifter about 33%.
> >
> >I can't seem to remember any others.
> >
> >Try one of the first two games and Wizard and the Princess, the latter
> >because the game has an artifacting test at the beginning.
>
>
> Tower Toppler uses artifacting and i might be wrong, but didnt Drol
> use artifacting as well?

Kevin (and Shawn),

Thanks,

Those games are news to me for using artifacting, except David's
Mdnight Magic.

I'm starting a new list. Hopefully I won't lose it this time. LOL!

I wanted a list because there's no artifacting when using a S-Video
connection and artifacting in Atari800Win Plus looks bad.

There's probably a huge number of games that use artifacting but the
ones that look black and white under the above conditions really stand
out.

- Steve Sheppard

5452. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 18:22:16 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-764kUFdpDw3d@draco.w2kserv.local>
Source record: 7959
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Atari's mistakes could fill a book,
> but their biggest one is not investing in R&D. The 8-bit line was essentially
> unchanged from 79-92!
>

why change something if it works? and works as expected? I for one
thought that was one of their biggest/best features unlike the pc
where the smallest change happens regularly and breaks everything.

just my 0.02 worth and now I'm broke

Ken

--

5453. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 18:40:02 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <6evAf.1588$2O6.1111@newssvr12.news.prodigy.com>
Source record: 7960

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message >
FamilyNet International Newsgate
>
> We have an Atari chat going on at telnet://www.atarinews.org. Come
join us.
>
> Can't get on, talk to me for help at...
>
> AIM - doctorclu
> YIM - doctor_clu
>
>
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
Greg. You need to put a time and date in these
posts. I'm sure 99% of people reading this
are well past the time of the chat.

5454. Re: Would this have saved Atari Chat?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 18:50:16 UTC
From: dchan <demo_dahboo_dchan@scoxme.net>
Message-ID: <znvAf.15050$V.11131@fed1read04>
Source record: 7961

```
russg wrote:
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message >
> FamilyNet International Newsgate
>
>> We have an Atari chat going on at telnet://www.atarinews.org. Come
>
> join us.
>
>> Can't get on, talk to me for help at...
>>
>>AIM - doctorclu
>>YIM - doctor_clu
>>
>>
>>
>>FamilyNet <> Internet Gated Mail
>>http://www.familynet-international.org
>
> Greg. You need to put a time and date in these
> posts. I'm sure 99% of people reading this
> are well past the time of the chat.
>
>
Had to depart from my lurker status to share this subjective insight.
```

5455. Another SIO2PC question?"?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 21:34:34 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <fq95t1lnubil0soalbfceud2tjd5g49a9p@4ax.com>
Source record: 7962

I recently purchased a SIO2PC cable from Ebay. I could not get it to work using any possible config with WINAPE, so I contacted the seller. According to him I need to have a floppy drive and DOS (an Ataridos) loaded for it to work and that getting an Atari to boot with the SIO is "tricky" he then sent me an email saying that I dont have the proper equipment to use this (since I donot have a floppy drive) and that I could send it back so that he could sell it to someone who "know's Atari" and that I should have an "Atari" partition on the PC anyway. He also said he used it with a 130xe/floppy drive combo without any problems (this is like 10 years or more ago according to him).

Is there any basis for what he is saying? I am familiar witht he 8bit been using them since the 70's but this is my first experience with the SIO2PC.

Any advise is appreciated.

5456. Re: Another SIO2PC question?"?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 22:16:18 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <SoyAf.12793$_S7.5940@newssvr14.news.prodigy.com>
Source record: 7963

kevin wrote:
> Is there any basis for what he is saying? I am familiar witht he
> 8bit been using them since the 70's but this is my first experience
> with the SIO2PC.

No. All you should need is the Atari computer and a PC with a normal
serial port. Booting off the PC is actually simpler than some setup with a disk
drive and DOS already loaded.

I don't know what kind of SIO2PC cable you have, but if you drop me
an e-mail at classics@atarimax.com I'll be happy to help you debug the
problem. :D

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5457. SIO2... Mac!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 22:21:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002f4325@familynet-international.org>
Source record: 7976

FamilyNet International Newsgate

Ok true Mac believers...an SIO 8-bit solution for the Mac.

http://www.atariage.com/forums/index.php?showtopic=82249

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5458. Re: Another SIO2PC question?"?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 22:25:21 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9752B13BDB340emuslor@216.196.97.136>
Source record: 7964

Despite all prevention efforts, kevin <kevnospam242@gmail.com> wrote in
news:fq95t1lnubil0soalbfceud2tjd5g49a9p@4ax.com:

>
> I recently purchased a SIO2PC cable from Ebay. I could not get it to
> work using any possible config with WINAPE, so I contacted the seller.
> According to him I need to have a floppy drive and DOS (an Ataridos)
> loaded for it to work and that getting an Atari to boot with the SIO
> is "tricky" he then sent me an email saying that I dont have the
> proper equipment to use this (since I donot have a floppy drive) and
> that I could send it back so that he could sell it to someone who
> "know's Atari" and that I should have an "Atari" partition on the PC
> anyway. He also said he used it with a 130xe/floppy drive combo
> without any problems (this is like 10 years or more ago according to
> him).
>

Since the main purpose of this interface is to replace the floppy, that
sounds like a load. I have a cable that I use with APE, and all you need
is a bootable image in the first slot to be good to go. Unless there is a
miscommunication, I'd say the seller is likely confused about how things
have progressed in recent years with the availability of disk images.

--
James
http://www.slornet.com

5459. Re: Another SIO2PC question?"?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 22:25:51 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9752B151D4185emuslor@216.196.97.136>
Source record: 7965

Despite all prevention efforts, Steven Tucker <classics@atarimax.com>
wrote in news:SoyAf.12793$_S7.5940@newssvr14.news.prodigy.com:

> I don't know what kind of SIO2PC cable you have, but if you drop
> me
> an e-mail at classics@atarimax.com I'll be happy to help you debug
> the problem. :D
>

Told ya he'd help. :)

--
James
http://www.slornet.com

5460. Anyone have a P:R: Connection manual?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 22:27:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9752B1A25FB3Demuslor@216.196.97.136>
Source record: 7966

According to an article in ANTIC, there is a simple mod that will allow a 1200XL to support the P:R: Connection. This mod is supposed to be detailed in the manual for the device. Does anyone have a manual I could get a copy from or know where it is already documented on the web?

thanks

--
James
http://www.slornet.com

5461. Re: Another SIO2PC question?"?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-21 22:52:36 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2pe5t1dvmgic7klann26m4svte0brnbpbc@4ax.com>
Source record: 7967

On Sat, 21 Jan 2006 22:16:18 GMT, Steven Tucker
<classics@atarimax.com> wrote:

>kevin wrote:
>> Is there any basis for what he is saying? I am familiar witht he
>> 8bit been using them since the 70's but this is my first experience
>> with the SIO2PC.
>
> No. All you should need is the Atari computer and a PC with a normal
> serial port. Booting off the PC is actually simpler than some setup with a disk
> drive and DOS already loaded.
>
> I don't know what kind of SIO2PC cable you have, but if you drop me
> an e-mail at classics@atarimax.com I'll be happy to help you debug the
> problem. :D
>
>Steve
>--
>--
>FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/

thanx so much, I am sending off an email now!

5462. Re: Anyone have a P:R: Connection manual?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 00:28:51 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <5ck5t15b70crucvn70k0ocpsqbtb7n9c7q@4ax.com>
Source record: 7968

Slor <semaj@rols.ten>:
>According to an article in ANTIC, there is a simple mod that will allow a
>1200XL to support the P:R: Connection. This mod is supposed to be detailed
>in the manual for the device. Does anyone have a manual I could get a copy
>from or know where it is already documented on the web?

I don't know what it is exactly, but I have a sneaky suspicion that all you
have to do is add the +5v onto the SIO port that the 1200XL lacks.

--
Shawn Jefferson
(fix reply to for email)

5463. Re: Anyone have a P:R: Connection manual?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 00:44:14 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <P9idnb-PNq_DSE_enZ2dnUVZ_tOdnZ2d@comcast.com>
Source record: 7969

Slor wrote:
> According to an article in ANTIC, there is a simple mod that will allow a
> 1200XL to support the P:R: Connection. This mod is supposed to be detailed
> in the manual for the device. Does anyone have a manual I could get a copy
> from or know where it is already documented on the web?
>
> thanks
>

Here's the important stuff;

"Replace resistor R63 with a jumper wire.....R63 is located at the
top of the PCB near the center. It is just to the right of transistor
Q3. Remove this resistor and replace it with a jumper wire.(Any piece of
24-30 gauge wire will do.)"

5464. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 01:41:19 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-871188.20411821012006@netnews.asp.att.net>
Source record: 7970

In article <1137649304.340790.321550@g49g2000cwa.googlegroups.com>,
"65coupei6" <sales@mustangindex.com> wrote:

> There is a new prototyping board available called The 8 Bit Baby. This
> is great for anyone who wants to create their own project. More info
> can be found at
> http://c64.mustangindex.com/catalog/product_info.php?products_id=35&osCsid=93a
> 2e22a7f3f41e222d49a2398c28677

Adding a breadboard to that (instead of the solder pads) would make it
more appealing to a larger group id imagine. (though im partial to
xilinx :))

5465. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 01:56:16 UTC
From: Crock <delse@comcast.net>
Message-ID: <1137894976.769072.258020@g49g2000cwa.googlegroups.com>
Source record: 7971
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Why change something if it works?"

I for one am glad things change when they work. Otherwise we'd all still be driving our Model T Ford, have three snowy channels to choose from on our TV, and surfing the web on our 8-bit computers. Thank goodness for change I say....

5466. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 02:24:04 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <cpq5t1hodnehu1qvi1kvooe6i73kmrainq@4ax.com>
Source record: 7972
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On 21 Jan 2006 17:56:16 -0800, "Crock" <delse@comcast.net> wrote:

>"Why change something if it works?"
>
>I for one am glad things change when they work. Otherwise we'd all
>still be driving our Model T Ford, have three snowy channels to choose
>from on our TV, and surfing the web on our 8-bit computers. Thank
>goodness for change I say....

it would of been nice if Atari did some upgrades to the 8bit series over the years. Like for instance the AMY sound chip, and maybe even an 8bit with a faster CPU like the c128/Apple IIgs or somewhat advanced graphics while still remaining compatible with classic 8bits. Would of been nice, but never happened. Look's like we might get something like this in the FlashBack 3, but I would of been alot more psyched in 1986 then I am in 2005 for an advanced 8bit platform...

I recently read that IBM considered using the atari 8bit tech in the original IBM PC, now wouldnt that have been something? We would still in some way be using an Atari now!! Somewhere in our pc's we would have Atari 800 compatibility! the entire 80's and 90's would of been different because the PC would of built upon the 8bit architecture instead of the XT, then again, maybe it would of been a complete failure and we'd all be using Apple compatibles or some other platfom now!

There is still something about the my XE that is cool despite the fact my computer next to it is roughly 10 billion times better in every way, it is the Atari that I get excited about...

5467. Re: MyIDE Tools

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 02:59:57 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <grs5t1hl0sreqh8h8qv2mnkefnf42ucvbd@4ax.com>
Source record: 7973

On Thu, 19 Jan 2006 07:46:28 GMT, Shawn Jefferson
<sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:

>Just released new versions of MyIDE Config, MyIDE Image Manager and a new
>program called MyIDE Image Batcher that lets you copy multiple ATR disk
>images to image space in one batch process.
>
>These versions only work with the newer 3.5F and 4.x versions of the MyIDE
>OS.
>
>Check them out here:
>http://www.jeffersonsauctioneering.com/atari/
>
>If you find the programs useful, let me know! If you have any suggestions
>for features and enhancements or bug reports, send me a message!

I'll be ordering the MyIDE + 1MB MaxFlash cart (as well as an 8MB
MaxFlash) in the next few days. I plan to use it with a CF adapter.
I have the 32-in-1 OS installed in my 130XE. It has versions 3.1e and
3.1i of the MyIDE ROM. How can I upgrade to the 3.5F and 4?

I had another quetion. Would it be possible to use the warp SIO
routines from Steve Tucker's Ape Warp OS in your MyIDE ROM? I have
gotten spoiled with the speed boost, especially since I got my entire
(original) floppy collection backed up and in ATR format now. I was
amazed that out of 193 disks totalling 24.2MB, I had less than a dozen
read errors from the floppies.

Stephen Anderson

5468. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 03:07:00 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <4et5t1pc2s6958n8n69f2bphjdhl92fqf2@4ax.com>
Source record: 7974

On Sun, 22 Jan 2006 01:41:19 GMT, ziggy <ziggy@fakedaddress.com>
wrote:

>Adding a breadboard to that (instead of the solder pads) would make it
>more appealing to a larger group id imagine. (though im partial to
>xilinx :))

Speaking of breadboard vs solder pads, I just purchased a Microport XL
board. It is an experimenter's board that plugs into the PCI of the
800XL. It has a 6520/6830 PIA onboard, and a prototyping area. Since
I would like to make more than one project with it, I was planning on
soldering in wire-wrap pins to the prototyping area. I'll post some
pics when I get it all assembled (I didn't know I was odering a bare
board. I still have to get the parts to populate the board and then
assemble it.

Stephen Anderson

5469. Re: Anyone have a P:R: Connection manual?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 04:50:42 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9752F2915F150emuslor@216.196.97.136>
Source record: 7975

Despite all prevention efforts, JR <""jr256_69\"@NO$PAMhotmail.com">
wrote in news:P9idnb-PNq_DSE_enZ2dnUVZ_tOdnZ2d@comcast.com:

> Here's the important stuff;
>
> "Replace resistor R63 with a jumper wire.....R63 is located at the
> top of the PCB near the center. It is just to the right of transistor
> Q3. Remove this resistor and replace it with a jumper wire.(Any piece
> of 24-30 gauge wire will do.)"
>

Cool. I assume the resistor removal is allowing the +5 to get to the SIO
port?

Thanks to both of you!

--
James
http://www.slornet.com

5470. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 11:40:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d36f4a$0$58112$742ec2ed@news.sonic.net>
Source record: 7977

I've put together my lame little drum pad for my Atari. It's made out
of household items: cardboard, aluminum foil, Scotch tape and an audio
cable. (Well, "household items" plus an Atari joystick cable.)

See photos, and don't laugh too hard :)

http://www.newbreedsoftware.com/bill/photos/drum-stick/

Now, to find time to write software. :^/

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5471. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 11:50:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d3717b$0$58112$742ec2ed@news.sonic.net>
Source record: 7978

Joseph D. Place <jdplace@removespamcableone.net> wrote:
> Can you give me an example of artifacting so I can test?

You can simply type the following program into Atari BASIC and RUN it :^)

```
10 GRAPHICS 8
20 SETCOLOR 2,0,0
30 COLOR 1
40 FOR X=0 TO 319 STEP 3
50 PLOT X,0
60 DRAWTO X,191
70 NEXT X
```

If you get alternating colors, it's artifacting.
If every vertical line is the same color (white/greyish), then there are no color artifacts.

Hope that helps!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5472. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 11:54:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d37259$0$58112$742ec2ed@news.sonic.net>
Source record: 7979

stephensheppard@hotmail.com wrote:
> I wanted a list because there's no artifacting when using a S-Video
> connection and artifacting in Atari800Win Plus looks bad.

Ditto for regular Atari800 under Linux. The biggest problem I've seen
is that the artifact colors are always the same brightness.

So if you turn on artifacting, then do SETCOLOR 1,0,0, you'll still see the
edges of lots of the characters. :^/

I believe the artifacted pixels are always the same color, regardless of
the background color. (e.g., SETCOLOR 2,8,0 (blue) or SETCOLOR 2,0,0 (black),
the edge pixels are the same.)

I should dig around the artifacting code in Atari800 some day.
I doubt I'll make it anywhere close to "perfect", but hopefully much better
than it is now.

For now, I imagine it's "good enough" for most situations (e.g., many games).

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5473. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 11:54:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d37275$0$58112$742ec2ed@news.sonic.net>
Source record: 7980

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> stephensheppard@hotmail.com:
<snip>
> >> Can you give me an example of artifacting so I can test?
<snip>
> I'm sure there's many, many more.

Pinball Construction Set, too.

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5474. Re: AtariMagazines.com: RSS feed & more Compute!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 11:57:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d37318$0$58112$742ec2ed@news.sonic.net>
Source record: 7981

Kevin Savetz <savetz-remove@gmail.com> wrote:
> In addition, we've added an RSS feed that tracks the latest happenings
> at the AtariMagazines.com What's New Page: http://www.atarimagazines.com/new.rss

> Enjoy!

Being addicted to Akregator on my shiny Linux KDE desktop, and never thinking
to check websites w/o people (or software) reminding me, I certainly WILL
enjoy! Thanks! ;^) Keep up the awesome work!!!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5475. Re: Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 11:57:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d37341$0$58112$742ec2ed@news.sonic.net>
Source record: 7982

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> You can't run TurboBasic XL or SpartaDos. With the eprom MyIDE OS you can
> run SpartaDOS and probably TB XL (never tried myself.)

Being a BIG fan of TBXL, could you do me a favor and check? ;^)

Thx!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5476. Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 13:40:26 UTC
From: Reppy <replicant2001@yahoo.com>
Message-ID: <1137937226.152496.155430@z14g2000cwz.googlegroups.com>
Source record: 7983

I don't know if any of you have been following the remake of Archon (my
all time fave 8-bit game), but a beta has (finally) been released!

See http://www.archonevolution.com for more information.

I downloaded it yesterday and my brother and I have played it loads
already. We think they've capture the feel of the original perfectly,
although it needs a bit of polishing (in the next build I think).
Hopefully I'll get to play a few of you using the network game option
(2P only in this build)...

Reppy
(I am in no way affiliated with this release - I'm just a huge fan)

5477. Re: SIO2... Mac!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 13:56:47 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1137938207.445342.178920@g49g2000cwa.googlegroups.com>
Source record: 7984

Hi Greg-
Just out of curiosity, does WinAPE run ok under "Soft Windows?"
Presume that the Power PC cpu has enough "oomph" to run it. (?)
Although IIRC, some Mac's don't have serial ports, so that would
require some type of solution, also.
-Larry

5478. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 14:04:55 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <O8ednUyB9NqUDE7eRVn-sg@comcast.com>
Source record: 7985

"Reppy" <replicant2001@yahoo.com> wrote in message
news:1137937226.152496.155430@z14g2000cwz.googlegroups.com...
>I don't know if any of you have been following the remake of Archon (my
> all time fave 8-bit game), but a beta has (finally) been released!
>
> See http://www.archonevolution.com for more information.

Do you have a link to the download?

> I downloaded it yesterday and my brother and I have played it loads
> already. We think they've capture the feel of the original perfectly,
> although it needs a bit of polishing (in the next build I think).
> Hopefully I'll get to play a few of you using the network game option
> (2P only in this build)...
>
> Reppy
> (I am in no way affiliated with this release - I'm just a huge fan)
>

5479. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 14:58:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137941935.745722.88920@g49g2000cwa.googlegroups.com>
Source record: 7986

William Kendrick wrote:
> stephensheppard@hotmail.com wrote:
> > I wanted a list because there's no artifacting when using a S-Video
> > connection and artifacting in Atari800Win Plus looks bad.
>
> Ditto for regular Atari800 under Linux. The biggest problem I've seen
> is that the artifact colors are always the same brightness.
>
> So if you turn on artifacting, then do SETCOLOR 1,0,0, you'll still see the
> edges of lots of the characters. :^/
>
> I believe the artifacted pixels are always the same color, regardless of
> the background color. (e.g., SETCOLOR 2,8,0 (blue) or SETCOLOR 2,0,0 (black),
> the edge pixels are the same.)
>
> I should dig around the artifacting code in Atari800 some day.
> I doubt I'll make it anywhere close to "perfect", but hopefully much better
> than it is now.
>
> For now, I imagine it's "good enough" for most situations (e.g., many games).
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

I just wish I could tone down the artifacting in Atari800Win Plus.

Don't know if this is true with Atari800 but in Atari800Win Plus the
GTIA color scheme for artifacting seems to be wrong compared to my
800XL. The CTIA colors are a closer match. I also find the general
colors are off. I need to set the Color Shift parameter equal to 55 to
get the hues close to my 800 and 800XL, though I leave the saturation
high, much higher than the real machines.

Emulator video is sharper with more vivid color but I still prefer
gaming on the real thing, Not sure why.

- Steve Sheppard

5480. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 17:50:47 UTC
From: Jochen <jotel99@hotmail.com>
Message-ID: <43d3c628$0$15794$14726298@news.sunsite.dk>
Source record: 7987

hi!

Lion Of Judah typed:
> "Reppy" <replicant2001@yahoo.com> wrote in message
> news:1137937226.152496.155430@z14g2000cwz.googlegroups.com...
>> I don't know if any of you have been following the remake of Archon
>> (my all time fave 8-bit game), but a beta has (finally) been
>> released!
>>
>> See http://www.archonevolution.com for more information.
>
> Do you have a link to the download?

http://www.archonevolution.com/community/forums/viewtopic.php?t=324

hth
jo

-
http://radio789.net.ms - Radio 789 - We play it ALL
Radiostream: http://stream789.net.ms

5481. Re: MyIDE Tools

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 18:51:01 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <kpk7t1p6pn42m497mb6lfr0n6t5n35qh5e@4ax.com>
Source record: 7988

Stephen Anderson <nospam@nowhere.com>:

>I'll be ordering the MyIDE + 1MB MaxFlash cart (as well as an 8MB
>MaxFlash) in the next few days. I plan to use it with a CF adapter.
>I have the 32-in-1 OS installed in my 130XE. It has versions 3.1e and
>3.1i of the MyIDE ROM. How can I upgrade to the 3.5F and 4?

Check out the forums at http://www.atarimax.com/ and post a message for
Steve Tucker (classics) there.

>I had another quetion. Would it be possible to use the warp SIO
>routines from Steve Tucker's Ape Warp OS in your MyIDE ROM? I have
>gotten spoiled with the speed boost, especially since I got my entire
>(original) floppy collection backed up and in ATR format now. I was
>amazed that out of 193 disks totalling 24.2MB, I had less than a dozen
>read errors from the floppies.

The ROM is Mr.Atari's creation, but yes, you can get high speed sio with
both the flashcart version and the eprom version. There is some discussion
on the Atarimax forums about using some loadable highspeed drivers and
we've been told that Steve Tucker has granted Mr. Atari the right to use
his high speed routines in the MyIDE OS (provided there is room for them.)

--
Shawn Jefferson
(fix reply to for email)

5482. The RF shield - any value without RF video?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 19:54:11 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9753979B6AADEemuslor@216.196.97.136>
Source record: 7989

I thought I'd ask the qustion this time. Is there any reason to leave the RF shield in a machine that will never be used for RF video output? I have removed shields in the past as I've upgraded video and other components, and I was curious if there is ANY other value to the shield besides protecting the TV signal.

thanks!

--
James
http://www.slornet.com

5483. Re: The RF shield - any value without RF video?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 20:11:23 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <XFRAf.310602$0l5.148234@dukeread06>
Source record: 7990

Someone correct me if i'm wrong, but I believe maybe it's the 130XE if you remove the rf device it kills the composite. Not sure.

Thomas

"Slor" <semaj@rols.ten> wrote in message
news:Xns9753979B6AADEemuslor@216.196.97.136...
>I thought I'd ask the qustion this time. Is there any reason to leave the
> RF shield in a machine that will never be used for RF video output? I
> have
> removed shields in the past as I've upgraded video and other components,
> and I was curious if there is ANY other value to the shield besides
> protecting the TV signal.
>
> thanks!
>
> --
> James
> http://www.slornet.com

5484. Re: The RF shield - any value without RF video?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 20:45:45 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9753A059861A1emuslor@216.196.97.136>
Source record: 7991

Despite all prevention efforts, "Docrotcod" <rahbart@cox.net> wrote in
news:XFRAf.310602$0l5.148234@dukeread06:

> Someone correct me if i'm wrong, but I believe maybe it's the 130XE if
> you remove the rf device it kills the composite. Not sure.
>

I don't want to remove the device, just the shield. What I'm not sure
about is if there are any other circuits susceptible to the same
interference it is there to protect.

--
James
http://www.slornet.com

5485. Re: The RF shield - any value without RF video?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 21:40:40 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137966040.515285.291720@f14g2000cwb.googlegroups.com>
Source record: 7992

Slor wrote:
> Despite all prevention efforts, "Docrotcod" <rahbart@cox.net> wrote in
> news:XFRAf.310602$0l5.148234@dukeread06:
>
> > Someone correct me if i'm wrong, but I believe maybe it's the 130XE if
> > you remove the rf device it kills the composite. Not sure.
> >
>
> I don't want to remove the device, just the shield. What I'm not sure
> about is if there are any other circuits susceptible to the same
> interference it is there to protect.
>
> --
> James
> http://www.slornet.com

AFAIK the RF shield is to restrict emissions from the computer, not the other way around. It's to protect nearby TVs and radios from interference.

Most people have cable TV but if you happen to live in an appartment then an unshielded computer might cause big problems for your neighbors.

Even with cable TV I noticed that my unshielded 800XL throws off enough noise to affect channels 2 thru 6 from anywhere in the same room. My unmodified 800 doesn't do that.

- Steve Sheppard

5486. Re: Another SIO2PC question?"?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 21:48:14 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <y4TAf.15857$Yu.8154@newssvr27.news.prodigy.net>
Source record: 7993

"kevin" <kevnospam242@gmail.com> wrote in message 4ax.com...
> On Sat, 21 Jan 2006 22:16:18 GMT, Steven Tucker
> <classics@atarimax.com> wrote:
>
> >kevin wrote:
> >> Is there any basis for what he is saying? I am familiar witht he
> >> 8bit been using them since the 70's but this is my first experience
> >> with the SIO2PC.
> >>
> > No. All you should need is the Atari computer and a PC with a normal
> > serial port. Booting off the PC is actually simpler than some setup
with a disk
> > drive and DOS already loaded.
> >
> > I don't know what kind of SIO2PC cable you have, but if you drop me
> > an e-mail at classics@atarimax.com I'll be happy to help you debug the
> > problem. :D
> >
> >Steve
> >--
> >--
> >FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
>
>
> thanx so much, I am sending off an email now!
You could get Steve to help you. I'd suggest getting your money back, since
the seller is willing to do it, and buying one of Atarimax(Steve Tucker)
interface. The Atarimax interface is a SIO2PC/APE and a PRO interface.
Steve may have one for sale on ebaY.
(I have no connection to Atarimax, other than being a satisfied customer.)

5487. Re: The RF shield - any value without RF video?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 22:26:54 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9753B17F821ABemuslor@216.196.97.136>
Source record: 7994

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1137966040.515285.291720@f14g2000cwb.googlegroups.com:

> AFAIK the RF shield is to restrict emissions from the computer, not the
> other way around. It's to protect nearby TVs and radios from
> interference.

Ah - I didn't know that, but I buy it.

> Even with cable TV I noticed that my unshielded 800XL throws off enough
> noise to affect channels 2 thru 6 from anywhere in the same room. My
> unmodified 800 doesn't do that.

Perhaps I'll do a little testing around the house then.

I may have to remove/alter the shield anyway if I decide to stick a hard
drive in. This is a 1200XL, by the way - in case that makes any
difference.

--
James
http://www.slornet.com

5488. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-22 22:36:24 UTC
From: jdplace@cableone.net
Message-ID: <1137969384.730792.86230@g43g2000cwa.googlegroups.com>
Source record: 7995

I get the alternating colors. Thanks Bill!

For those following the thread I'll list the hardware here. I don't think I listed it correctly in the previous post:

130XE composite video, to Viewsonic Nextvision N4 video box composite in; Viewsonic VGA out to Balance 19" LCD monitor running at 800X600.

--
Joseph Place
http://www.josephplace.com

5489. Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 00:43:44 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1137977024.039981.322640@o13g2000cwo.googlegroups.com>
Source record: 7996

I used to play a game on the Atari 600xl. It was a tape based game when you had a number of connected boxes that you moved around and when you had moved along all 4 sides of the box it would fill with color. The object was to get all the boxes filled and move to the next level. While trying to fill the boxes you would be chased by enemies (they looked like sparks). It is not Qix where you had to draw closed boxes, it already had the boxes drawn on the screen. Anyone have an idea what it was called? And even better if it is available online anywhere?

Bill H - www.ts1000.us

5490. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 01:27:24 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-EbHqJ3DXO65z@draco.w2kserv.local>
Source record: 7997
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

changing for the sake of change is not a good thing and that is the
way of giant software companies. updating is quite another story. sure
updates would be welcome and I am all for that. I should have been
more specific and not said pc but more just referenced that
monopolistic company that loves to change and break things. the pc
hardware has had great backward compatability thru the years and I
still use some of my 8 bit ISA cards in a machine with PCI slots and 1
ISA slot. amazing they did that.enough for now.

Ken

On Sun, 22 Jan 2006 01:56:16 UTC, "Crock" <delse@comcast.net> wrote:

> "Why change something if it works?"
>
> I for one am glad things change when they work. Otherwise we'd all
> still be driving our Model T Ford, have three snowy channels to choose
> from on our TV, and surfing the web on our 8-bit computers. Thank
> goodness for change I say....
>

--

5491. Re: New Prototyping Board Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 01:58:26 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-C0d47dz3v29W@draco.w2kserv.local>
Source record: 7998

hi,
which xilinx CPLD do you like?

Ken

On Sun, 22 Jan 2006 01:41:19 UTC, ziggy <ziggy@fakedaddress.com>
wrote:

> In article <1137649304.340790.321550@g49g2000cwa.googlegroups.com>,
> "65coupei6" <sales@mustangindex.com> wrote:
>
> > There is a new prototyping board available called The 8 Bit Baby. This
> > is great for anyone who wants to create their own project. More info
> > can be found at
> > http://c64.mustangindex.com/catalog/product_info.php?products_id=35&osCsid=93a
> > 2e22a7f3f41e222d49a2398c28677
>
> Adding a breadboard to that (instead of the solder pads) would make it
> more appealing to a larger group id imagine. (though im partial to
> xilinx :))

--

5492. Re: The RF shield - any value without RF video?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 02:46:35 UTC
From: stephensheppard@hotmail.com
Message-ID: <1137984395.811949.296990@g14g2000cwa.googlegroups.com>
Source record: 7999

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1137966040.515285.291720@f14g2000cwb.googlegroups.com:
>
> > AFAIK the RF shield is to restrict emissions from the computer, not the
> > other way around. It's to protect nearby TVs and radios from
> > interference.
>
> Ah - I didn't know that, but I buy it.
>
> > Even with cable TV I noticed that my unshielded 800XL throws off enough
> > noise to affect channels 2 thru 6 from anywhere in the same room. My
> > unmodified 800 doesn't do that.
>
> Perhaps I'll do a little testing around the house then.
>
> I may have to remove/alter the shield anyway if I decide to stick a hard
> drive in. This is a 1200XL, by the way - in case that makes any
> difference.
>
> --
> James
> http://www.slornet.com

Well it sounded good to me too! LOL!

I believed it enough to repeat it :)

- Steve Sheppard

5493. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 03:11:53 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <vai8t1lfechuj9r5hqin2dm0o2pa60c808@4ax.com>
Source record: 8000

On 22 Jan 2006 16:43:44 -0800, "Bill H" <bill@ts1000.us> wrote:

>I used to play a game on the Atari 600xl. It was a tape based game when
>you had a number of connected boxes that you moved around and when you
>had moved along all 4 sides of the box it would fill with color. The
>object was to get all the boxes filled and move to the next level.
>While trying to fill the boxes you would be chased by enemies (they
>looked like sparks). It is not Qix where you had to draw closed boxes,
>it already had the boxes drawn on the screen. Anyone have an idea what
>it was called? And even better if it is available online anywhere?
>
>Bill H - www.ts1000.us

was your character sprite a little triangle? It sure sound's familar.

5494. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 03:46:04 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dr1jhs0tel@news1.newsguy.com>
Source record: 8002
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In comp.sys.atari.8bit kenames@pacbell.net wrote:
> Atari's mistakes could fill a book,
> > but their biggest one is not investing in R&D. The 8-bit line was essentially
> > unchanged from 79-92!
>
> why change something if it works? and works as expected? I for one
> thought that was one of their biggest/best features unlike the pc
> where the smallest change happens regularly and breaks everything.

But by the time the Apple //e was coming around with 128K and 80 columns,
the Atari 8-bit line wasn't working! The 1450XL needed to be released with
80 column support.

--
Ryan 'Gozar' Collins

5495. XF551 SCHEMATIC DIAGRAM

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 04:08:12 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <VEYAf.69175$QW2.38994@dukeread08>
Source record: 8001

Do you have a schematic diagram for XF551 C100729 Rev.1 ? Please send it to me!

Thanks!
Jack

5496. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 05:50:48 UTC
From: Mario D'Alessio <dalessio@motorola.NOSPAM.com>
Message-ID: <dr1qro$163$1@avnika.corp.mot.com>
Source record: 8003

And "Drol"

Mario

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:43d37275$0$58112$742ec2ed@news.sonic.net...
> Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> > stephensheppard@hotmail.com:
> <snip>
> > >> Can you give me an example of artifacting so I can test?
> <snip>
> > I'm sure there's many, many more.
>
> Pinball Construction Set, too.
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5497. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 06:43:09 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Lqydnca8pl075kneRVnzvA@telenor.com>
Source record: 8004

Sounds like Kid Grid to me!

"Bill H" <bill@ts1000.us> skrev i melding
news:1137977024.039981.322640@o13g2000cwo.googlegroups.com...
> I used to play a game on the Atari 600xl. It was a tape based game when
> you had a number of connected boxes that you moved around and when you
> had moved along all 4 sides of the box it would fill with color. The
> object was to get all the boxes filled and move to the next level.
> While trying to fill the boxes you would be chased by enemies (they
> looked like sparks). It is not Qix where you had to draw closed boxes,
> it already had the boxes drawn on the screen. Anyone have an idea what
> it was called? And even better if it is available online anywhere?
>
> Bill H - www.ts1000.us
>

5498. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 09:09:16 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <dr26ft$2fs$1@news.al.sw.ericsson.se>
Source record: 8005

"Bill H" <bill@ts1000.us> wrote in message
news:1137977024.039981.322640@o13g2000cwo.googlegroups.com...
> I used to play a game on the Atari 600xl. It was a tape based game when
> you had a number of connected boxes that you moved around and when you
> had moved along all 4 sides of the box it would fill with color. The
> object was to get all the boxes filled and move to the next level.
> While trying to fill the boxes you would be chased by enemies (they
> looked like sparks). ...

Here is my guess:

An incredibly addictive computer game with simple but atmospheric
graphics. The game you are looking for is "Drelbs", by Synapse
Software.

http://www.atari.online.pl/v01/index.phtml?ct=katalog&sub=D&tg=Drelbs#Drelbs

Anders

5499. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 09:29:52 UTC
From: RoyE <r-dean@wcox.net>
Message-ID: <%l1Bf.11414$eR.9803@fed1read03>
Source record: 8006

"Bill H" <bill@ts1000.us> wrote in message
news:1137977024.039981.322640@o13g2000cwo.googlegroups.com...
|I used to play a game on the Atari 600xl. It was a tape based game when
| you had a number of connected boxes that you moved around and when you
| had moved along all 4 sides of the box it would fill with color. The
| object was to get all the boxes filled and move to the next level.
| While trying to fill the boxes you would be chased by enemies (they
| looked like sparks). It is not Qix where you had to draw closed boxes,
| it already had the boxes drawn on the screen. Anyone have an idea what
| it was called? And even better if it is available online anywhere?
|
| Bill H - www.ts1000.us
|

This sounds a lot like Drelbs, but I thought Drelbs is an OS 'A or B' game
and not for the XLXE.

RoyE

5500. Re: Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 09:45:09 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <nsSdnSCRYY4AOEnenZ2dnUVZ_s2dnZ2d@comcast.com>
Source record: 8007

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:43d37341$0$58112$742ec2ed@news.sonic.net...
> Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
>> You can't run TurboBasic XL or SpartaDos. With the eprom MyIDE OS you
>> can
>> run SpartaDOS and probably TB XL (never tried myself.)
>
> Being a BIG fan of TBXL, could you do me a favor and check? ;^)

Yes, you can run TBXL with the ROM OS. I got the MyIDE kit Friday and
stuffed it in my 130XE (god, desoldering my CPU and OS SUCKED), and that was
one of the first things I did, give TBXL a whirl. Works great. You can run
it straight off a partition instead of having to copy it to the image space.

>
> Thx!
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5501. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 11:02:30 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1138014150.796057.296150@g44g2000cwa.googlegroups.com>
Source record: 8008

Vidar Olavesen wrote:
> Sounds like Kid Grid to me!

Just downloaded Kid Grid - it was very similar to that - but the
graphics were better and the boxes bigger. I looked at Drelbs - that is
not it.

Bill H www.ts1000.us
>
> "Bill H" <bill@ts1000.us> skrev i melding
> news:1137977024.039981.322640@o13g2000cwo.googlegroups.com...
> > I used to play a game on the Atari 600xl. It was a tape based game when
> > you had a number of connected boxes that you moved around and when you
> > had moved along all 4 sides of the box it would fill with color. The
> > object was to get all the boxes filled and move to the next level.
> > While trying to fill the boxes you would be chased by enemies (they
> > looked like sparks). It is not Qix where you had to draw closed boxes,
> > it already had the boxes drawn on the screen. Anyone have an idea what
> > it was called? And even better if it is available online anywhere?
> >
> > Bill H - www.ts1000.us
> >

5502. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 12:33:22 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <dr2iej$8vv$1@news.al.sw.ericsson.se>
Source record: 8009

"Bill H" <bill@ts1000.us> wrote in message
news:1137977024.039981.322640@o13g2000cwo.googlegroups.com...
> I used to play a game on the Atari 600xl. It was a tape based game when
> you had a number of connected boxes that you moved around and when you
> had moved along all 4 sides of the box it would fill with color. The
> object was to get all the boxes filled and move to the next level.
> While trying to fill the boxes you would be chased by enemies (they
> looked like sparks). ...

I know this disagrees with some of your other observations, but when you
say the enemies looked like sparks, I come to think of another game made
by Synapse Software - "Rainbow Walker".

This C64 screenshot (follow the link) has one of the enemies on screen.

http://www.gamebase64.com/game.php?id=6188&d=18

5503. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 15:42:49 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138030969.074582.319490@g47g2000cwa.googlegroups.com>
Source record: 8010

jdplace@cableone.net wrote:
> I get the alternating colors. Thanks Bill!
>
> For those following the thread I'll list the hardware here. I don't
> think I listed it correctly in the previous post:
>
> 130XE composite video, to Viewsonic Nextvision N4 video box composite
> in; Viewsonic VGA out to Balance 19" LCD monitor running at 800X600.
>
> --
> Joseph Place
> http://www.josephplace.com

That's good news that artifacting works on your LCD!

Are you happy with the Viewsonic NextVision N4? I have mixed feelings
about the obsolete Viewsonic VB50HRTV.

Ever since you brought up the subject of a black and white monitor I've
again been thinking about doing the old monchrome mod for the 800XL.
I've got an old PC monochrome (amber) monitor (MDA) that hasn't be used
for two decades. (I can't seem to throw anything away! LOL)

800XL to MDA only needs a couple of IC's. Doesn't look too bad.

The XEP80 to MDA mod looks even easier, no ICs. Of course, who still
owns an old MDA monitor (besides me, LOL).

- Steve Sheppard

5504. Re: Name of the game?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 18:11:17 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1138039877.868293.237170@g47g2000cwa.googlegroups.com>
Source record: 8011

```
"Juice" (IIRC, same author as "Kid Grid.")
-Larry
```

5505. Re: Getting myself a MyIDE looking for some advice

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 18:38:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d522c0$0$58081$742ec2ed@news.sonic.net>
Source record: 8012

David Bowden <nospam@spamsux.org> wrote:
> Yes, you can run TBXL with the ROM OS.

Awesome! :)

> I got the MyIDE kit Friday and
> stuffed it in my 130XE (god, desoldering my CPU and OS SUCKED),

Heh, luckily my 800XL is socketed. ;^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5506. Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 20:05:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138046734.672129.237880@g14g2000cwa.googlegroups.com>
Source record: 8013

I'm looking for a utility that provided a list of the procedures that are actually used when one compiles an Action! program using the OSS Runtime library. The utility made it possible to abbreviate the runtime library and use only the routines that your program requires, saving memory in gobs.

I don't remember the name of the utility or where it could be found orginally. I want to say it was a type in program from some magazine. I'm not even sure it really existed. Could just be wishful thinking on my part.

Does anyone recall such a utility for Action?

- Steve Sheppard

5507. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 20:19:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d53a56$0$58088$742ec2ed@news.sonic.net>
Source record: 8014

stephensheppard@hotmail.com wrote:
> I'm looking for a utility that provided a list of the procedures that
> are actually used when one compiles an Action! program using the OSS
> Runtime library. The utility made it possible to abbreviate the
> runtime library and use only the routines that your program requires,
> saving memory in gobs.

Hey, I have that... somewhere. :^)

> I don't remember the name of the utility or where it could be found
> orginally. I want to say it was a type in program from some magazine.
> I'm not even sure it really existed. Could just be wishful thinking on
> my part.

> Does anyone recall such a utility for Action?

Yep! Doing an XL Search search for "action runtime", sorted by Matches,
I found this:

"Here is Jeff Reister's PD Runtime package for the Action! 8 bit language."
http://www.umich.edu/~archive/atari/8bit/Languages/Action/actrun.arc

And this appears to be a straight ACT file, in ATASCII:

ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RUNTIME.ACT

Good luck!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5508. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 21:05:37 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138050337.602120.257780@g43g2000cwa.googlegroups.com>
Source record: 8015

Thanks Bill, but the those are both alternatives to OSS's runtime
library SYS.ACT.

What I am looking for is a symbolic reference tool, if you will. This
tool lists which runtime routines are referenced by your own program.
With that knowledge you can shorten the runtime source and thus shorten
your own compiled code.

- Steve Sheppard

5509. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 21:33:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d54ba9$0$58050$742ec2ed@news.sonic.net>
Source record: 8016

stephensheppard@hotmail.com wrote:
> What I am looking for is a symbolic reference tool, if you will. This
> tool lists which runtime routines are referenced by your own program.
> With that knowledge you can shorten the runtime source and thus shorten
> your own compiled code.

Oh! Duh! I didn't read closely enough, obviously. Sorry! :^)

Over at the CTH mirror at ftp.spudster.org, I see:

ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/ACTRUN.ARC

Along with it is "ACTRUN.DOC" (a plaintext file) which states:

Additional programs not included here because they are binaries:

RTSCAN.COM - run against your source file to produce a listing
showing which RUNTIME.ACT routines are actually required
by your program. Allows you to trim out unneeded
routines to save symbol table space, etc.
RTWRITE.COM - If you send the output from RTSCAN.COM to a disk file,
you can then run RTWRITE on that file -- it in turn
outputs the trimmed down version of RUNTIME.ACT for
you.

And lo and behold, it looks like at least RTSCAN.COM is available in the
same FTP directory. One is an ACT file, and then there are 3 COM files
for some reason:

ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN.ACT
ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN.COM
ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN2.COM
ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN3.COM

I hope _that's_ what you're looking for! :) Good luck!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5510. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-23 21:36:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d54c49$0$58050$742ec2ed@news.sonic.net>
Source record: 8017

William Kendrick <bill@newbreedsoftware.com> wrote:
> And lo and behold, it looks like at least RTSCAN.COM is available in the
> same FTP directory. One is an ACT file, and then there are 3 COM files
> for some reason:

> ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN.ACT

And this file INCLUDEs a few others, which are also in that directory,
in case anyone cared. (RECORDS.ACT, RUNTIME.ACT, RECUTILS.ACT & FILESCAN.ACT)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5511. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 02:10:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138068601.480895.211780@g47g2000cwa.googlegroups.com>
Source record: 8018

William Kendrick wrote:
> William Kendrick <bill@newbreedsoftware.com> wrote:
> > And lo and behold, it looks like at least RTSCAN.COM is available in the
> > same FTP directory. One is an ACT file, and then there are 3 COM files
> > for some reason:
>
> > ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN.ACT
>
> And this file INCLUDEs a few others, which are also in that directory,
> in case anyone cared. (RECORDS.ACT, RUNTIME.ACT, RECUTILS.ACT & FILESCAN.ACT)
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

That's it! Thanks!

- Steve Sheppard

5512. Re: XEP-80 Monitor at Walmart

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 02:23:53 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11tb3tp1o145224@corp.supernews.com>
Source record: 8019

On 23 Jan 2006 07:42:49 , stephensheppard@hotmail.com wrote:
>
>jdplace@cableone.net wrote:
>> I get the alternating colors. Thanks Bill!
>>
>> For those following the thread I'll list the hardware here. I don't
>> think I listed it correctly in the previous post:
>>
>> 130XE composite video, to Viewsonic Nextvision N4 video box composite
>> in; Viewsonic VGA out to Balance 19" LCD monitor running at 800X600.
>>
>> --
>> Joseph Place
>> http://www.josephplace.com
>
>That's good news that artifacting works on your LCD!
>
>Are you happy with the Viewsonic NextVision N4? I have mixed feelings
>about the obsolete Viewsonic VB50HRTV.
>
>Ever since you brought up the subject of a black and white monitor I've
>again been thinking about doing the old monchrome mod for the 800XL.
>I've got an old PC monochrome (amber) monitor (MDA) that hasn't be used
>for two decades. (I can't seem to throw anything away! LOL)
>
>800XL to MDA only needs a couple of IC's. Doesn't look too bad.
>
>The XEP80 to MDA mod looks even easier, no ICs. Of course, who still
>owns an old MDA monitor (besides me, LOL).
>
>- Steve Sheppard
>
>.
Yes, the Viewsonic NextVision N4 has worked great for me. It was
expensive, but it's a great option for hooking up A8 to VGA monitors.

Hey, may as well make use of that MDA monitor for something
worthwhile!

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

5513. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 03:13:27 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dr460n01va0@news3.newsguy.com>
Source record: 8020

William Kendrick <bill@newbreedsoftware.com> wrote:
> I've put together my lame little drum pad for my Atari. It's made out
> of household items: cardboard, aluminum foil, Scotch tape and an audio
> cable. (Well, "household items" plus an Atari joystick cable.)
>
> See photos, and don't laugh too hard :)
>
> http://www.newbreedsoftware.com/bill/photos/drum-stick/
>
> Now, to find time to write software. :^/

That's cool. I wonder if some sort of Atari DDR game could be
constructed using SAP tunes...

--
Ryan 'Gozar' Collins

5514. XF551 chip burn

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 03:45:53 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <%phBf.69302$QW2.60549@dukeread08>
Source record: 8021

The chip on the XF551 board is burned. The chip number is SN74LS38N by Motorola U8721. I wonder if SN74LS38N by Texas Instructment works with the XF551 board. Any help?

SN74LS38N by Texas Instructment
Positive-NAND Buffer; 2-Input NAND Buffer Gate Logic; PDIP; 5 V (NOM.)

5515. Re: XF551 chip burn

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 04:49:29 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <tliBf.225488$V7.139668@news-server.bigpond.net.au>
Source record: 8022

Jack Tseng wrote:
> The chip on the XF551 board is burned. The chip number is SN74LS38N by
> Motorola U8721. I wonder if SN74LS38N by Texas Instructment works with the
> XF551 board. Any help?
>
> SN74LS38N by Texas Instructment
> Positive-NAND Buffer; 2-Input NAND Buffer Gate Logic; PDIP; 5 V (NOM.)
>
>

It should be a drop in replacement, but you should look at why the thing
burned out too.

Mark

5516. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 05:35:25 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1138080917@rtfm.mit.edu>
Source record: 8023
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5517. Re: XF551 chip burn

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 13:02:27 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <NzpBf.69336$QW2.58810@dukeread08>
Source record: 8024

It is overheat... :-(My Atari 1050 US doubler is overheat too. Drive #1
does not work. Switch to 2, still doesnt work either but 3 and 4 drive work!
I smell no burned chip on the 1050 board. How do I find chips that control
the switch?

Thanks!
Jack

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:tliBf.225488$V7.139668@news-server.bigpond.net.au...
> Jack Tseng wrote:
>> The chip on the XF551 board is burned. The chip number is SN74LS38N by
>> Motorola U8721. I wonder if SN74LS38N by Texas Instructment works with
>> the XF551 board. Any help?
>>
>> SN74LS38N by Texas Instructment
>> Positive-NAND Buffer; 2-Input NAND Buffer Gate Logic; PDIP; 5 V (NOM.)
>
>
> It should be a drop in replacement, but you should look at why the thing
> burned out too.
>
> Mark

5518. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 15:51:01 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <NbednbWIkqlw0UveRVn-ow@comcast.com>
Source record: 8025

"Jochen" <jotel99@hotmail.com> wrote in message
news:43d3c628$0$15794$14726298@news.sunsite.dk...
> hi!
>
> Lion Of Judah typed:
>> "Reppy" <replicant2001@yahoo.com> wrote in message
>> news:1137937226.152496.155430@z14g2000cwz.googlegroups.com...
>>> I don't know if any of you have been following the remake of Archon
>>> (my all time fave 8-bit game), but a beta has (finally) been
>>> released!
>>>
>>> See http://www.archonevolution.com for more information.
>>
>> Do you have a link to the download?
>
> http://www.archonevolution.com/community/forums/viewtopic.php?t=324
>
> hth
> jo

Hey looks totally awesome man! Can't wait to see how it gets even better!

>
> -
> http://radio789.net.ms - Radio 789 - We play it ALL
> Radiostream: http://stream789.net.ms
>

5519. Reviews for new Retro-Computing book

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 17:01:36 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <N3tBf.20$2D7.19@fe23.lga>
Source record: 8026

Read the history of the battle for home computer dominance in "On the Edge: The Spectacular Rise and Fall of Commodore". Topics include Sinclair, Atari, IBM, Apple, Macintosh, MSX, Texas Instruments, Tandy, and the 6502 microprocessor. Full reviews are available here:

http://www.commodorebook.com/view.php?content=reviews

"He destroyed me, he destroyed my family, he did all kinds of terrible things, but he gave me a chance to do something nobody else would give me necessarily. I can remember that and I thank him for it." - Commodore PET Engineer Chuck Peddle on founder Jack Tramiel

"God, what an incredible thing we did." - Commodore-Amiga Engineer R.J. Mical

- Browse the book online
- View the table of contents
- Shipping rates are still discounted!

United States and Canada (5-10 days): $3.50 (was $7.50)
International 2-6 weeks: $5.50 (was $9.50)
International 6-10 days: $17.50 (was $21.50)

www.commodorebook.com

5520. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 20:40:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <thwBf.1681$1n4.711@newsread2.news.pas.earthlink.net>
Source record: 8027

stephensheppard@hotmail.com wrote:
> William Kendrick wrote:
>
>>William Kendrick <bill@newbreedsoftware.com> wrote:
>>
>>>And lo and behold, it looks like at least RTSCAN.COM is available in the
>>>same FTP directory. One is an ACT file, and then there are 3 COM files
>>>for some reason:
>>
>>> ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN.ACT
>>
>>And this file INCLUDEs a few others, which are also in that directory,
>>in case anyone cared. (RECORDS.ACT, RUNTIME.ACT, RECUTILS.ACT & FILESCAN.ACT)
>>
>>--
>>-bill! Tux Paint 2006 wall calendar,
>>bill@newbreedsoftware.com CDROM, bumper sticker & apparel
>>http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw
>
>
> That's it! Thanks!
>
> - Steve Sheppard
>

I'm having a senior moment so...

I seem to recall the RTSCAN did not pick out everything you needed from
the RT library. Just something simple like you need to include
copy_parms() even though it isn't listed. There is also ~BIGSYMBL or
something like that to give you a larger symbol table. If your program
grows to 16k or so you will probably need it.

There are work around for the symbol table if you can't find the
utility. Mostly you use definitions to eliminate procedure calls.

5521. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 21:29:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d69c42$0$58039$742ec2ed@news.sonic.net>
Source record: 8028

gozarcollins@spamtraphotmail.com wrote:
> That's cool. I wonder if some sort of Atari DDR game could be
> constructed using SAP tunes...

That is my hope! :^) Dunno if _I'll_ ever get around to it, but... :^)

At the least, I might make a simple little drum machine tool, kinda like
Syn, but simpler... and for drumming. :^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5522. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 21:42:40 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <0o7dt11lrqf6esna99og3cquief6kv3vcu@4ax.com>
Source record: 8029

On 24 Jan 2006 03:13:27 GMT, gozarcollins@SPAMTRAPhotmail.com wrote:

>William Kendrick <bill@newbreedsoftware.com> wrote:
>> I've put together my lame little drum pad for my Atari. It's made out
>> of household items: cardboard, aluminum foil, Scotch tape and an audio
>> cable. (Well, "household items" plus an Atari joystick cable.)
>>
>> See photos, and don't laugh too hard :)
>>
>> http://www.newbreedsoftware.com/bill/photos/drum-stick/
>>
>> Now, to find time to write software. :^/
>
>That's cool. I wonder if some sort of Atari DDR game could be
>constructed using SAP tunes...

Or better yet, how about using the 1010/410 recorder to play actual
music? YOu could make a template for each song on the tape so the
screen would be synchronized to the music.

5523. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-24 22:57:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <43d6b0c2$0$58067$742ec2ed@news.sonic.net>
Source record: 8030

kevin <kevnospam242@gmail.com> wrote:
> Or better yet, how about using the 1010/410 recorder to play actual
> music? YOu could make a template for each song on the tape so the
> screen would be synchronized to the music.

I'm pretty sure I finally got rid of my 1010 tape drive. :^)
But yeah, that's another possibility. Of course, that lowers the number of potential players to those who (1) still have a 1010 drive and (2) have the same audio cassette as you. ;^)

THESE days, it might be easier to whip together some kind of SIO2PC-cable-controlled music player for Win/Linux/Mac and provide MP3s or OGGs for people to play. ;^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5524. Re: Atari drum game (Was Re: Dance Dance Atari-evolution?)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 02:11:26 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <vgndt15u86itffgdcecpiuctp821m9h0mr@4ax.com>
Source record: 8031

On 24 Jan 2006 22:57:06 GMT, bill@newbreedsoftware.com (William
Kendrick) wrote:

>kevin <kevnospam242@gmail.com> wrote:
>> Or better yet, how about using the 1010/410 recorder to play actual
>> music? YOu could make a template for each song on the tape so the
>> screen would be synchronized to the music.
>
>I'm pretty sure I finally got rid of my 1010 tape drive. :^)
>But yeah, that's another possibility. Of course, that lowers the number
>of potential players to those who (1) still have a 1010 drive and (2) have
>the same audio cassette as you. ;^)

well the cassette would be part of the package or like you say the MP3
which would prob be better off. Can you emulate a cassette recorder
with SIO2PC, you could do the same thing then?

5525. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 03:02:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138158175.826090.155590@g43g2000cwa.googlegroups.com>
Source record: 8032

```
Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > William Kendrick wrote:
> >
> >>William Kendrick <bill@newbreedsoftware.com> wrote:
> >>
> >>>And lo and behold, it looks like at least RTSCAN.COM is available in the
> >>>same FTP directory. One is an ACT file, and then there are 3 COM files
> >>>for some reason:
> >>
> >>> ftp://ftp.spudster.org//pub/Atari/CTH/Programming/Action!/RTSCAN.ACT
> >>
> >>And this file INCLUDEs a few others, which are also in that directory,
> >>in case anyone cared. (RECORDS.ACT, RUNTIME.ACT, RECUTILS.ACT & FILESCAN.ACT)
> >>
> >>--
> >>-bill! Tux Paint 2006 wall calendar,
> >>bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> >>http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw
> >
> >
> > That's it! Thanks!
> >
> > - Steve Sheppard
> >
>
> I'm having a senior moment so...
>
> I seem to recall the RTSCAN did not pick out everything you needed from
> the RT library. Just something simple like you need to include
> copy_parms() even though it isn't listed. There is also ~BIGSYMBL or
> something like that to give you a larger symbol table. If your program
> grows to 16k or so you will probably need it.
>
> There are work around for the symbol table if you can't find the
> utility. Mostly you use definitions to eliminate procedure calls.

That's too bad about RTSCAN. It sounded so promising.

I'm slowly getting a feel for which Procedures/Functions I can leave
out of the runtime but it's a pain. I was hoping RTSCAN would help.

Already had to increase symbol table space for one of my programs but I
also already forgot how I did it. [Guess that's my senior moment...but
I've got a few years to go]
```

Thanks for the help.

- Steve Sheppard

5526. Re: XF551 chip burn

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 09:17:35 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dr7fnfrbk1@mamenchi.zrz.TU-Berlin.DE>
Source record: 8033

Hi,

74LS38 is the Id of a standard logic chip; they are all alike, regardless
of the vendor.

> It is overheat... :-(

But if so, check why. If the chip has to provide more power, then try to
replace with a 7438 or 74F38, which are able to drive more current than the
LS variant. They're otherwise compatible.

> My Atari 1050 US doubler is overheat too. Drive #1
> does not work. Switch to 2, still doesnt work either but 3 and 4 drive work!
> I smell no burned chip on the 1050 board. How do I find chips that control
> the switch?

The switch isn't controlled by a chip, it is rather read by a chip but that
doesn't have to draw much power. The 1050 drive ID switch consists actually
of two independent switches: If it works as drive 1, and as drive 3 and 4,
then something else is wrong with your SIO chain because that means that
both switches are working. One can't encode three Ids with one switch.

So long,
Thomas

5527. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 15:22:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43d7987e5506c0@comcast.net>
Source record: 8035

>I don't know if any of you have been following the remake of Archon (my
>all time fave 8-bit game), but a beta has (finally) been released!
>
>See http://www.archonevolution.com for more information.
>
>I downloaded it yesterday and my brother and I have played it loads
>already. We think they've capture the feel of the original perfectly,
>although it needs a bit of polishing (in the next build I think).
>Hopefully I'll get to play a few of you using the network game option
>(2P only in this build)...
>
>Reppy
>(I am in no way affiliated with this release - I'm just a huge fan)

I have both Archons and have played them many many times. I would love to play this new version. Can you upload it to me? I could not find where to download the beta from.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5528. Re: Looking for an Action! utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 17:33:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LDOBf.5739$Hd4.2144@newsread1.news.pas.earthlink.net>
Source record: 8034

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
>
<snip>
> That's too bad about RTSCAN. It sounded so promising.

The thing about RTSCAN is that as the programmer you will know everything it will tell you. For instance if you do Graphics() procedure call you will know you have to include that from the RT library. I found the time it took to save, run RTSCAN, go through the list, copy the procedures from the RT library, etcetera, to be the long route for me. I got really good at using the two window feature of the Action! editor as well as the copy buffer. What I would do is just do a split screen with my program in one window and the RT library loaded into the other window. I would just use the cut/paste feature of the editor to move from one window to the other with the procedures I needed, then delete the RT library window.
>
> I'm slowly getting a feel for which Procedures/Functions I can leave
> out of the runtime but it's a pain. I was hoping RTSCAN would help.

It becomes natural after a little while. I have a good example of doing it somewhere. If I can get the little woman out of my hair for a couple of hours I will post it.

5529. Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 21:50:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ToSBf.320229$0l5.120850@dukeread06>
Source record: 8036

Well after somewhat popular demand, I have put my BBS back up.

The Electric Cafe'

Telnet over to thecafe.dtdns.net and use PORT 8888

Everything is still intact. I have moved the equipment to my office to make
it a bit easier to manage.

Thomas

5530. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-25 21:59:58 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <JbCdnd8RCqV3aUreRVn-gg@comcast.com>
Source record: 8037

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:43d7987e5506c0@comcast.net...
> >I don't know if any of you have been following the remake of Archon (my
>>all time fave 8-bit game), but a beta has (finally) been released!
>>
>>See http://www.archonevolution.com for more information.
>>
>>I downloaded it yesterday and my brother and I have played it loads
>>already. We think they've capture the feel of the original perfectly,
>>although it needs a bit of polishing (in the next build I think).
>>Hopefully I'll get to play a few of you using the network game option
>>(2P only in this build)...
>>
>>Reppy
>>(I am in no way affiliated with this release - I'm just a huge fan)
>
> I have both Archons and have played them many many times. I would love to
> play
> this new version. Can you upload it to me? I could not find where to
> download
> the beta from.

http://www.archonevolution.com/community/forums/viewtopic.php?t=324

>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

5531. 800xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 03:35:33 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <9sXBf.13955$iD.4926@trnddc08>
Source record: 8038

Hi;
I picked up another 800XL today and it is SOCKETED!!! Looks pretty clean too. I have 1 slight problem with it. Starting with key '7' and moving to the right, all keys to the right of 7 do not work. 1 thru 6 are fine as are ALL other keys on the keyboard. Weird huh?

I tried cleaning and swapping the keyboard with another one - no luck. I was wondering if anyone else had ever seen this behavior?

Thanks

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

5532. Re: STILL NEED MY 1200 XL COMPUTER!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 03:39:09 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <1fGdnYwIboh33kXenZ2dnUVZ_vidnZ2d@adelphia.com>
Source record: 8039

Note mine but...

http://cgi.ebay.com/Vintage-Atari-1200xl_W0QQitemZ8755350368QQcategoryZ82631QQrdZ1QQcmdZViewItem

5533. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 04:37:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.26.04.37.03.797132@charter.net>
Source record: 8040

On Wed, 25 Jan 2006 15:50:26 -0600, Docrotcod wrote:

> Well after somewhat popular demand, I have put my BBS back up.
>
> The Electric Cafe'
>
> Telnet over to thecafe.dtdns.net and use PORT 8888
>
> Everything is still intact. I have moved the equipment to my office to make
> it a bit easier to manage.
>
> Thomas

Hey, glad to see you back online! :-)

--
_/_/_/

5534. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 05:34:02 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <wbZBf.320268$0l5.190672@dukeread06>
Source record: 8041

Thank you very much, it's nice to be wanted ;)

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.01.26.04.37.03.797132@charter.net...
> On Wed, 25 Jan 2006 15:50:26 -0600, Docrotcod wrote:
>
>> Well after somewhat popular demand, I have put my BBS back up.
>>
>> The Electric Cafe'
>>
>> Telnet over to thecafe.dtdns.net and use PORT 8888
>>
>> Everything is still intact. I have moved the equipment to my office to
>> make
>> it a bit easier to manage.
>>
>> Thomas
>
> Hey, glad to see you back online! :-)
>
> --
> _/_/_/_

5535. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 12:37:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.26.12.37.42.555385@charter.net>
Source record: 8042

On Wed, 25 Jan 2006 23:34:02 -0600, Docrotcod wrote:

> Thank you very much, it's nice to be wanted ;)

Logged in this morning (early), looked around. Looks good. I was wanting
to ask a few questions, if you don't mind. Some of the games you offer?
Are they 8bit? Examples, TLORD and Tradewars 2002.

Thanks!

--
_/_/_/

5536. ATTENTION: Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 13:44:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601260541110.19154-100000@onyx.spiritone.com>
Source record: 8044
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Atari Goods from oblivion, step up and buy a
minimum of $100.00 of ANY Games/Software in my Classic Atari 8 Bit and/or
Atari ST Catalogs and get 20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org 5 updated Catalogs!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5537. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 13:47:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0601260545120.19154-100000@onyx.spiritone.com>
Source record: 8043
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5538. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-26 20:10:46 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <s1aCf.323322$0l5.279381@dukeread06>
Source record: 8045

It sounds like you connected to my other BBS which is run on an IBM. If you
don't specify port 8888, it will default to telnet port 23 and connect you
to Hodge Podge II. So no they are not 8-bit ;)

Thomas

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.01.26.12.37.42.555385@charter.net...
> On Wed, 25 Jan 2006 23:34:02 -0600, Docrotcod wrote:
>
>> Thank you very much, it's nice to be wanted ;)
>
> Logged in this morning (early), looked around. Looks good. I was wanting
> to ask a few questions, if you don't mind. Some of the games you offer?
> Are they 8bit? Examples, TLORD and Tradewars 2002.
>
> Thanks!
>
> --
> _/_/_/_

5539. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-27 00:27:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.27.00.27.44.10776@charter.net>
Source record: 8046

On Thu, 26 Jan 2006 14:10:46 -0600, Docrotcod wrote:

> It sounds like you connected to my other BBS which is run on an IBM. If you
> don't specify port 8888, it will default to telnet port 23 and connect you
> to Hodge Podge II. So no they are not 8-bit ;)
>
> Thomas

Ah, my bad. Thanks for the info, I'll try again later. :-)

--
_/_/_/

5540. Re: 800xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-27 04:27:23 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <LihCf.47212$Me5.36134@trnddc05>
Source record: 8047

FWIW,
I had a bad POKEY chip. Replaced it and it's ALL better now...

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message
news:9sXBf.13955$iD.4926@trnddc08...
> Hi;
> I picked up another 800XL today and it is SOCKETED!!! Looks pretty clean
> too. I have 1 slight problem with it. Starting with key '7' and moving
> to the right, all keys to the right of 7 do not work. 1 thru 6 are fine
> as are ALL other keys on the keyboard. Weird huh?
>
> I tried cleaning and swapping the keyboard with another one - no luck. I
> was wondering if anyone else had ever seen this behavior?
>
> Thanks
>
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
>

5541. looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-27 17:07:21 UTC
From: big_d_316@yahoo.com
Message-ID: <1138381641.237789.39380@g14g2000cwa.googlegroups.com>
Source record: 7848

I was wondering if there are any simple 800XL ram expansions available.
Looking for minimal soldering, and 256k possibly 512k of ram thanks!

5542. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-27 20:16:13 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <BcvCf.327583$0l5.223583@dukeread06>
Source record: 7849

I like the Wizztronics. Pretty simple to install.

Thomas

<big_d_316@yahoo.com> wrote in message
news:1138381641.237789.39380@g14g2000cwa.googlegroups.com...
>I was wondering if there are any simple 800XL ram expansions available.
> Looking for minimal soldering, and 256k possibly 512k of ram thanks!
>

5543. Bug65 and TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-27 23:31:51 UTC
From: charlie <charleycron@woh.rr.com>
Message-ID: <H3yCf.64472$PY6.58146@tornado.ohiordc.rr.com>
Source record: 7850

I've been playing with my Atari's again.

Basic Stock 800xl, homemade ape cable, AtariSIO/linux, Spartados 3.2g

So I've been able to run bug65 under sparta, but not today.

The only thing I changed was turning off the tdline!

That was it, turn tdline on, bug65 works. Turn it off, it will not run.

Anyway, thought that was kinda funny...

Charlie

5544. Re: 800xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-27 23:32:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <43daad92$0$58037$742ec2ed@news.sonic.net>
Source record: 7851

cbc <cabell.clarkeNOSPAMMYA$$@spamnoverizon.net> wrote:
> FWIW,
> I had a bad POKEY chip. Replaced it and it's ALL better now...

Yay! :)

-bill!

5545. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 01:14:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138410874.252180.279070@g49g2000cwa.googlegroups.com>
Source record: 7852

big_d_316@yahoo.com wrote:
> I was wondering if there are any simple 800XL ram expansions available.
> Looking for minimal soldering, and 256k possibly 512k of ram thanks!

>From a NOOBs point of view...

Soldering is easy... desoldering is not.

The Wizztronics can be simple and it can be a pain in the butt.

Depending on your 800XL you might have to desolder one 74LS158 and
solder in a socket.

Also, if you have the CO12296 ANTIC then you need two additional chips,
plus you have to desolder 30 holes on the Wizztronics board before you
can insert the new additional chips.

It was not a good first project for this particular NOOB.

- Steve Sheppard

5546. Re: 800xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 01:23:24 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <glzCf.8589$343.3677@newsfe2-win.ntli.net>
Source record: 7853

Looking at the circuit diagram:
http://homepage.ntlworld.com/kryten_droid/Atari/800XL/800XLF/800XLF.htm
the keys you mention all use pin 1 of the keyboard connector.
This goes to the signal OUT1 from RN1 from pin 14 of a 4051 chip.

If I were your I would look for a dry/broken joint somewhere between those
two points.

I doubt it is an ANTIC fault.

5547. Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 02:17:58 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <TuudnTZ6IMI8TkfenZ2dnUVZ_sadnZ2d@adelphia.com>
Source record: 7854

Does anyone out there have a working ROM image of the Omniview XL OS? My real 130XE which contains a Ramrod board with Omnimon and Omniview died (probably bad RAM from the looks), so I don't have a way to make my own image right now for use with Atari800Win+. I've done some searches with XL Search, but non of the files listed are either reachable or have a valid 16K image that works (though I did find one for Omnimon there).

Thanks.

Jason Harmon

5548. Re: Bug65 and TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 02:39:47 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <TPACf.4793$2O6.3574@newssvr12.news.prodigy.com>
Source record: 7855

"charlie" <charleycron@MUNGEwoh.rr.com> wrote in message news:> I've been
playing with my Atari's again.
>
> Basic Stock 800xl, homemade ape cable, AtariSIO/linux, Spartados 3.2g
>
> So I've been able to run bug65 under sparta, but not today.
>
> The only thing I changed was turning off the tdline!
>
> That was it, turn tdline on, bug65 works. Turn it off, it will not run.
>
> Anyway, thought that was kinda funny...
>
> Charlie
Have you tried a "KEY OFF"?

5549. Re: Bug65 and TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 03:49:25 UTC
From: charlie <charleycron@woh.rr.com>
Message-ID: <9RBCf.64610$PY6.10093@tornado.ohiordc.rr.com>
Source record: 7856

russg wrote:

>
> "charlie" <charleycron@MUNGEwoh.rr.com> wrote in message news:> I've been
> playing with my Atari's again.
>>
>> Basic Stock 800xl, homemade ape cable, AtariSIO/linux, Spartados 3.2g
>>
>> So I've been able to run bug65 under sparta, but not today.
>>
>> The only thing I changed was turning off the tdline!
>>
>> That was it, turn tdline on, bug65 works. Turn it off, it will not run.
>>
>> Anyway, thought that was kinda funny...
>>
>> Charlie

> Have you tried a "KEY OFF"?

Sure I have, no diff.

5550. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 04:42:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <%CCCf.327659$0l5.231074@dukeread06>
Source record: 7857

Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
easier to install.

Thomas

<stephensheppard@hotmail.com> wrote in message
news:1138410874.252180.279070@g49g2000cwa.googlegroups.com...
>
> big_d_316@yahoo.com wrote:
>> I was wondering if there are any simple 800XL ram expansions available.
>> Looking for minimal soldering, and 256k possibly 512k of ram thanks!
>
>>From a NOOBs point of view...
>
> Soldering is easy... desoldering is not.
>
> The Wizztronics can be simple and it can be a pain in the butt.
>
> Depending on your 800XL you might have to desolder one 74LS158 and
> solder in a socket.
>
> Also, if you have the CO12296 ANTIC then you need two additional chips,
> plus you have to desolder 30 holes on the Wizztronics board before you
> can insert the new additional chips.
>
> It was not a good first project for this particular NOOB.
>
> - Steve Sheppard
>

5551. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 05:54:51 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138427691.562747.32720@g47g2000cwa.googlegroups.com>
Source record: 7858

Docrotcod wrote:
> Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
> easier to install.
>
> Thomas
>
> <stephensheppard@hotmail.com> wrote in message
> news:1138410874.252180.279070@g49g2000cwa.googlegroups.com...
> >
> > big_d_316@yahoo.com wrote:
> >> I was wondering if there are any simple 800XL ram expansions available.
> >> Looking for minimal soldering, and 256k possibly 512k of ram thanks!
> >
> >>From a NOOBs point of view...
> >
> > Soldering is easy... desoldering is not.
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> > The Wizztronics can be simple and it can be a pain in the butt.
> >
> > Depending on your 800XL you might have to desolder one 74LS158 and
> > solder in a socket.
> >
> > Also, if you have the CO12296 ANTIC then you need two additional chips,
> > plus you have to desolder 30 holes on the Wizztronics board before you
> > can insert the new additional chips.
> >
> > It was not a good first project for this particular NOOB.
> >
> > - Steve Sheppard
> >

The assembled one is what I bought but I needed the extra chips...I
botched desoldering part.

It sits waiting for me to buy proper desoldering tools. I desoldering
bulb isn't good enough.

- Steve Sheppard

5552. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 07:12:23 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <APECf.327669$0l5.224259@dukeread06>
Source record: 7859

Ah I see.. If you need help with it let me know.... I'd be glad to help.

Thomas

<stephensheppard@hotmail.com> wrote in message
news:1138427691.562747.32720@g47g2000cwa.googlegroups.com...
>
> Docrotcod wrote:
>> Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
>> easier to install.
>>
>> Thomas
>>
>> <stephensheppard@hotmail.com> wrote in message
>> news:1138410874.252180.279070@g49g2000cwa.googlegroups.com...
>> >
>> > big_d_316@yahoo.com wrote:
>> >> I was wondering if there are any simple 800XL ram expansions
>> >> available.
>> >> Looking for minimal soldering, and 256k possibly 512k of ram thanks!
>> >
>> >>From a NOOBs point of view...
>> >
>> > Soldering is easy... desoldering is not.
>> >
>> > The Wizztronics can be simple and it can be a pain in the butt.
>> >
>> > Depending on your 800XL you might have to desolder one 74LS158 and
>> > solder in a socket.
>> >
>> > Also, if you have the CO12296 ANTIC then you need two additional chips,
>> > plus you have to desolder 30 holes on the Wizztronics board before you
>> > can insert the new additional chips.
>> >
>> > It was not a good first project for this particular NOOB.
>> >
>> > - Steve Sheppard
>> >
>
> The assembled one is what I bought but I needed the extra chips...I
> botched desoldering part.
>
> It sits waiting for me to buy proper desoldering tools. I desoldering
> bulb isn't good enough.
>

> - Steve Sheppard
>

5553. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 07:16:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43db1f766a7bd1@comcast.net>
Source record: 7865

>Well after somewhat popular demand, I have put my BBS back up.
>
>The Electric Cafe'
>
>Telnet over to thecafe.dtdns.net and use PORT 8888
>
>Everything is still intact. I have moved the equipment to my office to make
>it a bit easier to manage.
>
>Thomas

That's great. I will give it a try.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5554. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 07:25:59 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <h17mt11keolhqgrq946c8epvicvcih86n2@4ax.com>
Source record: 7860

On Wed, 25 Jan 2006 15:50:26 -0600, "Docrotcod" <rahbart@cox.net>
wrote:

>Well after somewhat popular demand, I have put my BBS back up.
>
>The Electric Cafe'
>
>Telnet over to thecafe.dtdns.net and use PORT 8888
>
>Everything is still intact. I have moved the equipment to my office to make
>it a bit easier to manage.
>
>Thomas
>

It's great to see another board back up. I couldn't log in under port
8888 though. Your main board looked cool though, and was extremely
fast - much better than the 300/1200 baud I originally did on my
Atari.

Stephen Anderson

5555. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 07:37:04 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43db1f766a7bd2@comcast.net>
Source record: 7866

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:43d7987e5506c0@comcast.net...
>> >I don't know if any of you have been following the remake of Archon (my
>>>all time fave 8-bit game), but a beta has (finally) been released!
>>>
>>>See http://www.archonevolution.com for more information.
>>>
>>>I downloaded it yesterday and my brother and I have played it loads
>>>already. We think they've capture the feel of the original perfectly,
>>>although it needs a bit of polishing (in the next build I think).
>>>Hopefully I'll get to play a few of you using the network game option
>>>(2P only in this build)...
>>>
>>>Reppy
>>>(I am in no way affiliated with this release - I'm just a huge fan)
>>
>> I have both Archons and have played them many many times. I would love to
>> play
>> this new version. Can you upload it to me? I could not find where to
>> download
>> the beta from.
>
>http://www.archonevolution.com/community/forums/viewtopic.php?t=324

Thanks much I got it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5556. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 07:51:19 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <4oFCf.327670$0l5.315068@dukeread06>
Source record: 7861

Yeah I think the Cafe' might be down tonight. If it doesn't reset on the
hour i'll have to jaunt up to the office and see what's going on.

Thomas

P.S. Thanks for the kind words ;)

"Stephen Anderson" <nospam@nowhere.com> wrote in message
news:h17mt11keolhqgrq946c8epvicvcih86n2@4ax.com...
> On Wed, 25 Jan 2006 15:50:26 -0600, "Docrotcod" <rahbart@cox.net>
> wrote:
>
>>Well after somewhat popular demand, I have put my BBS back up.
>>
>>The Electric Cafe'
>>
>>Telnet over to thecafe.dtdns.net and use PORT 8888
>>
>>Everything is still intact. I have moved the equipment to my office to
>>make
>>it a bit easier to manage.
>>
>>Thomas
>>
>
> It's great to see another board back up. I couldn't log in under port
> 8888 though. Your main board looked cool though, and was extremely
> fast - much better than the 300/1200 baud I originally did on my
> Atari.
>
> Stephen Anderson
>

5557. Re: Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 08:16:10 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975921441CD3Bemuslor@216.196.97.136>
Source record: 7862

Despite all prevention efforts, "Jason Harmon" <spam@sucks.com> wrote in
news:TuudnTZ6IMl8TkfenZ2dnUVZ_sadnZ2d@adelphia.com:

> Does anyone out there have a working ROM image of the Omniview XL OS?
> My real 130XE which contains a Ramrod board with Omnimon and Omniview
> died (probably bad RAM from the looks), so I don't have a way to make
> my own image right now for use with Atari800Win+. I've done some
> searches with XL Search, but non of the files listed are either
> reachable or have a valid 16K image that works (though I did find one
> for Omnimon there).
>

Sure - drom me a line be reversing each portion of my email address, and
I'll send you the image.

--
James
http://www.slornet.com

5558. Re: Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 08:19:53 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <drf99ujcb1@inews.gazeta.pl>
Source record: 7863

Jason Harmon napisaďż˝(a):

> Does anyone out there have a working ROM image of the Omniview XL OS?

I have ;)

I have uploaded it here -> http://cyklon.be/OmniView.zip

Greetings from cold Poland.

dely

5559. Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 08:34:08 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <aLGdncVFftLgsUbenZ2dnUVZ_sWdnZ2d@comcast.com>
Source record: 7864

Ok, I recently installed a MyIDE kit in my 130XE and I am loving every second of it. Now that I have a fast as hell method of booting my Atari, I intend to use TBXL a lot more often. However, I have a question...

While it's not too much of a hassle, I'm not overly fond of having to load and reload TBXL from scratch every time I go to DOS and want to return to BASIC..

The question I have is if any of you guys know it's entry point so I could just run it straight from DOS without having to completely reload it?

I ran the file through DIS6502 and didn't have much luck determining a safe JMP point. While I haven't done it, yet, I am about to decode the file header and find out what bytes #3 and 4 point to. I believe they will point to $02E7, but all that gets me is a system hang.

If I could get around this little annoyance, I'd probably remove my BASIC chip altogether. :)

Thanks,
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5560. Re: Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 15:41:54 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <RbmdnfBYcrXTDUbenZ2dnUVZ_vydnZ2d@adelphia.com>
Source record: 7867

I sent you an email. Thanks for your help.

-Jason

"Slor" <semaj@rols.ten> wrote in message
news:Xns975921441CD3Bemuslor@216.196.97.136...
> Despite all prevention efforts, "Jason Harmon" <spam@sucks.com> wrote in
> news:TuudnTZ6IMl8TkfenZ2dnUVZ_sadnZ2d@adelphia.com:
>
>> Does anyone out there have a working ROM image of the Omniview XL OS?
>> My real 130XE which contains a Ramrod board with Omnimon and Omniview
>> died (probably bad RAM from the looks), so I don't have a way to make
>> my own image right now for use with Atari800Win+. I've done some
>> searches with XL Search, but non of the files listed are either
>> reachable or have a valid 16K image that works (though I did find one
>> for Omnimon there).
>>
>
> Sure - drom me a line be reversing each portion of my email address, and
> I'll send you the image.
>
> --
> James
> http://www.slornet.com

5561. Re: Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 15:46:11 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <vamdnSUnopbMDEbeRVn-ow@adelphia.com>
Source record: 7868

Thanks for your help.

This is the one version that I found on XL Search. The Omnimon ROM seems to work fine, however the Omniview ROM in the ZIP (hires.rom I assume), does not seem to work correctly. First the GR.0 text is a modified char set, which Omniview did not have. More importantly, calling the entry point to 80 column mode (X=USR(49152)), crashes Atari800WinPlus and does not work.

Thanks.

-Jason Harmon

"Daniel Ko&#65533;mi&#65533;ski" <dely@GIN.SPAMERZE.tkdami.net> wrote in message news:drf99ujcb1@inews.gazeta.pl...
> Jason Harmon napisa&#65533;(a):
>
>> Does anyone out there have a working ROM image of the Omniview XL OS?
>
> I have ;)
>
> I have uploaded it here -> http://cyklon.be/OmniView.zip
>
> Greetings from cold Poland.
>
> dely

5562. j&I ***Hot stuff - check this out !!! j&I

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 17:37:32 UTC
From: tinman4 <tinman4@yahoo.com>
Message-ID: <IGUCf.47114$C%3.46411@bignews2.bellsouth.net>
Source record: 7874

http://www.kaneva.com/checkout/stream.aspx?assetId=2017&free=0

5563. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 17:48:00 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-Dd9JFZHr9OWZ@draco.w2kserv.local>
Source record: 7869

Actually, a desolder bulb works quite well even on the atari boards.
just dont be afraid to get it real close to the iron when ready to
pull the solder, thats why the tips are replaceable (1 of the reasons
anyway). I used bulbs and solder pullers a long time before I got my
pace station.

Ken

PS: I'll help you if you need it.

On Sat, 28 Jan 2006 05:54:51 UTC, stephensheppard@hotmail.com wrote:

>
> Docrotcod wrote:
> > Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
> > easier to install.
> >
> > Thomas
> >
> > <stephensheppard@hotmail.com> wrote in message
> > news:1138410874.252180.279070@g49g2000cwa.googlegroups.com...
> > >
> > > big_d_316@yahoo.com wrote:
> > >> I was wondering if there are any simple 800XL ram expansions available.
> > >> Looking for minimal soldering, and 256k possibly 512k of ram thanks!
> > >
> > >>From a NOOBs point of view...
> > >
> > > Soldering is easy... desoldering is not.
> > >
> > > The Wizztronics can be simple and it can be a pain in the butt.
> > >
> > > Depending on your 800XL you might have to desolder one 74LS158 and
> > > solder in a socket.
> > >
> > > Also, if you have the CO12296 ANTIC then you need two additional chips,
> > > plus you have to desolder 30 holes on the Wizztronics board before you
> > > can insert the new additional chips.
> > >
> > > It was not a good first project for this particular NOOB.
> > >
> > > - Steve Sheppard
> > >
>
> The assembled one is what I bought but I needed the extra chips...I

> botched desoldering part.
>
> It sits waiting for me to buy proper desoldering tools. I desoldering
> bulb isn't good enough.
>
> - Steve Sheppard
>

--

5564. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 17:55:01 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-bc80QLTJK1gM@draco.w2kserv.local>
Source record: 7870

look at the last few bytes in the file to find what address is loaded
into $02E7 and that is the address you need to jump to. Unless tbxl
does some odd things when it starts then that should work. also, that
wont work if you have done some DOS command like copy, that wipes out
program data. hth

Ken

On Sat, 28 Jan 2006 08:34:08 UTC, "David Bowden" <nospam@spamsux.org>
wrote:

> Ok, I recently installed a MyIDE kit in my 130XE and I am loving every
> second of it. Now that I have a fast as hell method of booting my Atari, I
> intend to use TBXL a lot more often. However, I have a question...
>
> While it's not too much of a hassle, I'm not overly fond of having to load
> and reload TBXL from scratch every time I go to DOS and want to return to
> BASIC..
>
> The question I have is if any of you guys know it's entry point so I could
> just run it straight from DOS without having to completely reload it?
>
> I ran the file through DIS6502 and didn't have much luck determining a safe
> JMP point. While I haven't done it, yet, I am about to decode the file
> header and find out what bytes #3 and 4 point to. I believe they will point
> to $02E7, but all that gets me is a system hang.
>
> If I could get around this little annoyance, I'd probably remove my BASIC
> chip altogether. :)
>
> Thanks,

--

5565. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 21:24:38 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <qiRCf.19635$Jd.16554@newssvr25.news.prodigy.net>
Source record: 7871

"David Bowden" <nospam@spamsux.org> wrote in message
news:aLGdncVFftLgsUbenZ2dnUVZ_sWdnZ2d@comcast.com...
> Ok, I recently installed a MyIDE kit in my 130XE and I am loving every
> second of it. Now that I have a fast as hell method of booting my Atari, I
> intend to use TBXL a lot more often. However, I have a question...
>
> While it's not too much of a hassle, I'm not overly fond of having to load
> and reload TBXL from scratch every time I go to DOS and want to return to
> BASIC..
>
> The question I have is if any of you guys know it's entry point so I could
> just run it straight from DOS without having to completely reload it?
>
> I ran the file through DIS6502 and didn't have much luck determining a
safe
> JMP point. While I haven't done it, yet, I am about to decode the file
> header and find out what bytes #3 and 4 point to. I believe they will
point
> to $02E7, but all that gets me is a system hang.
>
> If I could get around this little annoyance, I'd probably remove my BASIC
> chip altogether. :)
>
> Thanks,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
Dave.
There are several incarnations of Frank Ostrowski's Turbo BASIC.
Apparently you are using a .EXE/.COM/.OBJ binary loading version.
The original TB was a DOS 2.5 boot disk, autorun.sys, and it uses RAM under
the OS at
$C000 and above. I think it even moves the ROM into RAM.
I know Tom Hunt made a version that would work with SpartaDOS, I think I
know.
Since you're using MyIDE, then you also are using a custom ROM, that
probably
replaces the OS into RAM.
I guess I'm forgetting what I'm trying to ask.
What OS, DOS and TB versions are you using? You obviously have an IDE hard

drive.
Are you booting from the hard drive and loading TB from that?
I think Tom Hunt's TB version is called Fast BASIC or something like that.

5566. Re: Bug65 and TDLINE

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-28 21:30:31 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <XnRCf.19639$Jd.12467@newssvr25.news.prodigy.net>
Source record: 7872

"charlie" <charleycron@woh.rr.com> wrote in message news:> russg wrote:
>
> >
> > "charlie" <charleycron@MUNGEwoh.rr.com> wrote in message news:> I've
been
> > playing with my Atari's again.
> >>
> >> Basic Stock 800xl, homemade ape cable, AtariSIO/linux, Spartados 3.2g
> >>
> >> So I've been able to run bug65 under sparta, but not today.
> >>
> >> The only thing I changed was turning off the tdline!
> >>
> >> That was it, turn tdline on, bug65 works. Turn it off, it will not run.
> >>
> >> Anyway, thought that was kinda funny...
> >>
> >> Charlie
>
> > Have you tried a "KEY OFF"?
>
> Sure I have, no diff.
Sorry, no more ideas.
Regards

5567. Re: XF551 chip burn

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-29 01:00:33 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1138496433.077450.109080@g44g2000cwa.googlegroups.com>
Source record: 7873

Very confusing post about a problem that should be fixed by spraying
the drive selector switch with some Tuner Cleaner or Contact Cleaner
from Radio Shack.

Jack Tseng wrote:
> It is overheat... :-(My Atari 1050 US doubler is overheat too. Drive #1
> does not work. Switch to 2, still doesnt work either but 3 and 4 drive work!
> I smell no burned chip on the 1050 board. How do I find chips that control
> the switch?
>
> Thanks!
> Jack
>
> "Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
> message news:tliBf.225488$V7.139668@news-server.bigpond.net.au...
> > Jack Tseng wrote:
> >> The chip on the XF551 board is burned. The chip number is SN74LS38N by
> >> Motorola U8721. I wonder if SN74LS38N by Texas Instructment works with
> >> the XF551 board. Any help?
> >>
> >> SN74LS38N by Texas Instructment
> >> Positive-NAND Buffer; 2-Input NAND Buffer Gate Logic; PDIP; 5 V (NOM.)
> >
> >
> > It should be a drop in replacement, but you should look at why the thing
> > burned out too.
> >
> > Mark

5568. Re: Archon Remake - Beta Released

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-29 02:55:45 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <henta3-8jv.ln1@speaker.rodsbooks.com>
Source record: 7875

In article <43d3c628$0$15794$14726298@news.sunsite.dk>,
"Jochen" <jotel99@hotmail.com> writes:
>
> Lion Of Judah typed:
>> "Reppy" <replicant2001@yahoo.com> wrote in message
>> news:1137937226.152496.155430@z14g2000cwz.googlegroups.com...
>>> I don't know if any of you have been following the remake of Archon
>>> (my all time fave 8-bit game), but a beta has (finally) been
>>> released!
>>>
>>> See http://www.archonevolution.com for more information.
>>
>> Do you have a link to the download?
>
> http://www.archonevolution.com/community/forums/viewtopic.php?t=324

I haven't yet checked this out, but for those who use Unix-like systems
(such as Linux), there's an X-based game based on the original 8-bit
Archon:

http://xarchon.seul.org

It's pretty close to the original and so is rather primitive by today's
standards, but if you still like "old-style" games, it's worth checking
out.

There was also the 1993 Archon Ultra for DOS. I've still got that (and the
original), but I haven't played it in a while.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

5569. Re: j&I ***Hot stuff - check this out !!! j&I

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-29 03:52:15 UTC
From: Mark Of The <mark@none>
Message-ID: <2vednd0Vl4VtpkHenZ2dnUVZ_sydnZ2d@wideopenwest.com>
Source record: 7876

tinman4 wrote:
> http://www.kaneva.com/checkout/stream.aspx?assetId=2017&free=0
>
>
>
>
>
Hot spam from a predatory loan company!

5570. DGS Atari 8-bit CD-ROM $7 Special (until 03 Feb 2006)

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-29 16:54:16 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1138553652.21578.0@eunomia.uk.clara.net>
Source record: 7877

Hello All,

This week (until 3 February 2006) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $7 (2.50pounds for UK buyers), which is a $3 saving on the usual price. This price includes Airmail shipping to any country (first class post for UK buyers).

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

There's plenty of background info on DGS on the main part of the website.

Dean Garraghty

5571. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-29 20:36:43 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1138567003.055819.219960@o13g2000cwo.googlegroups.com>
Source record: 7878

Hi David-
I hate to be a wet blanket, but this has been looked at several times, and there just does not seem to be a straight-forward to do what you want. It was for that reason that the author included all the regular Dos functions internal to TB. I *think* the major problem is the use of the ram-under-rom. If you exit to Dos, I'm pretty sure you wipe this out, and reloading seem to be the only way to get it back. Fortunately with a HD, the load time is minimal. Here are some vectors for you to explore:

$000C $2080 Dosini

$C060 Program Init, pointed to by $02E2, $02E3 (Ram under Rom address?)
$12EA Program Run, pointed to by $02E0, $02E1 (Right in the middle of Dos?)

If you execute the Dosini address (jump through it) you will get the TURBO prompt, but you'll find the machine locked up.

I'm not sure about the TB cart. IIRC, you can't get back with your program intact, but you *may* be able to get back to TB by pressing RESET from the Dos menu. Alternatively, you can copy the Turbo Basic XL file to a suitable ramdisk, and then reload when exiting Dos -- almost instantaneous, but of course, your Basic program is gone. I'm quite sure in my "Floppy Days" that I automatically copied TURBOBAS.COM at boot-time. (Used a program from Analog, IIRC.)

If you do find a way around this, do let us know. This has been a (small) thorn in our side since TB first appeared.
-Larry

5572. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-29 21:21:00 UTC
From: Matthias Reichl <usenet-200601@hias.horus.com>
Message-ID: <slrndtqcds.2ik.usenet-200601@camel.hias.horus.com>
Source record: 7879

On 29 Jan 2006 12:36:43 -0800, Larry wrote:
> $000C $2080 Dosini
>
> $C060 Program Init, pointed to by $02E2, $02E3 (Ram under Rom
> address?)
> $12EA Program Run, pointed to by $02E0, $02E1 (Right in the middle of
> Dos?)
>
> If you execute the Dosini address (jump through it) you will get the
> TURBO prompt, but you'll find the machine locked up.

$2080 is the correct address, but you'll have to patch your DOS:
Change the "run cartridge" command so that it does a "JMP $2080"
instead of "JMP ($BFFA)".

Running $2080 directly from DOS could (at least in theory) also
work, but only if the DOS loads the MEM.SAV file before starting
the program. IIRC most DOSes only load the MEM.SAV file when
you use the "run cartridge" command

I have been using TurboDOS which supports the fine "BAC" command.
Just enter "BAC 2080" once, then write the DOS files to disk and
now you can go back from DOS to TurboBasic by simply typing "CAR".

so long,

Hias

5573. MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-30 01:00:41 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <K_-dnUsrZvSn-EDenZ2dnUVZ_sWdnZ2d@comcast.com>
Source record: 7880

Ok, so I'm using MyDOS 4.53/4 and Mr. Atari's MyIDE, and the one thing that has drivin me up the wall is how to get MyDOS to use the extra 64K as a RAMdisk.

I've looked into several methods, and so far, the ones I have looked at just don't work. I suspect it may be an issue between the RAMdisk utility and the MyIDE ROM OS, but I'm not certain.

Has anyone else racked their brain against this one and come up with an answer?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5574. Re: MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-30 05:49:12 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <RvKdnfmU879ONUDeRVn-ow@comcast.com>
Source record: 7881

"David Bowden" <nospam@spamsux.org> wrote in message
news:K_-dnUsrZvSn-EDenZ2dnUVZ_sWdnZ2d@comcast.com...
> Ok, so I'm using MyDOS 4.53/4 and Mr. Atari's MyIDE, and the one thing
> that has drivin me up the wall is how to get MyDOS to use the extra 64K as
> a RAMdisk.
>
> I've looked into several methods, and so far, the ones I have looked at
> just don't work. I suspect it may be an issue between the RAMdisk utility
> and the MyIDE ROM OS, but I'm not certain.
>
> Has anyone else racked their brain against this one and come up with an
> answer?

Well, I'm not normally one to reply to my own post, but I stumbled across
"Atari Ramdrive 1.0", but the links to their files are bad. However, I found
it on XL Search. About to try it now. Alas, it doesn't work with TBXL, but I
can deal with that...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5575. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-30 19:51:14 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138650674.908777.121740@g43g2000cwa.googlegroups.com>
Source record: 7882

kenames@pacbell.net wrote:
> Actually, a desolder bulb works quite well even on the atari boards.
> just dont be afraid to get it real close to the iron when ready to
> pull the solder, thats why the tips are replaceable (1 of the reasons
> anyway). I used bulbs and solder pullers a long time before I got my
> pace station.
>
> Ken
>
> PS: I'll help you if you need it.
>
> On Sat, 28 Jan 2006 05:54:51 UTC, stephensheppard@hotmail.com wrote:
>
> >
> > Docrotcod wrote:
> > > Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
> > > easier to install.
> > >
> > > Thomas
> > >
> > > <stephensheppard@hotmail.com> wrote in message
> > > news:1138410874.252180.279070@g49g2000cwa.googlegroups.com...
> > > >
> > > > big_d_316@yahoo.com wrote:
> > > >> I was wondering if there are any simple 800XL ram expansions available.
> > > >> Looking for minimal soldering, and 256k possibly 512k of ram thanks!
> > > >
> > > >>From a NOOBs point of view...
> > > >
> > > > Soldering is easy... desoldering is not.
> > > >
> > > > The Wizztronics can be simple and it can be a pain in the butt.
> > > >
> > > > Depending on your 800XL you might have to desolder one 74LS158 and
> > > > solder in a socket.
> > > >
> > > > Also, if you have the CO12296 ANTIC then you need two additional chips,
> > > > plus you have to desolder 30 holes on the Wizztronics board before you
> > > > can insert the new additional chips.
> > > >
> > > > It was not a good first project for this particular NOOB.
> > > >
> > > > - Steve Sheppard
> > > >

> >
> > The assembled one is what I bought but I needed the extra chips...I
> > botched desoldering part.
> >
> > It sits waiting for me to buy proper desoldering tools. I desoldering
> > bulb isn't good enough.
> >
> > - Steve Sheppard
> >
>
>
>
Thanks to those who offered to help but I'll get around to fixing
it...eventually.

The big problem was my impatience. I didn't have so much as a
desoldering bulb so I tried to desolder by wicking with stranded wire.
Didn't do a very good job of it and I couldn't fully insert the IC. I
figured it was good enough and started soldering. That's when I really
ran into trouble. As I applied the solder (from the underside) the IC
wicked it up the legs, right through through the holes. Before I
realized what was happening two or three pins drew up way to much
solder.

Now I can't seem to get the IC out. I eventually did buy a de-soldering
bulb but that hasn't helped because of the mess I created on the top
side of the board. I also burned the board and caused some of the
tracings to de-laminate.

That's how much damage newbie can do! LOL!

- Steve Sheppard

5576. Re: MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-30 19:57:22 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <CcuDf.20186$Yu.13522@newssvr27.news.prodigy.net>
Source record: 7883

"David Bowden" <nospam@spamsux.org> wrote in message news:
> > Ok, so I'm using MyDOS 4.53/4 and Mr. Atari's MyIDE, and the one thing
> > that has drivin me up the wall is how to get MyDOS to use the extra 64K
as
> > a RAMdisk.
> >
> > I've looked into several methods, and so far, the ones I have looked at
> > just don't work. I suspect it may be an issue between the RAMdisk
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> > and the MyIDE ROM OS, but I'm not certain.
> >
> > Has anyone else racked their brain against this one and come up with an
> > answer?
>
> Well, I'm not normally one to reply to my own post, but I stumbled across
> "Atari Ramdrive 1.0", but the links to their files are bad. However, I
found
> it on XL Search. About to try it now. Alas, it doesn't work with TBXL, but
I
> can deal with that...
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
There are a number of RAMDisk programs.
I think you have a 128K 130XE, since you
have 64K to dedicate to a ramdisk. You're using MyDOS 4.53 and want to use
TBXL also.
And you have MyIDE OS and interface (cart
port I guess.) with a large (for Atari) 3.5"
hard drive. ??

5577. Re: MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 04:11:46 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1138680706.047418.210660@g14g2000cwa.googlegroups.com>
Source record: 7884

> Ok, so I'm using MyDOS 4.53/4 and Mr. Atari's MyIDE, and the one thing that has drivin me up the wall is how to get MyDOS to use the extra 64K as a

RAMdisk. <

You don't say if you have tried the "stock" MyDos ramdisk -- ramboot.aut (or whatever it's called under 4.53/4). Must be renamed .AR1 IIRC. You have to set it up with the "O" command -- did you try this? (And after using the "O" command you must write the modified Dos files to save that configuration.) Does your XE pass the diagnostic memory test for its extended banks?
-Larry

5578. Re: MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 04:22:53 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <evydnezkNv6Ke0PeRVn-jw@comcast.com>
Source record: 7885

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:CcuDf.20186$Yu.13522@newssvr27.news.prodigy.net...
> There are a number of RAMDisk programs.
> I think you have a 128K 130XE, since you
> have 64K to dedicate to a ramdisk. You're using MyDOS 4.53 and want to
> use
> TBXL also.
> And you have MyIDE OS and interface (cart
> port I guess.) with a large (for Atari) 3.5"
> hard drive. ??

No, my MyIDE interface is the internal "MyIDE-XE" kit (which was somewhat annoying to install).

System is...

130XE with MyIDE w/ 20GB (it's the smallest one I have!) 3.5" hard drive, video circuit repair/upgrade, and stock 128K RAM.

As for using TBXL with a ramdisk, that's not that big a deal. What I need the RAMDisk for is to circumvent the bug in the MyIDE that corrupts HDD data when copying directly from, say, the partition assigned to D2 to the partition assigned to D1. That's all, really.

Before I got the MyIDE, I only used DOS 2.5 with my 1050s. And briefly used "OS/A+" or whatever the hell it was that came with my Astra 1620 (I got it at a yard sale for 5 bucks, it promptly went in the trash. I hated the drive and it's DOS). I LOVED the almost instant load of the DUP from the RAMDISK with DOS 2.5. Now that I have the MyIDE, it has, at most, about 1 second longer load time.

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5579. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 05:26:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1138685175@rtfm.mit.edu>
Source record: 7886
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 27, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2006.01.27 MadTeam, Graph2Font 3.8.4.1
2006.01.27 Mark Grebe, Sio2OSX 1.0.0 (variation of APE or SIO2PC for Mac OS X)
2006.01.27 Shawn Jefferson, MyIDE Config 2.0, MyIDE Image Manager 3.0,
MyIDE Image Batcher 1.0
2006.01.15 updated: Taquart
2006.01.15 added: Infinity
2006.01.15 added: PMWD
2006.01.15 updated: Piotr Fusik
2006.01.15 added: Kostas Nakos
2006.01.15 Petr Stehlik entry moved under Atari800 Development Team;
Atari800 Development Team updates;
See Also links from other Atari800 entries adjusted
2006.01.12 MicroUSB.org, USBDOS 0.1
2006.01.06 added: Cosine Systems (CGM UKScene Radio Intro, 1K Party, Reaxion)
2006.01.06 Petr Stehlik, Atari800 v2.0.1
2006.01.04 added: Soudi (makeATR v0.06)
2005.12.31 Piotr Fusik, ASAP 0.1.0 (Another Slight Atari Player)
2005.12.31 Radek Sterba, Raster Music Tracker (RMT) 1.22
```

2005.12.30 MicroUSB.org, USB Enduser Driver Disk USBTEST Version 0.6
2005.12.30 BAKTRA, TURGEN SYSTEM 2 and other updates
2005.12.19 Draco, KMK/JZ IDE BIOS 1.10, FDISK II v.2.3, Diag v.1.2
2005.12.19 MadTeam, Mad-Assembler (MADS) 1.6.8, Graph2Font 3.8.4.0
2005.11.27 added: Freddy Offenga (rominfo)

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561

USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module, TV/Computer Switch

Atari800 Development Team 1/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA), Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL), Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32)
http://atari800.sourceforge.net/ or http://atari800.atari.org/

Developer: Atari800 2.0.1 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/05
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware, commercial software. Exclusive distributor of
Pixels Past products.
Developer: cartridges: Beef Drop (by Ken Siders),
Castle Crisis (by Bryan Edewaard)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,
Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage,
Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt,
Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show,
Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing,
BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!,
Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy,
Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler,
Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze
Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's
Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of
Creative Computing volumes 1-3, Machine Language For Beginners, Second Book
of Machine Language, Mapping the Atari, Master Memory Map for the Atari,
De Re Atari, Atari Roots, Assembly Language Programming for the Atari
Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile
Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second
Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second

Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 6/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225

http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher and James Wilkinson 9/05
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 1.9 (Atari 6502 disassembler for 32-bit MS Windows)

BAKTRA (Michael Kalous) 12/05
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN 1.1 Beta (Data transfer PC > ATARI, generates WAVE sound
file with Turbo 2000 record), Marching Drums (Music in RMT), TETRIS (game for
PC, supports Atari joystick via LPTJOY interface), Ztraceny hornik (game for
PC, remake of Super Miner, supports Atari joystick via LPTJOY interface),
LPTJOY (unit for Turbo Pascal ATARI joystick handling routines),
TURGEN SYSTEM 2 beta (new version of the transfer utility)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA

http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/05
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 9/05
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 3.0 (sector editor and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?, What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS, D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2, Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5, Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system: Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 12/05
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for
SpartaDOS X: CP v.1.0, TAR v.1.2, mdump, run, inidos, ca2001, XF-551 Config.
for KMK/JZ IDE: IDE BIOS 1.10, FDISK II v.2.3, HDSC v.1.1, KMK/JZ Diag v.1.2,
KMK/JZ IDE Interface, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT,
NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.),
D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol,
Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenik Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 1/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 0.2.0, xasm 3.0.0, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,

HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 1/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.0.0 (version of Atari800 emulator for Mac OS X),
Sio2OSX 1.0.0 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Lee Hanken 9/05
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 0.1 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk)
V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b
(write double density ATR-images to Atari floppy disks on your PC; also
create ATR-images of double density floppy disks), MyPicoDos V4.03 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN

United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik, Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 1/06
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0, MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10
(PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,

3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 1/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: Atr Plugin 1.4, Mad-Assembler (MADS) 1.6.8 (for PC: 4-pass crossassembler designed for 6502 and 65816 processors), Graph2Font 3.8.4.1 (for PC: convert graphics to Atari chars and design multicolor graphics for the Atari)

Magazin-Archiv (Matthias Jaap) 2/05
Germany

http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311

04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: O

Odsiecz Sobieskiego 11/05
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xunzip2.zip
Developer: XunZip 2.0 (29 August 2005)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989), Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 11/05
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans_v1.1.zip
Developer: Mago Trans v:1.5 (software for MS-Windows: convert and analyze the following file formats: CAS, FILE, WAV, XEX

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),

Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,

Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 10/05
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix): Stable Release 1.42, CVS Snapshot 1.44, atari++ 1.44 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.

Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone,
Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto
Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk
#2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/

Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Radek Sterba (Raster / C.P.U.) 12/05
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.22 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/

Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic

http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 10/05
Poland
Developer: TRS Desktop (Tristesse Desktop) preview:
http://www.atari8.info/trsdesktop.php

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 11/05
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.2 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System
for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari
Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie
Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash
Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge, "MyIDE+Flash" Cartridge (1Mbit Flash Cartridge

with IDE Interface)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM

Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack
(Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card
game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/

Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

5580. Re: MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 09:50:54 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <FfCdnaCa_7FIr0LenZ2dnUVZ_tKdnZ2d@comcast.com>
Source record: 7887

"Larry" <LLppwhite@aol.com> wrote in message
news:1138680706.047418.210660@g14g2000cwa.googlegroups.com...
>> Ok, so I'm using MyDOS 4.53/4 and Mr. Atari's MyIDE, and the one thing
>> that
> has drivin me up the wall is how to get MyDOS to use the extra 64K as a
>
> RAMdisk. <
>
> You don't say if you have tried the "stock" MyDos ramdisk --
> ramboot.aut (or whatever it's called under 4.53/4). Must be renamed
> .AR1 IIRC. You have to set it up with the "O" command -- did you try
> this? (And after using the "O" command you must write the modified Dos
> files to save that configuration.) Does your XE pass the diagnostic
> memory test for its extended banks?
> -Larry
>

God, I'm such a dumbass... That did the trick. I didn't know the RAMdisk
config was part of that. Like I said, I'm a MyDOS noob...

And, yes, my 130XE *would* pass the memory diag if I still had the Atari OS.
It's been replaced with the MyIDE OS, and with it, "BYE" coldstarts the
atari.

Thanks! :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5581. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 12:33:29 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <drnlep$1v3$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7888

Hi,

> I hate to be a wet blanket, but this has been looked at several times,
> and there just does not seem to be a straight-forward to do what you
> want. It was for that reason that the author included all the regular
> Dos functions internal to TB. I *think* the major problem is the use
> of the ram-under-rom. If you exit to Dos, I'm pretty sure you wipe
> this out, and reloading seem to be the only way to get it back.
> Fortunately with a HD, the load time is minimal. Here are some vectors
> for you to explore:

> $000C $2080 Dosini

> $C060 Program Init, pointed to by $02E2, $02E3 (Ram under Rom
> address?)
> $12EA Program Run, pointed to by $02E0, $02E1 (Right in the middle of
> Dos?)

> If you execute the Dosini address (jump through it) you will get the
> TURBO prompt, but you'll find the machine locked up.

Not necessarely. The problem is not the RAM under ROM. The problem is
that the Dos will overlay the *regular* RAM part of TurboBasic with its
own data. Which kind of data is placed there, or whether data is placed
there depends on the Os.

For the Atari Dos'es (2.0S, 2.5) the DUP.SYS is loaded there and thus
breaks Turbo Basic. For OS A/+ and related (including my own Dos 2.XA/XL)
the command line propt is part of the resident DOS.SYS and thus *these*
DOS'es will allow to return to TurboBasic savely - *all provided* that
the command line doesn't require the memory for its own. This happens
for example for Dos Os/A+ and my 2.XA/XL series whenever you copy a file -
namely to keep the file contents, or if you load a binary file ontop of
Turbo Basic (quite naturally).

The solution to your problem is thus to use a different DOS, or not
to use the DUP.SYS. Then, returning to TB is really "RUN 2080".

Greetings,
Thomas

5582. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 13:11:59 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1138713119.778758.17680@g43g2000cwa.googlegroups.com>
Source record: 7889

Hi-
Perhaps things have changed, but previously only version 3.3a of Sparta
would work with the MyIDE and it's OS rom.
Can TurboDos (or other) CLI-type Dos work with the MyIDE now? If the
problem is overwriting lower memory by DUP.SYS, then shouldn't using
MEM.SAVE with an Atari-type Dos work? I'm pretty sure that I tried
that some time ago and it didn't, but I'll try again. I am interested
in this issue!
-Larry

5583. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 15:39:38 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dro0bq$98j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7890

Hi,

> Perhaps things have changed, but previously only version 3.3a of Sparta
> would work with the MyIDE and it's OS rom.
> Can TurboDos (or other) CLI-type Dos work with the MyIDE now?

I don't know.

> If the problem is overwriting lower memory by DUP.SYS, then shouldn't using
> MEM.SAVE with an Atari-type Dos work?

In principle, yes. However, MEM.SAV is typically only restored on the
"B"ack to Cartridge command, and not on the "G"o to hex addr command which
is required to restart TurboBasic. Thus, it doesn't work without
modifications on the DUP. See also Hias posting on this.

So long,
Thomas

5584. Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 20:18:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00313d2a@familynet-international.org>
Source record: 7895

FamilyNet International Newsgate

The Atari chat going on... currently have eleven people. Come on and join!

(If not, we will be back again next Tuesday... sorry for the late post, busy week.) :)

A quick tutorial. Many have heard this on the Atari 8 newsgroup but I forgot they haven't here.

Here we go.... (Entering "Telnet://www.atarinews.org" into a browser)

Red Hat Linux release 7.3 (Valhalla) Kernel 2.4.20-43.7.legacy on an i686
login: bbs
Password: bbs

---====== [Enter "bbs" at both prompts]==========----------

Last login: Wed Jan 4 09:04:38 from commodore.justdied.com

Welcome to The AtariNews.Org BBS

This BBS was setup mainly for its chat feature... to give the guys from the Atar
i
forum on Delphi a place to chat. We'll see how it goes. A full BBS is obviousl
y
overkill but after trying a few web based chat systems and the Atari web browser

having a problem with frames and refresh headers, this seemed like the next step

5585. Re: SIO2... Mac!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 20:23:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00313d2b@familynet-international.org>
Source record: 7894

FamilyNet International Newsgate

> From: "Larry" <LLppwhite@aol.com>
> Hi Greg-
> Just out of curiosity, does WinAPE run ok under "Soft Windows?"
> Presume that the Power PC cpu has enough "oomph" to run it. (?)
> Although IIRC, some Mac's don't have serial ports, so that would
> require some type of solution, also.
> -Larry

Well, I tried running WinApe on the Dual 800 mhz G4 Mac. Had all loaded,
but couldn't get it to work with the serial to USB adaptor.

But I have heard of it working.

However, I have SIO2OSX working now, and it is a good virtual drive system.
Has bugs but the developer is busy working those out actively. :)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5586. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 20:48:08 UTC
From: rjespino@gmail.com
Message-ID: <1138740487.994395.152790@o13g2000cwo.googlegroups.com>
Source record: 7891

Thomas Richter wrote:
> Hi,
>
> > Perhaps things have changed, but previously only version 3.3a of Sparta
> > would work with the MyIDE and it's OS rom.
> > Can TurboDos (or other) CLI-type Dos work with the MyIDE now?
>
> I don't know.
>
> > If the problem is overwriting lower memory by DUP.SYS, then shouldn't using
> > MEM.SAVE with an Atari-type Dos work?
>
> In principle, yes. However, MEM.SAV is typically only restored on the
> "B"ack to Cartridge command, and not on the "G"o to hex addr command which
> is required to restart TurboBasic. Thus, it doesn't work without
> modifications on the DUP. See also Hias posting on this.

Many years ago I managed to get this working using DOS 2.5, I wrote a
small program that would modify DOS 2.5 to allow you to go back to TB
by selecting the 'B' option from the DOS menu.

Several years later New Atari User/Page 6 published the program. I've
been looking for the issue it got published in, but I've not been able
to find it. It's in one of the later issues, certainly after issue 61.
Unfortunately the online Page 6 archive hasn't got that far yet.

I should still have a copy of the file and/or binary on a floppy
somewhere, I could try to find that if any one is interested.

--
-- Raphael Espino - rjespino(at)yahoo.com -Ramdrive + JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

5587. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-01-31 20:59:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00313e64@familynet-international.org>
Source record: 7896

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>
> On Wed, 25 Jan 2006 23:34:02 -0600, Docrotcod wrote:
>> Thank you very much, it's nice to be wanted ;)
> Logged in this morning (early), looked around. Looks good. I was wanting
> to ask a few questions, if you don't mind. Some of the games you offer?
> Are they 8bit? Examples, TLORD and Tradewars 2002.
> Thanks!
> --
> _/_/_/_

5588. SRAM Cart Project - works but I need help

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 01:47:45 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138758465.617826.321910@g43g2000cwa.googlegroups.com>
Source record: 7892

I'll try to make this short (doubtful, LOL).

I've built 3 versions (same hardware just different wiring) of internal cartridges using SRAM. The project is basically a subset and variation of Bob Woolley's SmartOS.

All three configurations suffer from the same problem. I can store cartridge images in battery backed up SRAM but when I shut down the 800XL and power up I boot to black screen. The only way I can start the cartridge is by holding down the Reset button for approximated 7 seconds.

The hardware consists of not much more than one 32K x 8 SRAM which sits in the socket formerly reserved for the BASIC ROM. I do use two additional sockets as adapters so I can re-route or utilize A13 (for an addition 8K bank), A11 (because A11 from the BASIC socket is the pin normally reserved for /CS), Vcc, /OE, /WE (R/-W in A8 schematics), and eventually A14 will be used (for multiple carts). Borrowing from Mr. Woolley's followup article, SmartIDE for the 1200XL, I used the Dallas DS1210 SRAM controller (for the battery backup).

The three configurations.

1) Substituted SRAM for the 800XL internal BASIC ROM. No gates were used in first trial. /OE is enabled (fixed to ground), -BASIC signal to /CS (thru the battery backup circuit), R/-W signals /WE on the SRAM (I also have a switch to write protect)

I use my own software (simple Action code) to load the SRAM. I switch on write protect and initiate jump to the Coldstart vector. The cartridge then runs (or it doesn't).

On this trial, in addition to having the initial black screen problem on about 50% of the cart images worked. The others refused to revive from the black screen. Please note that I can turn of power and still revive the cartridge, with the Reset trick mentioned above.

2) Moved on to simulating external 8K cartridges. Instead of using -BASIC for chip selection I use -S5, just as an 8K cartridge does. To indicate the presence of an 8K cartridge I tied RD5 to Vcc. These are the only hardware changes from stage 1.

The software was changed because for a simulate external cartridge I could perform direct writes to address $A000-$BFFF. I didn't have to bank select the "BASIC ROM" as I had in stage 1.

Despite being basically the same hardware about 75% (vs 50%) of the cart images run but several have visual problems.

3) 16K cart emulation. Tied both RD4 and RD5 to Vcc, -S4 is connected to A13 of my SRAM to control two 8K banks. Used -S4 and -S5 thru an AND gate to signal chip select (if either is LOW then the SRAM gets selected).

I had big problems here. Only about 10% of the ROM images would run and nearly all of those were corrupted.

I eventually incorporated 02 (Phi2), I believe correctly or as per Bob Wolley's intent (but I'm no electronics guru, not even close, LOL). To be honest though, I don't understand how or for what the 02 clock signal is used in this application.

Eventually, I fixed many of my problems and am working on the others but the boot up isssue keeps nagging at me.

Here are my questions for the group.

Does the OS detect a cartridge, external cart or built-in BASIC, in some way that I am not aware of? My SRAM is write protected, AFAIIK the hardware should see the SRAM as ROM.

I'm aware that OS checks a zero value at $BFFC, and if it finds it then the OS assumes that $A000-$BFFF is RAM. I don't know if the OS tries to write to that range at this time. In any case, the SRAM is write protected via a switch.

Could there be timing issues, as in the SRAM responding initially too slowly or too quickly?

- Steve Sheppard

5589. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 03:54:38 UTC
From: "Peter K." <bitbucket@dev.null>
Message-ID: <C0059B1F.2253%bitbucket@dev.null>
Source record: 7893

On 1/27/06 11:42 PM, in article %CCCf.327659$0l5.231074@dukeread06,
"Docrotcod" <rahbart@cox.net> wrote:

> Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
> easier to install.
>
> Thomas
>

Does anybody know whether this will work in an Atari 1200XL?

Pete

5590. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 05:28:30 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1138771702@rtfm.mit.edu>
Source record: 7897
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5591. Re: looking for simple ram expansion for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 06:21:42 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975DDDAB1E2Demuslor@216.196.97.136>
Source record: 7898

Despite all prevention efforts, "Peter K." <bitbucket@dev.null> wrote in
news:C0059B1F.2253%bitbucket@dev.null:

>> Bradley at Best sells the Wizztronics assembled. Which makes it a *BIT*
>> easier to install.
>>
>> Thomas
>>
>
>
> Does anybody know whether this will work in an Atari 1200XL?
>

Perhaps a dumb question, but did you email Brad to ask? I was actually
about to do that myself.

--
James
http://www.slornet.com

5592. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 12:27:01 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1138796821.861248.177040@g44g2000cwa.googlegroups.com>
Source record: 7899

Hi Raphael-

> Many years ago I managed to get this working using DOS 2.5, I wrote a small program that would modify DOS 2.5 to allow you to go back to TB by selecting the 'B' option from the DOS menu.

Several years later New Atari User/Page 6 published the program. I've been looking for the issue it got published in, but I've not been able to find it. It's in one of the later issues, certainly after issue 61. Unfortunately the online Page 6 archive hasn't got that far yet. <

That would be great! I'll also look in my Page 6/NAU mags. -- I have them until the end of publication.

-Larry

5593. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 12:46:56 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1138798016.175652.237340@o13g2000cwo.googlegroups.com>
Source record: 7900

> In principle, yes. However, MEM.SAV is typically only restored on the
"B"ack to Cartridge command, and not on the "G"o to hex addr command
which
is required to restart TurboBasic. Thus, it doesn't work without
modifications on the DUP. See also Hias posting on this. <

Yes, you and Hias are quite correct. (Years ago,) I used the
disk-based version of Atari Microsoft BASIC for quite some time, and
knew that I used MEM.SAVE with it. It appears Atari had patched Dos
2.0s to do as you both suggest. -Larry

5594. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 16:38:14 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <drqmrg$t68$1@srv.cyf-kr.edu.pl>
Source record: 7901

Larry:

>> In principle, yes. However, MEM.SAV is typically only restored on the
> "B"ack to Cartridge command, and not on the "G"o to hex addr command
> which
> is required to restart TurboBasic. Thus, it doesn't work without
> modifications on the DUP.

Hmm, but TB XL is not looking for values at
$0E-$0F, $6A, $80-$81 and $02e4-$02E8 ?
If you need ALL memory then nothing you can do,
but if you don't then you can do it without modyfing DUP.SYS,
just there will be less memory. I don't know TB XL,
but I just think it is compatible with ATARI BASIC in that
one particular thing ?

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

5595. Januarys' monthly winners!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 22:39:48 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.01.22.39.48.109322@charter.net>
Source record: 7902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Winners for the DarkForce BBSs' monthly prize giveaway are:

AFL FOOTBALL - Slor wins the $25.00 cash prize for this game!

ST Magazine - Doc Rotcod wins a free subscription!

Congratulations to our winners! :-)

--
_/_/_/
```

5596. Februarys' prizes!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 22:42:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.01.22.42.24.40903@charter.net>
Source record: 7903
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
This months prizes are:

Reanimator II - the winner of this game will receive a $25.00 cash prize!

ST Magazine - some lucky Atari caller will win a free subscription!

Good luck to all who call! :-)

--
_/_/_/
```

5597. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 23:11:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <43e1400d$0$58123$742ec2ed@news.sonic.net>
Source record: 7904

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> This BBS was setup mainly for its chat feature... to give the guys
> from the Atar i forum on Delphi a place to chat. We'll see how it
> goes. A full BBS is obviousl y overkill but after trying a few web
> based chat systems and the Atari web browser having a problem with
> frames and refresh headers, this seemed like the next step

Curious... have you thought about IRC? It can be done from a text terminal
(e.g., if you have access to a Unix shell), and there are clients for
most OSes. (I'm be surprised if there were no Atari ST IRC clients.)

Of course, it doesn't have the nostalgic charm that a BBS has, but... :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5598. Atari 130XE and Chroma

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 23:40:51 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <dGbEf.336804$0l5.200031@dukeread06>
Source record: 7905

Well i've searched high and low, and I have done the SuperVideo upgrade, but for the life of me I can't find any documentation on adding the Chroma line. I hooked this thing up to a proper cable only to find this particular 130XE doesn't appear to have Chroma. Any help is appreciated!

Thomas

5599. Re: Januarys' monthly winners!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-01 23:41:11 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <xGbEf.336805$0l5.228974@dukeread06>
Source record: 7906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Whoa! How'd I manage that?

Thank you very much!

Thomas

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.02.01.22.39.48.109322@charter.net...
>
> Winners for the DarkForce BBSs' monthly prize giveaway are:
>
> AFL FOOTBALL - Slor wins the $25.00 cash prize for this game!
>
> ST Magazine - Doc Rotcod wins a free subscription!
>
> Congratulations to our winners! :-)
>
> --
> _/_/_/_

5600. Re: Januarys' monthly winners!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 00:09:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.02.00.09.28.704144@charter.net>
Source record: 7907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 01 Feb 2006 17:41:11 -0600, Docrotcod wrote:

> Whoa! How'd I manage that?
>
> Thank you very much!
>
> Thomas

One random caller each month will win a free subscription to ST Magazine.

You were apparently more "random" than the others this month. :-)

--
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5601. Re: Atari 130XE and Chroma

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 00:28:25 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <QmcEf.336808$0l5.35547@dukeread06>
Source record: 7908

I'm beginning to think Q2 is burned out as it is responsible for Chroma
output. Will let everyone know.

BTW anyone work with MyIDE 4.2 yet? I have some programs that SEEM to not
run now. Could be something else.

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:dGbEf.336804$0l5.200031@dukeread06...
> Well i've searched high and low, and I have done the SuperVideo upgrade,
> but for the life of me I can't find any documentation on adding the Chroma
> line. I hooked this thing up to a proper cable only to find this
> particular 130XE doesn't appear to have Chroma. Any help is appreciated!
>
> Thomas
>
>

5602. Reanimator 2 intro and overview

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 03:20:08 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.02.03.20.08.674352@charter.net>
Source record: 7909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Here is a short intro and overview to Reanimator II, this months prize
game on The DarkForce! BBS. You'll have to play often to win! :-)

R e a n i m a t o r

... how did you get here? You can't remember for sure. All you can
remember are the sounds... the music of the spheres. You sense that
you were cast into this darkness by powerful hands... hands that
control your destiny... of someone with a power that you cannot
imagine.

You feel a strange surge within you, and you know you have changed
somehow... and you suddenly notice the book in your hands. You open
it to find spells of which you know nothing... conjurations of the
spirits... and the power to reanimate!

Then your become aware of one more thing -- you are not alone... and
from the constant probings within your mind, you doubt that they are
friendly.

One voice comes thru louder than the rest... it is the voice that
belongs to the powerful hands... "Destroy all others!"
"By Enlil, I command thee!!"

In Reanimator,you become a Necromancer at war with other Necromancers.
You must maintain a mighty army of undead soldiers in order to prevent
other Necromancers from dueling (using powerful spells) against you.

At the same time, you must increase your magical energy, strength, and
endurance in order to perform your varied options -- among them is the
opportunity to attack other Necromancers. Other choices include the
reanimation of the dead to create reinforcements, sending out zombies
on search missions (who knows what they will come back with), drinking
magical potions, and praying to your gods.

You will need your staff to cast those spells, so hang on tight! Other
magical items in your possession are the powerstone (used for storing
energy that cannot be lost as long as you are alive), and a crystal
ball (used to spy on other Necromancers).

The top _surviving_ reanimator will each month be added to the Hall of
Fame. Will your name be written there, N e c r o m a n c e r ?

Good luck all! :-)

--
_/_/_/

5603. Re: Atari 130XE and Chroma

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 04:51:36 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <bs33u1h0dmf84s15ud364pddek7qbq8oml@4ax.com>
Source record: 7910

"Docrotcod" <rahbart@cox.net>:
>I'm beginning to think Q2 is burned out as it is responsible for Chroma
>output. Will let everyone know.
>
>BTW anyone work with MyIDE 4.2 yet? I have some programs that SEEM to not
>run now. Could be something else.

I've tried it a little. What doesn't work for you? I could test them out
too and let you know.

--
Shawn Jefferson
(fix reply to for email)

5604. Re: Atari 130XE and Chroma

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 06:49:41 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <gYhEf.337624$0l5.152210@dukeread06>
Source record: 7911

I took the CF card and placed it in the 800XE laptop, which is running 3.1
and it came up. The program I am testing with is a binary file of
Montezuma's Revenge.

Also once on the 4.2 I received an error 135 when trying to load this
program.

Thomas

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:bs33u1h0dmf84s15ud364pddek7qbq8oml@4ax.com...
> "Docrotcod" <rahbart@cox.net>:
>>I'm beginning to think Q2 is burned out as it is responsible for Chroma
>>output. Will let everyone know.
>>
>>BTW anyone work with MyIDE 4.2 yet? I have some programs that SEEM to not
>>run now. Could be something else.
>
> I've tried it a little. What doesn't work for you? I could test them out
> too and let you know.
>
>
> --
> Shawn Jefferson
> (fix reply to for email)

5605. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 08:30:04 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <xLKdnaaZAfCQXnzeRVn-ow@comcast.com>
Source record: 7912

"lp" <GfA@MiNT.Net> wrote in message news:C006D777.24245%GfA@MiNT.Net...
> in article 43e1400d$0$58123$742ec2ed@news.sonic.net, William Kendrick
> wrote
> on 2/1/06 6:11 PM:
>
>> Curious... have you thought about IRC? It can be done from a text
>> terminal
>> (e.g., if you have access to a Unix shell), and there are clients for
>> most OSes. (I'm be surprised if there were no Atari ST IRC clients.)
>
> I maintain an ST IRC client. Also prefer it over telnet myself.
>
>> Of course, it doesn't have the nostalgic charm that a BBS has, but... :)
>
> Hehe, the good ole days.

What are our options for an 8-bit IRC client?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5606. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 10:33:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020226220.29482-100000@onyx.spiritone.com>
Source record: 7913
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/auctions.html
http://www.aracnet.com/~atari/books.htm More about Books!
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5607. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 10:36:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020233170.29482-100000@onyx.spiritone.com>
Source record: 7915
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from oblivion, step up and buy a
minimum of $100.00 of ANY Games/Software in my Classic Atari 8 Bit and/or
Atari ST Catalogs and get 20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org
http://www.aracnet.com/~atari/newinbox.htm New Atari stuff!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5608. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 10:38:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602020237020.29482-100000@onyx.spiritone.com>
Source record: 7914
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5609. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 13:19:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00318c93@familynet-international.org>
Source record: 7921

FamilyNet International Newsgate

> From: bill@newbreedsoftware.com (William Kendrick)
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> This BBS was setup mainly for its chat feature... to give the guys
>> from the Atar i forum on Delphi a place to chat. We'll see how it
>> goes. A full BBS is obviousl y overkill but after trying a few web
>> based chat systems and the Atari web browser having a problem with
>> frames and refresh headers, this seemed like the next step
> Curious... have you thought about IRC? It can be done from a text terminal
> (e.g., if you have access to a Unix shell), and there are clients for
> most OSes. (I'm be surprised if there were no Atari ST IRC clients.)
> Of course, it doesn't have the nostalgic charm that a BBS has, but... :)
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

You know of any good servers I can telnet into that has IRC? (I don't
think there is a IRC program for the Atari 8-bits yet).

Other than that, you can also hit the java Ataritimes.com chat on Monday
nights too, but the Atarinews chat is for the most part, there already, and run
by an Atarian who is happy to run it. So why not?

Naturally I liked the other chat room I was with around July of last
year... fun place, but last I heard went down. :(

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5610. Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 15:38:10 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975E6C3329559emuslor@216.196.97.136>
Source record: 7916

Ok, so I decided to do the 1200XL CLRPIC "sequel" video upgrade found here:

http://www.atarimuseum.com/computers/8BITS/1200xl/1200clrpic.html

About halfway through the work, I found a couple discrepancies, namely R188 was at least 900 ohms (I forget exactly, but it was over 900), and C62 actually had no component installed. Unsure why these differed yet still hoping the upgrade process was valid, I finished the work. My only deviation from expected is that I used a 1/2 watt resistor at R188 because I didn't have a 1/4 watt in the right resistance. I completed the changes and checked more than once for any soldering errors.

So, I hook the machine back up and turn it on with a BASIC cart in the slot. The characters in text mode are indeed very sharp (and quite bright as well), but the left side of the blue background is completely grey for a few columns. Also, I stuck my Galaxian cartridge in and found that ALL colors there are basically grey tones (it's possible there is SOME color, but it's very subtle if there is). At least one other game that I put in DID show color, so I'm not exactly yet how to characterize the modes that will show the issue. I might have more to go on if the BASIC mode wasn't only partially corrupt.

Can anyone help me characterize what might be going on here? Anyone seen a similar issue and/or know what would cause this? I can take a photo of the screen results as well as each side of the PCB if that will help. A couple notes:

- I have a second 1200xl that I opened up, and it had the same discrepancies in existing components as the first one. I had hoped it might have matched the list in the instructions so I could see what else was different if the 1200xl shipped with 2 different video setups.

- While looking for more info, I stubled across the ClearPic 2002 mod at http://retrobits.net/atari/clearpic.shtml. I might have done this one instead if I had found it first. I might still do it, but I'm hesitant to think that it's going to fix my issues because I'm sure the mod I did was a solid performer already. Seems to me I must have some underlying issue that should be determined before making another attempt that requires more components. Then again, if anyone has had this same experience, perhaps you can give another view.

Thanks!

--
James
http://www.slornet.com

5611. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 16:06:46 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138896405.959594.202200@g14g2000cwa.googlegroups.com>
Source record: 7917

Slor wrote:
> Ok, so I decided to do the 1200XL CLRPIC "sequel" video upgrade found
> here:
>
> http://www.atarimuseum.com/computers/8BITS/1200xl/1200clrpic.html
>
> About halfway through the work, I found a couple discrepancies, namely
> R188 was at least 900 ohms (I forget exactly, but it was over 900), and
> C62 actually had no component installed. Unsure why these differed yet
> still hoping the upgrade process was valid, I finished the work. My
> only deviation from expected is that I used a 1/2 watt resistor at R188
> because I didn't have a 1/4 watt in the right resistance. I completed
> the changes and checked more than once for any soldering errors.
>
> So, I hook the machine back up and turn it on with a BASIC cart in the
> slot. The characters in text mode are indeed very sharp (and quite
> bright as well), but the left side of the blue background is completely
> grey for a few columns. Also, I stuck my Galaxian cartridge in and
> found that ALL colors there are basically grey tones (it's possible
> there is SOME color, but it's very subtle if there is). At least one
> other game that I put in DID show color, so I'm not exactly yet how to
> characterize the modes that will show the issue. I might have more to
> go on if the BASIC mode wasn't only partially corrupt.
>
> Can anyone help me characterize what might be going on here? Anyone
> seen a similar issue and/or know what would cause this? I can take a
> photo of the screen results as well as each side of the PCB if that will
> help. A couple notes:
>
> - I have a second 1200xl that I opened up, and it had the same
> discrepancies in existing components as the first one. I had hoped it
> might have matched the list in the instructions so I could see what else
> was different if the 1200xl shipped with 2 different video setups.
>
> - While looking for more info, I stubled across the ClearPic 2002 mod at
> http://retrobits.net/atari/clearpic.shtml. I might have done this one
> instead if I had found it first. I might still do it, but I'm hesitant
> to think that it's going to fix my issues because I'm sure the mod I did
> was a solid performer already. Seems to me I must have some underlying
> issue that should be determined before making another attempt that
> requires more components. Then again, if anyone has had this same
> experience, perhaps you can give another view.
>
> Thanks!

>
> --
> James
> http://www.slornet.com

Don't have an answer for you but here is another link for the orginal
ClearPic 1200XL article. This copy has the schematic for the completed
video. Perhaps it will help.

http://www.geocities.com/atarimods/1200xl-vm.html.

- Steve Sheppard

5612. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 18:49:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975E8C8E7434Femuslor@216.196.97.136>
Source record: 7918

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1138896405.959594.202200@g14g2000cwa.googlegroups.com:

> Don't have an answer for you but here is another link for the orginal
> ClearPic 1200XL article. This copy has the schematic for the completed
> video. Perhaps it will help.
>
> http://www.geocities.com/atarimods/1200xl-vm.html.
>

Thanks for the link. It's interesting that there are 2 more components to
remove and that the replacement for C62 is different in this particular
listing. The text of the mod, though, is pretty much the same with the
exception of noting that it's 16 rather than 10 components to remove if you
won't be using the RF modulator. I see no further reference to the RF
modulator, and this parts list is now 12 components to remove. I do see
the note that this is not the same circuit that appears in AC (presumably
Atari Classics - the link I used).

You think things will improve if I change C62 and remove the other 2
components?

--
James
http://www.slornet.com

5613. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 19:42:31 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138909351.053975.98380@g43g2000cwa.googlegroups.com>
Source record: 7919

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1138896405.959594.202200@g14g2000cwa.googlegroups.com:
>
> > Don't have an answer for you but here is another link for the orginal
> > ClearPic 1200XL article. This copy has the schematic for the completed
> > video. Perhaps it will help.
> >
> > http://www.geocities.com/atarimods/1200xl-vm.html.
> >
>
> Thanks for the link. It's interesting that there are 2 more components to
> remove and that the replacement for C62 is different in this particular
> listing. The text of the mod, though, is pretty much the same with the
> exception of noting that it's 16 rather than 10 components to remove if you
> won't be using the RF modulator. I see no further reference to the RF
> modulator, and this parts list is now 12 components to remove. I do see
> the note that this is not the same circuit that appears in AC (presumably
> Atari Classics - the link I used).
>
> You think things will improve if I change C62 and remove the other 2
> components?
>
> --
> James
> http://www.slornet.com

Beats me.

Seems to me in the article to which I linked, Bob calls for a variable
capacitor 1uF to 10uF for C62. I'm not sure I'm reading that right
though.

As for the difference in the schematics, I don't have access to a copy
of the complete original Atari Classics article. (I never had the
privilege to read Atari Classics until some re-posts became available).
I am wondering if the original had the completed circuit or just the
1200XL original schematic.

I wish reprints/re-posts would include the date of posting and the date
of the original. Just a pet peeve.

- Steve Sheppard

5614. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 19:58:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <43e26461$0$58124$742ec2ed@news.sonic.net>
Source record: 7920

lp <GfA@mint.net> wrote:
> There is one mentioned on the Contiki site. Not sure if it was ported to
> the Atari 8-bit not. I could probably code one given a proper setup, but I
> don't have one. Plus it requires a tcp/ip stack. Maybe be that Contiki is
> the only full featured/working stack? I am not sure.

Hadn't heard of it, but not surprised.

Of course, aside from that, simply logging into a bigger system (one with
a text-console-based IRC client) via IceT or some other terminal program...

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5615. MyIDE 4.2I

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 20:47:15 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <vduEf.338530$0l5.13061@dukeread06>
Source record: 7922

Well I verified that by swapping my 4.2 EPROM with 3.1 my programs begin to work again. So there must be something going in there.

Thomas

5616. Re: Atari 130XE and Chroma

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 20:48:03 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <feuEf.338531$0l5.13209@dukeread06>
Source record: 7923

Well after getting a proper cable I have determined I am not getting either
Chroma or Luma on the 130xe. I have verified the transistors related to the
video circuit are functioning properly. Anyone have any ideas?

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:QmcEf.336808$0l5.35547@dukeread06...
> I'm beginning to think Q2 is burned out as it is responsible for Chroma
> output. Will let everyone know.
>
> BTW anyone work with MyIDE 4.2 yet? I have some programs that SEEM to not
> run now. Could be something else.
>
> Thomas
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:dGbEf.336804$0l5.200031@dukeread06...
>> Well i've searched high and low, and I have done the SuperVideo upgrade,
>> but for the life of me I can't find any documentation on adding the
>> Chroma line. I hooked this thing up to a proper cable only to find this
>> particular 130XE doesn't appear to have Chroma. Any help is appreciated!
>>
>> Thomas
>>
>>
>
>

5617. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-02 23:07:16 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975EB857C50A6emuslor@216.196.97.136>
Source record: 7924

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1138909351.053975.98380@g43g2000cwa.googlegroups.com:

> As for the difference in the schematics, I don't have access to a copy
> of the complete original Atari Classics article. (I never had the
> privilege to read Atari Classics until some re-posts became
> available).

Anyone know if there were multiple revisions of the 1200XL system board?

--
James
http://www.slornet.com

5618. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-03 00:25:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138926306.253114.265660@g44g2000cwa.googlegroups.com>
Source record: 7925

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1138909351.053975.98380@g43g2000cwa.googlegroups.com:
>
> > As for the difference in the schematics, I don't have access to a copy
> > of the complete original Atari Classics article. (I never had the
> > privilege to read Atari Classics until some re-posts became
> > available).
>
> Anyone know if there were multiple revisions of the 1200XL system board?
>
> --
> James
> http://www.slornet.com

Hey James, double check R188's location. I'm looking at the 1200XL
schematic. R188 is 750 ohms but R138 is 910. Did you get them mixed
up?

- Steve Sheppard

5619. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-03 00:51:39 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975ECA0A09264emuslor@216.196.97.136>
Source record: 7926

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1138926306.253114.265660@g44g2000cwa.googlegroups.com:

> Hey James, double check R188's location. I'm looking at the 1200XL
> schematic. R188 is 750 ohms but R138 is 910. Did you get them mixed
> up?
>

Nope - I changed R188. In my machines, both of them are 910.

--
James
http://www.slornet.com

5620. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-03 03:51:05 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975EE8764B4E1emuslor@216.196.97.136>
Source record: 7927

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns975ECA0A09264emuslor@216.196.97.136:

> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1138926306.253114.265660@g44g2000cwa.googlegroups.com:
>
>> Hey James, double check R188's location. I'm looking at the 1200XL
>> schematic. R188 is 750 ohms but R138 is 910. Did you get them mixed
>> up?
>>
>
> Nope - I changed R188. In my machines, both of them are 910.
>

FYI - I got the problems cleared up by completing the enhanced enhanced
mod. The author made one more update after I asked him some questions:

http://sog.com/atari/1200xl-vm.html

I think the video can still improve, but it's better than it was - and no
grey issues.

--
James
http://www.slornet.com

5621. Re: Must be a good day for video problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-03 05:30:21 UTC
From: stephensheppard@hotmail.com
Message-ID: <1138944621.673675.312850@g14g2000cwa.googlegroups.com>
Source record: 7928

```
Slor wrote:
> Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
> news:Xns975ECA0A09264emuslor@216.196.97.136:
>
> > Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> > news:1138926306.253114.265660@g44g2000cwa.googlegroups.com:
> >
> >> Hey James, double check R188's location. I'm looking at the 1200XL
> >> schematic. R188 is 750 ohms but R138 is 910. Did you get them mixed
> >> up?
> >>
> >
> > Nope - I changed R188. In my machines, both of them are 910.
> >
>
> FYI - I got the problems cleared up by completing the enhanced enhanced
> mod. The author made one more update after I asked him some questions:
>
> http://sog.com/atari/1200xl-vm.html
>
> I think the video can still improve, but it's better than it was - and no
> grey issues.
>
> --
> James
> http://www.slornet.com

Well, I'm glad you figured it out.
```

5622. Vandalism in Sooke

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-03 22:00:03 UTC
From: silenteagle8@hotmail.com
Message-ID: <1139004003.485551.57870@z14g2000cwz.googlegroups.com>
Source record: 7929

people dont think that vandalism is a great thing but do they know why
people do it i think that they do it because they have nothing better
to do and they want more attention. there is so much vandalism in
sooke that we are starting to have problems any ideas how to fix it...

5623. Re: Vandalism in Sooke

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-03 22:20:23 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <HGQEf.78165$W4.41055@newsfe4-gui.ntli.net>
Source record: 7930

<silenteagle8@hotmail.com> wrote in message
news:1139004003.485551.57870@z14g2000cwz.googlegroups.com...
> people don't think that vandalism is a great thing but do they know why
> people do it I think that they do it because they have nothing better
> to do and they want more attention. there is so much vandalism in
> sooke that we are starting to have problems any ideas how to fix it...

Off with their goolies.

5624. Which revision of SpartaDOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-04 03:04:18 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns975FE08813BCemuslor@216.196.97.136>
Source record: 7931

Is there a particular revision of SDX that was considered "the one to use"?
I see there are at least 5 revisions, and I'm wondering which one I should
run with. Also, I'm assuming that cart uses a 27512 EPROM? I'd hate to
ruin the label by pulling it up from the markings on the chip. :)

thanks

--
James
http://www.slornet.com

5625. Re: Vandalism in Sooke

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-04 10:16:49 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <la%Ef.43828$d5.199872@newsb.telia.net>
Source record: 7932

<silenteagle8@hotmail.com> skrev i meddelandet
news:1139004003.485551.57870@z14g2000cwz.googlegroups.com...
> people dont think that vandalism is a great thing but do they know why
> people do it i think that they do it because they have nothing better
> to do and they want more attention. there is so much vandalism in
> sooke that we are starting to have problems any ideas how to fix it...

It is because computer games these days aren't as fun as they used
to be. Why don't you open a classic Atari gaming cafe in your area
and let the vandals enter. When they leave, and that'll be late, they
will be happy and peaceful citizens.

Anders

5626. Piggybacking OS Rom/Eprom?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-04 14:24:09 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1139063049.073975.120080@g43g2000cwa.googlegroups.com>
Source record: 7933

In the January, 1989 issue of Atari Interface Magazine, there was an article "Install an Alternate Operating System in an XE." I'm sure that I've also seen this article on the web. This showed how to "piggyback" a 27128 eprom on top of the OS rom using a switch and pull-up resistor for selection. I tried this at the time, but never got it to work reliably. As I recall, sometimes it would boot, and sometimes it didn't. Has anyone else had success with this approach? It certainly *should* work, but didn't for me. On a similar note, has anyone used a 27256 with a switch to accomplish the same thing? Or has anyone done a "homemade" RamRod--type board with multiple OS? Thanks.
-Larry

5627. life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-04 16:53:14 UTC
From: big_d_316@yahoo.com
Message-ID: <1139071994.414820.219120@o13g2000cwo.googlegroups.com>
Source record: 7934
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

How many people out there believe that life of old 8-bit systems and old 16-bit systems life will be spared because of Contiki? I believe this OS is the answer that all 8-bitters have been looking for. I think it offers more than just TCP/IP to old systems. It is a common ground for all 8-bit systems all the way from Z80 to 6502, a place where new apps can be ported from one system to another with little modification. I hope in the future we can see it grow. Maybe see the GUI abilities advance on systems like the Atari, C-128 and Apple. See a version be ported to run on a 32k TS-1000 with 1541 floppy drive. An apple IIGS native version. and add in modules and drivers to take advantage of home brew upgrades on 8-bit systems like CF cards and ram upgrades, video tweaks, or accelerators. Or maybe versions that would run on old CP/M computers like Northstar, or even Altair. How about include single board computers like Apple 1 or Cosmac ELF? The future of 8-bit computers is still wide open, and it is nice to see an OS like Contiki to make them sore. So programmers develope for it, and make it grand. Users, use it, and reap from it's benefits.

http://www.sics.se/~adam/contiki/

5628. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-04 17:45:56 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <nLuYQPBUhO5DFw7+@wearmouth.demon.co.uk>
Source record: 7935
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

big_d_316 writes

[Crossposted]
>How many people out there believe that life of old 8-bit systems and
>old 16-bit systems life will be spared because of Contiki?

Some of the 16 bitters perhaps. Not the 8-bitters. They will survive on
their own merits but it will be fun to try Contiki, if only for the
journey rather that the end result.

>I believe
>this OS is the answer that all 8-bitters have been looking for. I think
>it offers more than just TCP/IP to old systems. It is a common ground
>for all 8-bit systems all the way from Z80 to 6502, a place where new
>apps can be ported from one system to another with little modification.
>I hope in the future we can see it grow.

There is some video of the C64 using Contiki to access Google at the end
of this video.

http://video.google.com/videoplay?docid=-4895240151804208219

>Maybe see the GUI abilities
>advance on systems like the Atari, C-128 and Apple. See a version be
>ported to run on a 32k TS-1000 with 1541 floppy drive.

GUIs first started appearing on the ZX Spectrum twenty years ago

http://video.google.com/videoplay?docid=-5899006623234946073

Since the Timex 1000 can achieve this resolution in software and since
peripherals, like ZX Spectrum mice, will fit the TS-1000 edge connector
then a GUI would be possible on the standard machine with memory
expansion.

It would be a bit Klickibunti though.

http://en.wikipedia.org/wiki/Klickibunti

The journey would be fun and I am sure some are planning it now :-)

--
Geoff Wearmouth
http://wimp.istheshit.net/

5629. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-04 18:53:20 UTC
From: Herb Johnson <herbrjohnson@gmail.com>
Message-ID: <1139079200.488797.80430@g44g2000cwa.googlegroups.com>
Source record: 7936
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

big_d_316@yahoo.com wrote:
> How many people out there believe that life of old 8-bit systems and
> old 16-bit systems life will be spared because of Contiki? I believe
> this OS is the answer that all 8-bitters have been looking for....
> The future of 8-bit
> computers is still wide open, and it is nice to see an OS like Contiki
> to make them sore [soar?]. So programmers develope for it, and make it grand.
> Users, use it, and reap from it's benefits.

These comments make a lot of assumptions, so I took time to respond and comment. But as this message was posted to several Usenet groups, I'll only respond in depth in comp.os.cpm where I normally hang out - that's my own policy. Go there if what I say below is of interest.

My short reply is that, based on my experience with people dumping old S-100 systems (1970's to early 1980's, CP\M, Z80 & 8088), is that not many of those systems will be saved from the dumpster just because some kind of new OS is also available for them. The biggest obstacle to saving old, big systems is the reluctance of owners to pack and ship 'em! There are already other OS's to try on those systems from years ago, a "new" OS is not revolutionary. I think most of the interest in the computers I'm speaking about is in their OLD OS's - but more power to those who want to soup them up, like building a hot rod from a 1930's car.

Contiki looks like fun, nonetheless. So thanks for the post!

Herb Johnson

Herbert R. Johnson, voice 609-771-1503, New Jersey USA
 web site
 domain mirror
** hjohnson@njcc.com and njcc.com/~hjohnson are EXPIRED **
my email address: hjohnson AAT retrotechnology DOTT com
if no reply, wait & try: herbjohnson ATT comcast DOTT net
"Herb's Stuff": old Mac, SGI, 8-inch floppy drives
S-100 IMSAI Altair computers, docs, by "Dr. S-100"

5630. Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 00:28:36 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <BmKdnWrae5Ik23jeUSdV9g@ptd.net>
Source record: 7937

Although First Star's packaging claims the screenshot shown on it (left pic) is an "actual game screen" from the Atari version, it's not a screenshot from the actual released version (right).

http://tinyurl.com/bj5pb

Now, the box for the PB version states for 400/800 only -- BUT if you look on page 2 and/or 3 of the manual, it mentions using it in a 1200XL! Check out the (awesome) atarimania.com site for pics.

I don't know much about the 1200XL as far as what it was or wasn't compatible with (it's always been my understanding that it was practically incompatible with itself...) but is it more compatible with the 400/800s than with the other XLs?

5631. Re: Which revision of SpartaDOS X?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 00:42:08 UTC
From: Phantom <phantomm@bellsouth.net>
Message-ID: <vObFf.16346$s9.12026@bignews8.bellsouth.net>
Source record: 7938

I prefer v.4.19 when using a hard drive.

Some useful programs will exit correctly, that will not with version
4.21.

Just my opinion.

Phantomm

"Slor" <semaj@rols.ten> wrote in message
news:Xns975FE08813BCemuslor@216.196.97.136...
> Is there a particular revision of SDX that was considered "the one to
> use"?
> I see there are at least 5 revisions, and I'm wondering which one I
> should
> run with. Also, I'm assuming that cart uses a 27512 EPROM? I'd hate
> to
> ruin the label by pulling it up from the markings on the chip. :)
>
> thanks
>
> --
> James
> http://www.slornet.com

5632. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 01:00:53 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <97cFf.79827$Q11.44132@tornado.ohiordc.rr.com>
Source record: 7939

Scott S wrote:

> Although First Star's packaging claims the screenshot shown on it (left
> pic) is an "actual game screen" from the Atari version, it's not a
> screenshot from the actual released version (right).
>
> http://tinyurl.com/bj5pb
>
> Now, the box for the PB version states for 400/800 only -- BUT if you look
> on page 2 and/or 3 of the manual, it mentions using it in a 1200XL! Check
> out the (awesome) atarimania.com site for pics.
>
> I don't know much about the 1200XL as far as what it was or wasn't
> compatible with (it's always been my understanding that it was practically
> incompatible with itself...) but is it more compatible with the 400/800s
> than with the other XLs?

Runs OK on my stock 1200xl with no Translator, wow gotta love that music.

I haven't had very many compatability problems, not any more than with a
800xl anyway.

Actually, on my 1200xl I can run the disk version of Star Raiders with the
Translator. My 800xl will not run it at all! Not the version I have anyway.

Charlie

5633. Re: MyIDE 4.2I

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 03:16:32 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <58rau1907vtl695ckbfujnh9vu7ui5stvh@4ax.com>
Source record: 7940

"Docrotcod" <rahbart@cox.net>:
>Well I verified that by swapping my 4.2 EPROM with 3.1 my programs begin to
>work again. So there must be something going in there.
>
>Thomas
>

That's interesting... I have noticed a few problems with 3.5F and 4.2I, but
I haven't been able to pin them down yet, as I've been messing around with
a lot of different setups (2.5" drives, a CF drive I recently bought (this
rocks!) and of course, working on the utilities that I've written for MyIDE
(which often have bugs that I need to track down. ;))

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5634. Re: Vandalism in Sooke

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 03:19:16 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <shrau194u4mderva2tsq1infj07kgds73g@4ax.com>
Source record: 7941

silenteagle8@hotmail.com:
>people dont think that vandalism is a great thing but do they know why
>people do it i think that they do it because they have nothing better
>to do and they want more attention. there is so much vandalism in
>sooke that we are starting to have problems any ideas how to fix it...

In all the people in the world who could make a post into the wrong newsgroup, and all the subjects that could possibly come up.... Sooke is about a 30 minute drive from where I live.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5635. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 04:48:50 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <ttecnb7re54rHnjeUSdV9g@ptd.net>
Source record: 7942

So a 1200XL is more compatible with 400/800, but still not 100%, right?

I never realized that Star Raiders had a problem with XLs. And the FAQ site I found doesn't list it either - http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html Years ago I probably only had a pirate disk copy, and I don't remember needing to use a translator disk to make it work. Now all I have/use is Atari800Win. I checked through all the different copies of Star Raiders I have - some work and some don't. So I guess Atari or someone else fixed it along the way. I'm pretty sure that emu doesn't include the 1200XL with it's XL/XE option, and I can't find any ATR copies of the translator disks.

I did find a version of Star Raiders with a title screen! It's obviously a 'home-made' modification - the screen is a (nice) picture of the Star Trek Enterprise firing its lasers! This version is also compatible with XL.

> Runs OK on my stock 1200xl with no Translator, wow gotta love that music.
>
> I haven't had very many compatability problems, not any more than with a
> 800xl anyway.
>
> Actually, on my 1200xl I can run the disk version of Star Raiders with the
> Translator. My 800xl will not run it at all! Not the version I have
> anyway.
>
> Charlie
>
>
>
>
>
>

5636. Re: 800xl keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 04:52:07 UTC
From: Starlord <starlord>
Message-ID: <ee2dnY-eMZDcFXjenZ2dnUVZ_sednZ2d@inreach.com>
Source record: 7943

That's an old trouble, the membrain inside the keybard is shot, I replaced those many times when I had XL/XE's and the ST's have it too. The tracks brake.

--

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

"cbc" <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net> wrote in message news:9sXBf.13955$iD.4926@trnddc08...
> Hi;
> I picked up another 800XL today and it is SOCKETED!!! Looks pretty clean
> too. I have 1 slight problem with it. Starting with key '7' and moving
> to the right, all keys to the right of 7 do not work. 1 thru 6 are fine
> as are ALL other keys on the keyboard. Weird huh?
>
> I tried cleaning and swapping the keyboard with another one - no luck. I
> was wondering if anyone else had ever seen this behavior?
>
> Thanks
>
>
> --
> Cabell
> A8 Internet BBS: telnet://bfbbs.no-ip.com
> A8 Website: www.amfband.com/bf/
>
>
>

5637. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 06:09:30 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <uEgFf.58422$tK4.37984@tornado.ohiordc.rr.com>
Source record: 7944

Scott S wrote:

> So a 1200XL is more compatible with 400/800, but still not 100%, right?
>
> I never realized that Star Raiders had a problem with XLs. And the FAQ
> site I found doesn't list it either -
> http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html Years ago I
> probably only had a pirate disk copy, and I don't remember needing to use
> a
> translator disk to make it work. Now all I have/use is Atari800Win. I
> checked through all the different copies of Star Raiders I have - some
> work
> and some don't. So I guess Atari or someone else fixed it along the way.
> I'm pretty sure that emu doesn't include the 1200XL with it's XL/XE
> option, and I can't find any ATR copies of the translator disks.
>
> I did find a version of Star Raiders with a title screen! It's obviously
> a 'home-made' modification - the screen is a (nice) picture of the Star
> Trek
> Enterprise firing its lasers! This version is also compatible with XL.
>
>
>> Runs OK on my stock 1200xl with no Translator, wow gotta love that music.
>>
>> I haven't had very many compatability problems, not any more than with a
>> 800xl anyway.
>>
>> Actually, on my 1200xl I can run the disk version of Star Raiders with
>> the Translator. My 800xl will not run it at all! Not the version I have
>> anyway.
>>
>> Charlie
>>
>>
>>
>>
>>
>>

I don't know if it's more comptablie with the 400/800. Just making an
observation, my disk copy of Star Raiders is no measure, the cart works
fine on the my 800xl's.

I like it because there's no basic and it has a fresh keyboard, and looks
nice.

You can find Translator here..

http://ape.dyndns.org:8083/MISC/TRANSXL1.ATR
http://ape.dyndns.org:8083/MISC/TRANSXL2.ATR

I don't have a copy of the 1200xl OS ROM, but I suppose I could get one out of my 1200xl if you really wanted it.

Where did you find the modified Star Raiders?

Charlie

5638. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 06:38:53 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <14hFf.18045$_S7.13083@newssvr14.news.prodigy.com>
Source record: 7945

> Where did you find the modified Star Raiders?

I made a 800 and XL/XE compatible hack of Star Raiders recently, you
can find it here:

http://www.atarimax.com/flashcart/forum/viewtopic.php?t=287&highlight=raiders

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5639. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 15:28:40 UTC
From: "rjespino@hotmail.com" <rjespino@gmail.com>
Message-ID: <1139153320.360370.236620@g14g2000cwa.googlegroups.com>
Source record: 7946

I've uploaded it to my website now:
http://rjespino.tripod.com/8bit/dos25tb/dos25tb.html

I remember it was published in an issue in the mid 90s, it was a small type-in and I think it wasn't even listed in the index (just to make things easier ;)

I'm amazed I can still remember writing this, it's been sitting on a floppy for around 16 years now.

--
-- Raphael Espino - rjespino(at)yahoo.com -Ramdrive + JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

5640. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 18:06:31 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <H8rFf.155343$dP1.513550@newsc.telia.net>
Source record: 7947

"Scott S" <scottith@ptd.net> skrev i meddelandet
news:BmKdnWrae5Ik23jeUSdV9g@ptd.net...
> Although First Star's packaging claims the screenshot shown on it (left
> pic) is an "actual game screen" from the Atari version, it's not a
> screenshot from the actual released version (right).
>
> http://tinyurl.com/bj5pb

I checked a couple of internet sources, and I am still confused.

It looks as if the graphical contents of the top of the screen varies
between
one screenshot and another from the same platform.

http://www.atarimania.com/8bit/screens/astro_chase_first_star.gif
http://www.atarimania.com/8bit/screens/astro_chase_first_star_2.gif

I cannot recall seeing any moving planets when playing this game 20 years
ago, but maybe I am wrong.

Also, the font used for the first two of the three text lines does not look
like
the standard Atari font. I looked at a larger image of the cover art, to
exclude
the possibility that it was effects from the scanning process that caused
the
different look.

http://www.mobygames.com/game/c64/astro-chase/cover-art/gameCoverId,35187/

Obviously, the screen on the cover does not use the Atari standard font,
except for the third line.

I think line one and two are not based on a character mode, but on
the high resolution graphics mode. Look at the varying width of characters
in
the word "MINES" on line two.

> Now, the box for the PB version states for 400/800 only -- BUT if you look
> on page 2 and/or 3 of the manual, it mentions using it in a 1200XL! Check
> out the (awesome) atarimania.com site for pics.

What is the "PB" version?

Anders

5641. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 18:59:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00321cfa@familynet-international.org>
Source record: 7800

FamilyNet International Newsgate

> From: "Scott S" <scottith@ptd.net>

> I did find a version of Star Raiders with a title screen! It's obviously a
> 'home-made' modification - the screen is a (nice) picture of the Star Trek
> Enterprise firing its lasers! This version is also compatible with XL.

Wow... would like to find that copy. I am a big fan of the various
versions of Joust and Star Raiders.

Doc Clu 802

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5642. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 22:20:35 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <PwCdnWAENLP653veUSdV9g@ptd.net>
Source record: 7798

> I don't know if it's more comptablie with the 400/800. Just making an
> observation, my disk copy of Star Raiders is no measure, the cart works
> fine on the my 800xl's.

Did the disk version come out first? Do both the disk and cart have the
same dates on them?

>
> I like it because there's no basic and it has a fresh keyboard, and looks
> nice.
>
> You can find Translator here..
>
> http://ape.dyndns.org:8083/MISC/TRANSXL1.ATR
> http://ape.dyndns.org:8083/MISC/TRANSXL2.ATR

Ah, thanks!

> I don't have a copy of the 1200xl OS ROM, but I suppose I could get one
> out
> of my 1200xl if you really wanted it.

That'd be great, if it's not too much trouble. I'd like the chance to
experiment with it a bit. Though there isn't an option in Atari800Win for
it, replacing the standard ATARIXL.ROM bios file with yours should work...

>
> Where did you find the modified Star Raiders?

Over the years I've gotten several dozen multi-game ATR files from friends
and such, and it's on one of those.

5643. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-05 22:43:36 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <qzmdnRUO19864nveUSdV9g@ptd.net>
Source record: 7799

> I checked a couple of internet sources, and I am still confused.
>
> It looks as if the graphical contents of the top of the screen varies
> between
> one screenshot and another from the same platform.
>
> http://www.atarimania.com/8bit/screens/astro_chase_first_star.gif
> http://www.atarimania.com/8bit/screens/astro_chase_first_star_2.gif
>
> I cannot recall seeing any moving planets when playing this game 20 years
> ago, but maybe I am wrong.

The planets on the 'takeoff/landing' screen don't move, but you're right-
the placement of them are different on both. The other difference is the
colors - the box pic is more blue where the actual is more yellow. Plus the
pic on the box shows the landing "x" area in 2 colors (blue with yellow
outlines); the release is all yellow.

>
> Also, the font used for the first two of the three text lines does not
> look like
> the standard Atari font. I looked at a larger image of the cover art, to
> exclude
> the possibility that it was effects from the scanning process that caused
> the
> different look.
>
> http://www.mobygames.com/game/c64/astro-chase/cover-art/gameCoverId,35187/

The (original) First Star version used custom fonts. The Parker Brothers
and Exidy versions used standard Atari fonts.

>
> Obviously, the screen on the cover does not use the Atari standard font,
> except for the third line.

That's another difference - the "Press Trigger to Continue" line never
appears on that screen or durin any of the landing animations (that I know
of).

>> Now, the box for the PB version states for 400/800 only -- BUT if you
>> look on page 2 and/or 3 of the manual, it mentions using it in a 1200XL!
>> Check out the (awesome) atarimania.com site for pics.
>
> What is the "PB" version?

Sorry, Parker Brothers.

5644. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 05:15:23 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-8u7VSh1yjDvk@draco.w2kserv.local>
Source record: 7801

hi,
I would just like to have the announcement made earlier in the day
when the chat is going to happen. my memory is going so constant
reminders never hurt me. :)

Ken

On Thu, 2 Feb 2006 13:19:46 UTC, "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> FamilyNet International Newsgate
>
> > From: bill@newbreedsoftware.com (William Kendrick)
> > Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> >> This BBS was setup mainly for its chat feature... to give the guys
> >> from the Atar i forum on Delphi a place to chat. We'll see how it
> >> goes. A full BBS is obviousl y overkill but after trying a few web
> >> based chat systems and the Atari web browser having a problem with
> >> frames and refresh headers, this seemed like the next step
> > Curious... have you thought about IRC? It can be done from a text terminal
> > (e.g., if you have access to a Unix shell), and there are clients for
> > most OSes. (I'm be surprised if there were no Atari ST IRC clients.)
> > Of course, it doesn't have the nostalgic charm that a BBS has, but... :)
> > --
> > -bill! Tux Paint 2006 wall calendar,
> > bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> > http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw
>
> You know of any good servers I can telnet into that has IRC? (I don't
> think there is a IRC program for the Atari 8-bits yet).
>
> Other than that, you can also hit the java Ataritimes.com chat on Monday
> nights too, but the Atarinews chat is for the most part, there already, and run
> by an Atarian who is happy to run it. So why not?
>
> Naturally I liked the other chat room I was with around July of last
> year... fun place, but last I heard went down. :(
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

--

5645. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 13:03:10 UTC
From: French Luser <Bill.Gates@microsoft.com>
Message-ID: <43e748fa$0$6647$8fcfb975@news.wanadoo.fr>
Source record: 7802
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

"big_d" wrote:

> (bla, bla, bla) The future of 8-bit
> computers is still wide open, and it is nice to see an OS like Contiki
> to make them sore (sic). (bla, bla, bla)

The only interesting thing I could find is the following excerpt:

> Regular web browsers require several megabytes of RAM and disk space.
> The Contiki web browser only needs a few kilobytes of RAM and no disk at
> all.
> With a code footprint of 9 kilobytes and with a total of only 4 kilobytes
> of RAM
> required, it might very well be the world's smallest web browser.

This proves what I have been thinking: a CP/M Web browser is possible.

Unfortunately, I miss time and money to do one.

And, so far, each time I have not been doing something, nobody else has done
it...

Yours Sincerely,
"French Luser"

5646. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 13:14:58 UTC
From: David Murray <spamsucks@stopspam.com>
Message-ID: <Xns976249BFD215Dneverspamnospamcom@207.115.17.102>
Source record: 7803
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> How many people out there believe that life of old 8-bit systems and
> old 16-bit systems life will be spared because of Contiki? I believe
> this OS is the answer that all 8-bitters have been looking for. I think
> it offers more than just TCP/IP to old systems. It is a common ground
> for all 8-bit systems all the way from Z80 to 6502, a place where new

I don't know about that. I was very interested when Contiki first came out. But it seems it was going really good for a while and died. There haven't been any updates in forever. Support for most systems never got out of the testing phase. I was really anticipating good support for the C128 on the 80-column screen. I remember thinking "If only I could browse the web and do email and newsgroups on the 80-column screen of my 128, even if it were only text mode) then that would be cool. But it never happened.

Yes.. I know everbody is going to suggest that I get in there and finish the code.. Well, unfortunatly, my time is limited and I'm already working on DTV stuff too much.

Which brings me to my next thing.. The DTV is where Contiki could REALLY shine being that it comes standard with 2 MB of RAM, faster CPU, 320x200x256 graphics. If somebody wanted to spend some time coding Contiki to take advantage of all that, it would be something else. Just have to figure out the best way to network it using the user-port and best way to get a mouse working on the joystick port.

5647. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 15:18:33 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <kYudndlfcZ5b9XrenZ2dnUVZ_s6dnZ2d@comcast.com>
Source record: 7804

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-8u7VSh1yjDvk@draco.w2kserv.local...
> hi,
> I would just like to have the announcement made earlier in the day
> when the chat is going to happen. my memory is going so constant
> reminders never hurt me. :)
>
> Ken

Every Sunday & Tuesday @ roughly the same time. I never make it for the
Sunday A.M. chat, but Tuesday usually kicks off between 7:00 and 8:00 P.M.
CST.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5648. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 16:39:01 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e77ba6$0$11071$e4fe514c@news.xs4all.nl>
Source record: 7805
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

I think that 8-bit processors are not really interesting anymore. The only reason to use an 8-bit processor might be that the systems and the processor are so simple, that there is a lot of educational value. Everyone can learn to understand a computer by starting on 8-bit processors.

However 16-bit processors are much more interesting. They are hardly any more complicated than 8-bit processors, but they do offer some very interesting extra's. More processing power, more memory, divide/multiply instructions, instructions for structured ASM programming, and even memory management (although often rather crude). All that, while hardly being more complicated than an 8-bit system (software and hardware wise).

There is only one 8-bit exception. I agree with David Murray that the DTV/C-one is such an advanced 8-bit system, that it could be worthwile to port Contiki to that.

I think that maybe it might be feasible to convert the C-one's design into a 16-bit system with an 68010 processor. Imagine having a 16MHz 68010 processor with 2 SID's (stereo through a mixer), 2 enhanced VIC's (two overlayed graphics planes, like the CD-i), 16Mb memory and 16-bit peripherals! And running Contiki. That would be a system that could actually DO something worthwile, other than being educational!

Stepping up to 32-bit systems is not worthwile (for running Contiki) imo. The next step in educational value would be something like a 32-bit ARM7 processor/core. But the new Minix 3 is probably just too much for Contiki to contend with.

PeterV

5649. BRAVO SIERRA NEEDS YOUR INPUT!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 16:41:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602060816180.14923-100000@onyx.spiritone.com>
Source record: 7806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I'm creating a new Catalog for all my NEW in the BOX/BAG Atari Games/ Software, Hardware & Books for the 8 Bit, ST & Atari Jaguar! Below is a sample. With a 79 Column Width! I'll be seperating all NEW in BOX to one Catalog named NEWINBOX.TXT Each entry will be 79 columns across and should only take one line per entry. WHAT I need to know is can your Computer and viewing software handle Text displayed in 79 Columns? Thanx! ===Ben===

Bravo Sierra Computers All New in the BOX/BAG Catalogs!

Bravo Sierra Computers 16 Bit Atari ST Computer Games/SoftWare Catalog

NIB = NEW IN BOX/BAG!

Title (Alphabetical); Maker; Description; Type (Games, etc.); Price.

1st Mail; GST software; Mail Merge for 1st Word.;.....$20.00 U.S.
Action Fighter; SEGA Arcade Hits/Mindscape; Game.;.....$20.00 U.S.
Afrika Korps; Impressions; English/French/German/Italian. Game.;...$20.00 U.S.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5650. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 17:00:52 UTC
From: PZ <skierpaul@yahoo.com>
Message-ID: <1139245252.814190.307240@g43g2000cwa.googlegroups.com>
Source record: 7807
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

>I think that 8-bit processors are not really interesting anymore. The only
>reason to use an 8-bit processor might be that the systems and the processor
>are so simple, that there is a lot of educational value. Everyone can learn
>to understand a computer by starting on 8-bit processors.

Peter, you're missing one very large element: Nostalgia. People like
to see what they're beloved 8-bit systems can do with new technology.
This was the whole basis behind the CFFA card; Richard Dryer didn't
even own a GS at the time. The Uther card was designed to be run on
8bit Apple II systems as well, unlike the LanceGS. So deeming a system
"worthwhile" to port contiki to isn't the way to go, its more the
passion of the user base.

- Paul

5651. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 17:52:51 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139248371.323106.207550@g44g2000cwa.googlegroups.com>
Source record: 7808
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> I think that 8-bit processors are not really interesting anymore. The only
> reason to use an 8-bit processor might be that the systems and the processor

I happen to be writing a book (my third, for what that's worth) about how to become an embedded engineer. Here are a couple of quotes for you:

--- 8< ---

Humor aside, it is a generally-accepted fact that the number of new graduate engineers of all types is shrinking (at least in the United States). Various theories are posited to explain this phenomenon. In the specific case of embedded engineering, I see several factors causing the decline. One such factor is the unavailability in this day and age of well-documented home computers of the style my generation enjoyed - Acorn BBC, Commodore VIC-20, Sinclair ZX Spectrum, and so on. Modern personal computers are black boxes designed to run shrinkwrapped software. They are shipped without programming tools and with no technical documentation whatsoever. Operating system vendors are actively working to confine software development to an exclusive club of licensees, and lower-level development at the direct-hardware-access layer is at best very difficult due to the unavailability of chipset documentation (in many cases due to the manufacturer's contractual obligations to preserve trade secret information related to intellectual property protection mechanisms), and the utter complexity and heterogeneity of PC hardware. In the good old days, we could develop a homebrew program on our Commodore 64, fine-tune it to the last instruction cycle, and show it to other people with pride. This type of skillset is a vital component of embedded engineering.

There are other factors that raise the bar to becoming an embedded engineer, too - and I'll deal with them in the appropriate sections of this book - but the point I'm making here is that it's simply more difficult these days for kids to experiment with what they have at home.

--- 8< ---

Intel's 8051 architecture is an industry-standard platform referenced in almost every engineering course. When spoken of in polite company (and even in books like this one), you'll generally see the number 8051 prefixed with the adjective "venerable". Personally, I would rather describe it as "decrepit", but it's a solid fact that the 8051 is still the world's best-selling microprocessor core. Barring some major

upheaval, this is likely to remain true for as long as the world is still manufacturing and using 8-bit micros(1).

(1) - This is not quite equal to saying "forever". As die sizes shrink, the packaging and bonding costs (bonding wires from the silicon to pins that go out to the real world) start to dominate the cost of the device. Raw 8-bit dice will always be cheaper than raw 32-bit dice due to their lower transistor count, but by the time the chips are packaged for sale, the price difference may be almost invisible. For some applications, it is foreseeable that there will be no real cost benefit to be realized by staying with an 8-bit architecture.

--- 8< ---

(end quotes)

As a learning platform, the 6502 is not a bad choice - it's actually a fairly neat architecture, and there are parts based on the core still in production. Having to work with the realtime side of a moving raster is excellent experience for embedded design.

The 68000 (and 010) are extraordinarily inefficient CPUs by modern standards, and complex to use and interface. There is little practical value in learning the M68K instruction set because it's practically a dead family.

If you intend to move up from 8 bits, it makes no sense to bother with 16 bits, you should go directly to a single-chip 32-bit ARM device.

5652. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 18:43:49 UTC
From: Chris Cowley <chrrris@gmail.com>
Message-ID: <n16fu19jengss9vaetev9jm96peih8q3cj@4ax.com>
Source record: 7809
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

On 6 Feb 2006 09:52:51 -0800, zwsdotcom@gmail.com wrote:

>how to become an embedded engineer.

1) Become an engineer.
2) Run very, very fast into a large, solid object.

Congratulations, you are now an embedded engineer.

5653. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 20:52:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <43e7b6fe$0$58111$742ec2ed@news.sonic.net>
Source record: 7810
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

In comp.sys.atari.8bit zwsdotcom@gmail.com wrote:
<snip>
> One such factor is the unavailability in this day
> and age of well-documented home computers of the style my generation
> enjoyed - Acorn BBC, Commodore VIC-20, Sinclair ZX Spectrum, and so
> on. Modern personal computers are black boxes designed to run
> shrinkwrapped software. They are shipped without programming tools and
> with no technical documentation whatsoever.

Maybe _that's_ why I like Linux so much. Ships with GCC & friends, standard
;)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5654. Re: BRAVO SIERRA NEEDS YOUR INPUT!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 22:11:29 UTC
From: mail@freeman-studio.com
Message-ID: <1139263889.101031.319410@f14g2000cwb.googlegroups.com>
Source record: 7811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

With the exception of maybe the 8-bitters, any Atari computer can
display 80 column text. Although, since you need a web browser to get
to your site, anyway, why not just do it in HTML? That way it'll format
itself to fit whatever size the web browser's window is.

Mike Freeman
mike [at] freeman-studio [dot] com

5655. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 22:23:00 UTC
From: kiwi@ing.notin.aus
Message-ID: <ds8i82vpl1@lust.ihug.co.nz>
Source record: 7812
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

In article <1136233533.386339.167090@o13g2000cwo.googlegroups.com>,
big_d_316@yahoo.com says...
>
>Well throughout the years many have speculated what Atari could have
>done differantly that would have kept it going strong for years to
>come. After doing some thinking this is what I came up with.
>
>Well, lets start with the 5200 system. It was an ok system, but it
>seems after the release of the 5200 things started to take a slide
>downward for Atari. If they did things differantly with the 5200 would
>it have helped Atari out? Well, Atari did invest tons of money into
>development of the 5200 only to hack up an Atari 400 in the process. I
>think the 5200 should have been compatable with 400 carts from the
>start. Maybe add some goodies to keep the 5200 very compedative against
>Coleco and maybe even survive the game crash. Give it stereo sound with
>something like a Pokey2. Same great pokey, but with 4 channel left and
>right. Maybe even add something for digitized sound like Covox upgrade
>did on the 8-bit. Give it a controller like the 7800 had, but add the
>pause button. Make the keyboard an add-on device. Don't need fancy full
>stroke keyboard, after all it is a game machine ;) Also add an audio
>cassette port for STANDARD home tape players. Imagine game saves, or
>buying new levels for your favorate game. It would be a supercharger
>done right. Hell even make it so you can boot 400 tapes as well, or
>make some el-cheapo games on tape. Higher baud rate wouldn't hurt as
>well. Forget disk drives at that time. They cost way too much, and if
>you could afford one, well most well get a computer as well. Leave on
>the 4 joystick ports.
>
>Next the 7800. Well, if that 5200 would have gone off without a hitch
>would there have been room on the market for the 7800? Maybe 2600 fans
>would have thought so. So, for the love of god, give it a damn Pokey
>Chip, add in extra 16K of ram, and release it in 84 already.
>
>8-bit computer lime. Well, the XL line was ok, but could have uded some
>tweaking as well. Add in a Pokey2 chip, and digitized audio, but have
>one more system that would have been higher up than the 800XL. This one
>would have 128kram at least, or maybe even 576k. Built in 80-col chip,
>seperate antic banking like the 130XE, Function keys like the 1200XL,
>but full stroke. And let the 1050 be a DSDD drive. then let this be the
>end of the 8-bit line, and drop the XE one then.
>
>As far as the ST line, well good idea on paper, but it should have been
>scrapped. Atari's option would have been beg Amiga for forgiveness, if

>not, then upgrade the 8-bit line to a 16-bit. 65016 CPU, enhanced Antic
>chip, for more colors, and for sound the Amy chip. This system would be
>mostly compatable with 8-bit stuff, but ofcourse, not 100%, and still
>would have given Commodore Amiga a good run for it's money.
>
>Then the XE game machine, would this be needed anymore with the better
>5200? Well, maybe as an update. That would be the time to give it a
>disk drive port, 64K, full stroke keyboard, and maybe even an Amy chip,
>and updated Antic Chip. Look out NES!!
>
>Just some thoughts of what SHOULD have been
>

When the Atari 400 and 800 computers were designed - I personally think
that the 400's keyboard was it's letdown. If they had the foresight
to have had that keyboard upgradeable, and to enable a cheaper 800 computer
to get to the market, more consumers would have been enticed to the
Atari Computers, rather than to Apple or Commodore, etc.
Overseas the Atari Computers were very much overpriced with an importers
markup profit added to it, which made it horribly expensive, and this
continued for some years. And only with the decline of Atari, and the
appearance of so many competiting computers, did the price finally drop
to more affordable levels. If a cheaper pricing strategy was done at the
very earliest opportunity, Atari could have developed years of dominance
before the likes of the C64, Spectrum, BBC etc appeared.

Even though I have not seen a 7800 running, I presume from what I've
seen of the emulation, that the hardware never performed as per the
advertising, and expectations, etc.
It was not up to arcade quality or anywhere near it - it wasn't even
near the Atari 400/800 standard?
I think it was the underperformance, that that was the reason it was
never released initially, at first...?

They should have realised what they had, at the time.
The Atari 400/800 computers were ahead for their time, and they should
have taken advantage of that lead.

Harvey

5656. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 23:29:59 UTC
From: Da Smog <none@ofyourbusiness.org>
Message-ID: <op.s4krj9nqe4q9qo@thesmog.mshome.net>
Source record: 7813
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Την Mon, 06 Feb 2006 15:52:14 -0500,ο(η) William Kendrick
<bill@newbreedsoftware.com> έγραψε:

```
<snip>
>
> Maybe _that's_ why I like Linux so much. Ships with GCC & friends,
> standard
> ;)
>

Oh oh! I think I know GCC's friends. It's Mr. lint and Mr. grep right? :-)

Phoebus

--
```

Χρησιμοποιώ το επαναστατικό πρόγραμμα αλληλογραφίας της Opera:
http://www.opera.com/mail/

5657. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-06 23:38:28 UTC
From: spike1@freenet.co.uk
Message-ID: <jg3lb3-haj.ln1@ridcully.fsnet.co.uk>
Source record: 7814
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

```
Da Smog <none@ofyourbusiness.org> did eloquently scribble:
>
>
> ??? Mon, 06 Feb 2006 15:52:14 -0500,?(?) William Kendrick
> <bill@newbreedsoftware.com> ??????:
>
> <snip>
>>
>> Maybe _that's_ why I like Linux so much. Ships with GCC & friends,
>> standard
>> ;)
>>
>
> Oh oh! I think I know GCC's friends. It's Mr. lint and Mr. grep right? :-)

You forgot mr make, mr bison and mr autoconf
--
-------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------
```

5658. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 00:10:48 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139271048.069067.137730@g43g2000cwa.googlegroups.com>
Source record: 7815
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

spi...@freenet.co.uk wrote:

> > Oh oh! I think I know GCC's friends. It's Mr. lint and Mr. grep right? :-)
>
> You forgot mr make, mr bison and mr autoconf

You must be a programmer of unparalleled skills and not much interest
in low-level detail.

I create this psychological profile on the basis of the fact that you
neglected to mention Messyrs. gdb and gas.

5659. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 00:22:41 UTC
From: Da Smog <none@ofyourbusiness.org>
Message-ID: <op.s4ktz3x5e4q9qo@thesmog.mshome.net>
Source record: 7816
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Την Mon, 06 Feb 2006 19:10:48 -0500,ο(η) <zwsdotcom@gmail.com> έγραψε:

```
>
> spi...@freenet.co.uk wrote:
>
>> > Oh oh! I think I know GCC's friends. It's Mr. lint and Mr. grep
>> right? :-)
>>
>> You forgot mr make, mr bison and mr autoconf
>
> You must be a programmer of unparalleled skills and not much interest
> in low-level detail.
>
> I create this psychological profile on the basis of the fact that you
> neglected to mention Messyrs. gdb and gas.
>

He is he is :-)

Phoebus

P.S. I have it on good authority that Mr. make is not *that* good of a
friend. After all GCC can do without him (crushing Messrs.
Fingers-of-both-your-hands-from-typing-24/7) most of the time. Let's
consider him as only a passing acquaintaince :-P

--
```

Χρησιμοποιώ το επαναστατικό πρόγραμμα αλληλογραφίας της Opera:
http://www.opera.com/mail/

5660. 1200XL collision detection

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 01:48:27 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <L%SFf.9871$2O6.3381@newssvr12.news.prodigy.com>
Source record: 7817

My grandson has begged a Atari setup. I gave him a 1200XL and
1050 with doubler and some old disks and carts.
I'm setting him up with a 1489C cable and a 486 notebook for
APE and Yogi's collection of games.
While testing out the laptop/APE, I got out my other 1200XL.
While playing some games, it wouldn't detect collisions between
players and stuff they're trying to avoid. eg. Elevator Repairman would
'BOINK' when he hits his head on an elevator. Keystone Kaper's
cop could run right thru planes and shopping carts.
Is there a possible chip that isn't working right? Or some other thing
I could replace to fix it?
Both 1200XLs keyboards didn't work so well, but I believe with a little
use they would work right.
Thanks

5661. Re: 1200XL collision detection

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 01:50:40 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Q1TFf.9872$2O6.5444@newssvr12.news.prodigy.com>
Source record: 7818

```
correction. Elevator Repairman would NOT 'Boink' with collision.
```

5662. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 02:02:59 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <ndTFf.87007$Q11.61114@tornado.ohiordc.rr.com>
Source record: 7819

Scott S wrote:

>
>
>> I don't know if it's more comptablie with the 400/800. Just making an
>> observation, my disk copy of Star Raiders is no measure, the cart works
>> fine on the my 800xl's.
>
> Did the disk version come out first? Do both the disk and cart have the
> same dates on them?
>
>>
>> I like it because there's no basic and it has a fresh keyboard, and looks
>> nice.
>>
>> You can find Translator here..
>>
>> http://ape.dyndns.org:8083/MISC/TRANSXL1.ATR
>> http://ape.dyndns.org:8083/MISC/TRANSXL2.ATR
>
> Ah, thanks!
>
>
>> I don't have a copy of the 1200xl OS ROM, but I suppose I could get one
>> out
>> of my 1200xl if you really wanted it.
>
> That'd be great, if it's not too much trouble. I'd like the chance to
> experiment with it a bit. Though there isn't an option in Atari800Win for
> it, replacing the standard ATARIXL.ROM bios file with yours should work...
>
>
>>
>> Where did you find the modified Star Raiders?
>
> Over the years I've gotten several dozen multi-game ATR files from friends
> and such, and it's on one of those.

I don't think there ever was a disk version, it's just a dump of the cart.

Well, I guess I spoke to soon about getting the ROM out of my 1200xl. I got
something, it's size is 16384 just like the others but it does not work in
Atari800 running on linux, I think Atari800Win is based on the same code.
It doesn't work in atari++ either.

There is some code here http://ch.twi.tudelft.nl/~sidney/atari/

that "will produce the ROM images that are byte-for-byte equal to the ones used in a wide range of Atari 8-bit hardware"

, including the 1200xl. It did produce a 1200xl ROM that ran in the atari++ emulator. PEEK(65527) does produce a 10 in the emulator, just like my real 1200xl. But, the "ROMCRC-32" utility at the same site produced different values (than my real 1200xl) while running in the emulator, with the exception of the sefltest value, that was the same.

Anyway, if you want to emulate the 1200xl I suppose you need atari++. I'll send you the working ROM by email. If you want to produce the ROMS yourself, you'll need a working cc65, or a real 1200xl.

Anyone know an easy way to dump the ROM yourself? I searched the group archives at google and used a little basic program David Firth posted, but he was talking about dumping the 800 OSA ROM. I tried to pop in the XL locations, but I have no idea what I'm doing. I think I ended up using 53151-65535. I've tried binary saves from dos, bsave from MAC/65. Probably in over my head. Just for giggles I ran strings on both ROMS and the first ten lines are identical, so I guess I'm close? It was fun trying anyway!

Here is the code David Firth posted.

```
10 OPEN #1,8,0,"D:ATARIOSA.ROM"
20 FOR I=55296 TO 65535
30 PUT #1,PEEK(I)
40 NEXT I
50 CLOSE #1
```

Well this really isn't what the thread was about, sorry folks. Maybe send me the suggestions or code by email, that would be cool.

Charlie

5663. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 04:08:09 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <J2VFf.87155$Q11.10110@tornado.ohiordc.rr.com>
Source record: 7820

Charlie wrote:

> Scott S wrote:
>
>>
>>
>>> I don't know if it's more comptablie with the 400/800. Just making an
>>> observation, my disk copy of Star Raiders is no measure, the cart works
>>> fine on the my 800xl's.
>>
>> Did the disk version come out first? Do both the disk and cart have the
>> same dates on them?
>>
>>>
>>> I like it because there's no basic and it has a fresh keyboard, and
>>> looks nice.
>>>
>>> You can find Translator here..
>>>
>>> http://ape.dyndns.org:8083/MISC/TRANSXL1.ATR
>>> http://ape.dyndns.org:8083/MISC/TRANSXL2.ATR
>>
>> Ah, thanks!
>>
>>
>>> I don't have a copy of the 1200xl OS ROM, but I suppose I could get one
>>> out
>>> of my 1200xl if you really wanted it.
>>
>> That'd be great, if it's not too much trouble. I'd like the chance to
>> experiment with it a bit. Though there isn't an option in Atari800Win for
>> it, replacing the standard ATARIXL.ROM bios file with yours should
>> work...
>>
>>
>>>
>>> Where did you find the modified Star Raiders?
>>
>> Over the years I've gotten several dozen multi-game ATR files from
>> friends and such, and it's on one of those.
>
>
>
> I don't think there ever was a disk version, it's just a dump of the cart.

>
> Well, I guess I spoke to soon about getting the ROM out of my 1200xl. I
> got something, it's size is 16384 just like the others but it does not
> work in Atari800 running on linux, I think Atari800Win is based on the
> same code. It doesn't work in atari++ either.
>
> There is some code here http://ch.twi.tudelft.nl/~sidney/atari/
>
> that "will produce the ROM images that are byte-for-byte equal to the ones
> used in a wide range of Atari 8-bit hardware"
>
> , including the 1200xl. It did produce a 1200xl ROM that ran in the
> atari++ emulator. PEEK(65527) does produce a 10 in the emulator, just like
> my real 1200xl. But, the "ROMCRC-32" utility at the same site produced
> different values (than my real 1200xl) while running in the emulator, with
> the exception of the sefltest value, that was the same.
>
> Anyway, if you want to emulate the 1200xl I suppose you need atari++. I'll
> send you the working ROM by email. If you want to produce the ROMS
> yourself, you'll need a working cc65, or a real 1200xl.
>
> Anyone know an easy way to dump the ROM yourself? I searched the group
> archives at google and used a little basic program David Firth posted, but
> he was talking about dumping the 800 OSA ROM. I tried to pop in the XL
> locations, but I have no idea what I'm doing. I think I ended up using
> 53151-65535. I've tried binary saves from dos, bsave from MAC/65. Probably
> in over my head. Just for giggles I ran strings on both ROMS and the first
> ten lines are identical, so I guess I'm close? It was fun trying anyway!
>
> Here is the code David Firth posted.
>
> 10 OPEN #1,8,0,"D:ATARIOSA.ROM"
> 20 FOR I=55296 TO 65535
> 30 PUT #1,PEEK(I)
> 40 NEXT I
> 50 CLOSE #1
>
> Well this really isn't what the thread was about, sorry folks. Maybe send
> me the suggestions or code by email, that would be cool.
>
> Charlie

Well, I must of been smokin crack. I pulled a working dump. :)

All is the same in atari++ except the selftest rom!

Charlie

5664. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 04:15:00 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <89VFf.30587$H71.4483@newssvr13.news.prodigy.com>
Source record: 7821

```
OK, The following is from a Newell disk, to move OS ROM to
RAM.
It seems straightforward enough, just copy all but $D000 to $D700.
I'm thinking that those addresses are for hardware chip addresses and
can't/shouldn't be accessed.
A BASIC program might go something like this.
10 CLOSE #1:OPEN #1,8,0,"D:OSDUMP.FLE"
20 FOR N=49152 TO 65535:REM $C000 TO $FFFF
30 IF N>=53248 AND N<=55040 THEN PUT #1,0:NEXT N:REM SKIP $D000 TO $D700
40 PUT #1,PEEK(N)
50 NEXT N
60 CLOSE #1
70 END

Newell's move OS to RAM M65:
10 .TITLE MOVE OS TO RAM
20 .OPT OBJ
30 *= $8000
40 START LDA #0
50 STA $022F TURN OFF ANTIC
60 STA $D40E
70 STA $D20E DISABLE INTRPTS
80 SEI MAKE SURE NO
90 LDA #$C0 INTERRUPTS
0100 STA $C1 SET UP BANK AREA
0110 LDY #0
0120 STY $C0
0130 L3 LDA ($C0),Y GET ROM BYTE
0140 TAX
0150 LDA #$FE
0160 AND $D301 CLR BIT 0 TO
0170 STA $D301 BANK TO OS RAM
0180 TXA
0190 STA ($C0),Y STORE BYTE
0200 LDA #$01
0210 ORA $D301
0220 STA $D301 BACK TO ROM
0230 INY GET READY NEXT
0240 CPY #0
0250 BNE L3 256 TIMES
0260 NOK INC $C1
0270 CLC DON'T UNDRSTND
0280 LDA $C1 THIS CNTRL LOOP
0290 CMP #$D0
```

```
0300 BCC T1 FROM $C0-$FF
0310 CMP #$D8 SKIP $D0-$D7
0320 BCC NOK
0330 T1 CMP #$00
0340 BNE L3
0350 CLC
0360 LDA #$FF
0370 STA $D40E
0380 LDA #$F7
0390 STA $D20E TURN ON NMI,IRQ
0400 LDA #$22
0410 STA $022F
0420 CLI
0430 RTS
0440 .END
```

5665. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 05:37:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43e834f45a3b60@comcast.net>
Source record: 7830

>Although First Star's packaging claims the screenshot shown on it (left pic)
>is an "actual game screen" from the Atari version, it's not a screenshot
>from the actual released version (right).
>
>http://tinyurl.com/bj5pb
>
>Now, the box for the PB version states for 400/800 only -- BUT if you look
>on page 2 and/or 3 of the manual, it mentions using it in a 1200XL! Check
>out the (awesome) atarimania.com site for pics.
>
>I don't know much about the 1200XL as far as what it was or wasn't
>compatible with (it's always been my understanding that it was practically
>incompatible with itself...) but is it more compatible with the 400/800s
>than with the other XLs?

I have played that game on my 400, XL and XE with no problems what so ever. To me it ran good on all three.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5666. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 05:43:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <43e834f45a3b61@comcast.net>
Source record: 7831
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit, comp.os.cpm

>How many people out there believe that life of old 8-bit systems and
>old 16-bit systems life will be spared because of Contiki? I believe
>this OS is the answer that all 8-bitters have been looking for. I think
>it offers more than just TCP/IP to old systems. It is a common ground
>for all 8-bit systems all the way from Z80 to 6502, a place where new
>apps can be ported from one system to another with little modification.
>I hope in the future we can see it grow. Maybe see the GUI abilities
>advance on systems like the Atari, C-128 and Apple. See a version be
>ported to run on a 32k TS-1000 with 1541 floppy drive. An apple IIGS
>native version. and add in modules and drivers to take advantage of
>home brew upgrades on 8-bit systems like CF cards and ram upgrades,
>video tweaks, or accelerators. Or maybe versions that would run on old
>CP/M computers like Northstar, or even Altair. How about include single
>board computers like Apple 1 or Cosmac ELF? The future of 8-bit
>computers is still wide open, and it is nice to see an OS like Contiki
>to make them sore. So programmers develope for it, and make it grand.
>Users, use it, and reap from it's benefits.
>
>http://www.sics.se/~adam/contiki/
>

I think Contiki definetly helps the 8-bit, but to me my 8-bit systems will
never die. I use and love them just as much now as I did when I first got
them. Others may think differently.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5667. Alternate Reality - Datasoft (Intellicreations)

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 06:14:49 UTC
From: "Steve S." <j70141@hot-REMOVETHIS-mail.com>
Message-ID: <43e83a12$0$7941$a15e20c9@news.newsgroupdirect.com>
Source record: 7822

1. Andreas Magenheimer
Aug 17 2000, 12:00 am hide options

Newsgroups: comp.sys.atari.8bit
From: Andreas Magenheimer <magea...@mail.uni-mainz.de> - Find messages by this author
Date: 2000/08/17
Subject: Whatever happened to Datasoft ?!?
Reply to Author | Forward | Print | Individual Message | Show original | Report Abuse

Well,
since Datasoft once was (and still is) one of my favourite 8bit vendors
and publishers, whatever happened to them ?? (or to Intellicreations,
since datasoft is a tm of IntelliCreations) - andreas

====
Hello Andreas,
Bit of a late reply, but I didn't get curious about this myself until about
now. I may have some of it wrong, as it got harder and harder to
investigate as time went on, but here is what I was able to dig up.

It appears that
Datasoft was purchased by,
Intellicreations who was eventually purchased by,
The Software Toolworks who eventually became.
Mindscape and was then known as,
The Learning Company which appears to now go by,
Selectsoft Publishing (SelectSoft is a division of MPS Multimedia)... who
since 2005 has licensed some of the following well known publishers,
including:

Broderbund
Activision
Capcom
Infogrames
Atari
and Hasbro Interactive

Here are a couple of links to current information:
http://en.wikipedia.org/wiki/SelectSoft_Publishing
http://www.selectsoftusa.com/
http://goliath.ecnext.com/coms2/product-compint-0000291252-page.html

MPS Multimedia Inc.
Private Company, Headquarters Location

138 West Harris Ave., South San Francisco CA 94080-5925, United States
(650)872-7100, (650)872-7133 fax, Primary SIC: Computers Peripheral Equip &
Software, Primary NAICS: Computer and Computer Peripheral Equipment and
Software Merchant Wholesalers
Description: Wholesale: Software distribution.

This company has been bought, sold, cheated, traded, beaten up, dumped,
thrown out the gutter, cut up and spit out, and tossed too many times to
count. Datasoft is hereby officially declared dead and buried. They
probably had it coming too, with the way they cheated Philip Price out of
his very well deserved royalties for a very good game.

--
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5668. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 06:29:08 UTC
From: Andrew Owen <aoweninoz@yahoo.com.au>
Message-ID: <1139293748.060618.213030@o13g2000cwo.googlegroups.com>
Source record: 7823
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

zwsdotcom@gmail.com wrote:
> Modern personal computers are black boxes designed to run
> shrinkwrapped software. They are shipped without programming tools and
> with no technical documentation whatsoever. Operating system vendors
> are actively working to confine software development to an exclusive
> club of licensees, and lower-level development at the
> direct-hardware-access layer is at best very difficult due to the
> unavailability of chipset documentation (in many cases due to the
> manufacturer's contractual obligations to preserve trade secret
> information related to intellectual property protection mechanisms),
> and the utter complexity and heterogeneity of PC hardware.

Apple doesn't quite fit this picture. To paraphrase:

Modern Mac computers are white boxes designed to run preinstalled and
shrinkwrapped software. They are shipped with a DVD full of programming
tools and technical documentation (xcode, gcc etc). Additional support
is available via Apple's website. Apple are actively working to open
software development to anyone who is interested because it is in thier
financial interest to see more Mac software created. Lower-level
development isn't something that anyone should want to do except for
very small programs. Even on a Z80 programs with more than about 8K of
code soon become difficult to develop in assembler without introducing
bugs. I think the PowerPC chip set is pretty well documented, but of
course Apple is in the process of switching to Intel. At least hardware
conflicts of the type experienced by PC owners are still rare on Macs.

I know there are some people who just bought a G4 based Mac that was
replaced by a cheaper Intel based one but I'm quite happy to have a G4
system (when virus writers finally get around to attacking the Mac I
doubt they'll be doing fat binaries). However I'm still very much
attached to the idea of RISC processors, since it does make lower level
stuff easier. I hope 10 years from now when I buy my next computer
there's still a choice rather than just ubiquitous x86 boxes. Maybe
someone will have successfully revived the Amiga by then? Guess not. :(

5669. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 07:10:46 UTC
From: "Steve S." <j70141@hot-REMOVETHIS-mail.com>
Message-ID: <43e8472d$0$7995$a15e20c9@news.newsgroupdirect.com>
Source record: 7824

fascinating,
though I couldn't understand why my score for ruling prometheus remained at
0.

"Docrotcod" <rahbart@cox.net> wrote in message
news:ToSBf.320229$0l5.120850@dukeread06...
> Well after somewhat popular demand, I have put my BBS back up.
>
> The Electric Cafe'
>
> Telnet over to thecafe.dtdns.net and use PORT 8888
>
> Everything is still intact. I have moved the equipment to my office to
> make it a bit easier to manage.
>
> Thomas
>

--
The Source For Premium Newsgroup Access
Great Speed, Great Retention
1 GB/Day for only $8.95

5670. Re: BRAVO SIERRA NEEDS YOUR INPUT!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 07:36:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602062317110.31989-100000@onyx.spiritone.com>
Source record: 7825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 6 Feb 2006 mail@freeman-studio.com wrote:

> With the exception of maybe the 8-bitters, any Atari computer can
> display 80 column text. Although, since you need a web browser to get
> to your site, anyway, why not just do it in HTML? That way it'll format
> itself to fit whatever size the web browser's window is.

If I'm going to do this, I need to follow follow the K.I.S.S. method or K.eep I.t S.imple S.tupid! My Web Site is already in HTML. My On-Line Catalogs already use HTML. As far as my Catalogs go, I maintain them in straight ASCII text in a simple Text Editor. ST Writer Elite v.4.8! Available for download, in the Lowest Common Denominator. Thanx! ===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5671. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 08:22:15 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <ds9lbn$qb3$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7826

Hi,

> Well, I guess I spoke to soon about getting the ROM out of my 1200xl. I got
> something, it's size is 16384 just like the others but it does not work in
> Atari800 running on linux, I think Atari800Win is based on the same code.
> It doesn't work in atari++ either.

If you're sure it is the right ROM image, please sent me the code and
I'll have a look on whether it is a usable ROM dump, and if it is, I'll
fixup the emulator code. It *should* work, though, because there's a
1200XL ROM support in atari++.

> There is some code here http://ch.twi.tudelft.nl/~sidney/atari/

> that "will produce the ROM images that are byte-for-byte equal to the ones
> used in a wide range of Atari 8-bit hardware"

> , including the 1200xl. It did produce a 1200xl ROM that ran in the atari++
> emulator. PEEK(65527) does produce a 10 in the emulator, just like my real
> 1200xl. But, the "ROMCRC-32" utility at the same site produced different
> values (than my real 1200xl) while running in the emulator, with the
> exception of the sefltest value, that was the same.

That depends on the options of the emulator. By default, it installs a couple
of ROM patches for the H: device and to speedup the SIO transfer. You can
disable these, though. Due to these patches, the checksums will differ. If
you want "all the original", disable the SIO patch and the H: device handler
and you should be fine.

> Anyone know an easy way to dump the ROM yourself? I searched the group
> archives at google and used a little basic program David Firth posted, but
> he was talking about dumping the 800 OSA ROM. I tried to pop in the XL
> locations, but I have no idea what I'm doing. I think I ended up using
> 53151-65535. I've tried binary saves from dos, bsave from MAC/65. Probably
> in over my head. Just for giggles I ran strings on both ROMS and the first
> ten lines are identical, so I guess I'm close? It was fun trying anyway!

It's not that easy. With the standard DOS (2.0S at least), you cannot save
ROMs to disk with BSAVE. Furthermore, you won't be able to save the selftest
ROM like this. You first need to enable the selftest, then dump manually
the lower Os area, 0xc000 to 0xcfff, then the selftest, then the upper Os
area, in that order.

```
> 10 OPEN #1,8,0,"D:ATARIOSA.ROM"
> 20 FOR I=55296 TO 65535
> 30 PUT #1,PEEK(I)
> 40 NEXT I
```

> 50 CLOSE #1

No, that's only the upper Os area. Enough for Os/A and Os/B, but not for the XL series.

So long,
Thomas

5672. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 08:23:50 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <ds9lem$qb3$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 7827

Hi,

> It seems straightforward enough, just copy all but $D000 to $D700.
> I'm thinking that those addresses are for hardware chip addresses and
> can't/shouldn't be accessed.

Sure they can be accessed, and they should be dumped. It's the selftest
in that region. It's just not visible there because it is banked in
elsewhere when enabled.

So long,
Thomas

5673. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 10:06:35 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e8712b$0$11077$e4fe514c@news.xs4all.nl>
Source record: 7828
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> Peter, you're missing one very large element: Nostalgia.

Hmm, nostalgia for me means that I like to have those old computers as original as possible. So running Contiki on a C64 does nothing for my feelings of nostalgia. Running GEOS on a C64, however, is a whole different thing.

PeterV

5674. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 10:11:38 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e8725a$0$11075$e4fe514c@news.xs4all.nl>
Source record: 7829
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

You have hit the target straight in the center with your conclusions. I have nothing more to add :).

> The 68000 (and 010) are extraordinarily inefficient CPUs by modern
> standards, and complex to use and interface. There is little practical
> value in learning the M68K instruction set because it's practically a
> dead family.

Sadly the instruction set is a dead family. But it's NOT complex to use and interface, on the contrary. Maybe you only have experience with a Commodore Amiga, which does have a fairly complicated architecture. But if you look at simple 68000 designs, they are not much different from the older designs around 8-bit computers. An 8088 is much harder to interface, with all those stupid clock phases and it's silly memory map.

PeterV

5675. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 11:56:58 UTC
From: "William J. Leary Jr." <Bill_Leary@msn.com>
Message-ID: <kvCdnTTBHtM2F3XenZ2dnUVZ_tidnZ2d@comcast.com>
Source record: 7832
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

"Peter de Vroomen" <peterv[at][spamblock]jaytown[dot]com> wrote in message
news:43e8725a$0$11075$e4fe514c@news.xs4all.nl...
> > The 68000 (and 010) are extraordinarily inefficient CPUs by modern
> > standards, and complex to use and interface. There is little practical
> > value in learning the M68K instruction set because it's practically a
> > dead family.
>
> Sadly the instruction set is a dead family.

I've been working with Coldfire a lot of late. Using assembler on it is like a
time warp back to when I was using the 68K family back in the late '80s.

- Bill

5676. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 12:02:01 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139313721.917641.116310@g44g2000cwa.googlegroups.com>
Source record: 7833
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

William J. Leary Jr. wrote:

> > > value in learning the M68K instruction set because it's practically a
> > > dead family.
> >
> > Sadly the instruction set is a dead family.
>
> I've been working with Coldfire a lot of late. Using assembler on it is like a

Since Palm went to ARM, ColdFire is more or less a dead end, IMHO.

5677. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 12:49:55 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <TH0Gf.120486$PY6.50594@tornado.ohiordc.rr.com>
Source record: 7834

Thomas Richter wrote:

> Hi,
>
>> Well, I guess I spoke to soon about getting the ROM out of my 1200xl. I
>> got something, it's size is 16384 just like the others but it does not
>> work in Atari800 running on linux, I think Atari800Win is based on the
>> same code. It doesn't work in atari++ either.
>
> If you're sure it is the right ROM image, please sent me the code and
> I'll have a look on whether it is a usable ROM dump, and if it is, I'll
> fixup the emulator code. It *should* work, though, because there's a
> 1200XL ROM support in atari++.

No I wasn't sure at this point I had anything right.

>
>> There is some code here http://ch.twi.tudelft.nl/~sidney/atari/
>
>> that "will produce the ROM images that are byte-for-byte equal to the
>> ones used in a wide range of Atari 8-bit hardware"
>
>> , including the 1200xl. It did produce a 1200xl ROM that ran in the
>> atari++ emulator. PEEK(65527) does produce a 10 in the emulator, just
>> like my real 1200xl. But, the "ROMCRC-32" utility at the same site
>> produced different values (than my real 1200xl) while running in the
>> emulator, with the exception of the sefltest value, that was the same.
>
> That depends on the options of the emulator. By default, it installs a
> couple of ROM patches for the H: device and to speedup the SIO transfer.
> You can disable these, though. Due to these patches, the checksums will
> differ. If you want "all the original", disable the SIO patch and the H:
> device handler and you should be fine.
>

Ah. I dont know why I couldnt get anything to work the other night. I just
tried again and the 1200xl ROM from the atarirom package works even in
Atari800. My dump works too. I disabled the patches and now the ROMCRC-32
checksums are identical to that on the authors page. Thanks!

>> Anyone know an easy way to dump the ROM yourself? I searched the group
>> archives at google and used a little basic program David Firth posted,
>> but he was talking about dumping the 800 OSA ROM. I tried to pop in the
>> XL locations, but I have no idea what I'm doing. I think I ended up using
>> 53151-65535. I've tried binary saves from dos, bsave from MAC/65.
>> Probably in over my head. Just for giggles I ran strings on both ROMS and

>> the first ten lines are identical, so I guess I'm close? It was fun
>> trying anyway!
>
> It's not that easy. With the standard DOS (2.0S at least), you cannot save
> ROMs to disk with BSAVE. Furthermore, you won't be able to save the
> selftest ROM like this. You first need to enable the selftest, then dump
> manually the lower Os area, 0xc000 to 0xcfff, then the selftest, then the
> upper Os area, in that order.
>
>> 10 OPEN #1,8,0,"D:ATARIOSA.ROM"
>> 20 FOR I=55296 TO 65535
>> 30 PUT #1,PEEK(I)
>> 40 NEXT I
>> 50 CLOSE #1
>
> No, that's only the upper Os area. Enough for Os/A and Os/B, but not for
> the XL series.
>

I really didnt think it was that easy, but what the hey it was worth a shot.
Funny thing is even doing it this way I got a working dump, at least enough
to get sparta rollin and run the crc util. But I really would like to make
my own proper ROM, so I'll give this a shot, thanks again.

> So long,
> Thomas

5678. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 15:46:33 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <th3Gf.42299$dW3.26671@newssvr21.news.prodigy.com>
Source record: 7835

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> wrote:
> Hi,
>
> > It seems straightforward enough, just copy all but $D000 to $D700.
> > I'm thinking that those addresses are for hardware chip addresses and
> > can't/shouldn't be accessed.
>
> Sure they can be accessed, and they should be dumped. It's the selftest
> in that region. It's just not visible there because it is banked in
> elsewhere when enabled.
>
> So long,
> Thomas
I recall just accessing some $D000 addresses will cause bank switching.
The selftest vector is at $E471, which in my 1200XL is a JMP $FCE1.
So, I don't think self test is in $D000-$D700. I still think this area
requires some special handling. $D000-$D0FF is GTIA, $D100-$D1FF
are unused, $D200-$D2FF is POKEY, $D300-$D3FF PIA (PORTB,A),
$D400-$D5FF Antic, $D600--$D7FF unused, not empty, $D800-$FFFF
10K OS ROM.

5679. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 15:53:35 UTC
From: Anders Carlsson <anders.carlsson@sfks.se>
Message-ID: <wk4q3brws6.fsf@sfks.se>
Source record: 7836
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

"Peter de Vroomen" <peterv[at][spamblock]jaytown[dot]com> writes:

>> Peter, you're missing one very large element: Nostalgia.
>
> Hmm, nostalgia for me means that I like to have those old computers
> as original as possible. So running Contiki on a C64 does nothing
> for my feelings of nostalgia. Running GEOS on a C64, however, is a
> whole different thing.

I agree. Me too! AOL! Or whatever.

Although I've been working with Contiki, which is a cool project but
nothing that nostalgic people will reflect over. Maybe enthusiasts
who have wired their own network card but lacks an OS to run it with.

(quite a bit of cross-post, and still several relevant groups are
missing)

--
Anders Carlsson

5680. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 15:56:42 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e8c33a$0$11073$e4fe514c@news.xs4all.nl>
Source record: 7837
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> > > > value in learning the M68K instruction set because it's practically
a
> > > > dead family.
> > >
> > > Sadly the instruction set is a dead family.
> >
> > I've been working with Coldfire a lot of late. Using assembler on it is
like a
>
> Since Palm went to ARM, ColdFire is more or less a dead end, IMHO.

What I liked about the M68K instruction set is the way it still was tailored to handcoded assembly programmers. The Commodore Amiga became a success because all the C64 6510 hand coders got a processor which was easier to code for, was faster, and more versatile too.

The 8088 on the other hand had such an ugly instruction set that it was shunned for years by the people who matter :D. Thats the main reason why the PC had so few games in the 80's. Only with the 80486 Intel's instruction set was cleaned up so much that I would dare to hand-code assembly for it. And that really means I will *never* hand-code assembly programs for it *ever*, as today's programming tools are so much better and the processors are so much faster.

The ARM is a RISC processor, and RISC processors are not really suitable to hand-coding. Assembly code for a RISC processor needs to be optimized to have it make use of all the advanced features. Unoptimized code is often slower than unoptimized code of CISC processor, while optimized code may run MUCH faster than optimized code of a CISC processor.

So stepping over to ARM and hand-coding for it to learn about assembly language is not very efficient. Better to start on the M68K and then going on to ARM. Things like 'pipeline' and 'branch prediction' will be a lot easier to understand for a student.

Did you know, by the way, that the 6502 processor (or at least the 65xx family) is the worlds first microprocessor to have a pipeline (or so I was told at school)?

PeterV

5681. Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 16:02:51 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <11uhh5bdven85a9@corp.supernews.com>
Source record: 7838

Anyone using the Contiki web browser? What hardware/settings do you use? I have a 130XE connected to a P/R connect and a Lantronix UDS-10 and ethernet/cable network.

TIA,
Joe
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

5682. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 16:12:00 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139328720.627077.101720@g14g2000cwa.googlegroups.com>
Source record: 7839
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> The ARM is a RISC processor, and RISC processors are not really suitable to
> hand-coding. Assembly code for a RISC processor needs to be optimized to
> have it make use of all the advanced features. Unoptimized code is often

Actually the ARM is the RISC micro you're most likely to need to
hand-optimize. Writing high-performance ARM code, especially when
interrupt latency is a problem, involves dancing between 32-bit and
Thumb modes, and _very_ careful juggling with register usage.

5683. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 16:13:52 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <4H3Gf.42300$dW3.23839@newssvr21.news.prodigy.com>
Source record: 7840

I remember the XL/XE self test is a bank switch area in lower
memory. In XL/XE the self-test code is at $5000 and is bank switched
enabled when PORTB bit 7 is 0ed. So, there's OS ROM at $5000, how
do you handle that in a ROM dump? The code is from $5000-$57FF.
This is a bank switching function. I think the code that 1200XL jumps
to in upper $Exxx ROM does the bank switching and jumps to the
$5000 code.
Sorry if I'm confused. Just trying to figure how to make a
good dump of 1200XL ROM.

5684. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 16:39:12 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dsaifgfik1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7841

Hi,

> I remember the XL/XE self test is a bank switch area in lower
> memory. In XL/XE the self-test code is at $5000 and is bank switched
> enabled when PORTB bit 7 is 0ed. So, there's OS ROM at $5000, how
> do you handle that in a ROM dump? The code is from $5000-$57FF.
> This is a bank switching function. I think the code that 1200XL jumps
> to in upper $Exxx ROM does the bank switching and jumps to the
> $5000 code.
> Sorry if I'm confused. Just trying to figure how to make a
> good dump of 1200XL ROM.

The point is really that the selftest *IS* at 0xd000 to 0xd7ff, just
that it is not visible there unless mapped in. And if mapped in,
it appears at 0x5000.

Thus, to make a good dump, first

i) Loop over 0xc000 to 0xcfff, dump bytes there,
ii) map in the selftest by setting bit 7 of 0xd301 to zero
iii) dump the area from 0x5000 to 0x57ff
iv) disable the selftest
v) dump the area from 0xd800 to 0xffff

The problematic part of all this might be that 0x5000 might or
might not be part of the RAM your basic program occupies. Thus,
your program should rather be short. The resulting binary is
really how the bytes are arranged in the ROM, in that order.
As you see, the "ROM hole" from 0xd000 to 0xd7ff fits nicely
into the selftest area 0x5000 to 0x57ff.

As for the 1200XL, it didn't have a selftest IIRC. Instead,
this part of the ROM just shows a nice "rainbow colored"
Atari Logo.

So long,
Thomas

5685. Re: Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 19:38:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0032971c@familynet-international.org>
Source record: 7757

FamilyNet International Newsgate

Well, I'm getting this announcement out half an hour before the chat. :)

See you there at 8 pm CST at...

telnet://216.240.173.22

(Or I think it is telnet://www.atarinews.net .. or net... I use the IP address
myself.)

Instructions briefly for first timers...

type...
bbs
bbs

Next login type name and password (if you don't have one it doesn't take long
to get one.)

>enter<
t (talk)
c (chat)
(enter a chat name)
You're there!

> From: <kenames@pacbell.net>
> hi,
> I would just like to have the announcement made earlier in the day
> when the chat is going to happen. my memory is going so constant
> reminders never hurt me. :)
> Ken
> On Thu, 2 Feb 2006 13:19:46 UTC, "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet International Newsgate
>>
>> > From: bill@newbreedsoftware.com (William Kendrick)
>> > Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> >> This BBS was setup mainly for its chat feature... to give the guys
>> >> from the Atar i forum on Delphi a place to chat. We'll see how it
>> >> goes. A full BBS is obviousl y overkill but after trying a few web
>> >> based chat systems and the Atari web browser having a problem with
>> >> frames and refresh headers, this seemed like the next step
>>> Curious... have you thought about IRC? It can be done from a text terminal
>> > (e.g., if you have access to a Unix shell), and there are clients for
>> > most OSes. (I'm be surprised if there were no Atari ST IRC clients.)
>> > Of course, it doesn't have the nostalgic charm that a BBS has, but... :)

>> > --
>> > -bill! Tux Paint 2006 wall calendar,
>> > bill@newbreedsoftware.com CDROM, bumper sticker & apparel
>> > http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw
>>
>> You know of any good servers I can telnet into that has IRC? (I don't
>> think there is a IRC program for the Atari 8-bits yet).
>>
>> Other than that, you can also hit the java Ataritimes.com chat on Monday
>> nights too, but the Atarinews chat is for the most part, there already, and
> run
>> by an Atarian who is happy to run it. So why not?
>>
>> Naturally I liked the other chat room I was with around July of last
>> year... fun place, but last I heard went down. :(
>>
>> Doc Clu
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.familynet-international.org
>>
> --

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5686. TRADE ANYONE??

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 21:00:44 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1139346044.414137.315720@o13g2000cwo.googlegroups.com>
Source record: 7842

I got a COMMODORE 64 COMPUTER sitting here and I NED AN ATARI 1200XL!
Anyone interested in TRADING????

Charles

5687. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 21:22:06 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <2c8Gf.52691$PL5.33716@newssvr11.news.prodigy.com>
Source record: 7843

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> wrote> Hi,
>
snip my confusing stuff
> > Sorry if I'm confused. Just trying to figure how to make a
> > good dump of 1200XL ROM.
>
> The point is really that the selftest *IS* at 0xd000 to 0xd7ff, just
> that it is not visible there unless mapped in. And if mapped in,
> it appears at 0x5000.
>
> Thus, to make a good dump, first
>
> i) Loop over 0xc000 to 0xcfff, dump bytes there,
> ii) map in the selftest by setting bit 7 of 0xd301 to zero
> iii) dump the area from 0x5000 to 0x57ff
> iv) disable the selftest
> v) dump the area from 0xd800 to 0xffff
>
> The problematic part of all this might be that 0x5000 might or
> might not be part of the RAM your basic program occupies. Thus,
> your program should rather be short. The resulting binary is
> really how the bytes are arranged in the ROM, in that order.
> As you see, the "ROM hole" from 0xd000 to 0xd7ff fits nicely
> into the selftest area 0x5000 to 0x57ff.
OK, I don't think a small BASIC program would interfere with $5000.

> As for the 1200XL, it didn't have a selftest IIRC. Instead,
> this part of the ROM just shows a nice "rainbow colored"
> Atari Logo.
>
> So long,
> Thomas
I see how to dump a 800XL 130XE that have the self test now.
I don't think the 1200XL has the banking tho. The pointer to
where to do the self test (BYE in BASIC) is at $E471 and in
the 1200XL JMPs to FCE1, I think there's enough room for the
rainbow logo there without the bank switching.
In a Omnimon $E471 JMPs to $F2C9 and in my 800XL JMPs
to $F223.
If 1200XL doesn't do the switching, then just a dump from $C000
to $FFFF should work.

5688. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 22:24:33 UTC
From: Mark McDougall <msmcdoug@no.spam.iinet>
Message-ID: <43e91e0e$0$30437$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 7844
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

zwsdotcom@gmail.com wrote:

> Actually the ARM is the RISC micro you're most likely to need to
> hand-optimize. Writing high-performance ARM code, especially when
> interrupt latency is a problem, involves dancing between 32-bit and
> Thumb modes, and _very_ careful juggling with register usage.

Most processors are going to benefit from a bit of hand-coded assembly in an ISR, so your point is moot.

What Peter was getting at is that writing hand-optimised assembler is an art form at the best of times, and doubly so an a RISC architecture. Someone cutting their teeth on assembler is much better off on a CISC than worrying about the branch pipelines and shuffling data between 128 registers...

Regards,

--
| Mark McDougall | "Electrical Engineers do it
| <http://members.iinet.net.au/~msmcdoug> | with less resistance!"

5689. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 22:34:11 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139351651.646386.92720@o13g2000cwo.googlegroups.com>
Source record: 7845
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Mark McDougall wrote:

> Most processors are going to benefit from a bit of hand-coded assembly in an
> ISR, so your point is moot.

Not at all. ARM is particularly challenged w.r.t interrupt latency, so it requires careful tweaking. It is also possibly the most broadly used 32-bit core, by which I mean it is found in big devices that are microprocessors, and small devices that are microcontrollers with no external memory bus and say 32K of internal flash/2K internal RAM.

These tiny ARM devices are being positioned to replace 8-bit devices in a large number of low-level control applications, many of which are not coded in C.

Learning to code in ARM assembler is by no means a useless skill, as it is directly applicable to modern-day engineering tasks.

AVR is a RISC architecture too, albeit an 8-bit one. Ditto MSP430 (16-bit RISC). Nobody would suggest that it is silly to learn these assembly languages.

5690. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 22:38:11 UTC
From: Mark McDougall <msmcdoug@no.spam.iinet>
Message-ID: <43e9213f$0$3663$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 7846
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

zwsdotcom@gmail.com wrote:

> AVR is a RISC architecture too, albeit an 8-bit one. Ditto MSP430
> (16-bit RISC). Nobody would suggest that it is silly to learn these
> assembly languages.

Silly? Of course not! The best for a newbie? IMHO - not!

Regards,

--
| Mark McDougall | "Electrical Engineers do it
| <http://members.iinet.net.au/~msmcdoug> | with less resistance!"

5691. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 22:45:57 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139352357.148718.259830@g43g2000cwa.googlegroups.com>
Source record: 7847
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Mark McDougall wrote:

> > AVR is a RISC architecture too, albeit an 8-bit one. Ditto MSP430
> > (16-bit RISC). Nobody would suggest that it is silly to learn these
> > assembly languages.
>
> Silly? Of course not! The best for a newbie? IMHO - not!

?!! AVR is ROUTINELY used in introductory-level educational courses
(assembly language).

5692. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 22:45:58 UTC
From: "Nick Humphries, via obd" <nickjunk@egyptus.co.uk>
Message-ID: <Pine.LNX.4.61.0602072244230.4514@obd.egyptus.co.uk>
Source record: 7748
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

On Tue, 6 Feb 2006 zwsdotcom@gmail.com wrote:

>
> spi...@freenet.co.uk wrote:
>
>>> Oh oh! I think I know GCC's friends. It's Mr. lint and Mr. grep right? :-)
>>
>> You forgot mr make, mr bison and mr autoconf
>
> You must be a programmer of unparalleled skills and not much interest
> in low-level detail.
>
> I create this psychological profile on the basis of the fact that you
> neglected to mention Messyrs. gdb and gas.

OK, now I'm scared. I'm a huge fan of Linux and FLOSS in general, but not
even the most reclusive part of me would claim that these are friends of
mine who have had the priviledge of penetrating my inner circle...

--
Nick Humphries, nick@egyptus.co.uk http://www.egyptus.co.uk/
Your Sinclair Rock'n'Roll Years http://www.ysrnry.co.uk/
YSRnRY documentary (1985 OUT NOW) http://www.ysrnry.co.uk/tvprog/
The Tipshop http://www.the-tipshop.co.uk/

5693. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 22:57:50 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43e925ed$0$6922$91cee783@newsreader02.highway.telekom.at>
Source record: 7749
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

zwsdotcom@gmail.com wrote:

>
> spi...@freenet.co.uk wrote:
>
> > > Oh oh! I think I know GCC's friends. It's Mr. lint and Mr. grep
> > > right? :-)
> >
> > You forgot mr make, mr bison and mr autoconf
>
> You must be a programmer of unparalleled skills and not much interest
> in low-level detail.
>
> I create this psychological profile on the basis of the fact that you
> neglected to mention Messyrs. gdb and gas.

Hi!

What is Messyrs. gdb and gas?

Best Regards,

Daniel Mandic

5694. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 23:17:46 UTC
From: ron saarna <dukie@sympatico.ca>
Message-ID: <CT9Gf.17298$1e5.417653@news20.bellglobal.com>
Source record: 7752
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

"Your Name Here=Harvey" <kiwi@ing.notin.aus> wrote in message
news:ds8i82vpl1@lust.ihug.co.nz...

> When the Atari 400 and 800 computers were designed - I personally think
> that the 400's keyboard was it's letdown. If they had the foresight
> to have had that keyboard upgradeable, and to enable a cheaper 800
computer
> to get to the market, more consumers would have been enticed to the
> Atari Computers, rather than to Apple or Commodore, etc.

Just as a point of note: When purchasing my 400, there was the option for a touch keyboard instead instead of the membrane, which I chose. It cost more, and there was also a memory upgrade for about enough to place my 400 $175 cheaper than the 800. I figured I could live without two cartridge slots. They were all possibly aftermarket items, but you could never tell by the look and performance. But these were the days when a "computer store" pretty much only dealt with one line, and was a hole in the wall.

> Overseas the Atari Computers were very much overpriced with an importers
> markup profit added to it, which made it horribly expensive, and this
> continued for some years. And only with the decline of Atari, and the
> appearance of so many competiting computers, did the price finally drop
> to more affordable levels. If a cheaper pricing strategy was done at the
> very earliest opportunity, Atari could have developed years of dominance
> before the likes of the C64, Spectrum, BBC etc appeared.

Possibly. I like to think of this situation as the same thing that MSoft is doing with the Xbox360 pricing scheme. I hope they have learned the lessons past, or at least think the market has moved beyond the 80's. It is their game to play, I guess. Now all computers are readily available, in most stores. (except Apple, but that is a boutique). Why give a dumbed down version of your flagship product? This can only serve to antagonize customers.

> They should have realised what they had, at the time.
> The Atari 400/800 computers were ahead for their time, and they should
> have taken advantage of that lead.

Hindsight is 20:20, and so are my comments. Yes they should have, as Apple was the only other game in town (ignoring PC jr,, which tanked). In my day, the Vic was the only serious competition when it came to purchasing decisions, but really?

5695. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 23:18:41 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <lV9Gf.8293$37.5418@newsfe3-win.ntli.net>
Source record: 7750
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Nick Humphries, via obd wrote:

> not even the most reclusive part of me would claim that these are
> friends of mine who have had the priviledge of penetrating my inner
> circle...

F'nar!

D.

5696. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 23:21:03 UTC
From: Chris Cowley <chrrris@gmail.com>
Message-ID: <ukaiu19fjskaidt50qhat123e34sffi96c@4ax.com>
Source record: 7751
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

On 07 Feb 2006 22:57:50 GMT, "Daniel Mandic" <daniel_mandic@ping.at>
wrote:

>> I create this psychological profile on the basis of the fact that you
>> neglected to mention Messyrs. gdb and gas.
>
>What is Messyrs. gdb and gas?

http://www.justfuckinggoogleit.com/search?q=gdb+gas

5697. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-07 23:48:54 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <XlaGf.356382$0l5.216879@dukeread06>
Source record: 7753

Apparently I have a buggy version and I need to get an update from Steve
Carden. Will post a message on here after I get the update. Sorry about
that :(

Thomas

"Steve S." <j70141@hot-REMOVETHIS-mail.com> wrote in message
news:43e8472d$0$7995$a15e20c9@news.newsgroupdirect.com...
> fascinating,
> though I couldn't understand why my score for ruling prometheus remained
> at 0.
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:ToSBf.320229$0l5.120850@dukeread06...
>> Well after somewhat popular demand, I have put my BBS back up.
>>
>> The Electric Cafe'
>>
>> Telnet over to thecafe.dtdns.net and use PORT 8888
>>
>> Everything is still intact. I have moved the equipment to my office to
>> make it a bit easier to manage.
>>
>> Thomas
>>
>
>
> --
> The Source For Premium Newsgroup Access
> Great Speed, Great Retention
> 1 GB/Day for only $8.95

5698. looking for Atari Artist rom

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 00:49:37 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <v6ycnYeQmdCs3XTeUSdV9g@ptd.net>
Source record: 7754

Is this online anywhere?

5699. Re: looking for Atari Artist rom

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 01:13:03 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <SKicnUXBGZ4q2HTeUSdV9g@ptd.net>
Source record: 7755

Michael Current just directed me to a site that has it:
http://www.strotmann.de/twiki/bin/view/APG/AtariMaxWithDos

"Scott S" <scottith@ptd.net> wrote in message
news:v6ycnYeQmdCs3XTeUSdV9g@ptd.net...
> Is this online anywhere?
>

5700. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 01:58:11 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.02.08.01.58.08.471959@crowcastle.net>
Source record: 7756

What I would have liked to have seen is a better memory system, perhaps with the 1200XL.

Imagine the system with a 20-bit memory bus (a 1MB address space). Split memory into 4K segments. There would be 16 registers, such that the top 4 bits of each 16-bit address would select a segment register to use for the top 8-bits of the effective 20-bit address. Of course, a separate set of registers would be used for graphics memory.

A clever re-write of the OS would allow it to be mostly out of the base 64K. DOS and BASIC could be included in the OS without using much RAM. And if the design had been in place before the 400/800 were released, the original OS could have been laid out to accommodate the bank selecting without breaking compatibility (putting all jump tables in the same 4K and such).

On the hardware side, they should have come out with a PBI-based floppy drive at the same time as the 800XL was released. Perhaps a drive with both interfaces, so that they would only have to market one to keep supporting older systems. (Can you boot off of the PBI? You should be able to; where are the programming specs for that? Why isn't there a PBI2PC instead of just SIO2PC?)

5701. Atari 8-bit Picture and Sound Programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 03:26:05 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <vudGf.1700$UD1.1423@bignews2.bellsouth.net>
Source record: 7758

Was wondering what are the best programs on the 8-bit Atari to view
pictures such as .GIF or some of the other popular formats?

Is there one that will display Atari ST 16 color pictures or better?

Also Sound and Music files, What are the best programs to play
Sound and Music files?

Any that will play Atari ST Digitized Sound files or other Digitized Sound
formats?

I remember one that would display .GIF pictures, but it was slow and thats
been a few years ago. Hoping something better has came along.

Phantom
phantomm@bellsouth.net

5702. FA: Ebay Atari XEGS Boxed and Large Group XL XE Game Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 05:21:58 UTC
From: "Mr. Lee" <bubba@biff.com>
Message-ID: <vcfGf.39881$bF.36133@dukeread07>
Source record: 7759

http://search.ebay.com/_W0QQsassZ2005klr650QQhtZ-1QQfrppZ50QQfsopZ1QQfsooZ1QQrdZ0?

5703. Re: TRADE ANYONE??

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 05:33:57 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <U7mdnV0_yrQiH3TenZ2dnUVZ_tidnZ2d@comcast.com>
Source record: 7760

"ramswell" <shifty_butch@hotmail.com> wrote in message
news:1139346044.414137.315720@o13g2000cwo.googlegroups.com...
> I got a COMMODORE 64 COMPUTER sitting here and I NED AN ATARI 1200XL!
> Anyone interested in TRADING????

I think you're barking up the wrong tree with this newsgroup, especially for
an even trade regarding those 2 computers.

>
>
> Charles
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5704. Re: Atari 8-bit Picture and Sound Programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 05:49:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.08.05.49.37.30161@charter.net>
Source record: 7761

On Tue, 07 Feb 2006 22:26:05 -0500, phantomm wrote:

> Was wondering what are the best programs on the 8-bit Atari to view
> pictures such as .GIF or some of the other popular formats?

Hi Phantom! :-)

Can't help with the sound stuff but I've heard nothing but good stuff
about this app:

http://rjespino.tripod.com/8bit/a8jdpeg/a8jdpeg.html

--
_/_/_/

5705. Re: Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 07:08:17 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <43E998E1.BC2AFC7D@a8maestro.com>
Source record: 7762

So do you still need an Omniview XL rom image? I can make one from mine.

Rick D.
reply to:webnews "a t " a8maestro.com as needed.

Jason Harmon wrote:

> Thanks for your help.
>
> This is the one version that I found on XL Search. The Omnimon ROM seems to
> work fine, however the Omniview ROM in the ZIP (hires.rom I assume), does
> not seem to work correctly. First the GR.0 text is a modified char set,
> which Omniview did not have. More importantly, calling the entry point to
> 80 column mode (X=USR(49152)), crashes Atari800WinPlus and does not work.
>
> Thanks.
>
> -Jason Harmon
>
> "Daniel Koï¿½miï¿½ski" <dely@GIN.SPAMERZE.tkdami.net> wrote in message
> news:drf99ujcb1@inews.gazeta.pl...
> > Jason Harmon napisaï¿½(a):
> >
> >> Does anyone out there have a working ROM image of the Omniview XL OS?
> >
> > I have ;)
> >
> > I have uploaded it here -> http://cyklon.be/OmniView.zip
> >
> > Greetings from cold Poland.
> >
> > dely

--
DO NOT REPLY TO ABOVE.
Use rld2006" a t "a8maestro.com(fixed) instead.

5706. Re: XF551 Diagnostic

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 07:17:48 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <43E99B1C.A05AD9CF@a8maestro.com>
Source record: 7763

Well, the obvious is to make sure the drive head is clean and that there is a
pressure pad under it.

Rick D.
--
DO NOT REPLY TO ABOVE.
Use webnews" a t "a8maestro.com(fixed) instead.

Jack Tseng wrote:

> Do you have any XF551 Diagnostic program to check the XF rom if XF rom is
> ok? Because the XF disk drive can not read/write/format the disk.... : (
> Any help?
>
> Thanks!
> Jack

5707. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 09:57:59 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e9c0a7$0$11068$e4fe514c@news.xs4all.nl>
Source record: 7764
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> What Peter was getting at is that writing hand-optimised assembler is an
art
> form at the best of times, and doubly so an a RISC architecture. Someone
> cutting their teeth on assembler is much better off on a CISC than
worrying
> about the branch pipelines and shuffling data between 128 registers...

Right, exactly what I meant. :)

It's actually even worse. Most opcodes of modern RISC processors are tailored to some specific high-level language (of course, mostly C or C++). The high-level language compiler can optimize way better for these processors than a programmer can do by hand. Typically, IF more optimization is needed, the programmer needs to only optimize one or two simple routines. Optimizing the rest of the code by hand just doesn't weigh up against the time it costs.

PeterV

5708. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 10:04:39 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e9c237$0$11067$e4fe514c@news.xs4all.nl>
Source record: 7765
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> Learning to code in ARM assembler is by no means a useless skill, as it
> is directly applicable to modern-day engineering tasks.

No, of course not, but optimizing for a RISC processor is simply more challenging than optimizing for a CISC processor. If you want to learn assembly, it's best to start with a CISC processor, learn the basics, and then step up to the RISC processor.

Hand-optimization will allways be needed, and a good programmer can probably optimize the code better than a compiler can. But hand-optimization only applies to small pieces of the code, like Interrupt Service Routines. Generally a program consists of more than just an ISR :).

And about 'RISC architecture'... Of course these days the differences between RISC and CISC are pretty muddy. A Pentium 4 processor has all the characteristics of a RISC processor, but it still has a CISC instruction set. So does the AVR. The PIC, however, has an instruction set that is really RISC. Very limited, but every instruction is executed very fast. Often you need more than one instruction to accomplish something a CISC processor does in one instruction.

PeterV

5709. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 10:06:56 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e9c2c0$0$11073$e4fe514c@news.xs4all.nl>
Source record: 7766
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

```
> > > AVR is a RISC architecture too, albeit an 8-bit one. Ditto MSP430
> > > (16-bit RISC). Nobody would suggest that it is silly to learn these
> > > assembly languages.
> >
> > Silly? Of course not! The best for a newbie? IMHO - not!
>
> ?!! AVR is ROUTINELY used in introductory-level educational courses
> (assembly language).
```

AVR is indeed suited for beginners. Don't know about the MSP430. But I'd say that the ARM is not for beginners. And I think Mark meant the ARM when he gave his comment :).

PeterV

5710. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 10:12:00 UTC
From: Peter de Vroomen <peterv>
Message-ID: <43e9c3f0$0$11064$e4fe514c@news.xs4all.nl>
Source record: 7767
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Hmmm.

In comp.sys.apple2, somebody posted a link to this chip:
http://www.winbond-usa.com/mambo/content/view/286/523/#ProductSelectionGuide

This chip is just WAITING for a port of Contiki, I'd say :).

PeterV

5711. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 11:20:46 UTC
From: Mark McDougall <msmcdoug@no.spam.iinet>
Message-ID: <43e9d3f9$0$3658$5a62ac22@per-qv1-newsreader-01.iinet.net.au>
Source record: 7768
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> In comp.sys.apple2, somebody posted a link to this chip:
> http://www.winbond-usa.com/mambo/content/view/286/523/#ProductSelectionGuide
>
> This chip is just WAITING for a port of Contiki, I'd say :).

This is the same processor as the SNES (Super Nintendo Entertainment System)
- albeit slightly faster ;)

Regards,

--
| Mark McDougall | "Electrical Engineers do it
| <http://members.iinet.net.au/~msmcdoug> | with less resistance!"

5712. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 12:23:33 UTC
From: zwsdotcom@gmail.com
Message-ID: <1139401413.586224.283840@z14g2000cwz.googlegroups.com>
Source record: 7769
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> In comp.sys.apple2, somebody posted a link to this chip:
> http://www.winbond-usa.com/mambo/content/view/286/523/#ProductSelectionGuide
>
> This chip is just WAITING for a port of Contiki, I'd say :).

Hardly. It's a masked part only (though without reading the datasheet I can guarantee that it supports external serial ROM also). This chip is intended for those multi-game TV games built into a joystick or other controller. It is a "me-too" part since Sunplus (a Winbond competitor in the toy market) had enormous success with their SNES-on-a-chip. You won't be able to buy the part at all without a quantity commitment.

Having worked with Winbond over a number of years, I can tell you their documentation will be grossly incomplete and barely comprehensible, their development system will be impossible to acquire without a personal relationship, and fiendishly difficult to use once you do manage to get it.

5713. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 14:08:14 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43e9fb4e$0$1236$91cee783@newsreader01.highway.telekom.at>
Source record: 7770
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> And about 'RISC architecture'... Of course these days the differences
> between RISC and CISC are pretty muddy. A Pentium 4 processor has all
> the characteristics of a RISC processor, but it still has a CISC

Dear Peter, I think you mean the i686. Look at the P4 Power-Ratings!
That Thing cannot be with RISC. Also the i586 Clone AMD XPxxxx... no
RISC.

There are some efficient Pentium available, but not the P4 :-)

(Microopcpode, ISSE3 ---- shite)

Well, the EE P4 is exceptionally. But 154W Power Consumption!?

The Pentium I use, needs about 26W and form in a line, between a
P4-2600 Standard (and XP2200), up to P4-2800 (XP-2400).
Memory latency is half as fast, as the fastest 64bit AMD Board and
faster than some Dual Channel 'DDR' 1600MHz FSB Boards (Standard 32bit).

I think time is needed, for coding RISC CpUď˙ž˝s. The 680xx is one of the
best CISC, beside the Z80. IMHO.
Although, I would say the percentage of Programmer on this world, is
still higher with 8bit than with 16bit (also many - older
win3.11/win32s coder etc.), or 32bit. I am not talking about C+ or C++.
Milking Machine etc.

Less is more!

Best Regards,

Daniel Mandic

5714. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 15:00:31 UTC
From: spike1@freenet.co.uk
Message-ID: <v5dpb3-m5r.ln1@ridcully.fsnet.co.uk>
Source record: 7771
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Daniel Mandic <daniel_mandic@ping.at> did eloquently scribble:
> Dear Peter, I think you mean the i686. Look at the P4 Power-Ratings!
> That Thing cannot be with RISC. Also the i586 Clone AMD XPxxxx... no
> RISC.

sigh
Here we go again.
I really wish you'd stop talking out of your backside like this, you're only making a fool out of yourself.

Pentium 4 AKA i686 *IS* very VERY similar to RISC.
It's instruction set it CISC but is based on a microcode architecture that IS RISC. You just don't program directly in microcode. The chip translates the CISC instructions into much smaller RISC steps before they get pipelined.

And power consumption has NOTHING at ALL to do with whether a CPU is CISC or RISC.
--

spike1@freenet.co.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell BSc(hons)	
in	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

5715. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 18:47:28 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <G-ednY44MfZ2oXfeUSdV9g@ptd.net>
Source record: 7772

I believe I got it from this site:
http://www.mushca.com/f/atari/

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:00321cfa@familynet-international.org...
> FamilyNet International Newsgate
>
>> From: "Scott S" <scottith@ptd.net>
>
>> I did find a version of Star Raiders with a title screen! It's obviously
>> a
>> 'home-made' modification - the screen is a (nice) picture of the Star
>> Trek
>> Enterprise firing its lasers! This version is also compatible with XL.
>
> Wow... would like to find that copy. I am a big fan of the various
> versions of Joust and Star Raiders.
>
> Doc Clu 802
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

5716. Re: Omniview XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 18:50:13 UTC
From: stephensheppard@hotmail.com
Message-ID: <1139424613.771480.95510@g43g2000cwa.googlegroups.com>
Source record: 7773

Jason Harmon wrote:
> Thanks for your help.
>
> This is the one version that I found on XL Search. The Omnimon ROM seems to
> work fine, however the Omniview ROM in the ZIP (hires.rom I assume), does
> not seem to work correctly. First the GR.0 text is a modified char set,
> which Omniview did not have. More importantly, calling the entry point to
> 80 column mode (X=USR(49152)), crashes Atari800WinPlus and does not work.
>
> Thanks.
>
> -Jason Harmon
>
> "Daniel Ko¼miñski" <dely@GIN.SPAMERZE.tkdami.net> wrote in message
> news:drf99ujcb1@inews.gazeta.pl...
> > Jason Harmon napisa³(a):
> >
> >> Does anyone out there have a working ROM image of the Omniview XL OS?
> >
> > I have ;)
> >
> > I have uploaded it here -> http://cyklon.be/OmniView.zip
> >
> > Greetings from cold Poland.
> >
> > dely

Regarding your Omniview image:

1) Atari800Win Plus' SIO Patch is not compatible with Omniview 80
Column mode. Turn the patch off.

40 Column mode is OK. HD patch is OK. P: patch.

2) Uncheck the Disable BASIC option. This is also not compatible with
Omniview as Omnimon already has a Reversed Option Key function and
Atari800Win just gets confused.

If your image does not work after applying these tips then send me an
Email. My address is easy to unmunge.

Please use the subject ATARI because email from new people usually end
up in my Junk Mail Folder.

- Stephen Sheppard

5717. Re: Atari 8-bit Picture and Sound Programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 18:58:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <43ea3f4c$0$58110$742ec2ed@news.sonic.net>
Source record: 7774

phantomm <phantomm@bellsouth.net> wrote:
> Was wondering what are the best programs on the 8-bit Atari to view
> pictures such as .GIF or some of the other popular formats?

Along with A8JDPEG (mentioned earlier), there's APACView by Jeff Potter, which can view GIFs in various modes (including 2-, 4- and 16-greyscale modes and 256-color APAC mode), and break GIFs into 8-, 64- and 4096-color ColorView modes, which you can view with his ColrView app.

These days there may be some GIF decoders that can view in HIP and RIP modes, too. Not sure, though.

I stumbled across this page via Google:

http://www.chebucto.ns.ca/Services/PDA/Atari8Viewers.shtml

Along with what I mentioned above, it also mentions AT8GIF, which I THINK might be older than APACView...? It sounds like it can only do 2- and 4-color modes.

> Is there one that will display Atari ST 16 color pictures or better?

I don't know anything about Atari ST file formats.

Of course, these days the best way to do it would be to pre-convert the files on a modern system (e.g., a Linux, Mac OS X or Windows computer) and then simply view the files on the Atari. But, if your point is to do the actual GIF or JPEG processing _on_ the Atari, this is obviously not what you're looking for. ;^)

> Also Sound and Music files, What are the best programs to play
> Sound and Music files?

There's a MOD decoder and player for the Atari, that I had fun playing with about 7 or 8 years ago. ;^) These days, people seem more interested in playing Atari songs (stored in a format playable by PCs, using the proper software, called "SAP").

I can't really say what are the /best/ programs to play music, since there are numerous apps and trackers, and I'm not musical, so haven't really played with any of them in a long, long time.

Google is your friend.

Here's one starting palce, out of many:

http://grayscale.scene.pl/en_index.php

> Any that will play Atari ST Digitized Sound files or other Digitized Sound
> formats?

Again, I know nothing about ST formats, but along with MODs (which can include digital samples), there have been digital sound tools for the Atari since, what, the early/mid 1980s? :^) See also: Dean Garraghty. (Google is your friend :^))

> I remember one that would display .GIF pictures, but it was slow and thats
> been a few years ago. Hoping something better has came along.

Not sure anything better has come out. GIFs are so 1980s!
Where are my PNG and SVG viewers, huh!? :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5718. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 21:38:39 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43ea64df$0$1221$91cee783@newsreader01.highway.telekom.at>
Source record: 7775
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

spike1@freenet.co.uk wrote:

> And power consumption has NOTHING at ALL to do with whether a CPU is
> CISC or RISC.

Yes?

Well, then there is something wrong with the P4.

Best Regards,

Daniel Mandic

5719. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-08 21:50:29 UTC
From: spike1@freenet.co.uk
Message-ID: <cf5qb3-m8v.ln1@ridcully.fsnet.co.uk>
Source record: 7776
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

```
Daniel Mandic <daniel_mandic@ping.at> did eloquently scribble:
>
>
> spike1@freenet.co.uk wrote:
>
>> And power consumption has NOTHING at ALL to do with whether a CPU is
>> CISC or RISC.
>
> Yes?
>
> Well, then there is something wrong with the P4.

No-one said there wasn't.
--
-------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------
```

5720. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 01:54:35 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <r38lu15dc1g7b4b77h766bdg3ekl6uim36@4ax.com>
Source record: 7777

On Sat, 4 Feb 2006 23:48:50 -0500, "Scott S" <scottith@ptd.net> wrote:

>I never realized that Star Raiders had a problem with XLs. And the FAQ site
>I found doesn't list it either -
>http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html Years ago I

Side note, faqs.org has not updated since spring 2004.

Many other Usenet FAQ mirrors offers current versions of Usenet FAQs,
including the ones I keep. I recommend the site below.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5721. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 02:44:29 UTC
From: russotto@grace.speakeasy.net
Message-ID: <ocOdnadZOM8QMXfeRVn-tw@speakeasy.net>
Source record: 7778
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

In article <43e9c237$0$11067$e4fe514c@news.xs4all.nl>,
Peter de Vroomen <peterv[at][spamblock]jaytown[dot]com> wrote:
>> Learning to code in ARM assembler is by no means a useless skill, as it
>> is directly applicable to modern-day engineering tasks.
>
>No, of course not, but optimizing for a RISC processor is simply more
>challenging than optimizing for a CISC processor. If you want to learn
>assembly, it's best to start with a CISC processor, learn the basics, and
>then step up to the RISC processor.

For optimization difficulty, RISC or CISC makes little difference;
superscalar or not is the big difference, and both CISC and RISC
machinese are superscalar nowadays. So even leaving branches out of
it, you have to maintain multiple parallel cycle counts. Add the fact
that memory access isn't constant (depending on cache) and you have a
real bear of a problem.

PowerPC assembler -- or ARM, for that matter, -- is much easier to
learn than x86 simply because x86 is still a 32-bit patch on a 16-bit
extension of an 8-bit machine, and its instruction set shows it. The
paucity of registers doesn't help either, though the direct-to-memory
instructions do.

>And about 'RISC architecture'... Of course these days the differences
>between RISC and CISC are pretty muddy.

About the only constant in RISC seems to be the lack of memory addressing
modes for any instructions other than loads and stores. That is, you
can't do arithmetic or branch based on a memory location.
--
There's no such thing as a free lunch, but certain accounting practices can
result in a fully-depreciated one.

5722. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 05:24:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1139462678@rtfm.mit.edu>
Source record: 7779
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5723. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 08:44:52 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <AvOdnZ7Bg9-YnHbenZ2dnUVZ_tGdnZ2d@comcast.com>
Source record: 7780
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:
>>Learning to code in ARM assembler is by no means a useless skill, as it
>>is directly applicable to modern-day engineering tasks.
>
>
> No, of course not, but optimizing for a RISC processor is simply more
> challenging than optimizing for a CISC processor. If you want to learn
> assembly, it's best to start with a CISC processor, learn the basics, and
> then step up to the RISC processor.

Though I tend to agree with your conclusion about learning programming,
it is an error to think that optimization for a CISC machine is easier
than for a RISC machine.

RISC architecture was motivated by advanced compiler writers discovering
that straightforward use of CISC instructions was *not* optimal. Often,
much better speed could be achieved by ignoring the storage-to-storage
forms of CISC instructions entirely, and using, for example, register
loads and stores to move strings--not at all what the CISC architecture
suggests is appropriate.

Further, the procedure linkage instructions provided in CISC machines
were almost always either too much or too little for the job at hand
if optimality was the issue.

In virtually every case where the CISC architect had attempted to
close the mythical "semantic gap", an efficiency pitfall had been
created.

John Cocke proposed a RISC architecture precisely to regularize the
instruction set and match it to the hardware, so that an optimizer, in
generating code, would have fewer inefficient choices offered!

The demands that RISC makes of optimization is not combinatorial search
and simulation of all possible ways of doing a task, but simply the
repeated application of determinstic algorithms to allocate registers,
schedule instructions, etc.

Of course, as things have become more deeply pipelined, superscalar,
multi-level cached, etc., all machine architectures have become more
complex to program efficiently...

> Hand-optimization will allways be needed, and a good programmer can probably
> optimize the code better than a compiler can. But hand-optimization only
> applies to small pieces of the code, like Interrupt Service Routines.
> Generally a program consists of more than just an ISR :).

>
> And about 'RISC architecture'... Of course these days the differences
> between RISC and CISC are pretty muddy. A Pentium 4 processor has all the
> characteristics of a RISC processor, but it still has a CISC instruction
> set. So does the AVR. The PIC, however, has an instruction set that is
> really RISC. Very limited, but every instruction is executed very fast.
> Often you need more than one instruction to accomplish something a CISC
> processor does in one instruction.

CISC processors have assumed the implementation character of RISC
processors, but there is still a huge difference in what can be
directly expressed in the machne language.

A CISC assembly language programmer has little recourse but to
re-compute effective addresses that the RISC programmer would have
saved in a register for re-use. And the CISC programmer will have
to allocate some variables to memory that a RISC programmer would
have kept in the register file.

These differences make a considerable difference in advanced
assembly programming on the two styles of machine.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5724. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 08:56:18 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <4oqdnTiKi5cunnbenZ2dnUVZ_sGdnZ2d@comcast.com>
Source record: 7781
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> It's actually even worse. Most opcodes of modern RISC processors are
> tailored to some specific high-level language (of course, mostly C or C++).
> The high-level language compiler can optimize way better for these
> processors than a programmer can do by hand.

Actually, there are very few *specific* adaptations to programming
languages in most RISC architectures. The adaptations, if any, tend
to be to specific data representations--like IEEE floating-point, or
null-terminated strings, or, occasionally, to BCD data.

RISC architectures *should* be based on dynamic frequency, not on
a catalog of "nice features", and this eliminates most of the
traditional language-specific opcodes (since every language needs
load, store, and conditional branch ;-).

Many of the "decorations" that have shown up in the last ten years
are related more to simplifying optimization and implementations
in highly superscalar, deeply pipelined machines--like predicated
execution and branch hinting.

> Typically, IF more optimization
> is needed, the programmer needs to only optimize one or two simple routines.
> Optimizing the rest of the code by hand just doesn't weigh up against the
> time it costs.

This, of course, is generally true, independent of architecture or
language.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5725. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 09:03:42 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <YcedneH3NYTtmHbenZ2dnUVZ_tadnZ2d@comcast.com>
Source record: 7782
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Matthew Russotto wrote:
> In article <43e9c237$0$11067$e4fe514c@news.xs4all.nl>,
> Peter de Vroomen <peterv[at][spamblock]jaytown[dot]com> wrote:
>
>>>Learning to code in ARM assembler is by no means a useless skill, as it
>>>is directly applicable to modern-day engineering tasks.
>>
>>No, of course not, but optimizing for a RISC processor is simply more
>>challenging than optimizing for a CISC processor. If you want to learn
>>assembly, it's best to start with a CISC processor, learn the basics, and
>>then step up to the RISC processor.
>
>
> For optimization difficulty, RISC or CISC makes little difference;
> superscalar or not is the big difference, and both CISC and RISC
> machinese are superscalar nowadays. So even leaving branches out of
> it, you have to maintain multiple parallel cycle counts. Add the fact
> that memory access isn't constant (depending on cache) and you have a
> real bear of a problem.

Bingo.

> PowerPC assembler -- or ARM, for that matter, -- is much easier to
> learn than x86 simply because x86 is still a 32-bit patch on a 16-bit
> extension of an 8-bit machine, and its instruction set shows it. The
> paucity of registers doesn't help either, though the direct-to-memory
> instructions do.

They don't help if you want to go fast...you just have to find a way
to trick the CISC-to-microcode translator to do what you really want
it to do, in spite of the CISC interface. (The fact that the rules
change from generation to generation makes this quite problematic.)

>>And about 'RISC architecture'... Of course these days the differences
>>between RISC and CISC are pretty muddy.
>
>
> About the only constant in RISC seems to be the lack of memory addressing
> modes for any instructions other than loads and stores. That is, you
> can't do arithmetic or branch based on a memory location.

There are a few other things... fixed/regular instruction formats,
constant instruction execution time, large general register files,
data aligned on natural boundaries, all instructions implementable
by a simple combinatoric logic data path, etc.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5726. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 09:29:19 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43eb0b6f$0$1232$91cee783@newsreader01.highway.telekom.at>
Source record: 7783
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Michael J. Mahon wrote:

> "The wastebasket is our most important design
> tool--and it is seriously underused."

You mean my Pentium is a wacky, unoptimized piece of multilevel cached
CISC (RISC). Downgraded to Milestones like 'ELITE II' or 'Tempest2000'
to see a bit of digital-art. (Not audible on actual systems)

You could easy say the RISC is better, but the time is wrong... or not?
Otherwise (meanwhile) the CISC-Base got their profits, but only to go
the way back!? hmmm. I am confused.

Best Regards,

Daniel Mandic

5727. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 09:42:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090139440.14607-100000@onyx.spiritone.com>
Source record: 7784
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

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http://www.aracnet.com/~atari/specials.htm Details on Sales!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5728. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 09:45:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090142340.14607-100000@onyx.spiritone.com>
Source record: 7785
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from extinction, buy ANY Games/
Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get
20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5729. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 09:48:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602090146040.14607-100000@onyx.spiritone.com>
Source record: 7786
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5730. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 12:46:55 UTC
From: jgh@arcade.demon.co.uk
Message-ID: <1139489215.380819.117830@f14g2000cwb.googlegroups.com>
Source record: 7787
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:
> The ARM is a RISC processor, and RISC processors are not really suitable to
> hand-coding. Assembly code for a RISC processor needs to be optimized to
> have it make use of all the advanced features. Unoptimized code is often

I cut my teeth on Z80 and 6502 and found ARM one of the easiest CPUs
to learn and the easiest to hand-code and optimise.

--
JGH

5731. MIO 80 column

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 18:42:09 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-9hp9zXUPMduP@draco.w2kserv.local>
Source record: 7788

hi everyone,
I was wondering, did ICD ever release any of the 80 column boards
for the MIO? has anyone ever seen one of these? or was it so much more
vaporware. if it did exist then were any photos ever taken and
published? thanks.

Ken

--

5732. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 20:49:35 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <LNKdnV0zcJp9N3beRVn-tw@comcast.com>
Source record: 7789
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Daniel Mandic wrote:
> Michael J. Mahon wrote:
>
>
>>"The wastebasket is our most important design
>>tool--and it is seriously underused."
>
>
>
> You mean my Pentium is a wacky, unoptimized piece of multilevel cached
> CISC (RISC). Downgraded to Milestones like 'ELITE II' or 'Tempest2000'
> to see a bit of digital-art. (Not audible on actual systems)
>
> You could easy say the RISC is better, but the time is wrong... or not?
> Otherwise (meanwhile) the CISC-Base got their profits, but only to go
> the way back!? hmmm. I am confused.

Yes, the RISC principles provided both an implementation advantage
(simple, non-state-machine datapath) and an overall advantage in
system-level cost-performance (removal of computation from execution
time to compile time).

CISC manufacturers, who owned the market, adopted the RISC-style
datapaths to capture the implementation advantage, and abandoned
the second advantage.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

5733. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-09 22:50:14 UTC
From: Papabear <NOSPAM@nospam.net>
Message-ID: <GGPGf.18844$Fw6.939@tornado.tampabay.rr.com>
Source record: 7790
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

jgh@arcade.demon.co.uk wrote:
> Peter de Vroomen wrote:
>> The ARM is a RISC processor, and RISC processors are not really suitable to
>> hand-coding. Assembly code for a RISC processor needs to be optimized to
>> have it make use of all the advanced features. Unoptimized code is often
>
> I cut my teeth on Z80 and 6502 and found ARM one of the easiest CPUs
> to learn and the easiest to hand-code and optimise.
>
Agreed! I learned 65xx machine code back in the 80's from my C=64 and
C=128... (Which my Apple II using friends kept consulting me about.) I
picked up some Atmel AVR's, and very quickly wrote assembly language
applications for my band's MIDI setup. (Metronome, channel router and
keyboard splitter are the currently used devices.) I never considered
using a C compiler or a compiled BASIC.

-Urson Bear

5734. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 02:35:05 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ksunu1dfr8q9sbkqnbbvhs9tefba8l3ara@4ax.com>
Source record: 7791

Thomas Richter <thor@mersenne.math.TU-Berlin.DE>:

>As for the 1200XL, it didn't have a selftest IIRC. Instead,
>this part of the ROM just shows a nice "rainbow colored"
>Atari Logo.

If you press the help key at this screen you should get the self-test.
That's why the self-test in the 800XL (and above) shows keys for F1-F4,
even though those keys don't exist in the 800XL and above.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5735. Re: TRADE ANYONE??

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 02:35:54 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <6vunu11t2vht5e4g570rq4asmrjvitqqib@4ax.com>
Source record: 7792

"ramswell" <shifty_butch@hotmail.com>:
> I got a COMMODORE 64 COMPUTER sitting here and I NED AN ATARI 1200XL!
>Anyone interested in TRADING????

Hahahaha!

That's funny. You are joking right?

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5736. Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 03:35:44 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <kSTGf.67780$tK4.6211@tornado.ohiordc.rr.com>
Source record: 7793

Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
I've only ever seen the "Star Raiders" cart, did they actually make one
minus the s?

Just curious..
Charlie

5737. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 04:55:45 UTC
From: stephensheppard@hotmail.com
Message-ID: <1139547345.450992.28980@g44g2000cwa.googlegroups.com>
Source record: 7794

Charlie wrote:
> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> I've only ever seen the "Star Raiders" cart, did they actually make one
> minus the s?
>
> Just curious..
> Charlie

Well, what do you know? My orginal 1979 cart is titled, "Star Raider"!
I never noticed it's not, "Star Raiders", plural. LOL!

- Steve Sheppard

5738. FA: Custom Built Atari 2600 PORTABLE !!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 05:58:43 UTC
From: winslow@earthlink.net
Message-ID: <1139551123.728925.245460@o13g2000cwo.googlegroups.com>
Source record: 7795

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8258912203&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

Thanks for looking

5739. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 06:29:27 UTC
From: "Steve S." <j70141@hot-REMOVETHIS-mail.com>
Message-ID: <43ec31cc$0$7954$a15e20c9@news.newsgroupdirect.com>
Source record: 7796

If you can get the coding or execuatable for the game, I would appreciate
it. I kinda like the game and would like my own version of it.

"Docrotcod" <rahbart@cox.net> wrote in message
news:XlaGf.356382$0l5.216879@dukeread06...
> Apparently I have a buggy version and I need to get an update from Steve
> Carden. Will post a message on here after I get the update. Sorry about
> that :(
>
> Thomas
>
> "Steve S." <j70141@hot-REMOVETHIS-mail.com> wrote in message
> news:43e8472d$0$7995$a15e20c9@news.newsgroupdirect.com...
>> fascinating,
>> though I couldn't understand why my score for ruling prometheus remained
>> at 0.
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:ToSBf.320229$0l5.120850@dukeread06...
>>> Well after somewhat popular demand, I have put my BBS back up.
>>>
>>> The Electric Cafe'
>>>
>>> Telnet over to thecafe.dtdns.net and use PORT 8888
>>>
>>> Everything is still intact. I have moved the equipment to my office to
>>> make it a bit easier to manage.
>>>
>>> Thomas
>>>
>>
>>
>> --
>> The Source For Premium Newsgroup Access
>> Great Speed, Great Retention
>> 1 GB/Day for only $8.95
>
>

--
The Source For Premium Newsgroup Access
Great Speed, Great Retention
1 GB/Day for only $8.95

5740. Re: Piggybacking OS Rom/Eprom?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 08:47:33 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <weqdnUORGKCCznHeRVn-tg@comcast.com>
Source record: 7797

Larry wrote:
> In the January, 1989 issue of Atari Interface Magazine, there was an
> article "Install an Alternate Operating System in an XE." I'm sure
> that I've also seen this article on the web. This showed how to
> "piggyback" a 27128 eprom on top of the OS rom using a switch and
> pull-up resistor for selection. I tried this at the time, but never
> got it to work reliably. As I recall, sometimes it would boot, and
> sometimes it didn't. Has anyone else had success with this approach?
> It certainly *should* work, but didn't for me. On a similar note, has
> anyone used a 27256 with a switch to accomplish the same thing? Or has
> anyone done a "homemade" RamRod--type board with multiple OS? Thanks.
> -Larry
>

Hey Larry,

I've been meaning to do a mod like this for a long time and just never quite gotten around to it. Your email got me to thinking about it again so I tried it out. Using a 27512 with 4 ROMS burned into it in one of my 800XL's, I was able to switch between them using switches to ground on pins 1 and 27 (bent up) with 24K pullup resistors to pull the pins high when a switch is open. I haven't done any extensive testing but I was able to boot to each of the OS's

Looking at the pinouts a 272001 is pin compatible if you bend out 3 of the pins and overhang the chip on the left side of the socket. I've wired up a harness to connect to the last few pins on each side (1-3 and 29-32) to a 16 position rotary switch with pullups mounted on it. I used an 8 pin socket that I cut in half down the center to plug on to the bent up pins of the eprom. With this I should be able to get 16 OS's on one chip with just a single switch. I tested the harness on the 27512 and it works, so now I just have to pick out 16 OS's to burn onto a 272001....I'll let you know how it works.

5741. Re: Piggybacking OS Rom/Eprom?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 13:11:41 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1139577101.120458.167860@g14g2000cwa.googlegroups.com>
Source record: 7648

Hi JR-

That sounds neat. I'll be very interested to see how you come out with
the 272001! 16-in-1 would be very cool, indeed.
-Larry

5742. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 17:24:26 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <Hc2cnSbHt75yUXHeUSdV9g@ptd.net>
Source record: 7649

Ironic that Atari took the time to remove the Easter egg from the 1200XL version of the keyboard test, but didn't bother to re-map the keys. It's like, they'd rather see a programmer not be credited for his work rather than put out a bug-free program....

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message news:ksunu1dfr8q9sbkqnbbvhs9tefba8l3ara@4ax.com...
> Thomas Richter <thor@mersenne.math.TU-Berlin.DE>:
>
>>As for the 1200XL, it didn't have a selftest IIRC. Instead,
>>this part of the ROM just shows a nice "rainbow colored"
>>Atari Logo.
>
> If you press the help key at this screen you should get the self-test.
> That's why the self-test in the 800XL (and above) shows keys for F1-F4,
> even though those keys don't exist in the 800XL and above.
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)

5743. FA: Custom Built Atari 2600 PORTABLE ! RARE !!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 17:58:09 UTC
From: winslow@earthlink.net
Message-ID: <1139594288.946131.23840@g14g2000cwa.googlegroups.com>
Source record: 7650

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8258912203&rd=1&sspagename=STRK%3AMESE%3AIT&rd=1

Thanks for looking!

5744. Re: Piggybacking OS Rom/Eprom?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 18:10:49 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <UrOdnZoPd6i-SnHenZ2dnUVZ_smdnZ2d@comcast.com>
Source record: 7651

Larry wrote:
> Hi JR-
>
> That sounds neat. I'll be very interested to see how you come out with
> the 272001! 16-in-1 would be very cool, indeed.
> -Larry
>

Well, I burned 16 OS's to a 272001 and guess what.....It worked like a charm. I can now have 16 OS's of my choice available at all times. Also since I don't have to solder any of the wires to the EPROM, I can have as many OS's as I'd ever need just by swapping the EPROM with another.

So, now I want to know.....what are everyones favorite alternate Atari OS's and what special features do they have?

5745. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 18:17:56 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <n8mcnX_GL-BFRXHeUSdV9g@ptd.net>
Source record: 7652

Btw, do the XEs have the same test program, and do they show the correct keyboard layout?

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message news:ksunu1dfr8q9sbkqnbbvhs9tefba8l3ara@4ax.com...
> Thomas Richter <thor@mersenne.math.TU-Berlin.DE>:
>
>>As for the 1200XL, it didn't have a selftest IIRC. Instead,
>>this part of the ROM just shows a nice "rainbow colored"
>>Atari Logo.
>
> If you press the help key at this screen you should get the self-test.
> That's why the self-test in the 800XL (and above) shows keys for F1-F4,
> even though those keys don't exist in the 800XL and above.
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)

5746. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 19:25:35 UTC
From: Mario D'Alessio <dalessio@motorola.NOSPAM.com>
Message-ID: <dsipbe$cp6$1@avnika.corp.mot.com>
Source record: 7654

The name on the cart and the box don't seem to match:

http://en.wikipedia.org/wiki/Star_Raiders

Mario

"Charlie" <charleycron@woh.rr.com> wrote in message
news:kSTGf.67780$tK4.6211@tornado.ohiordc.rr.com...
> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> I've only ever seen the "Star Raiders" cart, did they actually make one
> minus the s?
>
> Just curious..
> Charlie
>

5747. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 19:26:47 UTC
From: Mario D'Alessio <dalessio@motorola.NOSPAM.com>
Message-ID: <dsipdm$cp8$1@avnika.corp.mot.com>
Source record: 7653

I managed to hit Send before I was done typing.

Note the note about the typo in early carts.

Mario

"Mario D'Alessio" <dalessio@motorola.NOSPAM.com> wrote in message
news:dsipbe$cp6$1@avnika.corp.mot.com...
> The name on the cart and the box don't seem to match:
>
> http://en.wikipedia.org/wiki/Star_Raiders
>
> Mario
>
> "Charlie" <charleycron@woh.rr.com> wrote in message
> news:kSTGf.67780$tK4.6211@tornado.ohiordc.rr.com...
> > Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page
9.
> > I've only ever seen the "Star Raiders" cart, did they actually make one
> > minus the s?
> >
> > Just curious..
> > Charlie
> >
>
>

5748. 80 Column VT100 Terminal App

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 20:37:37 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <HaKdnSW9LIuJZHHenZ2dnUVZ_vydnZ2d@adelphia.com>
Source record: 7655

Can anyone recommend an 80-column terminal app with VT100 emulation (and where to get it) for the 8-bit that works with the TCP/IP modem emulator in APE? I'd like to use my 130XE as a VT100 terminal for Linux, so something fast would be good. I tried IceT, but it didn't seem to recognize APE as an 850 (though this could be due to me not setting something up correctly).

Thanks.

Jason Harmon

5749. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 21:51:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <43ed0af8$0$58045$742ec2ed@news.sonic.net>
Source record: 7656

Mario D'Alessio <dalessio@motorola.nospam.com> wrote:
> The name on the cart and the box don't seem to match:

> http://en.wikipedia.org/wiki/Star_Raiders

Yeah, I put those photos up. (That's actually the manual, not the box.)

Someone gave me a "STAR RAIDER" cart a while back. When I went to take
a photo for the Wikipedia entry, I couldn't find my "STAR RAIDERS" one.

It was simply a misprint, and they didn't catch it until after making a
batch, apparently... :^)

> "Charlie" <charleycron@woh.rr.com> wrote in message
> news:kSTGf.67780$tK4.6211@tornado.ohiordc.rr.com...
> > Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> > I've only ever seen the "Star Raiders" cart, did they actually make one
> > minus the s?
> >
> > Just curious..
> > Charlie
> >

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5750. Re: 80 Column VT100 Terminal App

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 22:08:21 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <_88Hf.4923$rL5.3454@newssvr27.news.prodigy.net>
Source record: 7657

Jason Harmon wrote:
> Can anyone recommend an 80-column terminal app with VT100 emulation (and
> where to get it) for the 8-bit that works with the TCP/IP modem emulator in
> APE? I'd like to use my 130XE as a VT100 terminal for Linux, so something
> fast would be good. I tried IceT, but it didn't seem to recognize APE as an
> 850 (though this could be due to me not setting something up correctly).

You could try Flickr Term 80. I believe with both programs you need to
pre-load the R: bootstrap program before starting the terminal software.

This is probably called AUTO850.COM or something similar.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5751. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 22:41:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <43ed1680$0$58100$742ec2ed@news.sonic.net>
Source record: 7658

Scott S <scottith@ptd.net> wrote:
> Ironic that Atari took the time to remove the Easter egg from the 1200XL
> version of the keyboard test, but didn't bother to re-map the keys. It's
> like, they'd rather see a programmer not be credited for his work rather
> than put out a bug-free program....

Wait, what was the easter egg? It sounds familiar, but I don't recall
ever seeing it. :)

And yeah... the non-reorganizing of the keys on later XLs seemed pretty
retarded. :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5752. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 22:50:15 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <EOicnTprVMgxhXDeUSdV9g@ptd.net>
Source record: 7659

On 1200XLs, if you select 'all tests', when it gets to the keyboard test
it'll type out the programmer's name.

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:43ed1680$0$58100$742ec2ed@news.sonic.net...
> Scott S <scottith@ptd.net> wrote:
>> Ironic that Atari took the time to remove the Easter egg from the 1200XL
>> version of the keyboard test, but didn't bother to re-map the keys. It's
>> like, they'd rather see a programmer not be credited for his work rather
>> than put out a bug-free program....
>
> Wait, what was the easter egg? It sounds familiar, but I don't recall
> ever seeing it. :)
>
> And yeah... the non-reorganizing of the keys on later XLs seemed pretty
> retarded. :)
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5753. Re: Piggybacking OS Rom/Eprom?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-10 23:27:54 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <_j9Hf.417$JR6.73@newsread3.news.pas.earthlink.net>
Source record: 7660

JR wrote:
> Larry wrote:
>
>> Hi JR-
>>
>> That sounds neat. I'll be very interested to see how you come out with
>> the 272001! 16-in-1 would be very cool, indeed.
>> -Larry
>>
>
> Well, I burned 16 OS's to a 272001 and guess what.....It worked like a
> charm. I can now have 16 OS's of my choice available at all times. Also
> since I don't have to solder any of the wires to the EPROM, I can have
> as many OS's as I'd ever need just by swapping the EPROM with another.
>
> So, now I want to know.....what are everyones favorite alternate Atari
> OS's and what special features do they have?

All older stuff because I am not familiar with the newer ones with fast disk drive support.

My favorite when I was programming was Omnimon. Built in ability to interrupt any program and a combination [monitor, disasm, Primitive DISK I/O, asm] with a lot of features. Good compatibility too.

For compatibility Omniview was better then Omnimon. There were still some problems with programs that looked for a modified OS. Built in 80 column support, good compatibility, and IIRC it worked best with the Newell memory upgrades<built in ramdisk handlers> and with my ATR.

Modified XL. Just added PD hacks like fast FP routines, fast screen handler, left margin zero, default color darker so it was easier on the eyes.

5754. Re: Atari 8-bit Picture and Sound Programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 00:31:10 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <ycaHf.17642$697.2112@bignews3.bellsouth.net>
Source record: 7661

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:43ea3f4c$0$58110$742ec2ed@news.sonic.net...
> phantomm <phantomm@bellsouth.net> wrote:
>> Was wondering what are the best programs on the 8-bit Atari to view
>> pictures such as .GIF or some of the other popular formats?
>
> Along with A8JDPEG (mentioned earlier), there's APACView by Jeff Potter,
> which can view GIFs in various modes (including 2-, 4- and 16-greyscale
> modes
> and 256-color APAC mode), and break GIFs into 8-, 64- and 4096-color
> ColorView
> modes, which you can view with his ColrView app.
>
> These days there may be some GIF decoders that can view in HIP and RIP
> modes,
> too. Not sure, though.
>
> I stumbled across this page via Google:
>
> http://www.chebucto.ns.ca/Services/PDA/Atari8Viewers.shtml
>
> Along with what I mentioned above, it also mentions AT8GIF, which I THINK
> might be older than APACView...? It sounds like it can only do 2- and
> 4-color
> modes.
>
>
>> Is there one that will display Atari ST 16 color pictures or better?
>
> I don't know anything about Atari ST file formats.
>
>
> Of course, these days the best way to do it would be to pre-convert the
> files on a modern system (e.g., a Linux, Mac OS X or Windows computer) and
> then simply view the files on the Atari. But, if your point is to do the
> actual GIF or JPEG processing _on_ the Atari, this is obviously not what
> you're looking for. ;^)
>
>
>> Also Sound and Music files, What are the best programs to play
>> Sound and Music files?
>
> There's a MOD decoder and player for the Atari, that I had fun playing
> with about 7 or 8 years ago. ;^) These days, people seem more interested

> in playing Atari songs (stored in a format playable by PCs, using the
> proper software, called "SAP").
>
> I can't really say what are the /best/ programs to play music, since there
> are numerous apps and trackers, and I'm not musical, so haven't really
> played with any of them in a long, long time.
>
> Google is your friend.
>
> Here's one starting palce, out of many:
>
> http://grayscale.scene.pl/en_index.php
>
>
>> Any that will play Atari ST Digitized Sound files or other Digitized
>> Sound
>> formats?
>
> Again, I know nothing about ST formats, but along with MODs (which can
> include
> digital samples), there have been digital sound tools for the Atari since,
> what, the early/mid 1980s? :^) See also: Dean Garraghty. (Google is your
> friend :^))
>
>
>> I remember one that would display .GIF pictures, but it was slow and
>> thats
>> been a few years ago. Hoping something better has came along.
>
> Not sure anything better has come out. GIFs are so 1980s!
> Where are my PNG and SVG viewers, huh!? :)
>
>
> --
> -bill! Tux Paint 2006 wall calendar,
> bill@newbreedsoftware.com CDROM, bumper sticker & apparel
> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

Thanks for the info, I will Google some more.

Yes it seems most want to View or Play Atari 8 files on a PC.

I'm doing a small project on an Atari 8-bit and was wondering if any
progress
has been made in these areas.

phantomm@bellsouth.net

5755. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 00:48:10 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <evaHf.97428$Q11.29734@tornado.ohiordc.rr.com>
Source record: 7662

Thanks..cool. Actually I just found a cartridge list that notes the
variation. I did look prior to posting but couldn't find anything on it.

Mario D'Alessio wrote:

> The name on the cart and the box don't seem to match:
>
> http://en.wikipedia.org/wiki/Star_Raiders
>
> Mario
>
> "Charlie" <charleycron@woh.rr.com> wrote in message
> news:kSTGf.67780$tK4.6211@tornado.ohiordc.rr.com...
>> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page
>> 9. I've only ever seen the "Star Raiders" cart, did they actually make
>> one minus the s?
>>
>> Just curious..
>> Charlie
>>

5756. Re: 1200XL collision detection

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 01:05:12 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <QJaHf.4966$rL5.1204@newssvr27.news.prodigy.net>
Source record: 7663

Guess nobody has any idea. I got an idea and it was correct.
Now I have a custom chip that doesn't detect collisions. Might try it
on PacMan or something.
"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:Q1TFf.9872$2O6.5444@newssvr12.news.prodigy.com...
> correction. Elevator Repairman would NOT 'Boink' with collision.
>
>

5757. FA: SWP ATR8000 CP/M Interface w/ Manuals and Disks

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 03:49:39 UTC
From: Nick <nickandlori@charter.net>
Message-ID: <i9dHf.373$4h3.127@fe05.lga>
Source record: 7664

I am auctioning off an SWP ATR8000 CP/M Interface on eBay. The manuals and some software are included. You can do a search on item# 8760847404 to find it.

I know it is a long shot but I am looking for Atari 1450XLD case parts. I have an XLD case bottom and an 1450XL motherboard, I would love to find the rest of the bits.

Nick

5758. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 04:35:52 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <eaqqu11guiv2t5681ncmt95ct1dsv723ah@4ax.com>
Source record: 7665

"Scott S" <scottith@ptd.net>:
>Btw, do the XEs have the same test program, and do they show the correct
>keyboard layout?

It looks like it was the same until Rev.C of the XE OS. Which computers
that was in, I don't know.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5759. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 06:37:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602102234270.3583-100000@onyx.spiritone.com>
Source record: 7666

I have one, minus the S.

On Fri, 10 Feb 2006, Charlie wrote:

> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> I've only ever seen the "Star Raiders" cart, did they actually make one
> minus the s?
>
> Just curious..
> Charlie

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5760. Re: MIO 80 column

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 12:08:27 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1139659707.482318.144960@o13g2000cwo.googlegroups.com>
Source record: 7667

Hi Ken-
This came up not too long ago, but I can't find my post -- maybe the
thread didn't get archived.
Anyway, (abbreviated) I talked with Tom Harker of ICD (mid-late 80's?)
and he told me that the all the engineering was completed. Tom said it
would not be released because there just was no economic justification.
AFAIK, none ever made it out to the public. -Larry

5761. wanted: 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 14:08:56 UTC
From: Stede Troisi <stedetro@yahoo.com>
Message-ID: <LdmHf.2$wx2.1@fe09.lga>
Source record: 7668

```
Hey all,
anyone have a 130 xe they want to sell?
```

5762. Re: wanted: 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 15:15:11 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <lrvru1laoco3clmh06b7q5birffla6nnjf@4ax.com>
Source record: 7669

On Sat, 11 Feb 2006 09:08:56 -0500, "Stede Troisi"
<stedetro@yahoo.com> wrote:

>Hey all,
>anyone have a 130 xe they want to sell?
>

check your email!

5763. Re: MIO 80 column

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 19:08:47 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-xjMJPCy9Nyoi@draco.w2kserv.local>
Source record: 7670

OK, thanks for the info Larry

Ken

On Sat, 11 Feb 2006 12:08:27 UTC, "Larry" <LLppwhite@aol.com> wrote:

> Hi Ken-
> This came up not too long ago, but I can't find my post -- maybe the
> thread didn't get archived.
> Anyway, (abbreviated) I talked with Tom Harker of ICD (mid-late 80's?)
> and he told me that the all the engineering was completed. Tom said it
> would not be released because there just was no economic justification.
> AFAIK, none ever made it out to the public. -Larry
>

--

5764. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 19:27:52 UTC
From: Peter de Vroomen <peterv@-saynotospam-.retepv.demon.nl>
Message-ID: <11useg5nlupj03b@corp.supernews.com>
Source record: 7671
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> Dear Peter, I think you mean the i686. Look at the P4 Power-Ratings!
> That Thing cannot be with RISC. Also the i586 Clone AMD XPxxxx... no
> RISC.

Well, actually I meant that all instructions are executed in hardware.
You're quite right about all the rest :).

PeterV

5765. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 19:29:31 UTC
From: Peter de Vroomen <peterv@-saynotospam-.retepv.demon.nl>
Message-ID: <11usejbmb6avv83@corp.supernews.com>
Source record: 7672
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

> Pentium 4 AKA i686 *IS* very VERY similar to RISC.

Sorry, but the Pentium 4 is not i686. The Pentium 4 is ia32. The i686 is a RISC processor family of Intel. I believe it was meant specially for media purposes (audio, video), but I'm not sure.

PeterV

5766. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 20:57:53 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <43ee4fdd$0$497$9b4e6d93@newsread4.arcor-online.net>
Source record: 7673
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> Sorry, but the Pentium 4 is not i686. The Pentium 4 is ia32. The i686 is a
> RISC processor family of Intel. I believe it was meant specially for media
> purposes (audio, video), but I'm not sure.

I believe you might be mixing up i686 with i860.

--
Linards Ticmanis

5767. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 21:08:03 UTC
From: spike1@freenet.co.uk
Message-ID: <3i02c3-jpi.ln1@ridcully.fsnet.co.uk>
Source record: 7674
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen <peterv@-saynotospam-.retepv.demon.nl> did eloquently scribble:
>
>
>> Pentium 4 AKA i686 *IS* very VERY similar to RISC.
>
> Sorry, but the Pentium 4 is not i686. The Pentium 4 is ia32. The i686 is a
> RISC processor family of Intel. I believe it was meant specially for media
> purposes (audio, video), but I'm not sure.

Um...
I think you're slightly confused...
i686 is the general architecture, ia32 is just an even more general name for
it.
Pentium4(all 32bit variants), athlon(all 32bit variants) count as i686.
All pentiums (I,MMX,II,III,IV), 486s and 386, athlon, cyrix etc count as ia32

--

---

spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

5768. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 21:23:58 UTC
From: Da Smog <none@ofyourbusiness.org>
Message-ID: <op.s4tu18sxe4q9qo@thesmog.mshome.net>
Source record: 7675
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Την Sat, 11 Feb 2006 15:57:53 -0500,ο(η) Linards Ticmanis
<ticmanis@gmx.de> έγραψε:

```
> Peter de Vroomen wrote:
>
>> Sorry, but the Pentium 4 is not i686. The Pentium 4 is ia32. The i686
>> is a
>> RISC processor family of Intel. I believe it was meant specially for
>> media
>> purposes (audio, video), but I'm not sure.
>
> I believe you might be mixing up i686 with i860.
>

There has never been an "official" i686. They may have used the name
internally but since the 486 they haven't used the xxx86 name (has to do
with IP rights)
The cpu you are referring to is though an i960 (not an 860).. BTW: All
intel cpus from 486 onwards are RISC at least at their core. An extra
compatibility layer CISC interpreting Microcode is what makes them x86
compatible (I am oversimplyfing here of course)

Phoebus

--
```

Χρησιμοποιώ το επαναστατικό πρόγραμμα αλληλογραφίας της Opera:
http://www.opera.com/mail/

5769. high density 1.2MB XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 21:30:34 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <aIsHf.79741$QW2.64179@dukeread08>
Source record: 7676

The IBM 720K 3.5inch mechanism can be upgraded for XF551. Is it ok if IBM 1.2MB 5.25 is upgraded ? need modifying XF rom? Because 1.2MB can read 90K, 180K, and 360K disk as backward compatible. Use 160 * 30 * 256 bytes.

Jack Tseng

5770. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-11 23:16:20 UTC
From: Knut Roll-Lund <kr-lund@nogarbage.online.no>
Message-ID: <msqdnY1Qp-nV7XPe4p2dnA@telenor.com>
Source record: 7677
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Da Smog wrote:

> Την Sat, 11 Feb 2006 15:57:53 -0500,ο(η) Linards Ticmanis
> <ticmanis@gmx.de> έγραψε:
>
>> Peter de Vroomen wrote:
>>
>>> Sorry, but the Pentium 4 is not i686. The Pentium 4 is ia32. The
>>> i686 is a
>>> RISC processor family of Intel. I believe it was meant specially for
>>> media
>>> purposes (audio, video), but I'm not sure.
>>
>>
>> I believe you might be mixing up i686 with i860.
>>
>
> There has never been an "official" i686. They may have used the name
> internally but since the 486 they haven't used the xxx86 name (has to
> do with IP rights)
...

Yes it is so, they have had, at Intel, what they thought would be 686
and 586 developed in parallel.

I was in a presentation form the local representative of Intel and they
were describing their 586 and 686 projects.

What came out was Pentium and Pentium Pro, and they were much as they
had described. I think the floating point capability was the biggest
surprise (not thinking of the bug).

I think 80686 was a number they had already used for something entirely
different or maybe it was another company that had used it, which was at
least part of why they dropped the number.

Knut

5771. Re: wanted: 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 00:29:57 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-881CA5.19295811022006@netnews.asp.att.net>
Source record: 7678

In article <LdmHf.2$wx2.1@fe09.lga>,
"Stede Troisi" <stedetro@yahoo.com> wrote:

> Hey all,
> anyone have a 130 xe they want to sell?

Id be happy with a new keyboard for mine..

5772. Re: high density 1.2MB XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 03:57:36 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <QmyHf.29303$F_3.5467@newssvr29.news.prodigy.net>
Source record: 7679

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:aIsHf.79741$QW2.64179@dukeread08...
> The IBM 720K 3.5inch mechanism can be upgraded for XF551. Is it ok if IBM
> 1.2MB 5.25 is upgraded ? need modifying XF rom? Because 1.2MB can read
90K,
> 180K, and 360K disk as backward compatible. Use 160 * 30 * 256 bytes.
>
> Jack Tseng
>
You can't put a 1.2 meg 5.25" mechanism in a XF551, won't work.

5773. Re: 1200XL collision detection

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 05:22:23 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1139721743.345788.150350@g47g2000cwa.googlegroups.com>
Source record: 7680

Hi Russ-

FWIW -- My very first Atari 800 that had the same issue. It was odd in
that on some games it did correctly detect collisions and on others,
didn't. Unfortunately, on PacMan, it did! -Larry

5774. Re: high density 1.2MB XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 13:50:02 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1139752202.097586.169810@f14g2000cwb.googlegroups.com>
Source record: 7681

Hi Jack-
Here are some obstacles that you would need to overcome (many!).
1) In order to provide 80 tracks, the 1.2 drive must be set to "single step" as if it were in HD mode. This drive must "double step" to provide 40 tracks.
2) It spins at 360 rpm vs. 300 rpm on a 360K drive.
3) The physical tracks written by the 1.2 are only about 60% as wide as a regular 360K drive to accomodate the 80-track feature. If you write a disk with the 1.2 and try to read it on a 180K or 360K drive, you probably would not be able to.
4) Unless you could figure out how to double the data rate on the XF board, you cannot put the 1.2 in HD mode. You are limited to regular DD MFM data rate of 250 KB/sec. -- 360K.
5) I'm reasonably sure that you can use a 1.2 mechanism as a non-standard 360K drive, but it is not recommended due to compatibility reasons. I've never done this, but I remember seeing a 5-1/4 + 3-1/2 "combo drive" on ebay a few years ago. The drive was used as 360K + 720K. And IIRC, someone was using 1.2's as 360K drives with an ATR 8000.
6) If you want to do a 1.2, then that's that, but a 720K/1.44 drive casts $10-15 new...
-Larry

5775. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 15:33:57 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43ef5565$0$1231$91cee783@newsreader01.highway.telekom.at>
Source record: 7682
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Knut Roll-Lund wrote:

> I think 80686 was a number they had already used for something
> entirely different or maybe it was another company that had used it,
> which was at least part of why they dropped the number.
>
> Knut

Hi!

The most significant difference with the Pentium PRO is, that it have
speed-problems with "not" 32bit OS (Win9x/ME, DOS etc.). So a 200MHz
i586 is faster than the 200Mhz i686, in DOS for example, but never in
NT and so, not to mention the faster (full speed [200MHz at that time],
CPU integrated) 2nd Level cache.
They corrected that speed-behaviour with the P2 and P3 (bez MS wanted
to sell 9x/ME, I would say...), the so called P6-Core CPU´s. And the
Tualatin (though Pentium III) is again an i686, whatever this means
:-). I think it is the partly RISC build, why they call it i686.

The Pentium CORE have not been changed since the 'Microopcode P4',
which are made for Video and Audio purposes.... they have no thrust
:-)))
except the EE, but I would rather use its power for shopping and so :-)
0.22HP :-)

I did not know that the P4 is also having RISC parts.

Best Regards,

Daniel Mandic

5776. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 15:36:51 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <43ef5613$0$1235$91cee783@newsreader01.highway.telekom.at>
Source record: 7683
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Peter de Vroomen wrote:

> > Dear Peter, I think you mean the i686. Look at the P4 Power-Ratings!
> > That Thing cannot be with RISC. Also the i586 Clone AMD XPxxxx... no
> > RISC.
>
> Well, actually I meant that all instructions are executed in hardware.
> You're quite right about all the rest :).
>
> PeterV

Hi Peter!

I am never being right.

Kind Regards,

Daniel Mandic

5777. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 15:45:46 UTC
From: spike1@freenet.co.uk
Message-ID: <l124c3-7qp.ln1@ridcully.fsnet.co.uk>
Source record: 7684
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

```
Daniel Mandic <daniel_mandic@ping.at> did eloquently scribble:
> Hi Peter!
> I am never being right.

Finally something we can all agree on.
--
-------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------
```

5778. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 16:57:04 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <ANJHf.2735$lo3.1226@trnddc07>
Source record: 7685

Yep.. I have one of each.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Charlie" <charleycron@woh.rr.com> wrote in message
news:kSTGf.67780$tK4.6211@tornado.ohiordc.rr.com...
> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> I've only ever seen the "Star Raiders" cart, did they actually make one
> minus the s?
>
> Just curious..
> Charlie
>

5779. Re: life extension of old computers thanks to opensource Contiki

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-12 23:28:47 UTC
From: Duncan Snowden <dss@ukonline.co.uk>
Message-ID: <43efca30_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 7686
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Knut Roll-Lund wrote:

> I think 80686 was a number they had already used for something entirely
> different or maybe it was another company that had used it, which was at
> least part of why they dropped the number.

AIUI, it's because numbers can't be registered as trademarks in some
countries.

--
Duncan Snowden.

5780. Re: TRADE ANYONE??

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-13 00:18:40 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-1F72CB.19184012022006@netnews.asp.att.net>
Source record: 7687

In article <1139346044.414137.315720@o13g2000cwo.googlegroups.com>,
"ramswell" <shifty_butch@hotmail.com> wrote:

> I got a COMMODORE 64 COMPUTER sitting here and I NED AN ATARI 1200XL!
> Anyone interested in TRADING????
>
>
> Charles

Good luck.. they are no where near the same value.. considering you can
get a C64 for free pretty easy these days if you look around. Remember
the 64 is the largest selling computer (excluding the 'pc'), so much
so its hard not to trip over the damned things..

(not trying to start a 'which is better' flamewar here, just talking
current hard value.)

5781. Re: TRADE ANYONE??

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-13 00:24:01 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <BkQHf.153932$PY6.136512@tornado.ohiordc.rr.com>
Source record: 7688

I just picked a 1200xl off ebay for $22.95.

and and 1050
and a printer
and some carts
and a 850
and a 410

woohoo..

Charlie

shipping is 40 bucks but I think its about right, if any of it works.

ziggy wrote:

> In article <1139346044.414137.315720@o13g2000cwo.googlegroups.com>,
> "ramswell" <shifty_butch@hotmail.com> wrote:
>
>> I got a COMMODORE 64 COMPUTER sitting here and I NED AN ATARI 1200XL!
>> Anyone interested in TRADING????
>>
>>
>> Charles
>
> Good luck.. they are no where near the same value.. considering you can
> get a C64 for free pretty easy these days if you look around. Remember
> the 64 is the largest selling computer (excluding the 'pc'), so much
> so its hard not to trip over the damned things..
>
> (not trying to start a 'which is better' flamewar here, just talking
> current hard value.)

5782. FA: Rare Prototype Atari 800/XL/XE Carts On Ebay!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-13 05:37:04 UTC
From: "Mr. Lee" <bubba@biff.com>
Message-ID: <zUUHf.79879$QW2.38931@dukeread08>
Source record: 7689
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://search.ebay.com/_W0QQsassZ2005klr650QQhtZ-1

5783. Re: wanted: 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-13 16:14:55 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <dsqb9701hlu@news2.newsguy.com>
Source record: 7690

Ziggy,

I have one I swapped out in 1991 because of limited functioning with a shift key and and the "d" key. They would function if pressed hard enough (bad for a touch-typist like me). I'd let you have it for a small fee+shipping.

Demivec
for working email (take out the garbage if present)

5784. Basic XL Versions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 02:46:15 UTC
From: Jason Harmon <spam@sucks.com>
Message-ID: <abWdnUpT9N9k3mzenZ2dnUVZ_tydnZ2d@adelphia.com>
Source record: 7691

I recently picked up an OSS Basic XL cartridge off eBay. It is an orange one, which says version 1.02 when it boots up. I believe the latest version made was 1.03. Does anyone know the differences between 1.02 and 1.03 (changes/features/bug fixes)?

Thanks.

-Jason Harmon

5785. XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 03:10:59 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <oTblf.81368$QW2.80116@dukeread08>
Source record: 7692

The burned out SN74LS38N chips was replaced with new one however Atari XF551 drive still cannot read/write the Atari 90K/128K/180K formatted disk when I turned the system on, keep saying "Boot Error". But formatting is ok. Which chip is used for reading/writing ability?

Thanks!
Jack

5786. Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 15:20:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0034cc1e@familynet-international.org>
Source record: 7696

FamilyNet International Newsgate

Reminder of the Atari chat happening in five hours (8 pm CST), directions
below...

Doc Clu

> Well, I'm getting this announcement out half an hour before the chat. :)
> See you there at 8 pm CST at...
> telnet://216.240.173.22
>(Or I think it is telnet://www.atarinews.net .. or net... I use the IP address
> myself.)
> Instructions briefly for first timers...
> type...
> bbs
> bbs
> Next login type name and password (if you don't have one it doesn't take long
> to get one.)
>> enter<
> t (talk)
> c (chat)
> (enter a chat name)
> You're there!

>> From: <kenames@pacbell.net>
>> hi,
>> I would just like to have the announcement made earlier in the day
>> when the chat is going to happen. my memory is going so constant
>> reminders never hurt me. :)
>> Ken
>> On Thu, 2 Feb 2006 13:19:46 UTC, "Greg Goodwin"
>> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>>> FamilyNet International Newsgate
>>>
>>> > From: bill@newbreedsoftware.com (William Kendrick)
>>> > Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>>> >> This BBS was setup mainly for its chat feature... to give the guys
>>> >> from the Atar i forum on Delphi a place to chat. We'll see how it
>>> >> goes. A full BBS is obviousl y overkill but after trying a few web
>>> >> based chat systems and the Atari web browser having a problem with
>>> >> frames and refresh headers, this seemed like the next step
>>>>Curious... have you thought about IRC? It can be done from a text terminal
>>> > (e.g., if you have access to a Unix shell), and there are clients for
>>> > most OSes. (I'm be surprised if there were no Atari ST IRC clients.)
>>> > Of course, it doesn't have the nostalgic charm that a BBS has, but... :)

>>> > --
>>> > -bill! Tux Paint 2006 wall calendar,
>>> > bill@newbreedsoftware.com CDROM, bumper sticker & apparel
>>>> http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw
>>>
>>> You know of any good servers I can telnet into that has IRC? (I don't
>>> think there is a IRC program for the Atari 8-bits yet).
>>>
>>> Other than that, you can also hit the java Ataritimes.com chat on Monday
>>> nights too, but the Atarinews chat is for the most part, there already, and
>> run
>>> by an Atarian who is happy to run it. So why not?
>>>
>>> Naturally I liked the other chat room I was with around July of last
>>> year... fun place, but last I heard went down. :(
>>>
>>> Doc Clu
>>>
>>> FamilyNet <> Internet Gated Mail
>>> http://www.familynet-international.org
>>>
>> --

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5787. Re: 80 Column VT100 Terminal App

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 15:22:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0034cc1f@familynet-international.org>
Source record: 7697

FamilyNet International Newsgate

Ice-T? What I always use.

Doc Clu

> From: Steven Tucker <classics@atarimax.com>
> Jason Harmon wrote:
>> Can anyone recommend an 80-column terminal app with VT100 emulation (and
>> where to get it) for the 8-bit that works with the TCP/IP modem emulator in
>> APE? I'd like to use my 130XE as a VT100 terminal for Linux, so something
>> fast would be good. I tried IceT, but it didn't seem to recognize APE as an
>> 850 (though this could be due to me not setting something up correctly).
> You could try Flickr Term 80. I believe with both programs you need to
> pre-load the R: bootstrap program before starting the terminal software.
> This is probably called AUTO850.COM or something similar.
> Steve
> --
> --
> FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.atarimax.com/ * * *
> * * *** * *
>!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5788. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 19:54:34 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <_zqIf.32908$H71.17053@newssvr13.news.prodigy.com>
Source record: 7693

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:oTbIf.81368$QW2.80116@dukeread08...
> The burned out SN74LS38N chips was replaced with new one however Atari
XF551
> drive still cannot read/write the Atari 90K/128K/180K formatted disk when
I
> turned the system on, keep saying "Boot Error". But formatting is ok.
Which
> chip is used for reading/writing ability?
>
> Thanks!
> Jack
>
If you are getting 'boot error' it is when you are powering up with
a non-DOS or no floppy in the drive, or maybe even the drive isn't
configured as D1: If your formatting is working then you are using
a DOS disk and booting satisfactorily, unless you have a cart DOS
like SpartaX or MyDOS on cart.

5789. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 21:42:43 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <C9sIf.81409$QW2.6186@dukeread08>
Source record: 7694

1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok... DOS
recongizes the XF551 as drive 2. I tested XF551 to read the formatted disk
as DOS 2.x. But it still cannot read. any help?

Thanks
Jack

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:_zqIf.32908$H71.17053@newssvr13.news.prodigy.com...
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:oTbIf.81368$QW2.80116@dukeread08...
>> The burned out SN74LS38N chips was replaced with new one however Atari
> XF551
>> drive still cannot read/write the Atari 90K/128K/180K formatted disk when
> I
>> turned the system on, keep saying "Boot Error". But formatting is ok.
> Which
>> chip is used for reading/writing ability?
>>
>> Thanks!
>> Jack
>>
> If you are getting 'boot error' it is when you are powering up with
> a non-DOS or no floppy in the drive, or maybe even the drive isn't
> configured as D1: If your formatting is working then you are using
> a DOS disk and booting satisfactorily, unless you have a cart DOS
> like SpartaX or MyDOS on cart.
>
>

5790. Re: wanted: 130 xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-14 22:07:32 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-EC587D.17073114022006@netnews.asp.att.net>
Source record: 7695

In article <dsqb9701hlu@news2.newsguy.com>,
"Demivec" <likeb4garbage@msn.com> wrote:

> Ziggy,
>
> I have one I swapped out in 1991 because of limited functioning with a
> shift key and and the "d" key. They would function if pressed hard enough
> (bad for a touch-typist like me). I'd let you have it for a small
> fee+shipping.
>
>
> Demivec
> for working email (take out the garbage if present)

With luck you have email.. Id love to make a deal.

5791. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-15 02:45:17 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <1BwIf.33008$H71.27721@newssvr13.news.prodigy.com>
Source record: 7598

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:C9sIf.81409$QW2.6186@dukeread08...
> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok... DOS
> recongizes the XF551 as drive 2. I tested XF551 to read the formatted disk
> as DOS 2.x. But it still cannot read. any help?
>
> Thanks
> Jack

Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
You boot a DOS disk from 1050. You put the boot disk or
some other formatted disk, that drive 1 can read, in D2: and it
won't get a directory. Right? MyDOS will see what other
drives there are, you say that DOS recognizes there is a D2:
What happens when you try to access D2:? Does the drive
whirr or get error 144. How are you attempting to access
D2:?

5792. looking for Medit (APX) bin

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-15 04:46:55 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <IBSdnTVDquXbL2_eUSdV9g@ptd.net>
Source record: 7599

thanks

5793. Re: Basic XL Versions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-15 10:09:44 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <-LydnXezqJdtYG_enZ2dnUVZ_tKdnZ2d@comcast.com>
Source record: 7600

"Jason Harmon" <spam@sucks.com> wrote in message
news:abWdnUpT9N9k3mzenZ2dnUVZ_tydnZ2d@adelphia.com...
>I recently picked up an OSS Basic XL cartridge off eBay. It is an orange
>one, which says version 1.02 when it boots up. I believe the latest
>version made was 1.03. Does anyone know the differences between 1.02 and
>1.03 (changes/features/bug fixes)?

I don't know, but I have a ver 1.03 bin if you want, as well as the toolkit
v1.03 atr.

>
> Thanks.
>
> -Jason Harmon
>
>

5794. Re: Basic XL Versions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 01:33:28 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1140053608.607968.299830@z14g2000cwz.googlegroups.com>
Source record: 7601

> I recently picked up an OSS Basic XL cartridge off eBay. It is an orange
one, which says version 1.02 when it boots up. I believe the latest
version
made was 1.03. Does anyone know the differences between 1.02 and 1.03
(changes/features/bug fixes)? <

There were a few obscure bugs present in BXL 1.01 and 1.02. These were
supposedly corrected in 1.03. AFAIK, there never was an orange cart
(or "two-chip") 1.03. Conversely, there were a few black cart 1.02's
released. If anyone knows of an orange 1.03, please reply. 1.02 is
very stable, and the toolkit works well. I actually prefer BXL to BXE,
mainly because of the Toolkit and Runtime package.
-Larry

5795. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 01:51:32 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <RUQlf.81477$QW2.76470@dukeread08>
Source record: 7602

I tested the Single Density formatted disk on 1050. 1050 can read it. I
insert the same disk in XF551. XF551 still cant read it. XF551 is damaged. I
do not know what part is damaged. I think some chips are malfuctional or
5.25 mechanism. Which one is damaged?

Thanks!
Jack

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:1BwIf.33008$H71.27721@newssvr13.news.prodigy.com...
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:C9sIf.81409$QW2.6186@dukeread08...
>> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok... DOS
>> recongizes the XF551 as drive 2. I tested XF551 to read the formatted
>> disk
>> as DOS 2.x. But it still cannot read. any help?
>>
>> Thanks
>> Jack
>
> Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
> You boot a DOS disk from 1050. You put the boot disk or
> some other formatted disk, that drive 1 can read, in D2: and it
> won't get a directory. Right? MyDOS will see what other
> drives there are, you say that DOS recognizes there is a D2:
> What happens when you try to access D2:? Does the drive
> whirr or get error 144. How are you attempting to access
> D2:?
>
>

5796. The Black Box Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 01:54:26 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <yXQlf.81478$QW2.41910@dukeread08>
Source record: 7603

I am wondering if the black box floppy board works with XEGS cartridge or
PBI of 130XE or SIO connection.

Thanks!
Jack

5797. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 02:38:52 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <0BRIf.13557$2O6.5503@newssvr12.news.prodigy.com>
Source record: 7604

Hi, Jack.
I seem to be the only one responding and probably the least knowlegable.
Are you sure the XF is configured, with dip switches, to be D2:?
Are you sure your DOS will recognize D2:, ie. some DOS 2.0/2.5
can be configured to only recognize D1:. What DOS are you booting
with? Are you daisy chaining the XF to the 1050 as D2: or replacing the
1050 with XF as D1: for boot? Does the XF respond at all to your efforts,
whirring, LED coming on?
"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:RUQIf.81477$QW2.76470@dukeread08...
> I tested the Single Density formatted disk on 1050. 1050 can read it. I
> insert the same disk in XF551. XF551 still cant read it. XF551 is damaged.
I
> do not know what part is damaged. I think some chips are malfuctional or
> 5.25 mechanism. Which one is damaged?
>
> Thanks!
> Jack
>
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:1BwIf.33008$H71.27721@newssvr13.news.prodigy.com...
> >
> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
> > news:C9sIf.81409$QW2.6186@dukeread08...
> >> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok... DOS
> >> recongizes the XF551 as drive 2. I tested XF551 to read the formatted
> >> disk
> >> as DOS 2.x. But it still cannot read. any help?
> >>
> >> Thanks
> >> Jack
> >
> > Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
> > You boot a DOS disk from 1050. You put the boot disk or
> > some other formatted disk, that drive 1 can read, in D2: and it
> > won't get a directory. Right? MyDOS will see what other
> > drives there are, you say that DOS recognizes there is a D2:
> > What happens when you try to access D2:? Does the drive
> > whirr or get error 144. How are you attempting to access
> > D2:?
> >
> >
>

>

5798. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 03:17:09 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <39SIf.81483$QW2.80324@dukeread08>
Source record: 7605

drive 1,2,3 or 4, it does not matter.. which DOS ? it still does not
matter.. all DOS... XF sets D1: all disks can not be read. yes,the busy
light is still on when XF tries to read. Any help?

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:0BRIf.13557$2O6.5503@newssvr12.news.prodigy.com...
> Hi, Jack.
> I seem to be the only one responding and probably the least knowlegable.
> Are you sure the XF is configured, with dip switches, to be D2:?
> Are you sure your DOS will recognize D2:, ie. some DOS 2.0/2.5
> can be configured to only recognize D1:. What DOS are you booting
> with? Are you daisy chaining the XF to the 1050 as D2: or replacing the
> 1050 with XF as D1: for boot? Does the XF respond at all to your efforts,
> whirring, LED coming on?
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:RUQIf.81477$QW2.76470@dukeread08...
>> I tested the Single Density formatted disk on 1050. 1050 can read it. I
>> insert the same disk in XF551. XF551 still cant read it. XF551 is
>> damaged.
> I
>> do not know what part is damaged. I think some chips are malfuctional or
>> 5.25 mechanism. Which one is damaged?
>>
>> Thanks!
>> Jack
>>
>>
>> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>> news:1BwIf.33008$H71.27721@newssvr13.news.prodigy.com...
>> >
>> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
>> > news:C9sIf.81409$QW2.6186@dukeread08...
>> >> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok... DOS
>> >> recongizes the XF551 as drive 2. I tested XF551 to read the formatted
>> >> disk
>> >> as DOS 2.x. But it still cannot read. any help?
>> >>
>> >> Thanks
>> >> Jack
>> >
>> > Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
>> > You boot a DOS disk from 1050. You put the boot disk or
>> > some other formatted disk, that drive 1 can read, in D2: and it
>> > won't get a directory. Right? MyDOS will see what other

>> > drives there are, you say that DOS recognizes there is a D2:
>> > What happens when you try to access D2:? Does the drive
>> > whirr or get error 144. How are you attempting to access
>> > D2:?
>> >
>> >
>>
>>
>
>

5799. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 04:33:34 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ygTlf.21073$_S7.11477@newssvr14.news.prodigy.com>
Source record: 7606

H'lo again.
There could be a problem with the electronics, in which case you
could try swapping chips, if you can find a source.
Does the XF sound like the disk is turning, or silent when the
busy light comes on, ie. possibly the drive belt. A common problem
with the XF is the SIO socket coming broke at the PCB, check with
a magnifyer the traces at the connector. OK, not either of those,
narrows it down some. When you open it up, does the head move
back and forth, and the disk spin? Could be the stepper motor
or spin motor. I don't know which mechanism the XF uses, but
you might be able to replace the entire drive mechanism.

Where's Rick Cortese when we need him?
"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:39SIf.81483$QW2.80324@dukeread08...
> drive 1,2,3 or 4, it does not matter.. which DOS ? it still does not
> matter.. all DOS... XF sets D1: all disks can not be read. yes,the busy
> light is still on when XF tries to read. Any help?
>
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:0BRIf.13557$2O6.5503@newssvr12.news.prodigy.com...
> > Hi, Jack.
> > I seem to be the only one responding and probably the least knowlegable.
> > Are you sure the XF is configured, with dip switches, to be D2:?
> > Are you sure your DOS will recognize D2:, ie. some DOS 2.0/2.5
> > can be configured to only recognize D1:. What DOS are you booting
> > with? Are you daisy chaining the XF to the 1050 as D2: or replacing the
> > 1050 with XF as D1: for boot? Does the XF respond at all to your
efforts,
> > whirring, LED coming on?
> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
> > news:RUQIf.81477$QW2.76470@dukeread08...
> >> I tested the Single Density formatted disk on 1050. 1050 can read it. I
> >> insert the same disk in XF551. XF551 still cant read it. XF551 is
> >> damaged.
> > I
> >> do not know what part is damaged. I think some chips are malfuctional
or
> >> 5.25 mechanism. Which one is damaged?
> >>
> >> Thanks!
> >> Jack
> >>

> >>
> >> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> >> news:1BwIf.33008$H71.27721@newssvr13.news.prodigy.com...
> >> >
> >> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
> >> > news:C9sIf.81409$QW2.6186@dukeread08...
> >> >> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok...
DOS
> >> >> recongizes the XF551 as drive 2. I tested XF551 to read the
formatted
> >> >> disk
> >> >> as DOS 2.x. But it still cannot read. any help?
> >> >>
> >> >> Thanks
> >> >> Jack
> >> >
> >> > Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
> >> > You boot a DOS disk from 1050. You put the boot disk or
> >> > some other formatted disk, that drive 1 can read, in D2: and it
> >> > won't get a directory. Right? MyDOS will see what other
> >> > drives there are, you say that DOS recognizes there is a D2:
> >> > What happens when you try to access D2:? Does the drive
> >> > whirr or get error 144. How are you attempting to access
> >> > D2:?
> >> >
> >> >
> >>
> >>
> >
> >
>
>

5800. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 05:29:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1140067751@rtfm.mit.edu>
Source record: 7607
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 25, 2005

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever
```

Atari SAP Music Archive: http://asma.atari.org

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
http://www.ataritimes.com/ The Atari Times

5801. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 05:50:35 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ZoUIf.81496$QW2.11316@dukeread08>
Source record: 7608

I command XF551 to format the disk. I hear the head moving fast during formatting. I think SIO in XF is ok. After formatting, it cant write as making boot sector and creating directory. The head moves back and forth as well ... motor is still running.

XF was the first happened to me. I forget to turn off the XF drive. It was left on in few hours. Heat sink inside XF felt little hot. It is not able to read. I turned off the drive for cooling down. The few hours later, the drive still cant read the disk. Any help?

Thanks!
Jack

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:ygTIf.21073$_S7.11477@newssvr14.news.prodigy.com...
> H'lo again.
> There could be a problem with the electronics, in which case you
> could try swapping chips, if you can find a source.
> Does the XF sound like the disk is turning, or silent when the
> busy light comes on, ie. possibly the drive belt. A common problem
> with the XF is the SIO socket coming broke at the PCB, check with
> a magnifyer the traces at the connector. OK, not either of those,
> narrows it down some. When you open it up, does the head move
> back and forth, and the disk spin? Could be the stepper motor
> or spin motor. I don't know which mechanism the XF uses, but
> you might be able to replace the entire drive mechanism.
>
> Where's Rick Cortese when we need him?
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:39SIf.81483$QW2.80324@dukeread08...
>> drive 1,2,3 or 4, it does not matter.. which DOS ? it still does not
>> matter.. all DOS... XF sets D1: all disks can not be read. yes,the busy
>> light is still on when XF tries to read. Any help?
>>
>>
>> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>> news:0BRIf.13557$2O6.5503@newssvr12.news.prodigy.com...
>> > Hi, Jack.
>> > I seem to be the only one responding and probably the least
>> > knowlegable.
>> > Are you sure the XF is configured, with dip switches, to be D2:?
>> > Are you sure your DOS will recognize D2:, ie. some DOS 2.0/2.5
>> > can be configured to only recognize D1:. What DOS are you booting
>> > with? Are you daisy chaining the XF to the 1050 as D2: or replacing
>> > the

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>> > 1050 with XF as D1: for boot? Does the XF respond at all to your
> efforts,
>> > whirring, LED coming on?
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>> >> insert the same disk in XF551. XF551 still cant read it. XF551 is
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>> > I
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> or
>> >> 5.25 mechanism. Which one is damaged?
>> >>
>> >> Thanks!
>> >> Jack
>> >>
>> >>
>> >> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>> >> news:1BwIf.33008$H71.27721@newssvr13.news.prodigy.com...
>> >> >
>> >> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
>> >> > news:C9sIf.81409$QW2.6186@dukeread08...
>> >> >> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok...
> DOS
>> >> >> recongizes the XF551 as drive 2. I tested XF551 to read the
> formatted
>> >> >> disk
>> >> >> as DOS 2.x. But it still cannot read. any help?
>> >> >>
>> >> >> Thanks
>> >> >> Jack
>> >> >
>> >> > Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
>> >> > You boot a DOS disk from 1050. You put the boot disk or
>> >> > some other formatted disk, that drive 1 can read, in D2: and it
>> >> > won't get a directory. Right? MyDOS will see what other
>> >> > drives there are, you say that DOS recognizes there is a D2:
>> >> > What happens when you try to access D2:? Does the drive
>> >> > whirr or get error 144. How are you attempting to access
>> >> > D2:?
>> >> >
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>

5802. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 08:24:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160020180.12237-100000@onyx.spiritone.com>
Source record: 7609
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5803. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 08:27:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160024240.12237-100000@onyx.spiritone.com>
Source record: 7610
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from extinction, buy ANY Games/
Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get
20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5804. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 08:30:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602160027390.12237-100000@onyx.spiritone.com>
Source record: 7611
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5805. Re: Basic XL Versions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 16:01:11 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <9sidnXn_v63UPGneRVn-hg@adelphia.com>
Source record: 7612

Thanks for the insights.

I got the orange 1.02, and noticed a few interesting differences with Basic XE right away.

The indenting of loops in BXL is very strange. In BXE, the contents of a loop, but not the FOR and NEXT lines are indented. In BXL, the FOR and NEXT keywords are indented to the same level as the contents, which to me looks very strange.

In general, I would stick with BXE for my 130XE, but I also have an 800 and wanted a version that could run on it.

-Jason

"Larry" <LLppwhite@aol.com> wrote in message
news:1140053608.607968.299830@z14g2000cwz.googlegroups.com...
>> I recently picked up an OSS Basic XL cartridge off eBay. It is an orange
> one, which says version 1.02 when it boots up. I believe the latest
> version
> made was 1.03. Does anyone know the differences between 1.02 and 1.03
> (changes/features/bug fixes)? <
>
> There were a few obscure bugs present in BXL 1.01 and 1.02. These were
> supposedly corrected in 1.03. AFAIK, there never was an orange cart
> (or "two-chip") 1.03. Conversely, there were a few black cart 1.02's
> released. If anyone knows of an orange 1.03, please reply. 1.02 is
> very stable, and the toolkit works well. I actually prefer BXL to BXE,
> mainly because of the Toolkit and Runtime package.
> -Larry
>

5806. Re: MIO 80 column

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 17:00:57 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <qa2Jf.16366$X7.9334@bignews7.bellsouth.net>
Source record: 7613

If I am not too late on this thread and anyone knows,

Is there any type of code built into the MIO to handle the 80 Column board
that
was planned to be released?

Or was any software/drivers/etc going to be disk based, or on the 80 Column
board
its self, if anyone knows.

phantomm@bellsouth.net

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-xjMJPCy9Nyoi@draco.w2kserv.local...
> OK, thanks for the info Larry
>
> Ken
>
> On Sat, 11 Feb 2006 12:08:27 UTC, "Larry" <LLppwhite@aol.com> wrote:
>
>> Hi Ken-
>> This came up not too long ago, but I can't find my post -- maybe the
>> thread didn't get archived.
>> Anyway, (abbreviated) I talked with Tom Harker of ICD (mid-late 80's?)
>> and he told me that the all the engineering was completed. Tom said it
>> would not be released because there just was no economic justification.
>> AFAIK, none ever made it out to the public. -Larry
>>
>
>
> --
>

5807. Re: The Black Box Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-16 20:45:26 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <Gv5Jf.12532$Nv2.8039@newsread1.news.atl.earthlink.net>
Source record: 7614

Hi, Jack (never yell that near an airport... :-)

It is definitely not an SIO device.

The MIO and the Black Box both connect to an Atari via the PBI
interface
on the XLs and the Enhanced Cartridge Port of the XEs; the Floppy
Board
connects to the Black Box. I have not seen them attached to the
XEGS.

-Jess

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:yXQIf.81478$QW2.41910@dukeread08...
> I am wondering if the black box floppy board works with XEGS
cartridge or
> PBI of 130XE or SIO connection.
>
> Thanks!
> Jack
>
>

5808. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 01:30:42 UTC
From: Pete Wood <peterjwood1@tiscali.co.uk>
Message-ID: <43f5271b$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 7615

Hi, can anyone help me please? I bought an Indus GT Disk Drive off ebay,
what type of mains supply does it take? 9v DC or 9v AC? Thanks in advance
Pete Wood
"Michael Current" <hunmanik@earthlink.net> wrote in message
news:atari-8-bit/welcome_1140067751@rtfm.mit.edu...
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: March 25, 2005
>
> Welcome to the comp.sys.atari.8bit newsgroup!
>
> You've found the Usenet newsgroup for discussion about the Atari 8-bit
> family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
> 65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
> California, USA, produced this line of computers from 1979-1992.
>
> To see what Atari is up to today visit http://www.atari.com/
>
> NEWSGROUP BACKGROUND:
> comp.sys.atari.8bit was created in November 1986, and is unmoderated.
> There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
> This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
> The earlier net.micro.atari existed from Nov 1982 to Nov 1986.
>
> Please don't try to post binaries in comp.sys.atari.8bit, use the
> appropriate
> binaries groups instead.
>
> RELATED NEWSGROUPS:
> alt.binaries.comp.atari8bit
> comp.sys.atari.announce Moderated by Kevin Savetz.
> `- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
> rec.games.video.atari
>
> E-MAIL LIST:
> atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
> To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
> the following line in the body (not the subject) of the message:
> subscribe atari8-l
>
> WEB PAGES:
> Atari 8-bit Computer Web Ring, kept by Raphael Espino
> Ring Hub: http://www.webring.com/hub?ring=a8bit
> Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

>
> SOFTWARE DOWNLOADS:
> XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
> http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
>
> Underground Node #472 (TXG/MNX)
> FTP Host: atari.xs4all.nl Port: 21
> User: atari8 Pass: atari4ever
>
> Atari SAP Music Archive: http://asma.atari.org
>
> INFORMATION:
> Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
>
> Atari 8-Bit Computers: Vendors and Developers (Michael Current)
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
>
> Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
> http://www.sonic.net/~nbs/new_and_emu.html
>
> Atari Disk Image FAQ (Steve Tucker)
> http://www.atarimax.com/ape/docs/DiskImageFAQ/
>
> Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
> http://www.execpc.com/~krieg/links/8bit.carts
>
> Atari 8-Bit Telnet BBS List (Nolan Friedland)
> http://www.ilmarinen.us/spacebbs/bbs-telnet.html
>
> Atari 8-Bit Dialup BBS List (Nolan Friedland)
> http://www.ilmarinen.us/spacebbs/bbs-dialup.html
>
> ONLINE MAGAZINES:
> http://www.myatari.net/ MyAtari
> http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
> http://www.ataritimes.com/ The Atari Times
>

5809. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 03:35:56 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <28fJf.33028$Dh.5638@dukeread04>
Source record: 7618

It takes DC voltage. But don't use the 9v that is used on the 1050 series
as it will blow the power supply. You can use a power supply from an Atari
5200.

Thomas

"Pete Wood" <peterjwood1@tiscali.co.uk> wrote in message
news:43f5271b$1_2@mk-nntp-2.news.uk.tiscali.com...
> Hi, can anyone help me please? I bought an Indus GT Disk Drive off ebay,
> what type of mains supply does it take? 9v DC or 9v AC? Thanks in advance
> Pete Wood
> "Michael Current" <hunmanik@earthlink.net> wrote in message
> news:atari-8-bit/welcome_1140067751@rtfm.mit.edu...
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>> Posting-Frequency: 7 days
>> Last-modified: March 25, 2005
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>> comp.sys.atari.8bit was created in November 1986, and is unmoderated.
>> There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
>> This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
>> The earlier net.micro.atari existed from Nov 1982 to Nov 1986.
>>
>> Please don't try to post binaries in comp.sys.atari.8bit, use the
>> appropriate
>> binaries groups instead.
>>
>> RELATED NEWSGROUPS:
>> alt.binaries.comp.atari8bit
>> comp.sys.atari.announce Moderated by Kevin Savetz.
>> `- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
>> rec.games.video.atari
>>
>> E-MAIL LIST:
>> atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
>> To subscribe, simply mail a message to majordomo@listserv.krap.pl, with

>> the following line in the body (not the subject) of the message:
>> subscribe atari8-l
>>
>> WEB PAGES:
>> Atari 8-bit Computer Web Ring, kept by Raphael Espino
>> Ring Hub: http://www.webring.com/hub?ring=a8bit
>> Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
>>
>> SOFTWARE DOWNLOADS:
>> XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
>> http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
>>
>> Underground Node #472 (TXG/MNX)
>> FTP Host: atari.xs4all.nl Port: 21
>> User: atari8 Pass: atari4ever
>>
>> Atari SAP Music Archive: http://asma.atari.org
>>
>> INFORMATION:
>> Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
>> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
>>
>> Atari 8-Bit Computers: Vendors and Developers (Michael Current)
>> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
>>
>> Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
>> http://www.sonic.net/~nbs/new_and_emu.html
>>
>> Atari Disk Image FAQ (Steve Tucker)
>> http://www.atarimax.com/ape/docs/DiskImageFAQ/
>>
>> Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
>> http://www.execpc.com/~krieg/links/8bit.carts
>>
>> Atari 8-Bit Telnet BBS List (Nolan Friedland)
>> http://www.ilmarinen.us/spacebbs/bbs-telnet.html
>>
>> Atari 8-Bit Dialup BBS List (Nolan Friedland)
>> http://www.ilmarinen.us/spacebbs/bbs-dialup.html
>>
>> ONLINE MAGAZINES:
>> http://www.myatari.net/ MyAtari
>> http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
>> http://www.ataritimes.com/ The Atari Times
>>
>
>

5810. Re: XF551 chips for reading/writing ability

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 05:25:25 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <7bnav1947v6is5uh4rq685cv19da01peb6@4ax.com>
Source record: 7616

Hi,

I don't think this is a typical problem of the XF551, so I think you are
going to be on your own a little bit. I would resolder the SIO pins just
for good measure (be careful, the traces on the XF551 are very weak) since
that is such a common problem.

Other than that... well, I would probably personally try some guerilla
troubleshooting, but I'm not too keen to offer those suggestions to you.
There must be someone who knows more about electronics and the XF551 that
can help you.

"Jack Tseng" <tseng4@hotmail.com>:
>I command XF551 to format the disk. I hear the head moving fast during
>formatting. I think SIO in XF is ok. After formatting, it cant write as
>making boot sector and creating directory. The head moves back and forth as
>well ... motor is still running.
>
>XF was the first happened to me. I forget to turn off the XF drive. It was
>left on in few hours. Heat sink inside XF felt little hot. It is not able to
>read. I turned off the drive for cooling down. The few hours later, the
>drive still cant read the disk. Any help?
>
>Thanks!
>Jack
>
>
>"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>news:ygTIf.21073$_S7.11477@newssvr14.news.prodigy.com...
>> H'lo again.
>> There could be a problem with the electronics, in which case you
>> could try swapping chips, if you can find a source.
>> Does the XF sound like the disk is turning, or silent when the
>> busy light comes on, ie. possibly the drive belt. A common problem
>> with the XF is the SIO socket coming broke at the PCB, check with
>> a magnifyer the traces at the connector. OK, not either of those,
>> narrows it down some. When you open it up, does the head move
>> back and forth, and the disk spin? Could be the stepper motor
>> or spin motor. I don't know which mechanism the XF uses, but
>> you might be able to replace the entire drive mechanism.
>>
>> Where's Rick Cortese when we need him?
>> "Jack Tseng" <tseng4@hotmail.com> wrote in message
>> news:39SIf.81483$QW2.80324@dukeread08...
>>> drive 1,2,3 or 4, it does not matter.. which DOS ? it still does not

>>> matter.. all DOS... XF sets D1: all disks can not be read. yes,the busy
>>> light is still on when XF tries to read. Any help?
>>>
>>>
>>> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>>> news:0BRIf.13557$2O6.5503@newssvr12.news.prodigy.com...
>>> > Hi, Jack.
>>> > I seem to be the only one responding and probably the least
>>> > knowlegable.
>>> > Are you sure the XF is configured, with dip switches, to be D2:?
>>> > Are you sure your DOS will recognize D2:, ie. some DOS 2.0/2.5
>>> > can be configured to only recognize D1:. What DOS are you booting
>>> > with? Are you daisy chaining the XF to the 1050 as D2: or replacing
>>> > the
>>> > 1050 with XF as D1: for boot? Does the XF respond at all to your
>> efforts,
>>> > whirring, LED coming on?
>>> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
>>> > news:RUQIf.81477$QW2.76470@dukeread08...
>>> >> I tested the Single Density formatted disk on 1050. 1050 can read it.
>>> >> I
>>> >> insert the same disk in XF551. XF551 still cant read it. XF551 is
>>> >> damaged.
>>> > I
>>> >> do not know what part is damaged. I think some chips are malfuctional
>> or
>>> >> 5.25 mechanism. Which one is damaged?
>>> >>
>>> >> Thanks!
>>> >> Jack
>>> >>
>>> >>
>>> >> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
>>> >> news:1BwIf.33008$H71.27721@newssvr13.news.prodigy.com...
>>> >> >
>>> >> > "Jack Tseng" <tseng4@hotmail.com> wrote in message
>>> >> > news:C9sIf.81409$QW2.6186@dukeread08...
>>> >> >> 1050 sets Drive 1. XF551 sets Drive 2. 1050 boots any DOS - ok...
>> DOS
>>> >> >> recongizes the XF551 as drive 2. I tested XF551 to read the
>> formatted
>>> >> >> disk
>>> >> >> as DOS 2.x. But it still cannot read. any help?
>>> >> >>
>>> >> >> Thanks
>>> >> >> Jack
>>> >> >
>>> >> > Hmm... You've got 1050 set as drive 1 and XF551 set as drive 2.
>>> >> > You boot a DOS disk from 1050. You put the boot disk or
>>> >> > some other formatted disk, that drive 1 can read, in D2: and it

>>> >> > won't get a directory. Right? MyDOS will see what other
>>> >> > drives there are, you say that DOS recognizes there is a D2:
>>> >> > What happens when you try to access D2:? Does the drive
>>> >> > whirr or get error 144. How are you attempting to access
>>> >> > D2:?
>>> >> >
>>> >> >
>>> >>
>>> >>
>>> >
>>> >
>>>
>>>
>>
>>
>

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5811. Re: MIO 80 column

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 05:57:36 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-GUnd804x05Tt@draco.w2kserv.local>
Source record: 7617

hi phantomm,
no, not too late.

the code to handle the 80 column was to be put into the same ROM
that holds the MIO driver code iirc. but that code was never released
as far as I know.

Ken

On Thu, 16 Feb 2006 17:00:57 UTC, "phantomm" <phantomm@bellsouth.net>
wrote:

>
> If I am not too late on this thread and anyone knows,
>
> Is there any type of code built into the MIO to handle the 80 Column board
> that
> was planned to be released?
>
> Or was any software/drivers/etc going to be disk based, or on the 80 Column
> board
> its self, if anyone knows.
>
> phantomm@bellsouth.net
>
>
>
>
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-xjMJPCy9Nyoi@draco.w2kserv.local...
> > OK, thanks for the info Larry
> >
> > Ken
> >
> > On Sat, 11 Feb 2006 12:08:27 UTC, "Larry" <LLppwhite@aol.com> wrote:
> >
> >> Hi Ken-
> >> This came up not too long ago, but I can't find my post -- maybe the
> >> thread didn't get archived.
> >> Anyway, (abbreviated) I talked with Tom Harker of ICD (mid-late 80's?)
> >> and he told me that the all the engineering was completed. Tom said it
> >> would not be released because there just was no economic justification.
> >> AFAIK, none ever made it out to the public. -Larry
> >>
> >

> >
> > --
> >
>
>

--

5812. Re: Basic XL Versions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 11:15:54 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <NtWdnT_bp9rqLWjenZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 7619

"Jason Harmon" <no@spam.com> wrote in message
news:9sidnXn_v63UPGneRVn-hg@adelphia.com...
> Thanks for the insights.
>
> I got the orange 1.02, and noticed a few interesting differences with
> Basic XE right away.
>
> The indenting of loops in BXL is very strange. In BXE, the contents of a
> loop, but not the FOR and NEXT lines are indented. In BXL, the FOR and
> NEXT keywords are indented to the same level as the contents, which to me
> looks very strange.
>
> In general, I would stick with BXE for my 130XE, but I also have an 800
> and wanted a version that could run on it.

BXE is by far the best for the 130XE, the FAST command kicks ass, as well as
the command to use the extra 64K automatically, I forgot what it is. I did
my advanced level project in BXE back in the day, very modular.

>
> -Jason
>
> "Larry" <LLppwhite@aol.com> wrote in message
> news:1140053608.607968.299830@z14g2000cwz.googlegroups.com...
>>> I recently picked up an OSS Basic XL cartridge off eBay. It is an
>>> orange
>> one, which says version 1.02 when it boots up. I believe the latest
>> version
>> made was 1.03. Does anyone know the differences between 1.02 and 1.03
>> (changes/features/bug fixes)? <
>>
>> There were a few obscure bugs present in BXL 1.01 and 1.02. These were
>> supposedly corrected in 1.03. AFAIK, there never was an orange cart
>> (or "two-chip") 1.03. Conversely, there were a few black cart 1.02's
>> released. If anyone knows of an orange 1.03, please reply. 1.02 is
>> very stable, and the toolkit works well. I actually prefer BXL to BXE,
>> mainly because of the Toolkit and Runtime package.
>> -Larry
>>
>
>

5813. Re: Basic XL Versions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 14:31:08 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <uKCdnacCTYEzQGjeRVn-gw@adelphia.com>
Source record: 7620

That would be the "EXTEND" command, which moves the program code to the upper 64K of memory, leaving all of the available conventional memory for variables/data.

Gives you a combined total of ~96K of space available, much more than any other Atari BASIC.

-Jason

"Lion Of Judah" <sonofman1@comcast.net> wrote in message news:NtWdnT_bp9rqLWjenZ2dnUVZ_vudnZ2d@comcast.com...
> "Jason Harmon" <no@spam.com> wrote in message
> news:9sidnXn_v63UPGneRVn-hg@adelphia.com...
>> Thanks for the insights.
>>
>> I got the orange 1.02, and noticed a few interesting differences with
>> Basic XE right away.
>>
>> The indenting of loops in BXL is very strange. In BXE, the contents of a
>> loop, but not the FOR and NEXT lines are indented. In BXL, the FOR and
>> NEXT keywords are indented to the same level as the contents, which to me
>> looks very strange.
>>
>> In general, I would stick with BXE for my 130XE, but I also have an 800
>> and wanted a version that could run on it.
>
> BXE is by far the best for the 130XE, the FAST command kicks ass, as well
> as the command to use the extra 64K automatically, I forgot what it is. I
> did my advanced level project in BXE back in the day, very modular.
>
>>
>> -Jason
>>
>> "Larry" <LLppwhite@aol.com> wrote in message
>> news:1140053608.607968.299830@z14g2000cwz.googlegroups.com...
>>>> I recently picked up an OSS Basic XL cartridge off eBay. It is an
>>>> orange
>>> one, which says version 1.02 when it boots up. I believe the latest
>>> version
>>> made was 1.03. Does anyone know the differences between 1.02 and 1.03
>>> (changes/features/bug fixes)? <
>>>
>>> There were a few obscure bugs present in BXL 1.01 and 1.02. These were
>>> supposedly corrected in 1.03. AFAIK, there never was an orange cart
>>> (or "two-chip") 1.03. Conversely, there were a few black cart 1.02's

>>> released. If anyone knows of an orange 1.03, please reply. 1.02 is
>>> very stable, and the toolkit works well. I actually prefer BXL to BXE,
>>> mainly because of the Toolkit and Runtime package.
>>> -Larry
>>>
>>
>>
>
>

5814. [ANNC] Dis6502 2.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 16:06:35 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns976D71076DB30emuslor@216.196.97.136>
Source record: 7621

Eric has released version 2.0 of Dis6502 at

http://sourceforge.net/project/showfiles.php?group_id=145747

New features:
- DIS6502.exe can be run with a filename as a parameter. The type of file
is guessed from its size and its header.
- Dis6502 now supports read and write labels for memory locations
- Dis6502 is now compatible with wine under Linux. You have to download
the TrueType font file Atarcc__.ttf which contains a font called
"Atari Classic Chunky". Copy this file in .wine/drive_c/windows/font.
Download at http://www2.bitstream.net/~marksim/atarimac/acttfpc.zip

Fixed bugs:
- Merging contiguous segments could crash the application
- After disassembling, the disassembly window is synchronized with
the bytes selected in the dump window.
- The small assembler does not accept illegal opcodes anymore to avoid
generating $1A for NOP mnemonic
- Opcode $54 in Display List is now correct in disassembly listing.
- Dis6502.ini is now read from the installation directory, not from the
current directory.

--
James
http://www.slornet.com

5815. FA: Assorted Pocket and Handheld Computers (Atari Portfolio Plus Extras)

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 18:02:44 UTC
From: pwborders@gmail.com
Message-ID: <1140199363.997638.257860@g44g2000cwa.googlegroups.com>
Source record: 7622

I have been cleaning again and I have an assortment of small computers listed on ebay until Saturday afternoon. They are all in great shape and work. I have replaced all the batteries in them (talk about expensive) except where there are rechargable batteries. Hopefully someone on this board might be interested in one of them, they can be quite fun to experiment with.

For a list of whats there, to place bids or for more information and pictures go to

http://search.ebay.com/_W0QQsassZtcbordp

5816. Re: FA: Assorted Pocket and Handheld Computers (Atari Portfolio Plus Extras)

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 19:10:18 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1140203418.032791.196750@g44g2000cwa.googlegroups.com>
Source record: 7623

pwborders@gmail.com wrote:
> I have been cleaning again and I have an assortment of small computers
> listed on ebay until Saturday afternoon. They are all in great shape
> and work. I have replaced all the batteries in them (talk about
> expensive) except where there are rechargable batteries. Hopefully
> someone on this board might be interested in one of them, they can be
> quite fun to experiment with.
>
> For a list of whats there, to place bids or for more information and
> pictures go to
>
> http://search.ebay.com/_W0QQsassZtcbordp

You may want to change you listings to have the images open in a new
window instead of replacing your listing.

5817. Program to read SpDOS directory from MyDOS/2/2.5

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-17 20:38:22 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <2vqJf.13982$2O6.944@newssvr12.news.prodigy.com>
Source record: 7624

I wrote a program to read SpDOS directory from any DOS.
Somebody here gave me the idea.
You can download it at:
http://briefcase.yahoo.com/russgilb@sbcglobal.net
Just click on the Read+Sparta... .zip file and download it.
Let me know if you try it.
Oh, it can't do subdirectories.
It can't do DOS functions like copy, delete, run, etc.
Just a directory lister.

5818. Lantronix UDS-10 FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-18 02:32:44 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <2h1dv11mertsp5lbl0tqhdgdudhl7tnolb@4ax.com>
Source record: 7625

Hi all,

I picked up one of these and need to find out how to make a serial
cable. Anyone have a FAQ or webpage for connections? I would be
hooking it to port 1 of an 850 or Black Box serial port.

TIA,
Rory McMahon
IRC:"FujiMan"

Flagrant System Error
Computer over.
Virus = Very Yes
---
http://homestarrunner.com/sbemail.html
*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

5819. Re: Lantronix UDS-10 FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-18 03:40:56 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <pHwJf.184742$oG.173189@dukeread02>
Source record: 7626

On the lantronix side it is standard RS-232. I believe the blackbox also has standard RS-232. But the 850 has a different pinout. Let me know which one you will use and I can help you - I built one myself for mine.

Thomas

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message news:2h1dv11mertsp5lbl0tqhdgdudhl7tnolb@4ax.com...
> Hi all,
>
> I picked up one of these and need to find out how to make a serial
> cable. Anyone have a FAQ or webpage for connections? I would be
> hooking it to port 1 of an 850 or Black Box serial port.
>
> TIA,
> Rory McMahon
> IRC:"FujiMan"
>
> ---------------------
> Flagrant System Error
> Computer over.
> Virus = Very Yes
> ---------------------
> http://homestarrunner.com/sbemail.html
> *** Free account sponsored by SecureIX.com ***
> *** Encrypt your Internet usage with a free VPN account from
> http://www.SecureIX.com ***

5820. Reminder BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-18 03:42:45 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <6JwJf.184743$oG.44819@dukeread02>
Source record: 7627

Please stop by thecafe.dtdns.net - telnet port 8888

Check it out! Full featured Atari 8bit BBS running on a real Atari 8bit!

5821. Re: Lantronix UDS-10 FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-18 04:13:17 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <mk7dv19gcs5essvjcgc56htvm5aop7ndmj@4ax.com>
Source record: 7628

Thomas,

I would like to set up on the black box, but make cables for both.

Rory

On Fri, 17 Feb 2006 21:40:56 -0600, "Docrotcod" <rahbart@cox.net>
wrote:

>On the lantronix side it is standard RS-232. I believe the blackbox also
>has standard RS-232. But the 850 has a different pinout. Let me know which
>one you will use and I can help you - I built one myself for mine.
>
>Thomas
*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

5822. Re: Lantronix UDS-10 FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-18 05:09:28 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <q_xJf.184748$oG.4132@dukeread02>
Source record: 7629

I will see if I can get you the pinouts.

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:mk7dv19gcs5essvjcgc56htvm5aop7ndmj@4ax.com...
> Thomas,
>
> I would like to set up on the black box, but make cables for both.
>
> Rory
>
> On Fri, 17 Feb 2006 21:40:56 -0600, "Docrotcod" <rahbart@cox.net>
> wrote:
>
>>On the lantronix side it is standard RS-232. I believe the blackbox also
>>has standard RS-232. But the 850 has a different pinout. Let me know
>>which
>>one you will use and I can help you - I built one myself for mine.
>>
>>Thomas
> *** Free account sponsored by SecureIX.com ***
> *** Encrypt your Internet usage with a free VPN account from
> http://www.SecureIX.com ***

5823. Re: Program to read SpDOS directory from MyDOS/2/2.5

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-18 20:55:32 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <8RLJf.32258$Jd.1230@newssvr25.news.prodigy.net>
Source record: 7630

Somebody had trouble downloading, somebody else got the
file OK.
After you go to the URL, you have to click on the 'My Documents'
folder, which opens to 'Read SpDOS dir from any DOS' .zip.
Just click it and download it. Thanks for interest. The
long 'Read...' filename will be OK in most browsers, methinks.
It unzips to T7.COM, the Atari executable.
This is the first time I've tried the Yahoo! briefcase to make
a file available to the internet.

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:2vqJf.13982$2O6.944@newssvr12.news.prodigy.com...
> I wrote a program to read SpDOS directory from any DOS.
> Somebody here gave me the idea.
> You can download it at:
> http://briefcase.yahoo.com/russgilb@sbcglobal.net
> Just click on the Read+Sparta... .zip file and download it.
> Let me know if you try it.
> Oh, it can't do subdirectories.
> It can't do DOS functions like copy, delete, run, etc.
> Just a directory lister.
>
>

5824. Re: [ANNC] Dis6502 2.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-19 14:33:00 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns976F61269460Cemuslor@216.196.97.136>
Source record: 7631

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns976D71076DB30emuslor@216.196.97.136:

> Eric has released version 2.0 of Dis6502 at
>

Version 2.1 has been released:
- Build issue corrected.
- Support for disassembly of CAS files.
- Drag and drop from Windows Explorer

--
James
http://www.slornet.com

5825. Atari Chat marathon

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-19 20:11:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0035a65c@familynet-international.org>
Source record: 7635

FamilyNet International Newsgate

Well, we've had a blast in the chat room, about ten hours worth this President's Day weekend (for an American reference since it is that holiday weekend for some)

Please check out the room, we might still be there :)

telnet://216.240.173.22

(Instructions:
bbs
bbs

(Your log in name and password)
enter
t
c
(Your name and then you're in)

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5826. controlers for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-19 21:39:57 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.02.19.21.39.56.955848@crowcastle.net>
Source record: 7632

I've got the atari800 emulator working with my MythTV system. Now all I have left to set up is appropriate joysticks.

I've considered the Stelladaptor, but I have a lack of working joysticks, and I never found ones that really lasted. It also seems weird that they didn't get a single adaptor for a pair of controllers for multi-player games.

I've seen some really interesting possibilities like the X-Arcade controllers, but why do they insist on setting it up so that you use your left hand for the joystick? Also, most of those controllers are set up to mimic a keyboard with the Mame settings, which isn't very friendly for use with a non-console emulator.

Thoughts? Experiences?

I want something that durable that I can turn our foster kids loose on.

5827. Re: controlers for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-19 23:10:04 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <qiuhv1hed0fk9a0mvrgv63kq28uncv3f09@4ax.com>
Source record: 7633

Preston Crow <pc-usenet05@crowcastle.net>:

>I've considered the Stelladaptor, but I have a lack of working joysticks,
>and I never found ones that really lasted. It also seems weird that they
>didn't get a single adaptor for a pair of controllers for multi-player
>games.

I still have my original Wico ball-handle joystick from 20+ years ago and
it still works. Love those Wico joysticks.

(doesn't really answer your question however.)

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5828. Re: controlers for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-19 23:36:17 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <HvydnW2rMa7vnWTeRVn-pQ@adelphia.com>
Source record: 7634

Agreed. Get a Wico 3-way. The stick on these things is made from steel and
will last forever. Mine from 1982 is working fine.

-Jason Harmon

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:qiuhv1hed0fk9a0mvrgv63kq28uncv3f09@4ax.com...
> Preston Crow <pc-usenet05@crowcastle.net>:
>
>>I've considered the Stelladaptor, but I have a lack of working joysticks,
>>and I never found ones that really lasted. It also seems weird that they
>>didn't get a single adaptor for a pair of controllers for multi-player
>>games.
>
> I still have my original Wico ball-handle joystick from 20+ years ago and
> it still works. Love those Wico joysticks.
>
> (doesn't really answer your question however.)
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)

5829. Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-20 20:46:28 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <GUpKf.184981$oG.180699@dukeread02>
Source record: 7636

in the 1983, Atari XL was released, Epyx and Activision released Summer Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II, Ghostbuster II, Championship Baseball and more were released for Apple II and C64. Why did Epyx, Activision, other software companies stop making the games for Atari? Poor Graphics, color or enough memory ???

5830. Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-20 22:16:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0035d49d@familynet-international.org>
Source record: 7702

FamilyNet International Newsgate

I would say stop by www.atarimax.com and get a SIO2PC cable. That is what
I suggest to anyone just starting out. With that you will have access to
literally thousands of disk images. And with that setup you can access the
internet with your 8-bit Atari to the internet through the Pc.

Good stuff. And then you can naturally add more from there at a leasurely
rate. But yeh, SIO2PC cable and the APE software he offers there.

Doc Clu
(Written on an Atari 800)

> From: Payton Byrd <plbyrd@bellsouth.net>

> Hello,

> I'm an avid 8-bit computer collector and have picked up a couple of
> Atari 800's on eBay. The first is an original 800, but it did not come
> with a BASIC cart. The second is an 800XL, but it did not come with a
> power supply. I have also purchased a 1050 disk drive, but it did not
> come with any DOS diskettes.

> I have a couple of games that were on back sides of C64 software, and
> they both boot and play fine on the standard 800.

> Can anyone recommend a website for getting started in collecting and
> using this stuff? Where can I get an RS-232 interface and term
> software? Is there any PC software for writing Atari disks, or for
> using the 1050 disk drive hooked up to the PC like x1541 cables allow
> using Commodore disk drives on a PC?

> Any and all information is greatly appreciated!

> Thanks,

> Payton Byrd
> telnet://paytonbyrd.dyndns.org:6400
> http://www.paytonbyrd.com
> http://blogs.ittoolbox.com/visualbasic/dotnet

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5831. Free in SF Bay Area: 1200XL MB, SX212 & more

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-20 22:57:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <43fa493f$0$58052$742ec2ed@news.sonic.net>
Source record: 7637

I have the following Atari 8-bit stuff available, for free.
A bunch of it was stuff I didn't know I had, but was being kept in storage
by my father (along with countless floppies I have yet to go through :^)).

The condition: you have to arrange to pick it up from me in or near
Mountain View or Palo Alto. (I may also be able to meet up in Davis or
Sacramento on a weekend.)

Please contact me directly via e-mail if you'd like any or all of this.
First-come, first-served!

* Atari CX85 numeric keypad (probably works fine; haven't tested)

* Accuball trackball controller (probably works fine; I just cleaned the ball)

* Atari SX212 1200bps modem (has both Atari SIO and 25pin PC serial ports)
(I can't find a power adapter for it!)

* Atari 1200XL mother board (looks like it was left outdoors :^(poor guy!
Did not power up when I plugged it in. Either dead, or at the least needs
some love and care. May be good for parts. Not upgraded; includes
RF shield. Labelled: "DA 243 REV. A" on a sticker near the keyboard plug.)

[Remember: This is just the mother board; no case, no keyboard.
I have some power supplies that I think are appropriate for it.]

Thanks!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5832. The "best" Operating System?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-20 23:28:52 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1140478132.692899.233120@g44g2000cwa.googlegroups.com>
Source record: 7638

Of all the OS's written for the A8, which is the best XL/XE OS? (It must recognize the parallel bus.) And which is the best 800-type "compatability" OS used on the XL/XE for older software? And of course -- WHY did you pick your favorites?

My favorite is the the Ultra Speed + OS from CSS. It is "the best" because it works so well with the Black Box and Floppy Board. But even without the BB, it handles UltraSpeed so transparently. It also provides an extremely floppy-like ramdisk if you have expanded ram. 720 sectors, single or DD.

My favorite 800-type OS is Omnimon -- hands down, no contenders -- love that monitor!!! I must admit, however, that especially using a VGA up-converter, Omniview is very impressive. But it's still way behind Omnimon, because there is so little 80-column software.
-Larry

5833. Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-20 23:33:38 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1140478418.523557.220770@g14g2000cwa.googlegroups.com>
Source record: 7639

Has anyone had any experience doing this? I have a couple of XL/XE OS
that have pretty "ugly" viewability, and I'd like to alter the color
and luminance for better viewing. I haven't any success searching
through the OS code for the color register(s) or shadows.
-Larry

5834. Re: SRAM Cart Project - works but I need help

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-20 23:50:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140479454.079754.106050@o13g2000cwo.googlegroups.com>
Source record: 7640

stephensheppard@hotmail.com wrote:
> I'll try to make this short (doubtful, LOL).
>
> I've built 3 versions (same hardware just different wiring) of internal
> cartridges using SRAM. The project is basically a subset and variation
> of Bob Woolley's SmartOS.
>
> All three configurations suffer from the same problem. I can store
> cartridge images in battery backed up SRAM but when I shut down the
> 800XL and power up I boot to black screen. The only way I can start
> the cartridge is by holding down the Reset button for approximated 7
> seconds.
>
> The hardware consists of not much more than one 32K x 8 SRAM which sits
> in the socket formerly reserved for the BASIC ROM. I do use two
> additional sockets as adapters so I can re-route or utilize A13 (for an
> addition 8K bank), A11 (because A11 from the BASIC socket is the pin
> normally reserved for /CS), Vcc, /OE, /WE (R/-W in A8 schematics), and
> eventually A14 will be used (for multiple carts). Borrowing from Mr.
> Woolley's followup article, SmartIDE for the 1200XL, I used the Dallas
> DS1210 SRAM controller (for the battery backup).
>
> The three configurations.
>
> 1) Substituted SRAM for the 800XL internal BASIC ROM. No gates were
> used in first trial. /OE is enabled (fixed to ground), -BASIC signal
> to /CS (thru the battery backup circuit), R/-W signals /WE on the SRAM
> (I also have a switch to write protect)
>
> I use my own software (simple Action code) to load the SRAM. I switch
> on write protect and initiate jump to the Coldstart vector. The
> cartridge then runs (or it doesn't).
>
> On this trial, in addition to having the initial black screen problem
> on about 50% of the cart images worked. The others refused to revive
> from the black screen. Please note that I can turn of power and still
> revive the cartridge, with the Reset trick mentioned above.
>
> 2) Moved on to simulating external 8K cartridges. Instead of using
> -BASIC for chip selection I use -S5, just as an 8K cartridge does. To
> indicate the presence of an 8K cartridge I tied RD5 to Vcc. These are
> the only hardware changes from stage 1.
>
> The software was changed because for a simulate external cartridge I

> could perform direct writes to address $A000-$BFFF. I didn't have to
> bank select the "BASIC ROM" as I had in stage 1.
>
> Despite being basically the same hardware about 75% (vs 50%) of the
> cart images run but several have visual problems.
>
> 3) 16K cart emulation. Tied both RD4 and RD5 to Vcc, -S4 is connected
> to A13 of my SRAM to control two 8K banks. Used -S4 and -S5 thru an
> AND gate to signal chip select (if either is LOW then the SRAM gets
> selected).
>
> I had big problems here. Only about 10% of the ROM images would run
> and nearly all of those were corrupted.
>
> I eventually incorporated 02 (Phi2), I believe correctly or as per Bob
> Wolley's intent (but I'm no electronics guru, not even close, LOL). To
> be honest though, I don't understand how or for what the 02 clock
> signal is used in this application.
>
> Eventually, I fixed many of my problems and am working on the others
> but the boot up isssue keeps nagging at me.
>
> Here are my questions for the group.
>
> Does the OS detect a cartridge, external cart or built-in BASIC, in
> some way that I am not aware of? My SRAM is write protected, AFAIIK the
> hardware should see the SRAM as ROM.
>
> I'm aware that OS checks a zero value at $BFFC, and if it finds it then
> the OS assumes that $A000-$BFFF is RAM. I don't know if the OS tries
> to write to that range at this time. In any case, the SRAM is write
> protected via a switch.
>
> Could there be timing issues, as in the SRAM responding initially too
> slowly or too quickly?
>
> - Steve Sheppard

I'm surprised there were no takers on this but I found a solution to
the no-boot condition, to many of my stability issues.

The SRAM chip that I used for testing is a 32K x 8. Since I was only
testing one ROM image at a time in all of my models I hadn't bothered
to hook up unused address pins. This left them "floating", a very bad
idea (did I say I was a newbie?).

Eventually I had moved on to testing a true external SRAM cartridge for
which I used a selector switch. This is how I discovered what I was
doing wrong.

I hooked the common pin of my selector switch to +5V (Vcc) and the output pins to two address pins (A13 and A14) of my SRAM to give me control of 4 banks, 8K each.

After loading the images I found that selections 0 thru 2 using my switch were unstable but selection 3 was very stable. This is when I realized that my switch was apply +5V to both address pins with selection 3 but any other selection left one or two pins floating!

I've since rewired my switch (to GND) and I now use proper pullup resistors for my address pins. The switch now pulls the address pins LOW when asserted instead of applying +5V and no pins are ever just "floating".

I still have problems.

- My simulated carts (hardware installed inside the 800XL) are more stable than my external cart.

- My substitution for internal BASIC works well EXCEPT most Atari and Activision images don't work. I think the ROM code is actually attempting to disable the internal BASIC ROM which would actually shutdown my SRAM instead. (I'm just guessing that's what's happening).

Most other ROM images work fine.

5835. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 02:06:52 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <cctkv1lc8g4m2r3v2r5ugdalpnl15egmka@4ax.com>
Source record: 7642

"Jack Tseng" <tseng4@hotmail.com>:
>in the 1983, Atari XL was released, Epyx and Activision released Summer
>Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II,
>Ghostbuster II, Championship Baseball and more were released for Apple II
>and C64. Why did Epyx, Activision, other software companies stop making the
>games for Atari? Poor Graphics, color or enough memory ???

Didn't at least one of those company's say that they wouldn't produce
anymore Atari 8-bit titles due to rampant piracy in the Atari community?

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5836. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 02:11:12 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dtdrf0$1di$2@srv.cyf-kr.edu.pl>
Source record: 7641

Jack Tseng:

> Why did Epyx, Activision, other software companies stop making
> the games for Atari? Poor Graphics, color or enough memory ???

I think poor money ;) - how many Atari users who will buy
that games is still out there ? To make game is quite easy ;).
To sell it ...

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

5837. Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 02:55:01 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <afvKf.4045$Pv1.2137@bignews6.bellsouth.net>
Source record: 7643

Hello,

I'm an avid 8-bit computer collector and have picked up a couple of Atari 800's on eBay. The first is an original 800, but it did not come with a BASIC cart. The second is an 800XL, but it did not come with a power supply. I have also purchased a 1050 disk drive, but it did not come with any DOS diskettes.

I have a couple of games that were on back sides of C64 software, and they both boot and play fine on the standard 800.

Can anyone recommend a website for getting started in collecting and using this stuff? Where can I get an RS-232 interface and term software? Is there any PC software for writing Atari disks, or for using the 1050 disk drive hooked up to the PC like x1541 cables allow using Commodore disk drives on a PC?

Any and all information is greatly appreciated!

Thanks,

Payton Byrd
telnet://paytonbyrd.dyndns.org:6400
http://www.paytonbyrd.com
http://blogs.ittoolbox.com/visualbasic/dotnet

5838. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 03:21:28 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140492088.581210.45100@g47g2000cwa.googlegroups.com>
Source record: 7644

Larry wrote:
> Has anyone had any experience doing this? I have a couple of XL/XE OS
> that have pretty "ugly" viewability, and I'd like to alter the color
> and luminance for better viewing. I haven't any success searching
> through the OS code for the color register(s) or shadows.
> -Larry

Larry,

Until someone with significant experience modifying OSes chimes in I hope this helps.

The default color values for the standard 800XL appear to be at $FB08-$FB0C. Color1 ($709) and Color2 ($710) get loaded from $FB09 and $FB10, respectively. The defaults are $CA (202 dec) and $94 (148 dec), respectively.

I did a quick test in Atari800win Plus 4.0. Changing the default values to $C4 and $9A within the ROM image does produce inversed video in BASIC and DOS. (BTW, the offsets in the ROM image for the above locations are $3B09-$3B0C)

The bad news is, for real hardware you would have to correct the OS checksums (which I do not know how to do correctly). This is not important in Atari800Win Plus because the emulator allows the Checksum to be ignored.

Third party OS ROMs might not use the same locations for the default color tables.

- Steve Sheppard

5839. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:02:53 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <NhwKf.32760$Jd.14914@newssvr25.news.prodigy.net>
Source record: 7645

"Payton Byrd" <plbyrd@MUNBEbellsouth.net> wrote in message net...
> Hello,
>
> I'm an avid 8-bit computer collector and have picked up a couple of
> Atari 800's on eBay. The first is an original 800, but it did not come
> with a BASIC cart. The second is an 800XL, but it did not come with a
> power supply. I have also purchased a 1050 disk drive, but it did not
> come with any DOS diskettes.
>
> I have a couple of games that were on back sides of C64 software, and
> they both boot and play fine on the standard 800.
>
> Can anyone recommend a website for getting started in collecting and
> using this stuff? Where can I get an RS-232 interface and term
> software? Is there any PC software for writing Atari disks, or for
> using the 1050 disk drive hooked up to the PC like x1541 cables allow
> using Commodore disk drives on a PC?
>
> Any and all information is greatly appreciated!
>
> Thanks,
>
> Payton Byrd
> telnet://paytonbyrd.dyndns.org:6400
> http://www.paytonbyrd.com
> http://blogs.ittoolbox.com/visualbasic/dotnet
Ho, Payton.
I don't know what you'd want to attach a 1050 to a PC for.
There is such cable and software, called 10502PC or something.
I think it is used to make disk images of copy protected disks.
What's the x1541 used for? I can see maybe direct input to
a C= emulator?
There are a number of places to get the 800XL power supply.
You can do some writing of Atari software using a PC, but are
limited to double density, which a stock 1050 isn't.
You can get APE software for free that, I think the free one,
will allow you to use your serial port on a PC thru a APE
cable connected to the Atari.
There's a lot of Atari8 software on the internet. The APE
cable is a good way to pretty much bypass the 1050 and
just use your PC as a disk drive, with disk images up to 16 megs.
The comp.sys.atari.8bit FAQ is has a lot of answers to beginner's
questions, and the Vendor list is fairly exhaustive.
You can get a combination APE/PRO interface from Steve Tucker

at www.atarimax.com
Since the vendor list is so exhaustive I'll hazard some suggestions:
Video 61, B&C Computervisions, Best Atari, Ben Smith Atari
are still active. Someone here may have a spare XL/XE power
supply.
You can make an interface cable, if you're electronics handy and
have spare SIO and serial cables, I'm sure the directions for
the APE or SIO2PC cables are still available online, in the FAQ.
Good Luck

5840. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:08:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140494934.353973.192300@o13g2000cwo.googlegroups.com>
Source record: 7646

Payton Byrd wrote:
> Hello,
>
> I'm an avid 8-bit computer collector and have picked up a couple of
> Atari 800's on eBay. The first is an original 800, but it did not come
> with a BASIC cart. The second is an 800XL, but it did not come with a
> power supply. I have also purchased a 1050 disk drive, but it did not
> come with any DOS diskettes.
>
> I have a couple of games that were on back sides of C64 software, and
> they both boot and play fine on the standard 800.
>
> Can anyone recommend a website for getting started in collecting and
> using this stuff? Where can I get an RS-232 interface and term
> software? Is there any PC software for writing Atari disks, or for
> using the 1050 disk drive hooked up to the PC like x1541 cables allow
> using Commodore disk drives on a PC?
>
> Any and all information is greatly appreciated!
>
> Thanks,
>
> Payton Byrd
> telnet://paytonbyrd.dyndns.org:6400
> http://www.paytonbyrd.com
> http://blogs.ittoolbox.com/visualbasic/dotnet

I can offer a little help.

There is no PC software, AFAIK, that can write Atari single density or enhanced density disks. Has something to do with issues with PC floppy controllers.

Hias Reichl has written a nice utility that can write Double Density floppies, but you would need an XF551 drive or one of the many third party drives system that can read/write double density, like SWP ATR8000, or Track, Rana, Indus, US doubler modified Atari drive.

Today, most people skip using Atari floppies and instead use an SIO2PC cable and one of the Atari drive emulation programs, including APE (Atari Peripheral Emulator, DOS and Windows versions), AtariSIO (Linux), Atari810 (I think that's the name for Windows NT/XP only), SIO2PC (DOS), and more. There are also programs for the MAC and possibly other platforms.

If you have an Atari 8-bit computer, a PC, an SIO2PC cable, and one of the disk emulation programs you write real diskettes, should you still feel the need.

As for connecting an Atari disk drive directly to a PC, you need a different special cable, one of two types, a 1050-2-PC cable or a Pro System cable. To be honest I do not know what software you need to go with this cable except that Atari++ (Atari 8bit emulator) can utilizes such a connection directly.

Seems like nearly all the software ever written for the A8 is available for download, mostly in disk image form, ATR. All the disk emulator programs recognize this format.

Sorry, can't offer much help regarding RS232 interfaces I have had the need for a modem for my Ataris for almost twenty years.

Best Electronics (www.best-electronics-ca.com) seems to be the premier vendor for obtaining genuine Atari hardware but you will need to purchase Best's catalog to get the most from them. They have a search engine but do not have an online catalog or ordering system.

My favorite links for downloading A8 software

http://www.umich.edu/~archive/atari/8bit/
http://www.atarimania.com
http://vjetnam.hopto.org/

- Steve Sheppard

5841. Cheat for Pinhead

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:10:10 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <CowKf.32761$Jd.25709@newssvr25.news.prodigy.net>
Source record: 7647

Not being very patient or skillful with joystick, but wanting to see
into Jaeger's 'Pinhead', I search for a cheat.
Omnimon, load up Pinhead, press SELECT-RESET, search for
LDA #$05 ($A9 05) ... ah ha! there it is on page 6, $6D0 to be
exact, LDA #$05 STA $82 ($A9 $05 $85 $82).
So modify $6D1 from 05 to, say $20 gives 32 lives. I did a
$FF for 255 lives and played to 460,000, still have 30 lives left.
So, cheat, Modify $6D1 to any number up to 255.
You could also use Disk Wizard II and modify the file itself, if
you could get the offset right, search for bytes $A9 $05 $85 $82,
and once you find it, edit to $A9 $FF $85 $82. I'm pretty
sure the page zero is $82, could be memory wrong (mine not the
Atari.)
Russg

5842. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:13:11 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <sowKf.15580$UD1.225@bignews2.bellsouth.net>
Source record: 7698

Russ Gilbert wrote:
> "Payton Byrd" <plbyrd@MUNBEbellsouth.net> wrote in message net...
>> Hello,
>>
>> I'm an avid 8-bit computer collector and have picked up a couple of
>> Atari 800's on eBay. The first is an original 800, but it did not come
>> with a BASIC cart. The second is an 800XL, but it did not come with a
>> power supply. I have also purchased a 1050 disk drive, but it did not
>> come with any DOS diskettes.
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>> I have a couple of games that were on back sides of C64 software, and
>> they both boot and play fine on the standard 800.
>>
>> Can anyone recommend a website for getting started in collecting and
>> using this stuff? Where can I get an RS-232 interface and term
>> software? Is there any PC software for writing Atari disks, or for
>> using the 1050 disk drive hooked up to the PC like x1541 cables allow
>> using Commodore disk drives on a PC?
>>
>> Any and all information is greatly appreciated!
>>
>> Thanks,
>>
>> Payton Byrd
>> telnet://paytonbyrd.dyndns.org:6400
>> http://www.paytonbyrd.com
>> http://blogs.ittoolbox.com/visualbasic/dotnet
> Ho, Payton.
> I don't know what you'd want to attach a 1050 to a PC for.
> There is such cable and software, called 10502PC or something.
> I think it is used to make disk images of copy protected disks.
> What's the x1541 used for? I can see maybe direct input to
> a C= emulator?
> There are a number of places to get the 800XL power supply.
> You can do some writing of Atari software using a PC, but are
> limited to double density, which a stock 1050 isn't.
> You can get APE software for free that, I think the free one,
> will allow you to use your serial port on a PC thru a APE
> cable connected to the Atari.
> There's a lot of Atari8 software on the internet. The APE
> cable is a good way to pretty much bypass the 1050 and
> just use your PC as a disk drive, with disk images up to 16 megs.
> The comp.sys.atari.8bit FAQ is has a lot of answers to beginner's
> questions, and the Vendor list is fairly exhaustive.

> You can get a combination APE/PRO interface from Steve Tucker
> at www.atarimax.com
> Since the vendor list is so exhaustive I'll hazard some suggestions:
> Video 61, B&C Computervisions, Best Atari, Ben Smith Atari
> are still active. Someone here may have a spare XL/XE power
> supply.
> You can make an interface cable, if you're electronics handy and
> have spare SIO and serial cables, I'm sure the directions for
> the APE or SIO2PC cables are still available online, in the FAQ.
> Good Luck
>
>

How can I tell if my 1050 has been extended for DD? I found an SIO2PC
on ebay and went ahead and bought it. Is that really all I need to load
software directly from my PCs?

What about RS232 interfaces?

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5843. Re: Cheat for Pinhead

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:24:02 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <CBwKf.32765$Jd.11388@newssvr25.news.prodigy.net>
Source record: 7699

No, my memory at fault. A9 05 85 ->B2<- not 82.

Sorry
"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:CowKf.32761$Jd.25709@newssvr25.news.prodigy.net...
> Not being very patient or skillful with joystick, but wanting to see
> into Jaeger's 'Pinhead', I search for a cheat.
> Omnimon, load up Pinhead, press SELECT-RESET, search for
> LDA #$05 ($A9 05) ... ah ha! there it is on page 6, $6D0 to be
> exact, LDA #$05 STA $82 ($A9 $05 $85 $82).
> So modify $6D1 from 05 to, say $20 gives 32 lives. I did a
> $FF for 255 lives and played to 460,000, still have 30 lives left.
> So, cheat, Modify $6D1 to any number up to 255.
> You could also use Disk Wizard II and modify the file itself, if
> you could get the offset right, search for bytes $A9 $05 $85 $82,
> and once you find it, edit to $A9 $FF $85 $82. I'm pretty
> sure the page zero is $82, could be memory wrong (mine not the
> Atari.)
> Russg
>
>

5844. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:34:48 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ILwKf.32766$Jd.28927@newssvr25.news.prodigy.net>
Source record: 7700

"Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message news:...
> Russ Gilbert wrote:
> > "Payton Byrd" <plbyrd@MUNBEbellsouth.net> wrote in message net...
> >> Hello,
> >>
> >> I'm an avid 8-bit computer collector and have picked up a couple of
> >> Atari 800's on eBay. The first is an original 800, but it did not come
> >> with a BASIC cart. The second is an 800XL, but it did not come with a
> >> power supply. I have also purchased a 1050 disk drive, but it did not
> >> come with any DOS diskettes.
> >>
>
snip
> >> Payton Byrd
more snip
> How can I tell if my 1050 has been extended for DD? I found an SIO2PC
> on ebay and went ahead and bought it. Is that really all I need to load
> software directly from my PCs?
>
> What about RS232 interfaces?
Your SIO2PC cable may/probably can be used with your PC and
APE software as a modem cable. I haven't had much luck with
it for that tho. The serial interfaces for direct use with the Atari
are the PRC: connection, the old 850, or possibly, but expensive
Black Box or MIO. People here are talking about a Lantronix
or something to connect their 8-bit with a PC, for internet access.
About the only thing I can think you'd do 8-bit on internet is
a *nix shell account. There aren't many (any?) dial up BBSes.
Most ISP require at least a 9600 baud connection, which is
pushing it for an 8-bit, you'd have to train your modem to
9600. Some people claim 19,200, but I haven't had success with that.
The Atari at 4800 baud is about the limit in my experience.
Ice-T and Bob Term are probably your best term software for
A8s, probably Ice-T.

> --
> Payton Byrd
> <telnet://paytonbyrd.dyndns.org:6400>
> <http://www.paytonbyrd.com>
> <http://blogs.ittoolbox.com/visualbasic/dotnet>

5845. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 04:39:25 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <1QwKf.32783$Jd.20883@newssvr25.news.prodigy.net>
Source record: 7701

"Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message news:sowKf.15580$
Oh, how to tell if your 1050 is modified for double density.
Stick a double density disk in it, if it SNARKs and BARFs, it
isn't double density. Probably you have a stock 1050, just a guess.
(When you try to boot or read a DIR).
You're going to need a DOS disk, or two. The SIO2PC cable
and SIO2PC or APE software will allow you to write DOS disks
in your 1050. The main A8 DOSes are Atari DOS 2/2.5, MyDOS 4.53,
and Sparta/FTe DOS 3.2g. SpartaDOS X is a cartridge that will
allow you to format and make bootable a real disk in a 1050 without
anything but the cart.

5846. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 06:44:48 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <ACyKf.21431$Ly6.2205@bignews5.bellsouth.net>
Source record: 7703

Russ Gilbert wrote:
> "Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message news:sowKf.15580$
> Oh, how to tell if your 1050 is modified for double density.
> Stick a double density disk in it, if it SNARKs and BARFs, it
> isn't double density. Probably you have a stock 1050, just a guess.
> (When you try to boot or read a DIR).
> You're going to need a DOS disk, or two. The SIO2PC cable
> and SIO2PC or APE software will allow you to write DOS disks
> in your 1050. The main A8 DOSes are Atari DOS 2/2.5, MyDOS 4.53,
> and Sparta/FTe DOS 3.2g. SpartaDOS X is a cartridge that will
> allow you to format and make bootable a real disk in a 1050 without
> anything but the cart.
>
>

Thanks, this is all very good information.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5847. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 06:47:06 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <LEyKf.21433$Ly6.14389@bignews5.bellsouth.net>
Source record: 7704

```
Russ Gilbert wrote:
> "Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message news:...
>> Russ Gilbert wrote:
>>> "Payton Byrd" <plbyrd@MUNBEbellsouth.net> wrote in message net...
>>>> Hello,
>>>>
>>>> I'm an avid 8-bit computer collector and have picked up a couple of
>>>> Atari 800's on eBay. The first is an original 800, but it did not come
>>>> with a BASIC cart. The second is an 800XL, but it did not come with a
>>>> power supply. I have also purchased a 1050 disk drive, but it did not
>>>> come with any DOS diskettes.
>>>>
> snip
>>>> Payton Byrd
> more snip
>> How can I tell if my 1050 has been extended for DD? I found an SIO2PC
>> on ebay and went ahead and bought it. Is that really all I need to load
>> software directly from my PCs?
>>
>> What about RS232 interfaces?
> Your SIO2PC cable may/probably can be used with your PC and
> APE software as a modem cable. I haven't had much luck with
> it for that tho. The serial interfaces for direct use with the Atari
> are the PRC: connection, the old 850, or possibly, but expensive
> Black Box or MIO. People here are talking about a Lantronix
> or something to connect their 8-bit with a PC, for internet access.
> About the only thing I can think you'd do 8-bit on internet is
> a *nix shell account. There aren't many (any?) dial up BBSes.
> Most ISP require at least a 9600 baud connection, which is
> pushing it for an 8-bit, you'd have to train your modem to
> 9600. Some people claim 19,200, but I haven't had success with that.
> The Atari at 4800 baud is about the limit in my experience.
> Ice-T and Bob Term are probably your best term software for
> A8s, probably Ice-T.
>

Well, I'm running a telnet BBS on my Commodore 128 at the telnet address
below. I had a friend many years ago that ran a BBS on his 135xl (??)
that was pretty cool, and with the disk emulator software I may be able
to justify putting up an Atari BBS as well if I can find some software I
like. I would also just like to be able to say that I can put my
Commodores, Apples and Ataris online at the same time and all of them
call my BBS!
```

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5848. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 07:03:02 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140502451.580386.25120@f14g2000cwb.googlegroups.com>
Source record: 7705

Payton Byrd wrote:
> Russ Gilbert wrote:
> > "Payton Byrd" <plbyrd@MUNBEbellsouth.net> wrote in message net...
> >> Hello,
> >>
> >> I'm an avid 8-bit computer collector and have picked up a couple of
> >> Atari 800's on eBay. The first is an original 800, but it did not come
> >> with a BASIC cart. The second is an 800XL, but it did not come with a
> >> power supply. I have also purchased a 1050 disk drive, but it did not
> >> come with any DOS diskettes.
> >>
> >> I have a couple of games that were on back sides of C64 software, and
> >> they both boot and play fine on the standard 800.
> >>
> >> Can anyone recommend a website for getting started in collecting and
> >> using this stuff? Where can I get an RS-232 interface and term
> >> software? Is there any PC software for writing Atari disks, or for
> >> using the 1050 disk drive hooked up to the PC like x1541 cables allow
> >> using Commodore disk drives on a PC?
> >>
> >> Any and all information is greatly appreciated!
> >>
> >> Thanks,
> >>
> >> Payton Byrd
> >> telnet://paytonbyrd.dyndns.org:6400
> >> http://www.paytonbyrd.com
> >> http://blogs.ittoolbox.com/visualbasic/dotnet
> > Ho, Payton.
> > I don't know what you'd want to attach a 1050 to a PC for.
> > There is such cable and software, called 10502PC or something.
> > I think it is used to make disk images of copy protected disks.
> > What's the x1541 used for? I can see maybe direct input to
> > a C= emulator?
> > There are a number of places to get the 800XL power supply.
> > You can do some writing of Atari software using a PC, but are
> > limited to double density, which a stock 1050 isn't.
> > You can get APE software for free that, I think the free one,
> > will allow you to use your serial port on a PC thru a APE
> > cable connected to the Atari.
> > There's a lot of Atari8 software on the internet. The APE
> > cable is a good way to pretty much bypass the 1050 and
> > just use your PC as a disk drive, with disk images up to 16 megs.
> > The comp.sys.atari.8bit FAQ is has a lot of answers to beginner's

> > questions, and the Vendor list is fairly exhaustive.
> > You can get a combination APE/PRO interface from Steve Tucker
> > at www.atarimax.com
> > Since the vendor list is so exhaustive I'll hazard some suggestions:
> > Video 61, B&C Computervisions, Best Atari, Ben Smith Atari
> > are still active. Someone here may have a spare XL/XE power
> > supply.
> > You can make an interface cable, if you're electronics handy and
> > have spare SIO and serial cables, I'm sure the directions for
> > the APE or SIO2PC cables are still available online, in the FAQ.
> > Good Luck
> >
> >
>
> How can I tell if my 1050 has been extended for DD? I found an SIO2PC
> on ebay and went ahead and bought it. Is that really all I need to load
> software directly from my PCs?

Good question. Sounds like you are limited on diskettes at this time.

If you don't actually have a DD density diskette yet nor a DOS diskette
it would be difficult.

- You could open the the 1050 and look for the US doubler ugrade.

- If you still have a PC with a 5.25" drive kicking around you can
download Hias' WriteATR and copy a DD ATR (disk image) to a real
diskette. You could then test it in the 1050. Probably not worth the
effort.

- Wait until you get you SIO2PC cable and then attempt to format a DD
diskette on the 1050

>
> What about RS232 interfaces?

Can't think of any low-cost units except R-Verter . You can even make
one from an SIO2PC cable with a few parts.

I've got a link (if I can find it... Sorry, it will have to be
tomorrow).

Are there any BBSes to dial into, though? 1995, or thereabouts, was
the last time I connected to any BBS and that was with a PC.

- Steve Sheppard

>
> --
> Payton Byrd
> <telnet://paytonbyrd.dyndns.org:6400>
> <http://www.paytonbyrd.com>
> <http://blogs.ittoolbox.com/visualbasic/dotnet>

5849. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 07:09:15 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <wZyKf.21434$Ly6.16715@bignews5.bellsouth.net>
Source record: 7706

>
> Are there any BBSes to dial into, though? 1995, or thereabouts, was
> the last time I connected to any BBS and that was with a PC.
>
> - Steve Sheppard

Yup, just point your Hyperterminal at paytonbyrd.dyndns.org:6400, or even better, get CG Term at <http://www.paradroid.net/cgterm/> and use it to call paytonbyrd.dyndns.org:6400.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5850. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 08:05:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.21.08.05.05.328204@charter.net>
Source record: 7707

On Mon, 20 Feb 2006 23:03:02 -0800, stephensheppard wrote:

> Are there any BBSes to dial into, though? 1995, or thereabouts, was
> the last time I connected to any BBS and that was with a PC.
>
> - Steve Sheppard

Sure are. Check out my sig below. :-)

--
_/_/_/

5851. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 12:01:59 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1140523319.205104.284330@o13g2000cwo.googlegroups.com>
Source record: 7708

Hi Steve-

> Until someone with significant experience modifying OSes chimes in I hope this helps.

The default color values for the standard 800XL appear to be at $FB08-$FB0C. Color1 ($709) and Color2 ($710) get loaded from $FB09 and $FB10, respectively. The defaults are $CA (202 dec) and $94 (148 dec),

respectively. < (snip...)

Thanks much, Steve -- I'll start snooping around these values. Yes, those checksums could be tricky.
-Larry

5852. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 12:27:29 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1140524849.412479.127340@z14g2000cwz.googlegroups.com>
Source record: 7709

Hello Payton-
Congrats on your purchases! I skimmed through the posts here, but did
not see one suggesting that you download and read the FAQ's. We are
very fortunate to have some very nice FAQ's.

http://www.faqs.org/faqs/atari-8-bit/welcome/
This is a concise index of some interesting aspects of Atari 8-bits.

http://www.faqs.org/faqs/atari-8-bit/faq/
This is the link to the main FAQ's. There is a lot there, but well
organized and easy to find topics of specific interest. In particular,
check out section 10.

Good luck,
-Larry

5853. Re: Cheat for Pinhead

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 13:04:34 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <S8WdnUiBzclCjWbeUSdV9g@ptd.net>
Source record: 7710

I forget which one, but either Alpha Systems' CHEAT or Antic's THE TRICK
modifies Pinhead for unlimited lives.

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:CowKf.32761$Jd.25709@newssvr25.news.prodigy.net...
> Not being very patient or skillful with joystick, but wanting to see
> into Jaeger's 'Pinhead', I search for a cheat.
> Omnimon, load up Pinhead, press SELECT-RESET, search for
> LDA #$05 ($A9 05) ... ah ha! there it is on page 6, $6D0 to be
> exact, LDA #$05 STA $82 ($A9 $05 $85 $82).
> So modify $6D1 from 05 to, say $20 gives 32 lives. I did a
> $FF for 255 lives and played to 460,000, still have 30 lives left.
> So, cheat, Modify $6D1 to any number up to 255.
> You could also use Disk Wizard II and modify the file itself, if
> you could get the offset right, search for bytes $A9 $05 $85 $82,
> and once you find it, edit to $A9 $FF $85 $82. I'm pretty
> sure the page zero is $82, could be memory wrong (mine not the
> Atari.)
> Russg
>
>

5854. Re: Cheat for Pinhead

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 13:14:24 UTC
From: seymour-shabow@excite.com
Message-ID: <1140527664.177399.48180@g43g2000cwa.googlegroups.com>
Source record: 7711

I need to find my little black book from way back when I modified a lot of atari game for unlimited etc.

For pinhead though I'd rather see a cheat where if you miss the balloon just falls through the playfield and you keep playing..... or at least get rid of the loud death dirge.

5855. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 13:16:35 UTC
From: seymour-shabow@excite.com
Message-ID: <1140527795.820603.57790@g43g2000cwa.googlegroups.com>
Source record: 7712

-Didn't at least one of those company's say that they wouldn't produce
-anymore Atari 8-bit titles due to rampant piracy in the Atari
community?

Definately a problem then, but in a way it was worse for C-64 and A2
people since software alone would copy the disks. Maybe it was because
you had to buy hardware copiers for the atari that so many more titles
were cracked to no protection and distributed via BBS vs. copy parties
or mail trades.....

5856. Re: MyDOS 4.53/4 & 130XE - How to use extended RAM as a RAMDISK?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 17:12:13 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-9207D3.18121321022006@azure.qinip.net>
Source record: 7713

Howdy David

> God, I'm such a dumbass... That did the trick. I didn't know the RAMdisk
> config was part of that. Like I said, I'm a MyDOS noob...

Check out my MyDOS page at www.mathyvannisselroy.nl/mydos.htm for all
kinds of MyDOS info. Like the manual and stuff like that. :-)

CU Mathy

5857. Re: Cheat for Pinhead

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-21 17:43:28 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <4jIKf.35836$F_3.1134@newssvr29.news.prodigy.net>
Source record: 7714

"Scott S" <scottith@ptd.net> wrote in message > I forget which one, but either Alpha Systems' CHEAT or Antic's THE TRICK
> modifies Pinhead for unlimited lives.
>
>
It wouldn't be too hard to fix for unlimited lives. The number of lives is kept at B2. So, you could search for a DEC $B2 and change to NOP NOP, maybe. Anyway 255 lives gives you over an hour of play, plenty long enough to get a score of 500,000 and be able to see what 'Pinhead' has. After about 125,000 it just repeats, with no new stuff happening.
I thought some people might want to modify it themselves.

5858. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 01:07:11 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <IlednUmqvtLdJGbeRVn-rw@comcast.com>
Source record: 7715

I bought an SIO2PC interface for mine from Steven Tucker and he is a
great guy. I didn't have the disk drive cable so he sent me a different
cable that didn't need it.

You can pretty much do anything you want without the disk drive itself-
it's not needed unless you are trying to copy real disks.

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

Russ Gilbert wrote:
> "Payton Byrd" <plbyrd@MUNBEbellsouth.net> wrote in message net...
>> Hello,
>>
>> I'm an avid 8-bit computer collector and have picked up a couple of
>> Atari 800's on eBay. The first is an original 800, but it did not come
>> with a BASIC cart. The second is an 800XL, but it did not come with a
>> power supply. I have also purchased a 1050 disk drive, but it did not
>> come with any DOS diskettes.
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>> I have a couple of games that were on back sides of C64 software, and
>> they both boot and play fine on the standard 800.
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>> Can anyone recommend a website for getting started in collecting and
>> using this stuff? Where can I get an RS-232 interface and term
>> software? Is there any PC software for writing Atari disks, or for
>> using the 1050 disk drive hooked up to the PC like x1541 cables allow
>> using Commodore disk drives on a PC?
>>
>> Any and all information is greatly appreciated!
>>
>> Thanks,
>>
>> Payton Byrd
>> telnet://paytonbyrd.dyndns.org:6400
>> http://www.paytonbyrd.com
>> http://blogs.ittoolbox.com/visualbasic/dotnet
> Ho, Payton.
> I don't know what you'd want to attach a 1050 to a PC for.
> There is such cable and software, called 10502PC or something.

> I think it is used to make disk images of copy protected disks.
> What's the x1541 used for? I can see maybe direct input to
> a C= emulator?
> There are a number of places to get the 800XL power supply.
> You can do some writing of Atari software using a PC, but are
> limited to double density, which a stock 1050 isn't.
> You can get APE software for free that, I think the free one,
> will allow you to use your serial port on a PC thru a APE
> cable connected to the Atari.
> There's a lot of Atari8 software on the internet. The APE
> cable is a good way to pretty much bypass the 1050 and
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> The comp.sys.atari.8bit FAQ is has a lot of answers to beginner's
> questions, and the Vendor list is fairly exhaustive.
> You can get a combination APE/PRO interface from Steve Tucker
> at www.atarimax.com
> Since the vendor list is so exhaustive I'll hazard some suggestions:
> Video 61, B&C Computervisions, Best Atari, Ben Smith Atari
> are still active. Someone here may have a spare XL/XE power
> supply.
> You can make an interface cable, if you're electronics handy and
> have spare SIO and serial cables, I'm sure the directions for
> the APE or SIO2PC cables are still available online, in the FAQ.
> Good Luck
>
>

5859. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 03:09:04 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <lBQKf.185120$oG.88499@dukeread02>
Source record: 7716

Same thing as Commodore 64. They made more more games for C64 even though
there are many piracy in the Commodore community too. I am confused!

Jack

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:cctkv1lc8g4m2r3v2r5ugdalpnl15egmka@4ax.com...
> "Jack Tseng" <tseng4@hotmail.com>:
>>in the 1983, Atari XL was released, Epyx and Activision released Summer
>>Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II,
>>Ghostbuster II, Championship Baseball and more were released for Apple II
>>and C64. Why did Epyx, Activision, other software companies stop making
>>the
>>games for Atari? Poor Graphics, color or enough memory ???
>
> Didn't at least one of those company's say that they wouldn't produce
> anymore Atari 8-bit titles due to rampant piracy in the Atari community?
>
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)

5860. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 03:32:40 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dtgkji$7kq$1@srv.cyf-kr.edu.pl>
Source record: 7717

Larry:

> Yes,
> those checksums could be tricky.

If you changing anything in ROM just calculate new chksums
and change it too - cause not only emulators can check it
so more safe is to have them correct. Procedures for checking
ROM does it - vector E4something ;) - I don't remember now,
but it's not necessery to look - its just plain sums of all cells
in particular ROM regions (no CRC or this kind of stuff) :).
One thing to check is what cells are not in sums.
As I can remember it's probably C000-C001 and FFF8-FFF9,
but make sure that's true yourself :).

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

5861. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 04:23:33 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <Fs6cnayahrjRembeUSdV9g@ptd.net>
Source record: 7718

I think EA was another that gave the piracy reason for not supporting Atari.
I do know that there were a LOT more pirate copy programs/hardware mods for
C-64 users back then, but Atari piracy seemed to get more of the headlines -
esp with cases like Lucasfilm's games being pirated/distributed directly
from Atari :/

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:GUpKf.184981$oG.180699@dukeread02...
> in the 1983, Atari XL was released, Epyx and Activision released Summer
> Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II,
> Ghostbuster II, Championship Baseball and more were released for Apple II
> and C64. Why did Epyx, Activision, other software companies stop making
> the games for Atari? Poor Graphics, color or enough memory ???
>

5862. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 05:56:48 UTC
From: Dan Mazurowski <kingsmedley@yahoo.com>
Message-ID: <1140587808.109960.282700@g14g2000cwa.googlegroups.com>
Source record: 7719
Cross-posted to: comp.sys.atari.8bit,alt.games.atari,rec.games.video.classic

The more I think about it, the more I am convinced Atari is cursed. For the sake of brevity, I'll just refer anyone interested to my recent commentary on 1up:

http://my.1up.com/do/blogEntry?bId=6574516&publicUserId=5678011

But really, the only way I can explain Atari's MANY blunders and foolish moves, under the leadership of so many different owners/CEOs, is a curse. Nothing else makes sense anymore.

5863. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 07:30:20 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <a9700$43fc12ff$d527babb$10735@news1.surfino.com>
Source record: 7720

It was probably because the C64 as a computer sold much better than the A8 (later on anyway), thus Epyx and such were still able to make their share with what they sold for the C64, though the Commodore versions were copied as heavily.

And I think the Atari versions weren't just selling that well.

Sad, but true.

Frank

5864. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 12:52:36 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1140612756.107783.195480@g14g2000cwa.googlegroups.com>
Source record: 7721

fsh wrote:
> It was probably because the C64 as a computer sold much better than the A8
> (later on anyway), thus Epyx and such were still able to make their share
> with what they sold for the C64, though the Commodore versions were copied
> as heavily.
>
> And I think the Atari versions weren't just selling that well.
>
> Sad, but true.
>
> Frank

Probably the reason why they stopped making software for the Atari is
the same reason a lot of companies stopped making software for the
Nintendo 64 when the Play Station came out. On the C64 for the
majority, if you wanted to play any game software you needed a disk
drive, for the Atari you could play lots of games that were cartridge
based and never need a disk drive. So if they made games for the Atari
they would need to either make them cartridge based, or disk based. If
they were disk based people how had no need for the drive woul have to
buy them to play it. It is cheaper for a company to make disk based
games than cartridge based games. The same happened with the N64 and
the PS, cheaper to make CD's for the PS than cartridges for the N64.

Bill H www.ts1000.us

5865. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 14:29:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.22.14.29.42.192011@charter.net>
Source record: 7722

On Tue, 21 Feb 2006 21:56:48 -0800, Dan Mazurowski wrote:

>
> The more I think about it, the more I am convinced Atari is cursed. For
> the sake of brevity, I'll just refer anyone interested to my recent
> commentary on 1up:
>
> http://my.1up.com/do/blogEntry?bId=6574516&publicUserId=5678011
>
> But really, the only way I can explain Atari's MANY blunders and
> foolish moves, under the leadership of so many different owners/CEOs,
> is a curse. Nothing else makes sense anymore.

I don't know...same thing could be said about the Amiga under Commordore.

I also believe, IMHO, that the Atari 16 bit line was significant at the
time.

--
_/_/_/

5866. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 15:40:58 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <N-6dnRkkWbOvGmHeUSdV9g@ptd.net>
Source record: 7723

You didn't have an option with the N64- you had to use carts. Not so with the Atari computers. There were only about 200 carts made for them(including the later XEGS releases), compared to the few thousand titles made on disk. Not many companies were making cart-based software by the early 80s b/c it was much cheaper/faster to produce disk-based software. Companies only abandon platforms if there's no money to be made. They abandoned the Atari 8-bits b/c people weren't buying enough copies of games, and the reason most gave was that it was due to piracy.

"Bill H" <bill@ts1000.us> wrote in message
news:1140612756.107783.195480@g14g2000cwa.googlegroups.com...
>
>
> Probably the reason why they stopped making software for the Atari is
> the same reason a lot of companies stopped making software for the
> Nintendo 64 when the Play Station came out. On the C64 for the
> majority, if you wanted to play any game software you needed a disk
> drive, for the Atari you could play lots of games that were cartridge
> based and never need a disk drive. So if they made games for the Atari
> they would need to either make them cartridge based, or disk based. If
> they were disk based people how had no need for the drive woul have to
> buy them to play it. It is cheaper for a company to make disk based
> games than cartridge based games. The same happened with the N64 and
> the PS, cheaper to make CD's for the PS than cartridges for the N64.
>
> Bill H www.ts1000.us
>

5867. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 15:46:27 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <d8c26$43fc8747$d527babb$29339@news1.surfino.com>
Source record: 7724

That's certainly true for the US market and/or the early 80s.

Europe, and Germany where I come from, had always been more
cassette-oriented. I don't remember seeing that many cartridges in the
shops. Even disk-based games were not too common, and mostly only available
from mailorder services specialised in Atari software. Most shops, even the
big stores, were stocking cassettes, if any A8 games, at least from '85
onwards.

I guess the same holds true for the UK and, later on, the eastern European
countries.

As for the hardware's capabilities, that's clearly not the reason why so
many Atarians missed out games like Summer Games II et al. Just have a look
at the huge amount of software ported to the Spectrum, a good, but
technically inferior machine.

No, I still think it comes down to Atari having not been able to find enough
takes for their A8 line. The C64 (and the Speccy, that is) sold many more
units, thus justifying even the oddest port. There were just too few Atari
out to make ends meet.

> Probably the reason why they stopped making software for the Atari is
> the same reason a lot of companies stopped making software for the
> Nintendo 64 when the Play Station came out. On the C64 for the
> majority, if you wanted to play any game software you needed a disk
> drive, for the Atari you could play lots of games that were cartridge
> based and never need a disk drive. So if they made games for the Atari
> they would need to either make them cartridge based, or disk based. If
> they were disk based people how had no need for the drive woul have to
> buy them to play it. It is cheaper for a company to make disk based
> games than cartridge based games. The same happened with the N64 and
> the PS, cheaper to make CD's for the PS than cartridges for the N64.
>
> Bill H www.ts1000.us
>

5868. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-22 16:24:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <sf0Lf.2769$VI6.448@newsread1.news.pas.earthlink.net>
Source record: 7725

Sc0rpi0 wrote:
> Larry:
>
>
>>Yes,
>>those checksums could be tricky.
>
>
> If you changing anything in ROM just calculate new chksums
> and change it too

Back when I was fooling with OS code I found it easiest to just disable the checksum. I can't remember how/where I did it, just a couple of NOPs or something in the checksum code. I'm pretty sure at least one of the Wooley hacks includes a where and how to that he used for his modified OS.

5869. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 02:37:54 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <hl7qv157r1gt4fbbmugt0ojil2292l2qie@4ax.com>
Source record: 7726

On 21 Feb 2006 04:27:29 -0800, "Larry" <LLppwhite@aol.com> wrote:

>Hello Payton-
>Congrats on your purchases! I skimmed through the posts here, but did
>not see one suggesting that you download and read the FAQ's. We are
>very fortunate to have some very nice FAQ's.
>
>http://www.faqs.org/faqs/atari-8-bit/welcome/

For the most recent version:
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/welcome.html

>This is a concise index of some interesting aspects of Atari 8-bits.
>
>http://www.faqs.org/faqs/atari-8-bit/faq/

For the most recent version:
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

>This is the link to the main FAQ's. There is a lot there, but well
>organized and easy to find topics of specific interest. In particular,
>check out section 10.
>
>Good luck,
>-Larry

(At this point I wish faqs.org would just disappear, it's been frozen for
almost two years now.)

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5870. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 02:59:07 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11vq8va19f1eu8d@corp.supernews.com>
Source record: 7727

Russ Gilbert wrote:
> "Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message news:...
>>
>>What about RS232 interfaces?
>
> Your SIO2PC cable may/probably can be used with your PC and
> APE software as a modem cable. I haven't had much luck with
> it for that tho. The serial interfaces for direct use with the Atari
> are the PRC: connection, the old 850, or possibly, but expensive
> Black Box or MIO. People here are talking about a Lantronix
> or something to connect their 8-bit with a PC, for internet access.
> About the only thing I can think you'd do 8-bit on internet is
> a *nix shell account. There aren't many (any?) dial up BBSes.
> Most ISP require at least a 9600 baud connection, which is
> pushing it for an 8-bit, you'd have to train your modem to
> 9600. Some people claim 19,200, but I haven't had success with that.
> The Atari at 4800 baud is about the limit in my experience.
> Ice-T and Bob Term are probably your best term software for
> A8s, probably Ice-T.
>
>
I didn't have any trouble with 9600 using an 850 with my 130XE and
Bobterm back in the day. I haven't used it online, though, since Delphi
dropped dialup service. My current ISP has a 14,400 bps minimum.

TJ
Keeper of the Flame

5871. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 03:17:11 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <11vqa1glr9q7m35@corp.supernews.com>
Source record: 7728

TJ wrote:

> I didn't have any trouble with 9600 using an 850 with my 130XE and
> Bobterm back in the day. I haven't used it online, though, since Delphi
> dropped dialup service. My current ISP has a 14,400 bps minimum.
>

Well, isn't that interesting...Despite what it says on my ISP's website,
I just managed to connect with my Linux PC at 2400 bps, and I'm here now
downloading and uploading posts. Working fine, although it sure seems
slow compared to the 56K speed I'm used to. I'll have to rethink the
possibilities of going online with my 8-bit again...

> TJ
> Keeper of the Flame

5872. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 04:33:25 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <43FD3B15.5070201@bellsouth.net>
Source record: 7729

Michael Current wrote:
> On 21 Feb 2006 04:27:29 -0800, "Larry" <LLppwhite@aol.com> wrote:
>
>> Hello Payton-
>> Congrats on your purchases! I skimmed through the posts here, but did
>> not see one suggesting that you download and read the FAQ's. We are
>> very fortunate to have some very nice FAQ's.
>>
>> http://www.faqs.org/faqs/atari-8-bit/welcome/
>
> For the most recent version:
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/welcome.html
>
>> This is a concise index of some interesting aspects of Atari 8-bits.
>>
>> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> For the most recent version:
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html
>
>> This is the link to the main FAQ's. There is a lot there, but well
>> organized and easy to find topics of specific interest. In particular,
>> check out section 10.
>>
>> Good luck,
>> -Larry
>
>
> (At this point I wish faqs.org would just disappear, it's been frozen for
> almost two years now.)
>
> Thanks,
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

I must say I'm very impressed with the attention to detail put forward
in the Atari 8-bit FAQs compared to the FAQs for Commodore 8-bit
machines. Even though there's a TON of information in the Commodore
8-bit FAQs, the FAQs just doesn't feel very approachable.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5873. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 04:36:57 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <43FD3BE9.6090501@bellsouth.net>
Source record: 7730

```
lp wrote:
> in article pan.2006.02.22.14.29.42.192011@charter.net, Ronald J. Hall wrote
> on 2/22/06 9:29 AM:
>
>> On Tue, 21 Feb 2006 21:56:48 -0800, Dan Mazurowski wrote:
>>
>>> The more I think about it, the more I am convinced Atari is cursed. For
>>> the sake of brevity, I'll just refer anyone interested to my recent
>>> commentary on 1up:
>>>
>>> http://my.1up.com/do/blogEntry?bId=6574516&publicUserId=5678011
>>>
>>> But really, the only way I can explain Atari's MANY blunders and
>>> foolish moves, under the leadership of so many different owners/CEOs,
>>> is a curse. Nothing else makes sense anymore.
>> I don't know...same thing could be said about the Amiga under Commordore.
>
> Yes, also has changed hands several times.
>
>> I also believe, IMHO, that the Atari 16 bit line was significant at the
>> time.
>
> But his "Atari" has zero to do with this news group in reality.
> If it flops again, it means little if anything.
>

IMO, the failure of both companies is directly tied to Irving Gould and
Jack Tramiel. Why Irving Gould and Atari? Because the act of firing
Jack Tramiel killed both companies because Jack at Atari was too
possessed with outdoing Commodore instead of focusing on product, but
Jack was Commodore's rudder and was the perfect fit for managing their
engineers. I don't think Jack fit the culture of Atari and Commodore
was just adrift without him.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>
```

5874. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 05:29:19 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1140672544@rtfm.mit.edu>
Source record: 7731
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

5875. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 21:26:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.02.23.21.26.54.29821@charter.net>
Source record: 7732

On Wed, 22 Feb 2006 22:36:57 -0600, Payton Byrd wrote:

> IMO, the failure of both companies is directly tied to Irving Gould and
> Jack Tramiel. Why Irving Gould and Atari? Because the act of firing
> Jack Tramiel killed both companies because Jack at Atari was too
> possessed with outdoing Commodore instead of focusing on product, but
> Jack was Commodore's rudder and was the perfect fit for managing their
> engineers. I don't think Jack fit the culture of Atari and Commodore
> was just adrift without him.

Thats a very interesting point as well. I mean for sure, that was a
defining moment for both companies!

--
_/_/_/

5876. What happened to emulators.com?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-23 22:25:30 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <L%qLf.2685$eQ3.1712@bignews4.bellsouth.net>
Source record: 7733

Anyone know what happened to www.emulators.com/xformer.htm ???

This site had good info on using a Xformer Cable on a PC if I remember correctly.

I was doing research on something similar awhile back. Not sure if I saved the Web info
from this site or not.

Reason I ask about it: This site showed you how to alter the normal Xformer Cable to work
on a PC. It was easy to do, only a wire or two needed changed.
Anyone happen to know how to do it or have a text file on modifying it?

Hopefully, it will come back up later.

phantomm@bellsouth.net

5877. Re: What happened to emulators.com?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 00:59:36 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <YTsLf.175487$PY6.8128@tornado.ohiordc.rr.com>
Source record: 7734

web.archive.org :)

http://web.archive.org/web/20050305161923/http://www.emulators.com/xformer.htm

Charlie

phantomm wrote:

> Anyone know what happened to www.emulators.com/xformer.htm ???
>
> This site had good info on using a Xformer Cable on a PC if I remember
> correctly.
>
> I was doing research on something similar awhile back. Not sure if I saved
> the Web info
> from this site or not.
>
> Reason I ask about it: This site showed you how to alter the normal
> Xformer Cable to work
> on a PC. It was easy to do, only a wire or two needed changed.
> Anyone happen to know how to do it or have a text file on modifying it?
>
>
> Hopefully, it will come back up later.
>
> phantomm@bellsouth.net

5878. New Rally X for the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 01:53:14 UTC
From: lbaeza@usa.net
Message-ID: <1140745994.045730.321380@p10g2000cwp.googlegroups.com>
Source record: 7735

Hi guys

Just to let you know we've posted our first effort on porting the excelent New Rally X game by Namco to the Atari 8bit. This demo is in a very early developement stage, but it's a start.

Here are some links to the screenshots and the Atari executable you can play on your favorite emulator, or even on your real Atari!

http://img.photobucket.com/albums/v688/monitorero/nrx02.png

http://img.photobucket.com/albums/v688/monitorero/nrx01.png

http://www.atariware.cl/foro/download.php?id=158

If you read spanish, you can read the feedback here:

http://www.atariware.cl/foro/viewtopic.php?p=4534

...and if you read english, you can read the feedback there:

http://www.atariage.com/forums/index.php?showtopic=83947

Enjoy!

lbaeza AKA Dr. von Byte
Member of the AtariWare Team
www.atariware.cl

5879. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 03:32:32 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <5fvsv1pn1viov2jg4i8v6ro0m36jcbpsft@4ax.com>
Source record: 7736

"Jack Tseng" <tseng4@hotmail.com>:
>Same thing as Commodore 64. They made more more games for C64 even though
>there are many piracy in the Commodore community too. I am confused!

With a smaller market, piracy takes a larger bite out of your potential
profit. The C64 market was huge in the later days...

Does anyone have the scoop on this? I recall reading somewhere that the
head guy at one of these company's went on record as to why they weren't
selling Atari 8-bit software anymore.
--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5880. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 03:53:39 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <0i0tv1lffs4qglt2nv6064s3r9a6283m62@4ax.com>
Source record: 7737

"Larry" <LLppwhite@aol.com>:

>Thanks much, Steve -- I'll start snooping around these values. Yes,
>those checksums could be tricky.

You can just kill the code that does the checksum check.

Here's an example from some of Bob Wooley's SmartIDE code:

```
0250 *=$C31D KILL ROM CHKSUM
0260 NOP
0270 NOP
```

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5881. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 03:58:43 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140753523.091655.159130@p10g2000cwp.googlegroups.com>
Source record: 7738

Rick Cortese wrote:
> Sc0rpi0 wrote:
> > Larry:
> >
> >
> >>Yes,
> >>those checksums could be tricky.
> >
> >
> > If you changing anything in ROM just calculate new chksums
> > and change it too
>
> Back when I was fooling with OS code I found it easiest to just disable
> the checksum. I can't remember how/where I did it, just a couple of NOPs
> or something in the checksum code. I'm pretty sure at least one of the
> Wooley hacks includes a where and how to that he used for his modified OS.

I tried just CLC, RTS at $FF73 and $FF92, the checksum verify routines,
but that didn't completely work.

Kind of strange, for Atari800Win Plus it worked but in my 800XL it only
partially worked. By that I mean, if I install a game cartridge all is
fine but if I try to boot with no cartridge or with a programming
cartridge (BASIC, ASM ED, etc) the 800XL just boots to a blank desktop
with the block cursor in the upper left-hand corner. No disk I/O and
no sounds.

I'd like to try NOPs but I don't understand why a simple CLC and RTS
didn't work so I'm also not sure what instructions are safe to replace
with NOPs.

- Steve Sheppard

5882. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 04:44:53 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <6KydndbGGOraEmPe4p2dnA@adelphia.com>
Source record: 7739

```
The XL/XE revised edition of "Mapping the Atari" says the following
regarding the checksum on pages 228-229:

65518-65529: Checksum and identification data for the ROM area 57344-65535.
....
65528-9 Checksum, bytes (LSB/MSB)

"Sc0rpi0" <sc0rpi0@free.polbox.pl> wrote in message
news:dtgkji$7kq$1@srv.cyf-kr.edu.pl...
> Larry:
>
>> Yes,
>> those checksums could be tricky.
>
> If you changing anything in ROM just calculate new chksums
> and change it too - cause not only emulators can check it
> so more safe is to have them correct. Procedures for checking
> ROM does it - vector E4something ;) - I don't remember now,
> but it's not necessery to look - its just plain sums of all cells
> in particular ROM regions (no CRC or this kind of stuff) :).
> One thing to check is what cells are not in sums.
> As I can remember it's probably C000-C001 and FFF8-FFF9,
> but make sure that's true yourself :).
>
> --
> Sc0rpi0
> I hated going to weddings.
> All the grandmas would poke me saying "You're next".
> They stopped that when I started doing it to them at funerals.
>
```

5883. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 06:30:04 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <SGxLf.39528$bW.2317@bignews8.bellsouth.net>
Source record: 7740

```
Ronald J. Hall wrote:
> On Wed, 22 Feb 2006 22:36:57 -0600, Payton Byrd wrote:
>
>> IMO, the failure of both companies is directly tied to Irving Gould and
>> Jack Tramiel. Why Irving Gould and Atari? Because the act of firing
>> Jack Tramiel killed both companies because Jack at Atari was too
>> possessed with outdoing Commodore instead of focusing on product, but
>> Jack was Commodore's rudder and was the perfect fit for managing their
>> engineers. I don't think Jack fit the culture of Atari and Commodore
>> was just adrift without him.
>
> Thats a very interesting point as well. I mean for sure, that was a
> defining moment for both companies!
>

Atari lovers should disdain Irving Gould as much as us Commodore nuts.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>
```

5884. OT

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 06:33:54 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <kNxLf.418680$0l5.247663@dukeread06>
Source record: 7741

I don't seem to have access to the Commodore newsgroup. And I am first and foremost an Atari user. However I have this C128 sitting here and was wanting to experiement with it as I never had one in the 'day'. Does anyone have a 1571 disk drive they would be willing to sell? TIA

Thomas

5885. Re: OT

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 08:20:36 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <tizLf.35500$X7.11562@bignews7.bellsouth.net>
Source record: 7742

Docrotcod wrote:
> I don't seem to have access to the Commodore newsgroup. And I am first and
> foremost an Atari user. However I have this C128 sitting here and was
> wanting to experiement with it as I never had one in the 'day'. Does anyone
> have a 1571 disk drive they would be willing to sell? TIA
>
> Thomas
>
>

There's tons of them on eBay. You should be able to snag one under $35.
If you can settle for a 1541 those can be had for under $10. A 1581
will typically run about $75+.

I have extra 1541's if you need one. I'll take $10 + packing +
shipping. I am out of spare 1571 and 1581 drives currently. I also
have a ton of software if you're interested.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5886. Re: OT

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 08:21:24 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <djzLf.35505$X7.31744@bignews7.bellsouth.net>
Source record: 7743

Docrotcod wrote:
> I don't seem to have access to the Commodore newsgroup.

What do you mean by this? Does your news server not carry comp.sys.cbm?
How about alt.c64?

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5887. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 10:59:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240256380.7213-100000@onyx.spiritone.com>
Source record: 7744
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I have Boxes and Boxes of Atari Books for Sale! Some I have Lots of and
some I have 1 or 2 left! I have more Atari Books than anywhere else.
Atari, one of the most well documented Computers ever! I have them Both
for 8 Bit & ST! Some you wont find anywhere else but here! On sale, all my
Atari Books, 20% off. E-Mail Atari@aracnet.com or call Ben@(503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5888. FS: ALL Atari Games/Software 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 11:01:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240259340.7213-100000@onyx.spiritone.com>
Source record: 7745
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning out
his ST software. Then Atari 8 Bit & Jaguar! I've paid for 80% of ST Games/
software & received 60% of ST Games/software so far! About 400 NEW Games!
If this works out I'll buy out his 8 Bit and Jaguar stock! I need to make
shelf room for NEW inventory and raise the capital to buy more Atari. If
you would like to help save Good Ataris from extinction, buy ANY Games/
Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get
20% off! E-Mail or call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & 3 NEW Atari Catalogs!
http://www.aracnet.com/~atari/specials.htm Details on Sales!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5889. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 11:04:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0602240301560.7213-100000@onyx.spiritone.com>
Source record: 7746
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5890. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 18:13:28 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <c1ILf.488$6I.360@newsread3.news.pas.earthlink.net>
Source record: 7747

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
>
>>Sc0rpi0 wrote:
>>
>>>Larry:
>>>
>>>
>>>
>>>>Yes,
>>>>those checksums could be tricky.
>>>
>>>
>>>If you changing anything in ROM just calculate new chksums
>>>and change it too
>>
>>Back when I was fooling with OS code I found it easiest to just disable
>>the checksum. I can't remember how/where I did it, just a couple of NOPs
>>or something in the checksum code. I'm pretty sure at least one of the
>>Wooley hacks includes a where and how to that he used for his modified OS.
>
>
> I tried just CLC, RTS at $FF73 and $FF92, the checksum verify routines,
> but that didn't completely work.
>
> Kind of strange, for Atari800Win Plus it worked but in my 800XL it only
> partially worked. By that I mean, if I install a game cartridge all is
> fine but if I try to boot with no cartridge or with a programming
> cartridge (BASIC, ASM ED, etc) the 800XL just boots to a blank desktop
> with the block cursor in the upper left-hand corner. No disk I/O and
> no sounds.
>
> I'd like to try NOPs but I don't understand why a simple CLC and RTS
> didn't work so I'm also not sure what instructions are safe to replace
> with NOPs.

Memory is to foggy now but I seem to recall the checksum code I hacked
did just a bit more then the checksum. That is it does the checksum and
initializes some other values.

Anyway, Shawn just posted the spot for the XL OS to NOP. I do recall the
code is identical in the 800/400 OS, just in a different location, so
you can just search for the byte sequence to find it.

5891. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 18:27:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <UdILf.4857$UN.3672@newsread2.news.pas.earthlink.net>
Source record: 7548

Shawn Jefferson wrote:

> "Jack Tseng" <tseng4@hotmail.com>:
>
>>Same thing as Commodore 64. They made more more games for C64 even though
>>there are many piracy in the Commodore community too. I am confused!
>
>
> With a smaller market, piracy takes a larger bite out of your potential
> profit. The C64 market was huge in the later days...
>
> Does anyone have the scoop on this? I recall reading somewhere that the
> head guy at one of these company's went on record as to why they weren't
> selling Atari 8-bit software anymore.

Bill Wilkinson said it but then went on to add the problem at OSS was
~more about choosing a platform to develop programming languages for
where fewer then 2% of the owners programmed. He also said it was
actually a Mac project that put OSS out of business vs. Atari.

I *think* the one most noted for the statement was probably someone like
Trip Hawkins at EA. The bean counters figured ~fixed cost for product
development and marketing with net return per unit sale => 'we must sell
xxx copies to turn a profit.'

FWIW we did the same calculations in the pharmaceutical industry. Didn't
matter if you could save lives or relieve suffering, just how big was
the market.

5892. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-24 21:18:40 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140815920.432004.67620@j33g2000cwa.googlegroups.com>
Source record: 7549

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
> > Sc0rpi0 wrote:
> > > Larry:
> > >
> > >
> > >>Yes,
> > >>those checksums could be tricky.
> > >
> > >
> > > If you changing anything in ROM just calculate new chksums
> > > and change it too
> >
> > Back when I was fooling with OS code I found it easiest to just disable
> > the checksum. I can't remember how/where I did it, just a couple of NOPs
> > or something in the checksum code. I'm pretty sure at least one of the
> > Wooley hacks includes a where and how to that he used for his modified OS.
>
> I tried just CLC, RTS at $FF73 and $FF92, the checksum verify routines,
> but that didn't completely work.
>
User error! LOL

I had two copies of the patched 800XL dump. Wouldn't you know it, I
installed the wrong one on the real 800XL.

Sorry, for the mistake!

CLC & RTS work perfectly, at locations $FF73 (VFR, Verify First ROM)
and $FF92 (VSR, Verify Second ROM).

Now I can change the OS all I want and not worry about failed
Checksums!

So far, I've only changed the Color1 and Color2 default and set the
left margin to 0 (versus 2). Unfortunately, MyDOS' DUP.SYS changes it
back to 2!

OT: Does anyone know how to patch MyDOS?

- Steve Sheppard

5893. DGS Atari 8-bit CD-ROM $5 special (until 03 March 2006)

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 00:11:04 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1140826261.28210.0@echo.uk.clara.net>
Source record: 7550

Hello All,

This week (until 3 March 2006) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $5 (2pounds for UK buyers), which is a $3.50 saving on the usual price. This price includes SURFACE MAIL shipping to any country (2nd class post for UK buyers). This offer is for those of you who want to save some money, but don't mind waiting as surface mail can take 60+ days!

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8-su.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

There's plenty of background info on DGS on the main part of the website.

Dean Garraghty

5894. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 00:21:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140826908.870908.138880@i40g2000cwc.googlegroups.com>
Source record: 7551

```
stephensheppard@hotmail.com wrote:
> stephensheppard@hotmail.com wrote:
> > Rick Cortese wrote:
> > > Sc0rpi0 wrote:
> > > > Larry:
> > > >
> > > >
> > > >>Yes,
> > > >>those checksums could be tricky.
> > > >
> > > >
> > > > If you changing anything in ROM just calculate new chksums
> > > > and change it too
> > >
> > > Back when I was fooling with OS code I found it easiest to just disable
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> > > or something in the checksum code. I'm pretty sure at least one of the
> > > Wooley hacks includes a where and how to that he used for his modified OS.
> >
> > I tried just CLC, RTS at $FF73 and $FF92, the checksum verify routines,
> > but that didn't completely work.
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> User error! LOL
>
> I had two copies of the patched 800XL dump. Wouldn't you know it, I
> installed the wrong one on the real 800XL.
>
> Sorry, for the mistake!
>
> CLC & RTS work perfectly, at locations $FF73 (VFR, Verify First ROM)
> and $FF92 (VSR, Verify Second ROM).
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> Now I can change the OS all I want and not worry about failed
> Checksums!
>
> So far, I've only changed the Color1 and Color2 default and set the
> left margin to 0 (versus 2). Unfortunately, MyDOS' DUP.SYS changes it
> back to 2!
>
> OT: Does anyone know how to patch MyDOS?
>
> - Steve Sheppard

Me again eating crow.. again!
```

Although everything seemed fine, one of my changes above has corrupted
the Self Test! Don't know what else might be affected.

I'm going to shut up now and let some who knows what they are doing
speak about changing the OS.

- Steve Sheppard

5895. Re: OT

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 02:58:00 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0602242155280.13924@shell1>
Source record: 7552

On Fri, 24 Feb 2006, Thomas wrote:

> I don't seem to have access to the Commodore newsgroup.

You can go to http://groups.google.com and put in the newsgroup,
comp.sys.cbm or alt.c64

> Does anyone have a 1571 disk drive they would be willing to sell?

Our club has a few 1571's for sale.

FCUG celebrating 25 years,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

5896. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 03:01:15 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dtoh9r0uj7@news1.newsguy.com>
Source record: 7553

Larry <LLppwhite@aol.com> wrote:
> Has anyone had any experience doing this? I have a couple of XL/XE OS
> that have pretty "ugly" viewability, and I'd like to alter the color
> and luminance for better viewing. I haven't any success searching
> through the OS code for the color register(s) or shadows.

Mmm.... I seem to remember a basic program that you could run and it would ask you what colors you would like and give you the option to turn off the disk sound. The program would then create a little autorun.sys that would poke those values on boot up. It doesn't change the OS, so you don't have it all the time, but back in the day it worked just dandy for me.

I remember using it a lot to automatically set the left margin to 0, turn off the drive sound, and set a darker blue for the background.

I wish I could remember the name of the program...

--
Ryan 'Gozar' Collins

5897. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 03:58:39 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <kZCdnXcyTM2OS2LenZ2dnUVZ_tednZ2d@comcast.com>
Source record: 7554

You mean that sound is on purpose?! I thought the I/O just interfered
terribly with my A/V output. :)

Let me know if you find this program or a way to disable that ringing sound.

gozarcollins@SPAMTRAPhotmail.com wrote:
> Larry <LLppwhite@aol.com> wrote:
>
>>Has anyone had any experience doing this? I have a couple of XL/XE OS
>>that have pretty "ugly" viewability, and I'd like to alter the color
>>and luminance for better viewing. I haven't any success searching
>>through the OS code for the color register(s) or shadows.
>
>
> Mmm.... I seem to remember a basic program that you could run and it
> would ask you what colors you would like and give you the option to
> turn off the disk sound. The program would then create a little
> autorun.sys that would poke those values on boot up. It doesn't
> change the OS, so you don't have it all the time, but back in the
> day it worked just dandy for me.
>
> I remember using it a lot to automatically set the left margin to
> 0, turn off the drive sound, and set a darker blue for the background.
>
> I wish I could remember the name of the program...
>

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

5898. Re: OT

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 06:20:44 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <IZSdnUDFBMSlamLenZ2dnUVZ_sKdnZ2d@comcast.com>
Source record: 7555

"Docrotcod" <rahbart@cox.net> wrote in message
news:kNxLf.418680$0l5.247663@dukeread06...
>I don't seem to have access to the Commodore newsgroup. And I am first and
>foremost an Atari user. However I have this C128 sitting here and was
>wanting to experiement with it as I never had one in the 'day'. Does
>anyone have a 1571 disk drive they would be willing to sell? TIA

Actually, Doc... I have one laying around here somewhere, even though I
never had a C=. I think I snagged it up years ago in a big lot of shit I
bought for a song.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5899. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 07:08:35 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <VtmdnXlW7d3yn53ZRVn-rw@comcast.com>
Source record: 7556

"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:kZCdnXcyTM2OS2LenZ2dnUVZ_tednZ2d@comcast.com...
> You mean that sound is on purpose?! I thought the I/O just interfered
> terribly with my A/V output. :)
>
> Let me know if you find this program or a way to disable that ringing
> sound.

To kill the beeps, POKE 65,0. Poke any other number there to be annoyed once
more.

Simple as that. Or, if you like... even if you don't know jack about
assembly, you can use nearly any assembler to make a custom autorun.sys or
.AR0-9 file to do this for you.

An example would be something like...

```
10 *=65
20 .BYTE 0
```

And then just assemble it to a file. With the Atari Assembler cart, or
Mac/65, it'd be ASM,,#D:AUTORUN.SYS if you have the source code in memory,
or ASM#D:filename,,#D:AUTORUN.SYS if it's stored on disk.

You can repeat that string as many times as you like.

```
10 *=65
20 .BYTE 0
30 *=82
40 .BYTE 0
```

This routine will kill the I/O beep and set the left screen margin to 0
instead of 2 spaces.

I have a disk based assembler I could send to you in atr format, if you
like.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5900. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 14:39:12 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <RtCdnT8R2Ne38Z3ZnZ2dnUVZ_sKdnZ2d@comcast.com>
Source record: 7557

Thanks for the info. I can assemble it OK.

David Bowden wrote:
> "Pete Rittwage" <rcade@rittwage.com> wrote in message
> news:kZCdnXcyTM2OS2LenZ2dnUVZ_tednZ2d@comcast.com...
>
>>You mean that sound is on purpose?! I thought the I/O just interfered
>>terribly with my A/V output. :)
>>
>>Let me know if you find this program or a way to disable that ringing
>>sound.
>
>
> To kill the beeps, POKE 65,0. Poke any other number there to be annoyed once
> more.
>
> Simple as that. Or, if you like... even if you don't know jack about
> assembly, you can use nearly any assembler to make a custom autorun.sys or
> .AR0-9 file to do this for you.
>
> An example would be something like...
>
> 10 *=65
> 20 .BYTE 0
>
> And then just assemble it to a file. With the Atari Assembler cart, or
> Mac/65, it'd be ASM,,#D:AUTORUN.SYS if you have the source code in memory,
> or ASM#D:filename,,#D:AUTORUN.SYS if it's stored on disk.
>
> You can repeat that string as many times as you like.
>
> 10 *=65
> 20 .BYTE 0
> 30 *=82
> 40 .BYTE 0
>
> This routine will kill the I/O beep and set the left screen margin to 0
> instead of 2 spaces.
>
> I have a disk based assembler I could send to you in atr format, if you
> like.

--
-
Pete Rittwage

http://rittwage.com

C64 Preservation Project
http://c64preservation.com

5901. Trak drive repair.

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 16:04:45 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <jnv00255vqn3roqisljf4omqiugijqc86q@4ax.com>
Source record: 7558

Hi all,

Does anyone repair these drives? I have one that needs some repair.
The drive powers up, but cannot be accessed. The drive keeps switching
between single and double density. Doesn't seem to find the first
sector. When setup as drive 2, and I try to do a disk directory, it
knows to go to track 20, so I think it may be a matter of alignment
and possibly a speed check. afaik,I dont think the drive is in
diagnostic mode.

Any help would be appreciated.

Thanks
Rory McMahon
Elburn, IL
USA
*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

5902. Re: Changing the screen color/luminance on an OS?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-25 17:27:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1140888444.636328.95320@e56g2000cwe.googlegroups.com>
Source record: 7559

```
stephensheppard@hotmail.com wrote:
> stephensheppard@hotmail.com wrote:
> > stephensheppard@hotmail.com wrote:
> > > Rick Cortese wrote:
> > > > Sc0rpi0 wrote:
> > > > > Larry:
> > > > >
> > > > >
> > > > >>Yes,
> > > > >>those checksums could be tricky.
> > > > >
> > > > >
> > > > > If you changing anything in ROM just calculate new chksums
> > > > > and change it too
> > > >
> > > > Back when I was fooling with OS code I found it easiest to just disable
> > > > the checksum. I can't remember how/where I did it, just a couple of NOPs
> > > > or something in the checksum code. I'm pretty sure at least one of the
> > > > Wooley hacks includes a where and how to that he used for his modified OS.
> > >
> > > I tried just CLC, RTS at $FF73 and $FF92, the checksum verify routines,
> > > but that didn't completely work.
> > >
> > User error! LOL
> >
> > I had two copies of the patched 800XL dump. Wouldn't you know it, I
> > installed the wrong one on the real 800XL.
> >
> > Sorry, for the mistake!
> >
> > CLC & RTS work perfectly, at locations $FF73 (VFR, Verify First ROM)
> > and $FF92 (VSR, Verify Second ROM).
> >
> > Now I can change the OS all I want and not worry about failed
> > Checksums!
> >
> > So far, I've only changed the Color1 and Color2 default and set the
> > left margin to 0 (versus 2). Unfortunately, MyDOS' DUP.SYS changes it
> > back to 2!
> >
> > OT: Does anyone know how to patch MyDOS?
> >
> > - Steve Sheppard
>
```

> Me again eating crow.. again!
>
> Although everything seemed fine, one of my changes above has corrupted
> the Self Test! Don't know what else might be affected.
>
> I'm going to shut up now and let some who knows what they are doing
> speak about changing the OS.
>
> - Steve Sheppard

I found the source of my confusion, and why a simple change had such disasterous results.

My mistake was I used the monitor feature of Atari800Win Plus to do make my ROM dump, after implementing the changes in the OS, also from within the monitor.

I did my testing within the emulator by using the monitor RAM command which allows one to make changes to the any part of the emulated Atari on-the-fly. Making it possible to perform quick tests as the Atari800Win Plus will hold the changes throuh a Cold Start.

I assumed that the monitor command, Write C000 FFFF, would give me a good ROM dump. It didn't.

Everything went smoothly when I used a hex editor. The patched image works fine.

- Steve Sheppard

5903. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-26 08:27:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44016ae47e55e0@comcast.net>
Source record: 7560

>Hello,
>
>I'm an avid 8-bit computer collector and have picked up a couple of
>Atari 800's on eBay. The first is an original 800, but it did not come
>with a BASIC cart. The second is an 800XL, but it did not come with a
>power supply. I have also purchased a 1050 disk drive, but it did not
>come with any DOS diskettes.
>
>I have a couple of games that were on back sides of C64 software, and
>they both boot and play fine on the standard 800.
>
>Can anyone recommend a website for getting started in collecting and
>using this stuff? Where can I get an RS-232 interface and term
>software? Is there any PC software for writing Atari disks, or for
>using the 1050 disk drive hooked up to the PC like x1541 cables allow
>using Commodore disk drives on a PC?
>
>Any and all information is greatly appreciated!
>
>Thanks,
>

For all your 8-bit needs, I would go to the Best Electronics website.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5904. Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-26 09:42:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036ea0f@familynet-international.org>
Source record: 7565

FamilyNet International Newsgate

Just a reminder, we have an Atari chat going on this morning from 10 am
CST till whenever. I doubt we will have the 14 hour marathon we had last
weekend, but it should still be fun.

telnet://216.240.173.22

Rememeber...

bbs
bbs
(might have to do that twice)

(login in)

(enter)
t for talk
c for chat
(put a name in)

You're in! :D

Doctor Clu
typed from an Atari 802. ;)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5905. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-26 19:30:18 UTC
From: rcade <peter@rittwage.com>
Message-ID: <1140982218.491725.92220@p10g2000cwp.googlegroups.com>
Source record: 7561

Scott S wrote:
> Although First Star's packaging claims the screenshot shown on it (left pic)
> is an "actual game screen" from the Atari version, it's not a screenshot
> from the actual released version (right).
>
> http://tinyurl.com/bj5pb

The planet size and position seems to be randomly generated. Press the
reset switch and you'll see it's different every time.

-
Pete Rittwage
C64 Preservation Project
http://c64preservation.com

5906. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-26 23:01:13 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <_nqMf.49272$bW.46722@bignews8.bellsouth.net>
Source record: 7562

OK, I've gotten my SIO2PC and the trial version of APE. All has gone well so far. Where do you guys suggest I find a good library of disk images?

I'm somewhat interested in games, but more stuff like operating systems, programming languages, terminals, etc. I also want to check out demos for the Atari.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5907. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-27 00:35:45 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <ICmdnUMjQKL41J_ZUSdV9g@ptd.net>
Source record: 7563

Aside from that, the landing pad colors are different and the actual version
doesn't say "PRESS TRIGGER TO CONTINUE" on that screen.

"rcade" <peter@rittwage.com> wrote in message
news:1140982218.491725.92220@p10g2000cwp.googlegroups.com...
>
> Scott S wrote:
>> Although First Star's packaging claims the screenshot shown on it (left
>> pic)
>> is an "actual game screen" from the Atari version, it's not a screenshot
>> from the actual released version (right).
>>
>> http://tinyurl.com/bj5pb
>
>
> The planet size and position seems to be randomly generated. Press the
> reset switch and you'll see it's different every time.
>
> -
> Pete Rittwage
> C64 Preservation Project
> http://c64preservation.com
>

5908. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-27 00:55:05 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <o5sMf.1210$kp3.340@fed1read03>
Source record: 7564

"Payton Byrd" <plbyrd@bellsouth.net> wrote in message
news:_nqMf.49272$bW.46722@bignews8.bellsouth.net...
| OK, I've gotten my SIO2PC and the trial version of APE. All has gone
| well so far. Where do you guys suggest I find a good library of disk
| images?
|
| I'm somewhat interested in games, but more stuff like operating systems,
| programming languages, terminals, etc. I also want to check out demos
| for the Atari.
|
| --
| Payton Byrd
| <telnet://paytonbyrd.dyndns.org:6400>
| <http://www.paytonbyrd.com>
| <http://blogs.ittoolbox.com/visualbasic/dotnet>

This site has several gamedisks:

http://www.mushca.com/f/atari/index.php

Have fun..

5909. Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-27 22:02:43 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <aGKMf.442930$0l5.202406@dukeread06>
Source record: 7566

Well my 130XE took a dump over the weekend. I suspect the factory 'MT' ram chips went south. I will be reworking the XE this evening and hope to have the BBS up by tomorrow morning.

Thomas

5910. Re: Electric Cafe' BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-27 22:40:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <VdLMf.442933$0l5.8408@dukeread06>
Source record: 7567

Ok bad power supply... i'll dig out an extra and have it back up tomorrow.
(Possibly this evening)

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:aGKMf.442930$0l5.202406@dukeread06...
> Well my 130XE took a dump over the weekend. I suspect the factory 'MT'
> ram chips went south. I will be reworking the XE this evening and hope to
> have the BBS up by tomorrow morning.
>
> Thomas
>

5911. PBI2PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-27 23:14:46 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.02.27.23.14.45.803687@crowcastle.net>
Source record: 7568

I'm reading the articles on using the PBI interface at
http://www.geocities.com/dr_seppel/pbi3_eng.htm
and it looks like it should be possible to build a PBI device that works
much like an SIO2PC device, only much faster.

I'm thinking that the ideal design would connect the PBI interface to a
USB port on a PC, and use minimal circuitry. I've never build a USB
device before, but I assume that there are relatively inexpensive
controller chips that would work. A little bit of additional logic and
probably some RAM would also be required.

Anyone want to work on this with me? (In person if you're in the Boston
area.)

--PC (change the email address to almost anything else at the domain)

5912. "Disk" 4.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-27 23:40:28 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.02.27.23.40.27.619610@crowcastle.net>
Source record: 7569

http://www.crowcastle.net/preston/atari/

"Disk" version 4.0

It started as a simple sector editor, but I've added all sorts of features
to it along the way. Slower code was re-written in assembly. Features
were added.

The 4.0 release includes bug fixes and some new features.

I would very much appreciate any feedback.

And I'm hoping to add double density support at some point in the future,
once I obtain a drive that supports it.

--PC

5913. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 06:08:24 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4403ec226d54d0@comcast.net>
Source record: 7573

>
>Scott S wrote:
>> Although First Star's packaging claims the screenshot shown on it (left pic)
>> is an "actual game screen" from the Atari version, it's not a screenshot
>> from the actual released version (right).
>>
>> http://tinyurl.com/bj5pb
>
>
>The planet size and position seems to be randomly generated. Press the
>reset switch and you'll see it's different every time.

And that is what makes this a fantastic game. You do not get the same setup
which an be memorized.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5914. Atari Chat-Tuesday 8 pm CST

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 10:29:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003713cd@familynet-international.org>
Source record: 7578

FamilyNet International Newsgate

We have the Atari chat tonight at 8 pm CST. Directions below...

> Just a reminder, we have an Atari chat going on this morning from 10 am
> CST till whenever. I doubt we will have the 14 hour marathon we had last
> weekend, but it should still be fun.
> telnet://216.240.173.22
> Rememeber...
> bbs
> bbs
> (might have to do that twice)
> (login in)
> (enter)
> t for talk
> c for chat
> (put a name in)
> You're in! :D

> Doctor Clu
> typed from an Atari 802. ;)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

5915. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 11:30:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003716c8@familynet-international.org>
Source record: 7579

FamilyNet International Newsgate

Message stating no luck getting on the Electric Cafe today. (sniff!)

Doc Clu

> From: "Docrotcod" <rahbart@cox.net>

> Thank you very much, it's nice to be wanted ;)

> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
> news:pan.2006.01.26.04.37.03.797132@charter.net...
>> On Wed, 25 Jan 2006 15:50:26 -0600, Docrotcod wrote:
>>
>>> Well after somewhat popular demand, I have put my BBS back up.
>>>
>>> The Electric Cafe'
>>>
>>> Telnet over to thecafe.dtdns.net and use PORT 8888
>>>
>>> Everything is still intact. I have moved the equipment to my office to
>>> make
>>> it a bit easier to manage.
>>>
>>> Thomas
>>
>> Hey, glad to see you back online! :-)
>>
>> --
>> _/_/_/_

5916. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 11:30:27 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44043453$0$6924$91cee783@newsreader02.highway.telekom.at>
Source record: 7570

Payton Byrd wrote:

> IMO, the failure of both companies is directly tied to Irving Gould
> and Jack Tramiel. Why Irving Gould and Atari? Because the act of
> firing Jack Tramiel killed both companies because Jack at Atari was
> too possessed with outdoing Commodore instead of focusing on product,
> but Jack was Commodore's rudder and was the perfect fit for managing
> their engineers. I don't think Jack fit the culture of Atari and
> Commodore was just adrift without him.

erm..

the most worse I know, is Irving Gould and and not to forget: Mehdi Ali

Tramiel and Tramiel and.... etc.. have done a big contribution. Space Shuttle, Mike Oldfield, just to name a few successors/user with Atari Hardware.

Jack Tramiel left the 8bit market, and he also made some extra-money with the XE, GS etc.. -series. But the ST/TT and Falcon series is extra-class.

Kind Regards,

Daniel Mandic

5917. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 11:32:29 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <440434cd$0$1234$91cee783@newsreader01.highway.telekom.at>
Source record: 7571

Payton Byrd wrote:

> Atari lovers should disdain Irving Gould as much as us Commodore nuts.

Hi Payton!

Probably AMIGA nuts. Commodore Amiga did not care much about the C64,
IMHO.

Best Regards,

Daniel Mandic

5918. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 12:14:22 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <x5XMf.52339$bW.6812@bignews8.bellsouth.net>
Source record: 7572

Daniel Mandic wrote:
> Payton Byrd wrote:
>
>> IMO, the failure of both companies is directly tied to Irving Gould
>> and Jack Tramiel. Why Irving Gould and Atari? Because the act of
>> firing Jack Tramiel killed both companies because Jack at Atari was
>> too possessed with outdoing Commodore instead of focusing on product,
>> but Jack was Commodore's rudder and was the perfect fit for managing
>> their engineers. I don't think Jack fit the culture of Atari and
>> Commodore was just adrift without him.
>
>
>
> erm..
>
> the most worse I know, is Irving Gould and and not to forget: Mehdi Ali
>
> Tramiel and Tramiel and.... etc.. have done a big contribution. Space
> Shuttle, Mike Oldfield, just to name a few successors/user with Atari
> Hardware.
>
> Jack Tramiel left the 8bit market, and he also made some extra-money
> with the XE, GS etc.. -series. But the ST/TT and Falcon series is
> extra-class.
>

The interesting thing about Amiga is that if it weren't for Jack, it
would have been an Atari product, which is where it would have been more
successful because the Amiga's architecture was more similar to the
Atari 8-bit line, where the ST's architecture was closer to the C64
line. Commodore had the chip resources (MOS Tech) to make the ST's
architecture even more interesting than it was and it also had the
people to parlay a smooth transition to the ST from the 64/128 line.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5919. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 13:03:33 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44044a25$0$1227$91cee783@newsreader01.highway.telekom.at>
Source record: 7574

Payton Byrd wrote:

> The interesting thing about Amiga is that if it weren't for Jack, it
> would have been an Atari product, which is where it would have been
> more successful because the Amiga's architecture was more similar to
> the Atari 8-bit line, where the ST's architecture was closer to the
> C64 line. Commodore had the chip resources (MOS Tech) to make the
> ST's architecture even more interesting than it was and it also had
> the people to parlay a smooth transition to the ST from the 64/128
> line.

I think this story can be expanded in many directions. I like the way,
Miner and Haynie. The tribble A Chipset, and so. AGA, ECS as well.

It was many future-music at that time. The way of the Tramiels is
honourable, as well the way of [Gouldï¿½s] Team, Haynie, Fischer,
Augenbraun, Nesbitt and many many other people.

Maybe the managers paid too much attention to the IBM-PC Market. But
they should release the AAA-Amiga. ermm.. as a penalty :)

Best Regards,

Daniel Mandic

5920. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 14:10:13 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <OS2dnRg-wNpNx5nZUSdV9g@ptd.net>
Source record: 7575

I recently found out that there's only 32 levels on the Parker Bros version, after which it resets back to 1. The First Star version's manual mentions 34 levels (the P.B. manual doesn't mention how many there are)

There's also 7 different animation sequences (every 4th level). The first shows you returning to no reception, the 2nd a crowd is present, the 3rd shows a car pulling up with you getting in it, the 4th has 6 solders following the car, the 5th has 12 solders, the 6th adds 3 dogs, the 7th has the car pull away just before you get in, and shows you chasing after the procession, the 8th is a repeat of the 7th.

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message news:4403ec226d54d0@comcast.net...
> >
>>Scott S wrote:
>>> Although First Star's packaging claims the screenshot shown on it (left
>>> pic)
>>> is an "actual game screen" from the Atari version, it's not a screenshot
>>> from the actual released version (right).
>>>
>>> http://tinyurl.com/bj5pb
>>
>>
>>The planet size and position seems to be randomly generated. Press the
>>reset switch and you'll see it's different every time.
>
> And that is what makes this a fantastic game. You do not get the same
> setup
> which an be memorized.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram - Atari Clone

5921. Re: would this have saved atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 15:03:35 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <aAZMf.54$o7.40@bignews2.bellsouth.net>
Source record: 7576

Daniel Mandic wrote:
> Payton Byrd wrote:
>
>> The interesting thing about Amiga is that if it weren't for Jack, it
>> would have been an Atari product, which is where it would have been
>> more successful because the Amiga's architecture was more similar to
>> the Atari 8-bit line, where the ST's architecture was closer to the
>> C64 line. Commodore had the chip resources (MOS Tech) to make the
>> ST's architecture even more interesting than it was and it also had
>> the people to parlay a smooth transition to the ST from the 64/128
>> line.
>
>
>
> I think this story can be expanded in many directions. I like the way,
> Miner and Haynie. The tribble A Chipset, and so. AGA, ECS as well.
>
> It was many future-music at that time. The way of the Tramiels is
> honourable, as well the way of [Gould´s] Team, Haynie, Fischer,
> Augenbraun, Nesbitt and many many other people.

I can't think of anything positive that Gould brought to the table after
bailing Jack out of the big financial scandal in the 60s. After that,
he was solely in it to fund his playboy lifestyle and he didn't care who
or what was destroyed in the process.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

5922. Re: PBI2PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 16:30:49 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZU_Mf.4025$VI6.1287@newsread1.news.pas.earthlink.net>
Source record: 7577

Preston Crow wrote:
> I'm reading the articles on using the PBI interface at
> http://www.geocities.com/dr_seppel/pbi3_eng.htm
> and it looks like it should be possible to build a PBI device that works
> much like an SIO2PC device, only much faster.
>
> I'm thinking that the ideal design would connect the PBI interface to a
> USB port on a PC, and use minimal circuitry. I've never build a USB
> device before, but I assume that there are relatively inexpensive
> controller chips that would work. A little bit of additional logic and
> probably some RAM would also be required.
>
> Anyone want to work on this with me? (In person if you're in the Boston
> area.)
>
> --PC (change the email address to almost anything else at the domain)

Hi Preston,

While I think a PBI device and USB are both a good idea I don't think
you will be able to get as huge a performance increase as you might
imagine in real world applications. It comes down to the Atari only
effectively being able to do ~.1 MIPs so you can only do ~24k load, inc,
store, branch, operations a second. Figure at ~57k BAUD the serial buss
is already doing ~7k.

I guess if you are willing to do DMA you could make it quite a bit
faster but that would be a much more involved design.

I've seen some of the USB on a chip designs, I think Rabbit is one of
them: Souped up 8049 type micro doing the work. It might be easier to
map it into the Atari hardware registers at $D000-$D7FFF. IIRC The page
wide decoding is already done and mostly open at $D600-$D7FFF.

5923. Update: Electric Cafe'

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 18:54:23 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <E%0Nf.444635$0l5.351655@dukeread06>
Source record: 7580

Ok the BBS is back up. I have replaced the power supply and all is well.
While I had the computer at the house I reworked my soldering handywork from
15 years ago and it seems to run fine.

Telnet: thecafe.dtdns.net / use port 8888

Thomas

5924. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 18:56:04 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <d11Nf.444654$0l5.211168@dukeread06>
Source record: 7581

It's up now. Bad power supply. Hey those sealed units (power supplies) are
throw away units right?

Thomas

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:003716c8@familynet-international.org...
> FamilyNet International Newsgate
>
> Message stating no luck getting on the Electric Cafe today. (sniff!)
>
> Doc Clu
>
>
>
>> From: "Docrotcod" <rahbart@cox.net>
>
>> Thank you very much, it's nice to be wanted ;)
>
>> "Ronald J. Hall" <dark_lord@charter.net> wrote in message
>> news:pan.2006.01.26.04.37.03.797132@charter.net...
>>> On Wed, 25 Jan 2006 15:50:26 -0600, Docrotcod wrote:
>>>
>>>> Well after somewhat popular demand, I have put my BBS back up.
>>>>
>>>> The Electric Cafe'
>>>>
>>>> Telnet over to thecafe.dtdns.net and use PORT 8888
>>>>
>>>> Everything is still intact. I have moved the equipment to my office to
>>>> make
>>>> it a bit easier to manage.
>>>>
>>>> Thomas
>>>
>>> Hey, glad to see you back online! :-)
>>>
>>> --
>>> _/_/_/_

> http://www.familynet-international.org
>

5925. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-02-28 21:56:15 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.02.28.21.56.14.328667@fineby.me.uk>
Source record: 7582

On Tue, 28 Feb 2006 12:56:04 -0600, Docrotcod wrote:

> It's up now. Bad power supply. Hey those sealed units (power supplies) are
> throw away units right?

Usually, you can get in, but putting them back together may be
troublesome, since they don't all seem to have plugs over the screw holes.
Some appear to be glued together.

Mind you, gaffer tape works wonders. :-)

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

5926. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 00:45:39 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <QsmcndmJOpRoc5nZUSdV9g@ptd.net>
Source record: 7583

Another difference between the original First Star version and the Parker Bros and the Max-A-Flex versions is the stars on the main screen are yellow in the original (same with the shield depots and energy generators); in the others they are all purple. A side note: On Earth, the stars are normally blue, except when the ship is taking off (purple) or landing (pink); they match the color outline of the ships rocket fire.

"Scott S" <scottith@ptd.net> wrote in message
news:OS2dnRg-wNpNx5nZUSdV9g@ptd.net...
>I recently found out that there's only 32 levels on the Parker Bros
>version, after which it resets back to 1. The First Star version's manual
>mentions 34 levels (the P.B. manual doesn't mention how many there are)
>
> There's also 7 different animation sequences (every 4th level). The first
> shows you returning to no reception, the 2nd a crowd is present, the 3rd
> shows a car pulling up with you getting in it, the 4th has 6 solders
> following the car, the 5th has 12 solders, the 6th adds 3 dogs, the 7th
> has the car pull away just before you get in, and shows you chasing after
> the procession, the 8th is a repeat of the 7th.
>
>
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> news:4403ec226d54d0@comcast.net...
>> >
>>>Scott S wrote:
>>>> Although First Star's packaging claims the screenshot shown on it (left
>>>> pic)
>>>> is an "actual game screen" from the Atari version, it's not a
>>>> screenshot
>>>> from the actual released version (right).
>>>>
>>>> http://tinyurl.com/bj5pb
>>>
>>>
>>>The planet size and position seems to be randomly generated. Press the
>>>reset switch and you'll see it's different every time.
>>
>> And that is what makes this a fantastic game. You do not get the same
>> setup
>> which an be memorized.
>> --
>> Edward S. Baiz Jr.
>> (Gamer)

>>
>> HADES 060: 256meg Ram - Atari Clone
>
>

5927. Anyone heard of "Frappr"? Here's one for Atari users...

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 07:38:59 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <24KdnXFK3-AV0pjZRVn-tg@comcast.com>
Source record: 7584

http://www.frappr.com/atariscene/map

LP pasted this in the chat. Let's get the US tag count up! :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5928. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 10:12:15 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <xPqdnTCBfqjo7pjZnZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 7585

"Brad Rogers" <brad@fineby.me.uk> wrote in message
news:pan.2006.02.28.21.56.14.328667@fineby.me.uk...
>
> Mind you, gaffer tape works wonders. :-)

What the hell is "gaffer tape?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5929. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 11:23:52 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne0b128.2qd.usenet-200603@camel.hias.horus.com>
Source record: 7586

On Wed, 1 Mar 2006 04:12:15 -0600, David Bowden wrote:
> What the hell is "gaffer tape?

http://en.wikipedia.org/wiki/Gaffer_tape

Extremely useful for all purposes. Once you've used it you won't
be able to live without it!

so long,

Hias

5930. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 11:45:01 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <r4GdnctwLr2uFJjZnZ2dnUVZ_tSdnZ2d@comcast.com>
Source record: 7587

"Matthias Reichl" <usenet-200603@hias.horus.com> wrote in message
news:slrne0b128.2qd.usenet-200603@camel.hias.horus.com...
> On Wed, 1 Mar 2006 04:12:15 -0600, David Bowden wrote:
>> What the hell is "gaffer tape?
>
> http://en.wikipedia.org/wiki/Gaffer_tape
>
> Extremely useful for all purposes. Once you've used it you won't
> be able to live without it!

I suspected that was what it is. Over here, it's known as "Duct Tape". And,
yes, it has many uses. :)

>
> so long,
>
> Hias
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5931. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 17:13:06 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.03.01.17.13.05.571096@fineby.me.uk>
Source record: 7588

On Wed, 01 Mar 2006 05:45:01 -0600, David Bowden wrote:

>> http://en.wikipedia.org/wiki/Gaffer_tape
>> Extremely useful for all purposes. Once you've used it you won't
>> be able to live without it!
> I suspected that was what it is. Over here, it's known as "Duct Tape". And,
> yes, it has many uses. :)

Not checking for posts for a few hours, and I see you have an answer.
Where is "over here", then?

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

5932. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 21:15:28 UTC
From: Scott S <scottith@ptd.net>
Message-ID: <bo2cnUMhbaj0kpvZUSdV9g@ptd.net>
Source record: 7589

Here's a GIF showing a screenshot from each one:
http://home.ptd.net/~scottith/astro.gif

"Scott S" <scottith@ptd.net> wrote in message
news:OS2dnRg-wNpNx5nZUSdV9g@ptd.net...
>I recently found out that there's only 32 levels on the Parker Bros
>version, after which it resets back to 1. The First Star version's manual
>mentions 34 levels (the P.B. manual doesn't mention how many there are)
>
> There's also 7 different animation sequences (every 4th level). The first
> shows you returning to no reception, the 2nd a crowd is present, the 3rd
> shows a car pulling up with you getting in it, the 4th has 6 solders
> following the car, the 5th has 12 solders, the 6th adds 3 dogs, the 7th
> has the car pull away just before you get in, and shows you chasing after
> the procession, the 8th is a repeat of the 7th.
>
>
>
> "Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
> news:4403ec226d54d0@comcast.net...
>> >
>>>Scott S wrote:
>>>> Although First Star's packaging claims the screenshot shown on it (left
>>>> pic)
>>>> is an "actual game screen" from the Atari version, it's not a
>>>> screenshot
>>>> from the actual released version (right).
>>>>
>>>> http://tinyurl.com/bj5pb
>>>
>>>
>>>The planet size and position seems to be randomly generated. Press the
>>>reset switch and you'll see it's different every time.
>>
>> And that is what makes this a fantastic game. You do not get the same
>> setup
>> which an be memorized.
>> --
>> Edward S. Baiz Jr.
>> (Gamer)
>>
>> HADES 060: 256meg Ram - Atari Clone
>
>

5933. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 21:46:52 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <SK2dnbZ_ZtTci5vZnZ2dnUVZ_tOdnZ2d@comcast.com>
Source record: 7590

"Brad Rogers" <brad@fineby.me.uk> wrote in message
news:pan.2006.03.01.17.13.05.571096@fineby.me.uk...
> On Wed, 01 Mar 2006 05:45:01 -0600, David Bowden wrote:
>
>>> http://en.wikipedia.org/wiki/Gaffer_tape
>>> Extremely useful for all purposes. Once you've used it you won't
>>> be able to live without it!
>> I suspected that was what it is. Over here, it's known as "Duct Tape".
>> And,
>> yes, it has many uses. :)
>
> Not checking for posts for a few hours, and I see you have an answer.
> Where is "over here", then?

The US. :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5934. Super Pac-Man - the History

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 22:39:14 UTC
From: "David A. Paterson" <David.A.Paterson@gmail.com>
Message-ID: <1141252754.773576.64800@e56g2000cwe.googlegroups.com>
Source record: 7591

Wonderful article on the history of Super Pac-Man on the 400/800 is up
at http://www.fyyff.com/, written bu the programmer (who also cranked
out Donkey Kong).

Anyone interested in the history of Atari games should take a gander.

David P.

(still lurking after all these years)

5935. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 22:46:43 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <7IWdnbnjO7pGvpvZRVn-tw@comcast.com>
Source record: 7592

Same stuff. I always though gaffer tape was black and duct tape was
silver and that was the only difference.

David Bowden wrote:
> "Matthias Reichl" <usenet-200603@hias.horus.com> wrote in message
> news:slrne0b128.2qd.usenet-200603@camel.hias.horus.com...
>
>>On Wed, 1 Mar 2006 04:12:15 -0600, David Bowden wrote:
>>
>>>What the hell is "gaffer tape?
>>
>>http://en.wikipedia.org/wiki/Gaffer_tape
>>
>>Extremely useful for all purposes. Once you've used it you won't
>>be able to live without it!
>
>
> I suspected that was what it is. Over here, it's known as "Duct Tape". And,
> yes, it has many uses. :)
>
>
>>so long,
>>
>>Hias

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

5936. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 23:32:02 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <Gr2dnUROQrd7s5vZnZ2dnUVZ_sidnZ2d@comcast.com>
Source record: 7595

"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:7IWdnbnjO7pGvpvZRVn-tw@comcast.com...
> Same stuff. I always though gaffer tape was black and duct tape was
> silver and that was the only difference.

Yeah. Despite it's name, I learned a long time ago that Duct Tape SUCKS for taping up ventilation ducts. In the case of Air Conditioning ducts, when there is high humidity, condensation forms on the ducts and, after a while, basically turns the adhesive to dust.

Another bit of useless information brought to you by...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

5937. DarkForce March 2006 prizes

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 23:33:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.01.23.33.16.669924@charter.net>
Source record: 7593

```
Assassin - the player with the highest score at the end of the month will
win a $25 cash prize!

ST Magazine - one lucky Atari caller will win a free 3 mag. subscription!

Also this month, just for the oh so "special" 8bit crowd, we are giving
away 1 copy of Dean Garraghtys' DGS 8bit CDROM to some lucky caller! :)

Good luck to all!

--
_/_/_/
```

5938. DarkForce! February 2006 Winners

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-01 23:36:00 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.01.23.36.00.540488@charter.net>
Source record: 7594

```
Reanimator II - Morden wins the $25 cash prize!

ST Magazine - Showa wins the free 3 mag subscription!

Congratulations to our winners. :-)

--
_/_/_/
```

5939. 5 pin din -> SIO cable?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 00:26:09 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <BYqNf.36$UZ5.19@tornado.ohiordc.rr.com>
Source record: 7596

Hi All. I received a couple of these cables in an auction win. Anyone have any idea what they are for? Standard monitor port to female SIO.

Thanks,
Charlie

5940. Re: Anyone heard of "Frappr"? Here's one for Atari users...

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 00:30:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <44063c9d$0$58121$742ec2ed@news.sonic.net>
Source record: 7597

David Bowden <nospam@spamsux.org> wrote:
> http://www.frappr.com/atariscene/map
>
> LP pasted this in the chat. Let's get the US tag count up! :)

Done! :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5941. Re: What happened to emulators.com?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 00:47:19 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-86F4F8.19471801032006@netnews.asp.att.net>
Source record: 7498

In article <L%qLf.2685$eQ3.1712@bignews4.bellsouth.net>,
"phantomm" <phantomm@bellsouth.net> wrote:

> Anyone know what happened to www.emulators.com/xformer.htm ???
>
> This site had good info on using a Xformer Cable on a PC if I remember
> correctly.
>
> I was doing research on something similar awhile back. Not sure if I saved
> the Web info
> from this site or not.
>
> Reason I ask about it: This site showed you how to alter the normal Xformer
> Cable to work
> on a PC. It was easy to do, only a wire or two needed changed.
> Anyone happen to know how to do it or have a text file on modifying it?
>
>
> Hopefully, it will come back up later.
>
> phantomm@bellsouth.net

They also had some good old emulation software too, if i have my
webpages straight..

Thats a shame they are gone, a loss to many retro/emulation communities.

5942. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 00:57:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <44064311$0$58121$742ec2ed@news.sonic.net>
Source record: 7499

Jack Tseng <tseng4@hotmail.com> wrote:
> in the 1983, Atari XL was released, Epyx and Activision released Summer
> Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II,
> Ghostbuster II, Championship Baseball and more were released for Apple II
> and C64. Why did Epyx, Activision, other software companies stop making the
> games for Atari? Poor Graphics, color or enough memory ???

I remember hearing once that developers/publishers had multi-year
contracts with Commodore, and hence had to stick around even after the
8-bit market was no longer viable.

I have no idea where I heard it, and it doesn't really sound plausible,
so take it with a grain of salt. ;^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5943. Re: Super Pac-Man - the History

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 01:14:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <44064712$0$58121$742ec2ed@news.sonic.net>
Source record: 7500

David A. Paterson <David.A.Paterson@gmail.com> wrote:
> Wonderful article on the history of Super Pac-Man on the 400/800 is up
> at http://www.fyyff.com/, written bu the programmer (who also cranked
> out Donkey Kong).

Very nice! Thanks for sharing :)

> (still lurking after all these years)

:)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5944. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 01:50:38 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <44064F6E.2030601@rittwage.com>
Source record: 7501

William Kendrick wrote:
> Jack Tseng <tseng4@hotmail.com> wrote:
>
>>in the 1983, Atari XL was released, Epyx and Activision released Summer
>>Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II,
>>Ghostbuster II, Championship Baseball and more were released for Apple II
>>and C64. Why did Epyx, Activision, other software companies stop making the
>>games for Atari? Poor Graphics, color or enough memory ???
>
>
> I remember hearing once that developers/publishers had multi-year
> contracts with Commodore, and hence had to stick around even after the
> 8-bit market was no longer viable.
>
> I have no idea where I heard it, and it doesn't really sound plausible,
> so take it with a grain of salt. ;^)
>
>

I don't think publishers did exclusive contract like this back then like
they do now, so that's probably just a rumor. I believe the Atari
market was just much smaller than the C64 and Apple market and they had
to drop one of them.

The 64 was $100-150 less than the Atari when sold head-to-head in Sears,
and 64's were in K-Mart, so they basically took over. Atari had a
really nice product that was definately ahead of it's time in 1979,
although that came at a price. Not many people could afford to drop
$1500 on a 400/800, RAM, and an 810 drive. Commodore had nothing to
compete with that for 3 years, but came in at a very cheap price and got
a lot of kids right when the console market crashed in 83.

"IMO" :)

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

5945. Re: 5 pin din -> SIO cable?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 04:52:17 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <uQuNf.267$y24.213@fed1read10>
Source record: 7502

"Charlie" <charleycron@woh.rr.com> wrote in message
news:BYqNf.36$UZ5.19@tornado.ohiordc.rr.com...
| Hi All. I received a couple of these cables in an auction win. Anyone have
| any idea what they are for? Standard monitor port to female SIO.
|
| Thanks,
| Charlie
|

Hi,
If it looks like it is manufactured and not home make .... Home made
homebrew could be almost anything.

RoyE

5946. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 05:30:58 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1141277447@rtfm.mit.edu>
Source record: 7503
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

5947. Re: 5 pin din -> SIO cable?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 06:03:33 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <VUvNf.42886$H71.7929@newssvr13.news.prodigy.com>
Source record: 7504

Charlie wrote:
> Hi All. I received a couple of these cables in an auction win. Anyone have
> any idea what they are for? Standard monitor port to female SIO.

Probably a MIDI interface cable.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5948. Re: Question about TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 12:00:57 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1141300857.801881.132830@i40g2000cwc.googlegroups.com>
Source record: 7505

A short update... I recently bought the cartridge version of TBXL from Video 61. It works very well, containing both the Interpreter and Compiler with a boot-up menu to choose between them. AND, using the "Run at Address" function of MyDos at $2080, I've been able to get back to my TB programs *intact* from the DUP.SYS menu, so long as I have not copied or otherwise disturbed the program memory area. Cool! The only thing I've found that doesn't work properly is if you have chosen a subdirectory while in DUP.SYS, MyDos "forgets" the subdirectory and you are back to Dx:. But this is exactly like pressing RESET, where the Warm Start also causes MyDos forget the subdirectory.
-Larry

5949. Re: Another Atari BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 12:42:38 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.03.02.12.42.37.198457@fineby.me.uk>
Source record: 7506

On Wed, 01 Mar 2006 15:46:52 -0600, David Bowden wrote:

>> Not checking for posts for a few hours, and I see you have an answer.
>> Where is "over here", then?
> The US. :)

I would have guessed at the, except for the failure to understand the term
gaffer tape, since it's used widely (the term, as well as the tape) in the
American film industry. After all, that's how it got the name gaffer tape
in the first place. At least, so I'm lead to believe.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

5950. SALT cart

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 16:52:23 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-0d4nNxOiCZwd@draco.w2kserv.local>
Source record: 7507

hi,
has anyone ever dumped a SuperSalt cart for the XL/XE ? been looking around and don't see anything. can someone provide me with a dump of it? thanks.

Ken

--

5951. Re: SALT cart

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 19:02:14 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <nhHNf.283$y24.268@fed1read10>
Source record: 7508

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-0d4nNxOiCZwd@draco.w2kserv.local...
| hi,
| has anyone ever dumped a SuperSalt cart for the XL/XE ? been looking
| around and don't see anything. can someone provide me with a dump of
| it? thanks.
|
| Ken
|
| --
|
Ken,
Do you know the checksum mumers : for the cartridge. I have a dump called
TEST ATARI 65-130XE R.2.ROM and probably not what you are looking for. A
couple of years ago I ran a program called RomCenter against my directory of
Roms and other files and changed all the names, but with the checksum # i
could scan my file to see if I have your request...

RoyE

5952. Re: SALT cart

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 19:02:52 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <QhHNf.284$y24.215@fed1read10>
Source record: 7509

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-0d4nNxOiCZwd@draco.w2kserv.local...
| hi,
| has anyone ever dumped a SuperSalt cart for the XL/XE ? been looking
| around and don't see anything. can someone provide me with a dump of
| it? thanks.
|
| Ken
|
| --
|
Ken,
Do you know the checksum mumers : for the cartridge. I have a dump called
TEST ATARI 65-130XE R.2.ROM and probably not what you are looking for. A
couple of years ago I ran a program called RomCenter against my directory of
Roms and other files and changed all the names, but with the checksum # i
could scan my file to see if I have your request...

RoyE

5953. DGS Atari 8-bit CD-ROM $5 special (until 03 March 2006)

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 19:15:55 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1141326953.92628.0@doris.uk.clara.net>
Source record: 7510

Hello All,

Just a quick reminder about the CD-ROM offer. Still a couple of days left!

This week (until 3 March 2006) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $5 (2pounds for UK buyers), which is a $3.50 saving on the usual price. This price includes SURFACE MAIL shipping to any country (2nd class post for UK buyers). This offer is for those of you who want to save some money, but don't mind waiting as surface mail can take 60+ days!

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8-su.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

There's plenty of background info on DGS on the main part of the website.

Dean Garraghty

5954. Re: SALT cart

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-02 23:47:09 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-rUqGmujferb8@draco.w2kserv.local>
Source record: 7511

hi RoyE,
thank you but a kind person has sent me a cart dump.

Ken

On Thu, 2 Mar 2006 19:02:52 UTC, "RoyE" <r-dean@ cox.net> wrote:

>
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-0d4nNxOiCZwd@draco.w2kserv.local...
> | hi,
> | has anyone ever dumped a SuperSalt cart for the XL/XE ? been looking
> | around and don't see anything. can someone provide me with a dump of
> | it? thanks.
> |
> | Ken
> |
> | --
> |
> Ken,
> Do you know the checksum mumers : for the cartridge. I have a dump called
> TEST ATARI 65-130XE R.2.ROM and probably not what you are looking for. A
> couple of years ago I ran a program called RomCenter against my directory of
> Roms and other files and changed all the names, but with the checksum # i
> could scan my file to see if I have your request...
>
> RoyE
>
>
>

--

5955. Jindroush = R.I.P. ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 01:47:33 UTC
From: lbaeza@usa.net
Message-ID: <1141350453.835502.299920@p10g2000cwp.googlegroups.com>
Source record: 7512

Hi

Anybody knows what happened to Jindroush's site? Is the Atari Cartridge Dumping project still alive? This site had good info on A8 carts, I'm sad it's no longer online...

http://www2.asw.cz/~kubecj/index.htm

Regards

PS: At least you can download the site's contents...

5956. Re: What happened to emulators.com?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 02:56:45 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <f0cf025v8m5kebg4bnkv219sk206ub3iam@4ax.com>
Source record: 7513

On Thu, 02 Mar 2006 00:47:19 GMT, ziggy <ziggy@fakedaddress.com> wrote:

>In article <L%qLf.2685$eQ3.1712@bignews4.bellsouth.net>,
> "phantomm" <phantomm@bellsouth.net> wrote:
>
>> Anyone know what happened to www.emulators.com/xformer.htm ???
>>
>> Hopefully, it will come back up later.

It seems to be working for me now,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

5957. FA: ATARI XE system with 6 games / controller / phaser / keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 04:32:48 UTC
From: john_bonham_80@hotmail.com
Message-ID: <1141360367.898164.165150@v46g2000cwv.googlegroups.com>
Source record: 7514
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Please follow the link below to view:

http://cgi.ebay.com/ATARI-XE-SYSTEM-like-400-800-xl-computer-6-games_W0QQitemZ8263523554QQ
categoryZ62054QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

5958. Re: Jindroush = R.I.P. ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 04:50:19 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141361419.600758.323730@z34g2000cwc.googlegroups.com>
Source record: 7515

lbaeza@usa.net wrote:
> Hi
>
> Anybody knows what happened to Jindroush's site? Is the Atari Cartridge
> Dumping project still alive? This site had good info on A8 carts, I'm
> sad it's no longer online...
>
> http://www2.asw.cz/~kubecj/index.htm
>
> Regards
>
> PS: At least you can download the site's contents...

"Please don't mail me regarding any Atari matters, I'm out."

Wow, Jindrich sounds quite jaded!

That's too bad. I hate to see any A8 sites disappear.

Jindroush.Atari.Org will be missed!

- Steve Sheppard

5959. Re: Jindroush = R.I.P. ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 05:19:16 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.03.05.19.14.172295@charter.net>
Source record: 7516

On Thu, 02 Mar 2006 20:50:19 -0800, stephensheppard wrote:

> "Please don't mail me regarding any Atari matters, I'm out."
>
> Wow, Jindrich sounds quite jaded!
>
> That's too bad. I hate to see any A8 sites disappear.
>
> Jindroush.Atari.Org will be missed!
>
> - Steve Sheppard

Thats bad. Did he at least give a reason? :-(

--
_/_/_/

5960. Re: Jindroush = R.I.P. ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 05:57:16 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141365436.481649.44990@t39g2000cwt.googlegroups.com>
Source record: 7517

Ronald J. Hall wrote:
> On Thu, 02 Mar 2006 20:50:19 -0800, stephensheppard wrote:
>
> > "Please don't mail me regarding any Atari matters, I'm out."
> >
> > Wow, Jindrich sounds quite jaded!
> >
> > That's too bad. I hate to see any A8 sites disappear.
> >
> > Jindroush.Atari.Org will be missed!
> >
> > - Steve Sheppard
>
> Thats bad. Did he at least give a reason? :-(

Nope. What I quoted is all that I know.

- Steve Sheppard
>
> --
> _/_/_/_

5961. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 18:07:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603031004240.25937-100000@onyx.spiritone.com>
Source record: 7518
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm
trying to raise Capital to buyout an Atari Dealer of all his Atari goods!
So give me your Atari business, send all Atarians Marching my way and help
save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled
from all items NEW in BOX from all my other catalogs made up of Hardware,
Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns
of text width it will be 80 column width, Most entries will be 1 line each
and sorted alphabetically by title. You'll only find my NEW items in this
catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5962. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 18:10:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603031007290.25937-100000@onyx.spiritone.com>
Source record: 7520
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5963. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 18:26:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <44088a69$0$58046$742ec2ed@news.sonic.net>
Source record: 7519

Payton Byrd <plbyrd@bellsouth.net> wrote:
> OK, I've gotten my SIO2PC and the trial version of APE. All has gone
> well so far. Where do you guys suggest I find a good library of disk
> images?

> I'm somewhat interested in games, but more stuff like operating systems,
> programming languages, terminals, etc. I also want to check out demos
> for the Atari.

The old Umich archive (no longer maintained, since they closed my account
since I wasn't a Umich student/staff/faculty >:^P) is probably still a
a pretty good starting point:

http://www.umich.edu/~archive/atari/8bit/

Most of it was from a time before emulators and when SIO2PC was still new
and novel, so it's not just a ton of ATR disk images in ZIP format. It's
actually stuff you'd use directly on an Atari. :^)

XL Search is my search engine that lets you dig around the various
Atari 8-bit FTP sites:

http://xlsearch.atari.org/

Good luck!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5964. Re: Getting started with Atari 8-bitters

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 20:20:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141417200.002030.203330@u72g2000cwu.googlegroups.com>
Source record: 7521

Payton Byrd wrote:
> OK, I've gotten my SIO2PC and the trial version of APE. All has gone
> well so far. Where do you guys suggest I find a good library of disk
> images?
>
> I'm somewhat interested in games, but more stuff like operating systems,
> programming languages, terminals, etc. I also want to check out demos
> for the Atari.
>
> --
> Payton Byrd
> <telnet://paytonbyrd.dyndns.org:6400>
> <http://www.paytonbyrd.com>
> <http://blogs.ittoolbox.com/visualbasic/dotnet>

I already provided my best gaming links. The Umich.edu site also has
demos, programmers tools, every DOS imaginable, but has Bill Kendrick
mentioned, it's not up-to-date.

Can't remember if this is a mirror of the Umich site, vice versa, or
something completely different. In any case, huge collections here.

http://ftp.atari.art.pl/stuff/

For programming info you definitely want to visit Carsten Strottman's
page.

http://www.strotmann.de/twiki/bin/view/APG/

Need access to old Atari magazine articles? Try here.

http://www.atariarchives.org/

The SPACE newsletters are quite interesting.

http://space.atari.org/

There's many more sites. I just can't seem to remember them. (I
really have to organize my bookmarks).

- Steve Sheppard

5965. Re: Super Pac-Man - the History

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 20:45:28 UTC
From: Glenn <noemail@nospam.com>
Message-ID: <IV1Of.34$Cc3.4@trnddc08>
Source record: 7522

Yeah, that was a good share.

Landon Dyer has some other funny stories to tell on his weblogs. Quite a colorful story teller and has quite a lot of wisdom to share about working in Sillycon Valley.

Glenn

"David A. Paterson" <David.A.Paterson@gmail.com> wrote in message news:1141252754.773576.64800@e56g2000cwe.googlegroups.com...
> Wonderful article on the history of Super Pac-Man on the 400/800 is up
> at http://www.fyyff.com/, written bu the programmer (who also cranked
> out Donkey Kong).
>
> Anyone interested in the history of Atari games should take a gander.
>
> David P.
>
> (still lurking after all these years)
>

5966. Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-03 22:42:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0037cefe@familynet-international.org>
Source record: 7536

FamilyNet International Newsgate

If you are up tonight.. come join the Atari chat!! (Friday March 3rd)

Directions below...

> The Atari chat going on... currently have eleven people. Come on and join!
> (If not, we will be back again next Tuesday... sorry for the late post, busy
> week.) :)
> A quick tutorial. Many have heard this on the Atari 8 newsgroup but I forgot
> they haven't here.
> Here we go.... (Entering "Telnet://www.atarinews.org" into a browser)
> Red Hat Linux release 7.3 (Valhalla)
> Kernel 2.4.20-43.7.legacy on an i686
> login: bbs
> Password: bbs
> ---------- [Enter "bbs" at both prompts]----------
> Last login: Wed Jan 4 09:04:38 from commodore.justdied.com
> Welcome to The AtariNews.Org BBS
> This BBS was setup mainly for its chat feature... to give the guys from the
> Atar
> i
>forum on Delphi a place to chat. We'll see how it goes. A full BBS is obviousl
> y
> overkill but after trying a few web based chat systems and the Atari web
> browser
> having a problem with frames and refresh headers, this seemed like the next
> step
> .
> userid ('new' for new user): doctorclu
> Password:
> ----------[Here your system account. Registration for one is short]====---
> Welcome to the system. Have a look around if you like. On the main menu,
> you can select "Talk" for the chat area.
> Last login Tue Jan 3 20:59:04 2006 from adsl-209-30-172-112. [RETURN]:
> ----------[Hit Enter/Return]---------------
> The AtariNews.Org BBS No Board Currently Selected
> Enter Command: New
> ----------["T" for talk and enter]--------------
> Interactive Talk Menu No Board Currently Selected
> Enter Talk Command: Users
> Enter chatid: DrClu
> ----------["C" for Chat and then your name, and then, you're in...]==---
> Interactive Talk Menu No Board Currently Selected
> -->

```
> *** Welcome to Chat, DrClu
> *** 0 other user(s) present
> *** 0 other visible room(s) in use
> *** DrClu has entered room 'main'
> -->

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

5967. 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 01:43:56 UTC
From: momo <momo@nono.com>
Message-ID: <wh6Of.2803$Rm2.1202@newssvr31.news.prodigy.com>
Source record: 7523

Working on a project where I need a total of 8 paddle inputs on either a 600xl or an 800xl with only 2 joystick ports. I really dont want to use my 800 for this so I need to stick with the xl's. I was wondering are the pinouts inside buried somewhere? Does the XL ROM even support all 8? TIA
Mo

5968. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 02:09:24 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns977BB8DCF604ambassadorkosh@70.169.32.36>
Source record: 7524

"momo" <momo@nono.com> wrote in
news:wh6Of.2803$Rm2.1202@newssvr31.news.prodigy.com:

> Working on a project where I need a total of 8 paddle inputs on either
> a 600xl or an 800xl with only 2 joystick ports. I really dont want to
> use my 800 for this so I need to stick with the xl's. I was wondering
> are the pinouts inside buried somewhere? Does the XL ROM even support
> all 8? TIA Mo
>
>
>

As I remember it there are only 2 paddle inputs per joystick port. To get 8
paddles you have to have 4 joystick ports.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

5969. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 02:41:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <4408fe4f$0$58073$742ec2ed@news.sonic.net>
Source record: 7525

G.M. <bitbucket@cox.net> wrote:
> "momo" <momo@nono.com> wrote in
> news:wh6Of.2803$Rm2.1202@newssvr31.news.prodigy.com:

> > Working on a project where I need a total of 8 paddle inputs on either
> > a 600xl or an 800xl with only 2 joystick ports. I really dont want to
> > use my 800 for this so I need to stick with the xl's. I was wondering
> > are the pinouts inside buried somewhere? Does the XL ROM even support
> > all 8? TIA Mo
> >
> >
> >

> As I remember it there are only 2 paddle inputs per joystick port. To get 8
> paddles you have to have 4 joystick ports.

Well, I think what momo was looking for was a way to get 2 more controller
ports on an XL. Not sure it's possible. I thought those bits were being
used for controlling RAM-under-OS-ROM, or something.

blush Yeah, >I< know what I'm talking about. 8^&

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5970. ANN: Classic computer torrents

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 03:34:33 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <44090acf@dnews.tpgi.com.au>
Source record: 7526

All,

I'm in the middle of changing the direction of my classic computer related BBS, as a result I've been releasing my (rather extensive) file collection as a group of bittorrents. Just recently finished my Commodore stuff & have now put up my Atari 8 bit collections (2600, 5200, 7800 & 800XL).

The tracker is at http://landover.no-ip.com/tt

Help yourselves & spread 'em around.

regs,

Lance

--
// http://landover.no-ip.com
Classic machines, classic software //

5971. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 06:54:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44093bc86df111@comcast.net>
Source record: 7530

>I recently found out that there's only 32 levels on the Parker Bros version,
>after which it resets back to 1. The First Star version's manual mentions
>34 levels (the P.B. manual doesn't mention how many there are)
>
>There's also 7 different animation sequences (every 4th level). The first
>shows you returning to no reception, the 2nd a crowd is present, the 3rd
>shows a car pulling up with you getting in it, the 4th has 6 solders
>following the car, the 5th has 12 solders, the 6th adds 3 dogs, the 7th has
>the car pull away just before you get in, and shows you chasing after the
>procession, the 8th is a repeat of the 7th.
>

As many times I have played this game, I never saw the 7th scene. It sill was
fun getting to the 6th. Great game....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5972. Re: Astro Chase questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 06:57:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44093bc86df112@comcast.net>
Source record: 7531

>Another difference between the original First Star version and the Parker
>Bros and the Max-A-Flex versions is the stars on the main screen are yellow
>in the original (same with the shield depots and energy generators); in the
>others they are all purple. A side note: On Earth, the stars are normally
>blue, except when the ship is taking off (purple) or landing (pink); they
>match the color outline of the ships rocket fire.
>

Well nothing beats the original. I am sure the others were different because
they wanted their versions to be distinguished from the original.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

5973. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 09:42:43 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dubnejnij1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7527

Hi,

> Working on a project where I need a total of 8 paddle inputs on either a
> 600xl or an 800xl with only 2 joystick ports. I really dont want to use my
> 800 for this so I need to stick with the xl's. I was wondering are the
> pinouts inside buried somewhere?

Sure they are. The inputs are available on the Pokey chip.

> Does the XL ROM even support all 8?

No. Which means that you cannot use the shadow registers to obtain the
paddle values. You would need to read them from pokey yourself, which
is however only a minor inconvenience.

So long,
Thomas

5974. XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 10:25:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <44096b1c$0$58058$742ec2ed@news.sonic.net>
Source record: 7528

So I'm _finally_ toying with CC65 (to cross-compile on Linux to Atari 8-bit),
and am having a tough time figuring out how to do XIO calls (e.g., "DRAWTO"
or "FILL" graphics, or disk-related stuff).

I'm new at this. (Plus it's late ;^)) Anyone got any examples?

Thx!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5975. Re: New Rally X for the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 10:27:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <44096b8f$0$58058$742ec2ed@news.sonic.net>
Source record: 7529

lbaeza@usa.net wrote:
> Just to let you know we've posted our first effort on porting the
> excelent New Rally X game by Namco to the Atari 8bit. This demo is in a
> very early developement stage, but it's a start.

Very nice!!! :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5976. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 16:21:01 UTC
From: momo <momo@nono.com>
Message-ID: <N7jOf.18785$NS6.16349@newssvr30.news.prodigy.com>
Source record: 7532

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4408fe4f$0$58073$742ec2ed@news.sonic.net...
> G.M. <bitbucket@cox.net> wrote:
> > "momo" <momo@nono.com> wrote in
> > news:wh6Of.2803$Rm2.1202@newssvr31.news.prodigy.com:
>
> > > Working on a project where I need a total of 8 paddle inputs on either
> > > a 600xl or an 800xl with only 2 joystick ports. I really dont want to
> > > use my 800 for this so I need to stick with the xl's. I was wondering
> > > are the pinouts inside buried somewhere? Does the XL ROM even support
> > > all 8? TIA Mo
> > >
> > >
> > >
>
> > As I remember it there are only 2 paddle inputs per joystick port. To
get 8
> > paddles you have to have 4 joystick ports.
>
> Well, I think what momo was looking for was a way to get 2 more controller
> ports on an XL. Not sure it's possible. I thought those bits were being
> used for controlling RAM-under-OS-ROM, or something.
>
> *blush* Yeah, >I< know what I'm talking about. 8^&
>
>
> --
> -bill! Tux Paint 2006 wall calendar,

Exactly right, thats what I need is two more joystick inputs on either a
600xl (preferred) or an 800xl. Thanks again..
Mo

5977. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 18:15:52 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <eilj02pcloj9vvnk5ufds5f4hesdviq0jj@4ax.com>
Source record: 7533

bill@newbreedsoftware.com (William Kendrick):
>
>So I'm _finally_ toying with CC65 (to cross-compile on Linux to Atari 8-bit),
>and am having a tough time figuring out how to do XIO calls (e.g., "DRAWTO"
>or "FILL" graphics, or disk-related stuff).

Hi Bill!

An XIO command is just a call to CIO. So you would fill an IOCB and do a
call to CIO just like in assembler (I don't think there are any cio
functions in the Atari library for cc65.)

You can do this a couple of ways:

1. Include an assembly .s file in your project and just call it from your C
program.

2. Use in-line assembly in your C code.

3. Write the function in C.

I'll try and post some example code a little later.

Disk related stuff is pretty easy to do via other built-in functions
(fread/fwrite for instance and dio.h for sector level read/write.)

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5978. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 18:39:45 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.03.04.18.39.44.787497@crowcastle.net>
Source record: 7534

On Sat, 04 Mar 2006 01:43:56 +0000, momo wrote:
> Working on a project where I need a total of 8 paddle inputs on either a
> 600xl or an 800xl with only 2 joystick ports. I really dont want to use my
> 800 for this so I need to stick with the xl's. I was wondering are the
> pinouts inside buried somewhere? Does the XL ROM even support all 8?

Not easy, but possible.

It would have been nice if the XL line had used a 20-bit address space
with a new bank controller, allowing the ROM and RAM to be dynamically
mapped. Alas, they took the cheap route and used the existing Pokey chip
to handle controlling RAM and ROM, using the inputs used by the second
pair of controller jacks.

So at first glance, it's not possible.

But in truth, it's just not easy.

First, each controller has five digital inputs (four joystick directions
and a button) and two analog inputs (the paddles). The analog inputs
measure the resistance to get a value. So this leaves open a good
question: Did they actually hijack all of those inputs in Pokey in the XL
line? Perhaps the analog inputs still work, and you would just need to
solder in another pair of ports. Someone else here might know more about
this.

Second, you could add as many additional ports if you want to build a PBI
device with a controller chip. It could copy the port values during VBI
to be compatible with the 400/800 for the second two ports.

5979. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-04 18:51:45 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <5llOf.1820$Bj7.1113@newsread2.news.pas.earthlink.net>
Source record: 7535

momo wrote:
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:4408fe4f$0$58073$742ec2ed@news.sonic.net...
>
>>G.M. <bitbucket@cox.net> wrote:
>>
>>>"momo" <momo@nono.com> wrote in
>>>news:wh6Of.2803$Rm2.1202@newssvr31.news.prodigy.com:
>>
>>>>Working on a project where I need a total of 8 paddle inputs on either
>>>>a 600xl or an 800xl with only 2 joystick ports. I really dont want to
>>>>use my 800 for this so I need to stick with the xl's. I was wondering
>>>>are the pinouts inside buried somewhere? Does the XL ROM even support
>>>>all 8? TIA Mo
>>>>
>>>>
>>>>
>>
>>>As I remember it there are only 2 paddle inputs per joystick port. To
>
> get 8
>
>>>paddles you have to have 4 joystick ports.
>>
>>Well, I think what momo was looking for was a way to get 2 more controller
>>ports on an XL. Not sure it's possible. I thought those bits were being
>>used for controlling RAM-under-OS-ROM, or something.
>>
>>*blush* Yeah, >I< know what I'm talking about. 8^&
>>
>>
>>--
>>-bill! Tux Paint 2006 wall calendar,
>
>
> Exactly right, thats what I need is two more joystick inputs on either a
> 600xl (preferred) or an 800xl. Thanks again..
> Mo
>
>

Easiest way to get them to read automatically would be to run something
like FixXL to put the older OS in place.

There was an article in ~ANALOG by Les Brilliant about using Coco or Apple controllers with an Atari. He detailed the operation of the paddle controller circuitry and gave values for caps and resistors. Not quite a must read but not a bad idea either.

5980. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 02:34:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <440a4e19$0$58127$742ec2ed@news.sonic.net>
Source record: 7537

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> An XIO command is just a call to CIO. So you would fill an IOCB and do a
> call to CIO just like in assembler (I don't think there are any cio
> functions in the Atari library for cc65.)

That's what I figured. :^)

> 1. Include an assembly .s file in your project and just call it from your C
> program.
>
> 2. Use in-line assembly in your C code.
>
> 3. Write the function in C.

I was hoping for #3, personally. ;^)

> I'll try and post some example code a little later.

Sweet. Thanks! :)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5981. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 13:54:41 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dueqj1gke1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7538

Hi,

> It would have been nice if the XL line had used a 20-bit address space
> with a new bank controller, allowing the ROM and RAM to be dynamically
> mapped. Alas, they took the cheap route and used the existing Pokey chip
> to handle controlling RAM and ROM, using the inputs used by the second
> pair of controller jacks.

Cough, cough. Pokey's not the problem - its paddle inputs are still
open and ready for use. The bank switching logic is actually in PIA
which is responsible for the digital joystick input.

> So at first glance, it's not possible.

Sure it is. As long as we're talking about the paddes.

> So this leaves open a good
> question: Did they actually hijack all of those inputs in Pokey in the XL
> line?

As far as pokey is concerned, none of them. As far as PIA is concerned,
only bits 0,1 and 7 are used, but that makes both the lower and the
upper nibble unavailable for digital joystick input.

> Perhaps the analog inputs still work, and you would just need to
> solder in another pair of ports.

Yes.

So long,
Thomas

5982. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 15:12:49 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.03.05.15.12.44.408782@crowcastle.net>
Source record: 7539

On Sun, 05 Mar 2006 13:54:41 +0000, Thomas Richter wrote:
>> So this leaves open a good
>> question: Did they actually hijack all of those inputs in Pokey in the XL
>> line?
>
> As far as pokey is concerned, none of them. As far as PIA is concerned,
> only bits 0,1 and 7 are used, but that makes both the lower and the
> upper nibble unavailable for digital joystick input.
>
>> Perhaps the analog inputs still work, and you would just need to
>> solder in another pair of ports.
>
> Yes.

So what do those three bits map to on the joystick ports on the 800?

5983. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 15:32:48 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne0m150.1n5.usenet-200603@camel.hias.horus.com>
Source record: 7540

On 5 Mar 2006 13:54:41 GMT, Thomas Richter wrote:
> *Cough, cough*. Pokey's not the problem - its paddle inputs are still
> open and ready for use. The bank switching logic is actually in PIA
> which is responsible for the digital joystick input.

Nitpicking: The analog input is not a problem, but the triggers on the
paddles are connected to the joystick inputs, IIRC the left/right pins.

So full support for 8 paddles (including their triggers) isn't doable
on the XL/XE.

so long,

Hias

5984. magazine type-ins

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 16:46:24 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <120m562ofe00p1f@corp.supernews.com>
Source record: 7541

I'm working my way up to selling one of my old XL systems on eBay. I thought I might enhance the offer by including copies of old 8-bit software, copies that I actually make with the system to demonstrate it works.

Games, of course, would probably be the most popular. I wouldn't include any copies of commercial software, of course, but I have several games that I originally laboriously typed in from the pages of Antic, Compute!, and Analog - a sort of personal "best-of" collection. Since many of those programs are now freely downloadable from atarimagazines.com, and thus easily available to anybody, would it be a problem if I were to include some of them in the mix?

TJ

5985. Re: Anyone heard of "Frappr"? Here's one for Atari users...

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 18:44:54 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <dufbj602n6d@news4.newsguy.com>
Source record: 7542

David Bowden <nospam@spamsux.org> wrote:
> http://www.frappr.com/atariscene/map

Ok, I can't be the only Ohioan here!

--
Ryan 'Gozar' Collins

5986. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 21:58:32 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <dufmuq$26f$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7543

Preston Crow wrote:

>>>Perhaps the analog inputs still work, and you would just need to
>>>solder in another pair of ports.
>>
>>Yes.
>
>
> So what do those three bits map to on the joystick ports on the 800?

They map to the up/down direction resp. to the right direction of
joystick 3 resp. 4.

So long,
Thomas

5987. Re: magazine type-ins

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-05 23:28:25 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-500C23.15282505032006@news.west.cox.net>
Source record: 7544

> Since
> many of those programs are now freely downloadable from
> atarimagazines.com, and thus easily available to anybody, would it be a
> problem if I were to include some of them in the mix?

That's not a problem with me, as long as you're selling the computer,
not the software. As a free bonus, including some software from
AtariMagazines.com sounds like a good idea.

-Kevin

--
Kevin Savetz
Atari Magazines: http://www.AtariMagazines.com
Atari Books: http://www.AtariArchives.org
Flight Simulation Books: http://www.FlightSimBooks.com
Retro Roundup: http://www.RetroRoundup.com

5988. Re: 4 paddles on a 600xl/800xl

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 01:55:51 UTC
From: momo <momo@nono.com>
Message-ID: <HEMOf.20658$tb3.17827@newssvr24.news.prodigy.net>
Source record: 7545

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:dufmuq$26f$1@mamenchi.zrz.TU-Berlin.DE...
> Preston Crow wrote:
>
> >>>Perhaps the analog inputs still work, and you would just need to
> >>>solder in another pair of ports.
> >>
> >>Yes.
> > >
> > >
> > > So what do those three bits map to on the joystick ports on the 800?
>
> They map to the up/down direction resp. to the right direction of
> joystick 3 resp. 4.
>
> So long,
> Thomas
>

Thanks all, interesting topic but the project Im working on is already very involved without doing a hardware/OS research project along with it. I thought it would be as simple as connecting two more ports to a few pins on pokey and having at it. I think what i'll do is preserve my XL's and ebay for a beatup 400. The keyboard on the 400 would be better for my use anyways being as how most of the work will be outdoors. Thanks again for all the info.
Mo

5989. Re: Anyone heard of "Frappr"? Here's one for Atari users...

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 02:03:01 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <pLMOf.1197$9I5.100@tornado.ohiordc.rr.com>
Source record: 7546

lp wrote:

> in article dufbj602n6d@news4.newsguy.com, gozarcollins@SPAMTRAPhotmail.com
> wrote on 3/5/06 1:44 PM:
>
>> David Bowden <nospam@spamsux.org> wrote:
>>> http://www.frappr.com/atariscene/map
>>
>> Ok, I can't be the only Ohioan here!
>
> Don't worry. You are not the only one. ;-)
>

I'm here in Ohio. I'm not an Ohioan though, I'm a Chicagoan living in Ohio.
2 years now. Ohio's pretty cool. Need some good pizza here though.

Charlie

5990. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 02:46:34 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <rb8n02p1grl592dtoe3n2uc534grc52q15@4ax.com>
Source record: 7547

bill@newbreedsoftware.com (William Kendrick):
>Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:

>> 3. Write the function in C.
>
>I was hoping for #3, personally. ;^)

As promised:

```
#include <atari.h>
#include <conio.h>
#include <string.h>

char buf[256];
char dev[] = {"K:"};

#define iocb1 (*(struct __iocb *) 0x350) // IOCB1

unsigned char main(void)
{
iocb1.command = 0x03;
iocb1.buffer = &dev;
iocb1.aux1 = 0x04;
iocb1.aux2 = 0;
asm("ldx #16");
asm("JSR $E456");

iocb1.command = 0x05;
iocb1.buffer = &buf;
iocb1.buflen = 40;
asm("ldx #16");
asm("JSR $E456");

cprintf("You entered: %s\n\r", buf);
cgetc();
}
```

This code's pretty quick and dirty. Basically I am opening a channel to
the K: device and getting a line of data from the keyboard, and then
printing it out via conio. Probably there is a better way to use CIO from
C, but this is what I would do. I'd probably write a function I could call
from other parts of my program.

The #define at the top defines the label iocb1 to be the memory location of
IOCB1, and the __iocb struct is defined in atari.h.

Hope that helps.

PS: I've never had a need to call CIO directly, since most disk related
stuff can be done other ways, and for graphics, I think it's better to
write directly to graphics memory.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

5991. Couple of ROM questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 07:41:14 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <xIROf.476739$0l5.98084@dukeread06>
Source record: 7348

What type EPROM does basic use?

Does anyone have a dump of the XEGS OS/Basic/Missile Command ROM and what type EPROM it uses? I have an XEGS with a bad ROM.

TIA

Thomas

5992. Re: Jindroush = R.I.P. ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 12:09:58 UTC
From: lbaeza@usa.net
Message-ID: <1141646998.849150.77890@i40g2000cwc.googlegroups.com>
Source record: 7349

Hi

Just to let you know Steven Tucker has already mirrored Jindroush's
site. Check it out at http://www.atarimax.com/jindroush.atari.org/

Regards

5993. Re: magazine type-ins

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 12:14:46 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <440C27B7.A5D1AFD7@comcast.net>
Source record: 7350

TJ wrote:
>
> I'm working my way up to selling one of my old XL systems on eBay. I
> thought I might enhance the offer by including copies of old 8-bit
> software, copies that I actually make with the system to demonstrate it
> works.
>
> Games, of course, would probably be the most popular. I wouldn't include
> any copies of commercial software, of course, but I have several games
> that I originally laboriously typed in from the pages of Antic,
> Compute!, and Analog - a sort of personal "best-of" collection. Since
> many of those programs are now freely downloadable from
> atarimagazines.com, and thus easily available to anybody, would it be a
> problem if I were to include some of them in the mix?
>
Why don't you just send along a couple of the magazines, and let
the new owner have the "fun" of typing the programs in himself...
just like you did all those years ago???

--
+---+
| Charles and Francis Richmond richmond at plano dot net |
+---+

5994. Re: magazine type-ins

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 13:51:12 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <120of9cc6dbcsc0@corp.supernews.com>
Source record: 7351

Charles Richmond wrote:
> TJ wrote:
>
>>I'm working my way up to selling one of my old XL systems on eBay. I
>>thought I might enhance the offer by including copies of old 8-bit
>>software, copies that I actually make with the system to demonstrate it
>>works.
>>
>>Games, of course, would probably be the most popular. I wouldn't include
>>any copies of commercial software, of course, but I have several games
>>that I originally laboriously typed in from the pages of Antic,
>>Compute!, and Analog - a sort of personal "best-of" collection. Since
>>many of those programs are now freely downloadable from
>>atarimagazines.com, and thus easily available to anybody, would it be a
>>problem if I were to include some of them in the mix?
>>
>
> Why don't you just send along a couple of the magazines, and let
> the new owner have the "fun" of typing the programs in himself...
> just like you did all those years ago???
>
Interesting thought, but unfortunately I threw the magazines away years
ago. Well, all but the copies where my own article appeared. I hadn't
looked at them in four years, and they were taking up valuable space.

I didn't type them in because it was "fun." At first it was because I
was using a <shudder> cassette system. Later, when I finally got my
first 1050, I was too cheap to get a disk subscription!

TJ

5995. Re: Anyone heard of "Frappr"? Here's one for Atari users...

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 16:37:20 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <4zZOf.27517$_S7.2254@newssvr14.news.prodigy.com>
Source record: 7352

Charlie wrote:
> lp wrote:
>
>> in article dufbj602n6d@news4.newsguy.com, gozarcollins@SPAMTRAPhotmail.com
>> wrote on 3/5/06 1:44 PM:
>>
>>> David Bowden <nospam@spamsux.org> wrote:
>>>> http://www.frappr.com/atariscene/map
>>> Ok, I can't be the only Ohioan here!
>>
>> Don't worry. You are not the only one. ;-)
>>
>
> I'm here in Ohio. I'm not an Ohioan though, I'm a Chicagoan living in Ohio.
> 2 years now. Ohio's pretty cool. Need some good pizza here though.

Pretty cool? Pretty cold if you ask me. :D Added myself.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

5996. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 22:54:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <440cbdaf$0$58126$742ec2ed@news.sonic.net>
Source record: 7353

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> As promised:

Sweet, thanks!

<snip>
> PS: I've never had a need to call CIO directly, since most disk related
> stuff can be done other ways, and for graphics, I think it's better to
> write directly to graphics memory.

Well, for the quick-and-dirty, I thought I'd take advantage of the OS's
draw routines. :)

But yeah, it'd be good to actually go through and write some line
drawing routines, and see if I can get 'em going faster than the OS ones. :^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

5997. Atari upgraded to 1MB?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-06 23:14:22 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <kn3Pf.116009$QW2.68792@dukeread08>
Source record: 7354

I am wondering if an Atari can upgrade to 1MB. 1MB SIMM, 8bits, (IBM simm Style) can fit with Atari XL/XE? we use Axlon adapter? Can 1MB SIMM be added in Axlon Adapter or other Axlon compatible?

Jack

5998. Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 01:43:51 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <Px5Pf.770$422.68@fed1read10>
Source record: 7355

After months of playing this game with pencil and paper from local
newspaper. I have found in my browsing the Atari internet sites. Sudoku
for the Atari 800. The emulator that I use most often shows this Puzzle in
dazzleing color---- now to reconnect my 800xl. My thanks to xxl. Found in
the latest files column. Lots of other interesting items here also..
http://www.atari8.info/dodajkomentarz.php?news=315&lang=en
Now I'm going to make a new MyIDE image for my unused cartridge. Or maybe
just download to my KMK hard drive.
RoyE

5999. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 03:59:04 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <u21q02p2asu00tq46e2tvbttr89ijg1e4c@4ax.com>
Source record: 7356

bill@newbreedsoftware.com (William Kendrick):

>But yeah, it'd be good to actually go through and write some line
>drawing routines, and see if I can get 'em going faster than the OS ones. :^)

Awhile back I started writing a graphics library in C for cc65. I posted
what I had to Atariage. It would be nice if we had a good general graphics
library for the Atari platform in cc65.

There is a standard TGI library for cc65 that is cross-platform and the
Atari platform still needs an implementation. (in case you are looking for
something to do with cc65. ;)

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6000. Re: Atari upgraded to 1MB?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 04:01:22 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <k91q02tua0a22i6cvgjk8mpffu3o0ubbdn@4ax.com>
Source record: 7357

"Jack Tseng" <tseng4@hotmail.com>:
>I am wondering if an Atari can upgrade to 1MB. 1MB SIMM, 8bits, (IBM simm
>Style) can fit with Atari XL/XE? we use Axlon adapter? Can 1MB SIMM be added
>in Axlon Adapter or other Axlon compatible?

I haven't seen any 1mb simm upgrades for the 800, but there are several for
the XL/XE computers floating around on the net: Mathy Nisselroy's, Bob
Woolley's and the Satantronic one, off the top of my head. All these use
the XL method of banking memory into $4000-7FFF controlled by $D301.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6001. Atari 8bit books for sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 09:45:13 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1141724713.786398.103880@i40g2000cwc.googlegroups.com>
Source record: 7358

have the following Atari 8bit books for sale

Ideally and preferably all together (no splits)

Analog compendium
Atari Assembly Language Programming guide
Atari XE users handbook
I speak basic to my Atari
Atari Xl graphics handbook
Atari programming with 55 programs
Atari sound and graphics
Atari basic
Mastering the Atari 400/800/6/800xl
Getting started with the 600xl
Atari 600xl programming book
Get more from the Atari
Assembly language programming for Atari computers
Atari 130xe machine language for beginners
The Atari experience
Computes 1st, 2nd and 3rd books of Atari
Computes guide to adventure gaming
Computes first book of Atari games
Consumer guide to the best Atari s/w
Computes assembly language for beginners
Your Atari computer
How to program the Atari in machine language
Exploring adventures on Atari 48k
Mapping the Atari revised
Best of PCW software for the Atari
Games for the Atari
Easy programming for Atari micros
Boots guide to the Atari 600xl
Games for the Atari 600xl
Games for your Atari
The Atari Assembler
Zap, the rise and fall of Atari
SAMS-programming and interfacing the 6502
Zaks- Programming the 6502
Twaug's mapping the Atari xl/xe (2 volumes)

Also

Atari hardware manual, technical reference notes and o/s users guide in
one folder

£80 GBP for the lot, buyer must collect of arrange collection/delivery (excluding postage/packing) All are supllied Asis and loose (as in, not boxed)

carmel_andrews@yahoo.com

6002. Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 11:29:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003845fd@familynet-international.org>
Source record: 7359

FamilyNet International Newsgate

A reminder of the Atari chat in 8:30 hours (at 8 pm CST)

Directions below...

>> A quick tutorial. Many have heard this on the Atari 8 newsgroup but I forgot
>> they haven't here.

>> Here we go.... (Entering "Telnet://www.atarinews.org" into a browser)

>> Red Hat Linux release 7.3 (Valhalla)
>> Kernel 2.4.20-43.7.legacy on an i686
>> login: bbs
>> Password: bbs
>> ---====== [Enter "bbs" at both prompts]==========----------
>> Last login: Wed Jan 4 09:04:38 from commodore.justdied.com
>> Welcome to The AtariNews.Org BBS
This BBS was setup mainly for its chat feature... to give the guys from the
Atari forum on Delphi a place to chat. We'll see how it goes. A full BBS is
obviously overkill but after trying a few web based chat systems and the Atari
web browser having a problem with frames and refresh headers, this seemed like
the next step.

>> userid ('new' for new user): doctorclu
>> Password:

>> ----======[Here your system account. Registration for one is short]====---
>> Welcome to the system. Have a look around if you like. On the main menu,
>> you can select "Talk" for the chat area.
>> Last login Tue Jan 3 20:59:04 2006 from adsl-209-30-172-112. [RETURN]:

>> ---========[Hit Enter/Return]========----------

>> The AtariNews.Org BBS No Board Currently Selected
>> Enter Command: New

>> ----=======["T" for talk and enter]=======----------

>> Interactive Talk Menu No Board Currently Selected
>> Enter Talk Command: Users
>> Enter chatid: DrClu

>> ----======["C" for Chat and then your name, and then, you're in...]==---
>> Interactive Talk Menu No Board Currently Selected
>> -->
>> *** Welcome to Chat, DrClu
>> *** 0 other user(s) present

```
>> *** 0 other visible room(s) in use
>> *** DrClu has entered room 'main'
>> -->
```

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

6003. Re: Couple of ROM questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 19:30:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ObIPf.485198$0l5.337784@dukeread06>
Source record: 7360

OK I have the ROM image for the XEGS, I just pulled it off of another one I had after desoldering the chip.

The XEGS uses a 27C256 EPROM.

I ordered BASIC from Best as I understand it is masked.

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message news:xIROf.476739$0l5.98084@dukeread06...
> What type EPROM does basic use?
>
> Does anyone have a dump of the XEGS OS/Basic/Missile Command ROM and what
> type EPROM it uses? I have an XEGS with a bad ROM.
>
> TIA
>
> Thomas
>

6004. Re: PBI2PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 20:17:24 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-B9F473.21172407032006@azure.qinip.net>
Source record: 7361

Howdy Preston

> and it looks like it should be possible to build a PBI device that works
> much like an SIO2PC device, only much faster.

Search for PIO2PC. It's like SIO2PC, but uses the PBI. Only bad thing
about it is, that the code from the device isn't switched in nicely, but
simply replaces the OS.

CU Mathy

PS check out my site. PIO2PC is on it.
www.mathyvannisselroy.nl/special%20stuff.htm# pc2xlviapbi

6005. Re: The Black Box Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 20:20:22 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-500A72.21202207032006@azure.qinip.net>
Source record: 7362

Howdy Jack

> > I am wondering if the black box floppy board works with XEGS
> cartridge or
> > PBI of 130XE or SIO connection.

You can read all about th eblackBox and the FloppyBoard on my site at
www.mathyvannisselroy.nl/blackbox.htm.

CU Mathy

6006. Closet cleaning, some nice Atari 8-bit items FA @ $0.99

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 21:30:30 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <WXmPf.38891$Jd.11090@newssvr25.news.prodigy.net>
Source record: 7363

Includes:

Black metal cased Atari 850 interface
Astra 2001
San Jose 'Special Edition' disk drive

http://search.ebay.com/_W0QQsassZatarimaxQQhtZ-1

Thanks

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6007. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-07 22:44:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <440e0ceb$0$58082$742ec2ed@news.sonic.net>
Source record: 7364

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> There is a standard TGI library for cc65 that is cross-platform and the
> Atari platform still needs an implementation. (in case you are looking for
> something to do with cc65. ;)

I noticed TGI, and noted the lack of Atari support. I'd love to help...
when/if I can find time! 8^o

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

6008. Re: Couple of ROM questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 03:46:35 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141789595.060498.237410@e56g2000cwe.googlegroups.com>
Source record: 7365

Docrotcod wrote:
> OK I have the ROM image for the XEGS, I just pulled it off of another one I
> had after desoldering the chip.
>
> The XEGS uses a 27C256 EPROM.
>
> I ordered BASIC from Best as I understand it is masked.
>
> Thomas
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:xIROf.476739$0l5.98084@dukeread06...
> > What type EPROM does basic use?
> >
> > Does anyone have a dump of the XEGS OS/Basic/Missile Command ROM and what
> > type EPROM it uses? I have an XEGS with a bad ROM.
> >
> > TIA
> >
> > Thomas
> >

Looks like I'm a little late.

I'm not sure EPROMs can be adapted so this easily but I'm using an SRAM
in place of the BASIC ROM.

The one major difference in the pin configuration was that A12 for the
BASIC ROM occurs where CS normally would be. I just lifted that pin and
pulled A12 from the OS chip.

6009. Re: Couple of ROM questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 04:11:55 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141791114.998971.154230@i40g2000cwc.googlegroups.com>
Source record: 7366

stephensheppard@hotmail.com wrote:
> Docrotcod wrote:
> > OK I have the ROM image for the XEGS, I just pulled it off of another one I
> > had after desoldering the chip.
> >
> > The XEGS uses a 27C256 EPROM.
> >
> > I ordered BASIC from Best as I understand it is masked.
> >
> > Thomas
> >
> > "Docrotcod" <rahbart@cox.net> wrote in message
> > news:xIROf.476739$0l5.98084@dukeread06...
> > > What type EPROM does basic use?
> > >
> > > Does anyone have a dump of the XEGS OS/Basic/Missile Command ROM and what
> > > type EPROM it uses? I have an XEGS with a bad ROM.
> > >
> > > TIA
> > >
> > > Thomas
> > >
>
> Looks like I'm a little late.
>
> I'm not sure EPROMs can be adapted so this easily but I'm using an SRAM
> in place of the BASIC ROM.
>
> The one major difference in the pin configuration was that A12 for the
> BASIC ROM occurs where CS normally would be. I just lifted that pin and
> pulled A12 from the OS chip.

Oops, brain cramp!

I forgot, A0 thru A7 are reverse ordered on the BASIC ROM vs an EPROM.

This is not a problem using an SRAM but an EPROM definitely would not
work.

6010. Supra Corp 300 baud modem Smart Terminal software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 15:40:13 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1141832413.265216.47580@i40g2000cwc.googlegroups.com>
Source record: 7367

Anybody got a copy of the Smart Terminal software that came with Supra
Corp's 300 baud modem? Just picked up said modem, no disk with it.
:^\

Thanks!
Rob

6011. Re: Supra Corp 300 baud modem Smart Terminal software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 17:07:48 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <EbEPf.1815$x94.1291@newsread1.news.pas.earthlink.net>
Source record: 7368

Rob Carroll wrote:
> Anybody got a copy of the Smart Terminal software that came with Supra
> Corp's 300 baud modem? Just picked up said modem, no disk with it.

Real foggy yet again.

If that is the modem that plugs into the joystick port, practically no one used Smart Terminal with it. If you want it as a collector fine.

I think most people used a version of Express written for the Supra or with a separate J/S R:handler. There was something wrong with Smart Term, like it was sold as allowing U/L and D/L but didn't really have a compatible protocol built in. I think even HomePak could be made to work with the Supra.

If you pick up one of the J/S R:handlers from umich you can even use some of the old BASIC terminal programs. I think one even allowed 450 BAUD from either the Supra or Volksmodem but you needed something on the other end that would accept that BAUD rate. Pretty standard implementation of the handlers, just rename them AUTORUN.SYS on a boot disk.

6012. Re: Supra Corp 300 baud modem Smart Terminal software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 18:33:48 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1141842828.060140.42910@j33g2000cwa.googlegroups.com>
Source record: 7369

Got a couple different versions already! Thanks guys!!

Rob

6013. Re: Supra Corp 300 baud modem Smart Terminal software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 18:35:22 UTC
From: Rob Carroll <robert.carroll30@verizon.net>
Message-ID: <1141842922.698952.186770@p10g2000cwp.googlegroups.com>
Source record: 7370

This is going to be my first experience with a modem and an A8, so I appreciate the info... as a kid, all I ever did on my A8 was play games... trying to expand my horizons 12 years later. :^)

6014. Re: Supra Corp 300 baud modem Smart Terminal software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 18:59:45 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <BQFPf.43646$F_3.30902@newssvr29.news.prodigy.net>
Source record: 7371

"Rick Cortese" <ricortes@MUNGEearthlink.net> wrote in message news:>
Rob Carroll wrote:
> > Anybody got a copy of the Smart Terminal software that came with Supra
> > Corp's 300 baud modem? Just picked up said modem, no disk with it.
>
> Real foggy yet again.
>
> If that is the modem that plugs into the joystick port, practically no
> one used Smart Terminal with it. If you want it as a collector fine.
>
> I think most people used a version of Express written for the Supra or
> with a separate J/S R:handler. There was something wrong with Smart
> Term, like it was sold as allowing U/L and D/L but didn't really have a
> compatible protocol built in. I think even HomePak could be made to work
> with the Supra.
>
> If you pick up one of the J/S R:handlers from umich you can even use
> some of the old BASIC terminal programs. I think one even allowed 450
> BAUD from either the Supra or Volksmodem but you needed something on the
> other end that would accept that BAUD rate. Pretty standard
> implementation of the handlers, just rename them AUTORUN.SYS on a boot
disk.
Once you get the correct R: handler, you can
use a number of term programs.
MPP was the 300 baud modem that connected to the joystick port.
You will have trouble connecting to any service though, none support under
about 9600 baud.
Like Rick said, it is probably best to name the
handler AUTORUN.SYS so that the handler gets installed properly.
What you trying to do with the modem? Have you gotten the correct R:
handler? (I forget
the Atari 300 baud modem number, but it used a T: handler.)

6015. Re: Atari 8bit books for sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 22:29:07 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <TUIPf.91667$Rw6.43648@newsfe7-gui.ntli.net>
Source record: 7372

<carmel_andrews@yahoo.com> wrote in message
news:1141724713.786398.103880@i40g2000cwc.googlegroups.com...

> have the following Atari 8bit books for sale

These two are interesting:

> SAMS-programming and interfacing the 6502
> Zaks- Programming the 6502

since they are not yet on-line at
http://www.atariarchives.org/

(maybe you could interest him in buying books he has not already converted)

> buyer must collect of arrange collection/delivery

Whereabouts are you in the UK?

6016. Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 23:37:03 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141861023.456486.48570@e56g2000cwe.googlegroups.com>
Source record: 7373

How can I reconfigure the 800's System Reset to work more like the Reset on the 800XL? As it stands now this function just hangs the 800 most times that a Reset would be desired. Both the 800 and 800XL initiate a Warm Boot when Reset is pressed but it works better (i.e. more reliably) on the 800XL.

Second question, is there a way to design a Hard Reset that doesn't interupt main power.

The reason I ask is I occasionally have need to connect the 800 to a very old television via the RF cable. When main power is interupted loud static is heard on the television. It's very annoying. I'd like to be able to perform a Reset without listening to that noise.

Could I just interupt Vcc to the CPU? or to CPU + Antic? Would either of these work and would they prevent the static noise?

- Steve Sheppard

6017. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-08 23:51:16 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <U5KPf.43732$F_3.11182@newssvr29.news.prodigy.net>
Source record: 7374

stephensheppard@hotmail.com wrote:
>
> Could I just interupt Vcc to the CPU? or to CPU + Antic? Would either
> of these work and would they prevent the static noise?

I believe Reset just generates a NMI on the 800, it does not actually
reset the cpu.

On the XL/XE the reset key pulls the /RESET pin of the CPU low while
it is pressed. You can use a normally open pushbutton, connecting one side
to the CPU /RESET pin and one side to ground.

I believe /RESET is pin 40 on the normal 6502.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6018. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-09 00:00:13 UTC
From: stephensheppard@hotmail.com
Message-ID: <1141862413.232299.149700@e56g2000cwe.googlegroups.com>
Source record: 7375

Steven Tucker wrote:
> stephensheppard@hotmail.com wrote:
> >
> > Could I just interupt Vcc to the CPU? or to CPU + Antic? Would either
> > of these work and would they prevent the static noise?
>
> I believe Reset just generates a NMI on the 800, it does not actually
> reset the cpu.
>
> On the XL/XE the reset key pulls the /RESET pin of the CPU low while
> it is pressed. You can use a normally open pushbutton, connecting one side
> to the CPU /RESET pin and one side to ground.
>
> I believe /RESET is pin 40 on the normal 6502.
>

Thanks, Steve!

- Steve Sheppard

6019. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-09 05:40:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1141882803@rtfm.mit.edu>
Source record: 7376
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6020. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-09 14:50:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090644300.13590-100000@onyx.spiritone.com>
Source record: 7377
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm
trying to raise Capital to buyout an Atari Dealer of all his Atari goods!
So give me your Atari business, send all Atarians Marching my way and help
save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled
from all items NEW in BOX from all my other catalogs made up of Hardware,
Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns
of text width it will be 80 column width, Most entries will be 1 line each
and sorted alphabetically by title. You'll only find my NEW items in this
catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6021. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-09 15:10:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090659500.13590-100000@onyx.spiritone.com>
Source record: 7378
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6022. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-09 15:12:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603090710130.13590-100000@onyx.spiritone.com>
Source record: 7379
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6023. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-09 22:48:47 UTC
From: Cybernoid <chrismartin.online@gmail.com>
Message-ID: <1141944527.590753.268650@v46g2000cwv.googlegroups.com>
Source record: 7380

Bill,

Sorry for the late reply, but I have some xio C functions included in
the source to my JellyBeans game. The source can be downloaded here:

http://geocities.com/vlastaar/jellybeans/jellybeans_src.zip

The main page is here:

http://geocities.com/vlastaar/jellybeans/

Good luck!!!

Chris

6024. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 06:30:30 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1141972230.261358.218330@p10g2000cwp.googlegroups.com>
Source record: 7381

The XL/XE uses a "magic number" sequence of 3 bytes in RAM which it checks during the reset code. Using this method, it knows if the machine has powered up, or the user has press RESET (provided that running software hasn't corrupted the numbers).

For that scheme to work on the 400/800, a customized OS would be needed, since those machines assume a RESET to be a coldstart, which will clear the RAM of the machine.

The only condition where RAM isn't cleared is if a "diagnostic" cartridge is present (some game carts are defined as diagnostic carts, and do their own power-up initialization).

The best method to have an 800 do a power-on RESET through a switch would be to have it wired to the RESET pin of the 6502. It has been done by many people, but I don't have any linkage for it.

6025. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 06:37:18 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1141972637.976862.184100@j33g2000cwa.googlegroups.com>
Source record: 7382

If you have the skills for C, why bother using the OS graphics calls.
They are slow and inefficient.

I've written ASM plot/draw routines and they run 5x or more the speed
of the OS routine.
Just use the algorithm described in the OS manual for drawing lines,
it's the best there is.

Also, the OS fill routine is useless, it only does a basic polygon.
Proper fill routines use a stack where co-ords for new areas to be
filled are stored. There is source code for a fill routine (diamond
algorithm, not the fastest, but relatively light on memory use) one of
the old Analog magazines (the one with "Atari Graphics" as the cover
theme).

6026. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 09:02:43 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1141981363.681394.203550@u72g2000cwu.googlegroups.com>
Source record: 7383

Link for a hard-RESET switch for the 400/800:

http://sog.com/atari/800reset.html

6027. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 09:50:53 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1141984253.156358.54560@e56g2000cwe.googlegroups.com>
Source record: 7384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Unsolicited Commercial Email

6028. Re: Supra Corp 300 baud modem Smart Terminal software

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 12:40:38 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1141994437.970660.79040@u72g2000cwu.googlegroups.com>
Source record: 7385

Hi Rob-
I bought one of those maybe around '84? I'll look through my stuff for
the disk software -- I'm not sure if I still have it. I can still
remember that first download from Compuserve at 300 Baud -- took about
a half-hour to D/L a BASIC utility! -Larry

6029. Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 14:36:18 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142001378.437437.139900@j33g2000cwa.googlegroups.com>
Source record: 7386

Over the years, several people have posted that they were attempting to transplant the C64 SID chip into an A8. Is anyone aware of someone actually successfully doing it? I must admit that I love SID music. It actually plays very well on the VICE emulator, but having it in an A8 would be quite cool. -Larry

6030. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 17:35:02 UTC
From: Morely Dotes <morelydotes@spamblocked.com>
Message-ID: <Xns978260A1DC8Cmorelydotesspamblock@216.99.211.247>
Source record: 7387
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
@e56g2000cwe.googlegroups.com:

> Unsolicited Commercial Email

Really? And how did email get to be identical to Usenet?

--
Tired of spam in your mailbox? Come to http://www.spamblocked.com
Who is Brad Jesness? http://www.wilhelp.com/bj_faq/
Look for the big white box that says "Maximum Evil" in pink letters.
If Pandas were farmed for meat we'd have solved the breeding problems long
ago!

6031. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 19:20:34 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <6kkQf.47836$d5.204365@newsb.telia.net>
Source record: 7388

"Larry" <LLppwhite@aol.com> skrev i meddelandet
news:1142001378.437437.139900@j33g2000cwa.googlegroups.com...
> Over the years, several people have posted that they were attempting to
> transplant the C64 SID chip into an A8. Is anyone aware of someone
> actually successfully doing it? I must admit that I love SID music.
> It actually plays very well on the VICE emulator, but having it in an
> A8 would be quite cool. -Larry

You want a Commotari computer, don't you.

qWhen you wrote this, I came to think of the idea to transplant
at GTIA chip to a Commodore 64.

Anders

6032. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 20:10:29 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142021429.898702.316640@e56g2000cwe.googlegroups.com>
Source record: 7389

> You want a Commotari computer, don't you. <

So long as it has the A8 operating system, DOS(es), Screen Editor, and
Languages. ;-)

But seriously, seems like a SID cartridge would be fairly feasible --
with direct output to a mini-amp.

-Larry

6033. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 20:24:33 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142022273.535640.118010@z34g2000cwc.googlegroups.com>
Source record: 7390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Morely Dotes wrote:
> "Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
> @e56g2000cwe.googlegroups.com:
>
> > Unsolicited Commercial Email
>
> Really? And how did email get to be identical to Usenet?

Ignore it doofus. It was a mistake. I deleted the post from the news
server when I realised I had posted it, obviously it started to get out
already.

6034. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 21:55:09 UTC
From: Payton Byrd <plbyrd@gmail.com>
Message-ID: <1142027709.454239.133410@j52g2000cwj.googlegroups.com>
Source record: 7391

```
Anders Skelander wrote:
> "Larry" <LLppwhite@aol.com> skrev i meddelandet
> news:1142001378.437437.139900@j33g2000cwa.googlegroups.com...
> > Over the years, several people have posted that they were attempting to
> > transplant the C64 SID chip into an A8. Is anyone aware of someone
> > actually successfully doing it? I must admit that I love SID music.
> > It actually plays very well on the VICE emulator, but having it in an
> > A8 would be quite cool. -Larry
>
> You want a Commotari computer, don't you.
>
> qWhen you wrote this, I came to think of the idea to transplant
> at GTIA chip to a Commodore 64.
>

Um, why? Other than number of colors, I can't see a single advantage
over the VIC-2, but even the color issue is negligible with IFLI.
```

6035. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-10 23:05:02 UTC
From: Morely Dotes <morelydotes@spamblocked.com>
Message-ID: <Xns978298F8B9952morelydotesspamblock@216.99.211.247>
Source record: 7392
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
@z34g2000cwc.googlegroups.com:

>
> Morely Dotes wrote:
>> "Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
>> @e56g2000cwe.googlegroups.com:
>>
>> > Unsolicited Commercial Email
>>
>> Really? And how did email get to be identical to Usenet?
>
> Ignore it doofus. It was a mistake. I deleted the post from the news
> server when I realised I had posted it, obviously it started to get out
> already.

You're posting from Google groups, idiot. You *can't* "delete it from the
news server."

--
Tired of spam in your mailbox? Come to http://www.spamblocked.com
Who is Brad Jesness? http://www.wilhelp.com/bj_faq/
Look for the big white box that says "Maximum Evil" in pink letters.
If Pandas were farmed for meat we'd have solved the breeding problems long
ago!

6036. Re: Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 00:45:10 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <q4pQf.2412$k75.1653@newsread3.news.atl.earthlink.net>
Source record: 7393

Hi, Roy;

Do you have any instructions or hints and tips from experience?
I grabbed this and have no success; It loads nicely with a
colorful screen
and then the playfield. Option and Select choose mode and level
and I
can put 0 to 9 into the top corner box. Downhill from there;
cursors and
Return have no effect and Start generates pink WA T (missing I)
and lock
up requiring reboot.

RetroJess

"Roy Dean" <r-dean@ cox.net> wrote in message
news:Px5Pf.770$422.68@fed1read10...
> After months of playing this game with pencil and paper from
local
> newspaper. I have found in my browsing the Atari internet
sites. Sudoku
> for the Atari 800. The emulator that I use most often shows
this Puzzle in
> dazzleing color---- now to reconnect my 800xl. My thanks to
xxl. Found in
> the latest files column. Lots of other interesting items here
also..
> http://www.atari8.info/dodajkomentarz.php?news=315&lang=en
> Now I'm going to make a new MyIDE image for my unused
cartridge. Or maybe
> just download to my KMK hard drive.
> RoyE

6037. XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 01:03:24 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ylpQf.116846$QW2.71175@dukeread08>
Source record: 7394
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Which drive is faster and has max bps? XF551 or 1571?

Jack

6038. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 01:09:56 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <ErpQf.9667$S25.659@newsread1.news.atl.earthlink.net>
Source record: 7395

That mod from Clarence's page is good, but there is a slightly
easier
one around somewhere. I have a dot matrix print out from a long
ago
BBS that uses only the momentary switch and one resistor IIRC. It
was a snap when I installed it.

RetroJess

"Rybags" <rybags@tpg.com.au> wrote in message
news:1141981363.681394.203550@u72g2000cwu.googlegroups.com...
> Link for a hard-RESET switch for the 400/800:
>
> http://sog.com/atari/800reset.html
>

6039. Re: Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 01:48:22 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <%ZpQf.1090$422.531@fed1read10>
Source record: 7396

"RetroJess" <RJH4JHH2@peoplepc.com> wrote in message
news:q4pQf.2412$k75.1653@newsread3.news.atl.earthlink.net...
> Hi, Roy;
>
> Do you have any instructions or hints and tips from experience?
> I grabbed this and have no success; It loads nicely with a
> colorful screen
> and then the playfield. Option and Select choose mode and level
> and I
> can put 0 to 9 into the top corner box. Downhill from there;
> cursors and
> Return have no effect and Start generates pink WA T (missing I)
> and lock
> up requiring reboot.
>
> RetroJess
>
> "Roy Dean" <r-dean@ cox.net> wrote in message
> news:Px5Pf.770$422.68@fed1read10...
>> After months of playing this game with pencil and paper from
> local
>> newspaper. I have found in my browsing the Atari internet
> sites. Sudoku
>> for the Atari 800. The emulator that I use most often shows
> this Puzzle in
>> dazzleing color---- now to reconnect my 800xl. My thanks to
> xxl. Found in
>> the latest files column. Lots of other interesting items here
> also..
>> http://www.atari8.info/dodajkomentarz.php?news=315&lang=en
>> Now I'm going to make a new MyIDE image for my unused
> cartridge. Or maybe
>> just download to my KMK hard drive.
>> RoyE

Hi RetroJess,

It sounds like you got a bad download. Press START then wait for the game to generate the .... GIVEN numbers. ..(1-2min). depending on level you started with... the wait should be gone and number grid up and ready to be filled in I haven't tried to get it to solve any newspaper puzzles yet.. but the cursor keys are normal right/left up/down when you place a number just press the number key. I think there is a doc file readme with the zip..

RoyE

6040. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 01:53:54 UTC
From: Wolfgang Moser <wnhp@d81.de.invalid>
Message-ID: <dutajivfb1@online.de>
Source record: 7397
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jack Tseng schrieb:
> Which drive is faster and has max bps? XF551 or 1571?

Oh yes, Jack, more of this, we all here like that sort
of cock length comparisons... <sigh>

Womo

6041. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 02:13:16 UTC
From: Simon Scott <simon_nospam@chrome64.r3mov3th15.org>
Message-ID: <4412312d@quokka.wn.com.au>
Source record: 7398
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Wolfgang Moser wrote:

> Jack Tseng schrieb:
>> Which drive is faster and has max bps? XF551 or 1571?
>
> Oh yes, Jack, more of this, we all here like that sort
> of cock length comparisons... <sigh>
>

What the hell is a XF551 anyway?

Oh I geddit, it must be an Atari drive considering the cross-post.

6042. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 02:43:20 UTC
From: Howard Leighty <zephyr@pcez.com>
Message-ID: <nMidnZZ8B-jWpI_ZnZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 7399
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Now, now, boys and girls.
Let's all be nice and play well with each other.
Thank you.

"Morely Dotes" <morelydotes@spamblocked.com> wrote in message
news:Xns978298F8B9952morelydotesspamblock@216.99.211.247...
> "Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
> @z34g2000cwc.googlegroups.com:
>
> >
> > Morely Dotes wrote:
> >> "Coda" <smeg_007@hotmail.com> wrote in news:1141984253.156358.54560
> >> @e56g2000cwe.googlegroups.com:
> >>
> >> > Unsolicited Commercial Email
> >>
> >> Really? And how did email get to be identical to Usenet?
> >
> > Ignore it doofus. It was a mistake. I deleted the post from the news
> > server when I realised I had posted it, obviously it started to get out
> > already.
>
> You're posting from Google groups, idiot. You *can't* "delete it from the
> news server."
>
>
> --
> Tired of spam in your mailbox? Come to http://www.spamblocked.com
> Who is Brad Jesness? http://www.wilhelp.com/bj_faq/
> Look for the big white box that says "Maximum Evil" in pink letters.
> If Pandas were farmed for meat we'd have solved the breeding problems long
> ago!

6043. classic 8-bit equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 03:49:25 UTC
From: John Smith <someone@microsoft.com>
Message-ID: <IMrQf.774$KR5.5@fe02.lga>
Source record: 7400

I have the following classic 8-bit equipment, all of it looking for a new home:
(2) 800s with pwr supplies
(1) 400 with pwr supply
(4) 810s with pwr supplies
(2...I think) 850s with pwr supplies
a pile of misc parts and test mdules

I prefer to sell it all at once. Drives will likely need alignment. Last time all powered up and worked well, but that was several years ago. Buyer pays all shipping in cont. U.S.

email kc9eud@arrl.net

6044. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 05:24:47 UTC
From: stephensheppard@hotmail.com
Message-ID: <1142054687.453304.36830@j52g2000cwj.googlegroups.com>
Source record: 7401

Rybags wrote:
> Link for a hard-RESET switch for the 400/800:
>
> http://sog.com/atari/800reset.html

Please correct me if I am wrong but doesn't that "hard-RESET" circuit
interupt main power?

Actually, the switch connected to the /RESET pin appeals to me. A Cold
Start is fine as all I want to do is select a new image in my homebrew
multi-cart and restart, without killing main power.

- Steve Sheppard

6045. Re: Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 07:13:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <441278ab$0$58076$742ec2ed@news.sonic.net>
Source record: 7402

RetroJess <RJH4JHH2@peoplepc.com> wrote:
> Hi, Roy;

> Do you have any instructions or hints and tips from experience?
> I grabbed this and have no success; It loads nicely with a
> colorful screen
> and then the playfield. Option and Select choose mode and level
> and I
> can put 0 to 9 into the top corner box. Downhill from there;
> cursors and
> Return have no effect and Start generates pink WA T (missing I)
> and lock
> up requiring reboot.

Worked fine for my in Atari800 on Linux, but that's set up for PAL.
My Atari 800XL currently has an NSTC ANTIC in it, and it didn't get
very far beyond the (pretty!) title screen. Started flipping out. :^/

Must be PAL only???

-bill!

6046. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 09:50:05 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1142070604.983341.322830@v46g2000cwv.googlegroups.com>
Source record: 7403
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Morely Dotes wrote:
> "Coda" <smeg_007@hotmail.com> wrote in news:1142022273.535640.118010
> @z34g2000cwc.googlegroups.com:
>
> You're posting from Google groups, idiot. You *can't* "delete it from the
> news server."

I posted it with GG and I removed it from GG. Dog breath.

6047. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 09:55:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <44129e9e$0$58102$742ec2ed@news.sonic.net>
Source record: 7404

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> bill@newbreedsoftware.com (William Kendrick):
> >Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:

> >> 3. Write the function in C.
> >
> >I was hoping for #3, personally. ;^)

> As promised:

Thanks! I've been able to get DRAWTO and XIO-based fill working
(again, just for fun... to bootstrap myself and get used to cc65'ing
things, more than for any actual real use).

However, for the LIFE of me, I cannot get PLOT (aka POSITION & PUT) working!

```
void _plot(unsigned int x, unsigned short y)
{
#define iocb6 (*(struct __iocb *) 0x3A0)

POKE(84,y);
POKEW(85,x);

iocb6.command = 11;
iocb6.buflen = 0x0000;

asm("lda $02FB");
asm("ldx #96");
asm("JSR $E456");
}
```

What the heck am I doing wrong? It ends up being a No-Op!

I created a little C version of the "American Flag" plot/drawto demo
from the Atari BASIC manual, and it comes out all wrong. :^/

(I can post my full source, if anyone cares, but the above snip is what's not
working, so far as I can tell!)

Thx!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

6048. FA : Many ATARI 2600 and ATARI 800 XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 12:23:14 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <1142079794.088480.234870@j52g2000cwj.googlegroups.com>
Source record: 7405

Take a look at :

http://search.ebay.com/_W0QQfrppZ50QQfsooZ1QQfsopZ1QQrdZ0QQsassZrescueonfractalus

I'm giving up business and selling my collection.

Most of the games are for ATARI 2600, but there are some ATARI 800
XL/XE cartridge and disk games, too.

I can sell without ebay, too.

MG

6049. Re: Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 17:24:53 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <FJDQf.2854$sL2.1187@newsread2.news.atl.earthlink.net>
Source record: 7406

Hey Roy;

Thanks for the reply; tried another capture; same results.
BTW it is a small .zip containing only the executable,
'soduko.xex' with munged extension...

Saw Bill's post also... are you using PAL? I am NTSC.

-RetroJess

"Roy Dean" <r-dean@ cox.net> wrote in message
news:%ZpQf.1090$422.531@fed1read10...
> >> http://www.atari8.info/dodajkomentarz.php?news=315&lang=en
>
> Hi RetroJess,
>
> It sounds like you got a bad download. Press START then wait
for the game
> to generate the .... GIVEN numbers. ..(1-2min). depending on
level you
> started with... the wait should be gone and number grid up and
ready to be
> filled in I haven't tried to get it to solve any newspaper
puzzles yet..
> but the cursor keys are normal right/left up/down when you
place a number
> just press the number key. I think there is a doc file readme
with the
> zip..
>
> RoyE

6050. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 17:47:13 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <B2EQf.2861$sL2.456@newsread2.news.atl.earthlink.net>
Source record: 7407

No, Steve;

When done correctly, it just forces the system to restart as if
the power had been cycled. The OS routines clear normal RAM
areas and leave any extra RAM containing virtual disk info
untouched. This and avoiding a power shock to the chips are
why they were devised. It does look similar to a power cycle
as the screen goes black when the process begins.

If you are in control of the system with access to Basic or DOS,
you can always do a X=USR(58487) or load a simple binary file
with a JMP $E477. These jumps to the cold start vector are not
available developing apps in assembly where bad code can leave
you totally locked up in never never land.

RetroJess

<stephensheppard@hotmail.com> wrote in message
news:1142054687.453304.36830@j52g2000cwj.googlegroups.com...
>
> Rybags wrote:
> > Link for a hard-RESET switch for the 400/800:
> >
> > http://sog.com/atari/800reset.html
>
> Please correct me if I am wrong but doesn't that "hard-RESET"
circuit
> interupt main power?
>
> Actually, the switch connected to the /RESET pin appeals to me.
A Cold
> Start is fine as all I want to do is select a new image in my
homebrew
> multi-cart and restart, without killing main power.
>
> - Steve Sheppard
>

6051. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 19:34:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <5DFQf.4848$6I.4621@newsread3.news.pas.earthlink.net>
Source record: 7408

```
William Kendrick wrote:
> Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
>
>>bill@newbreedsoftware.com (William Kendrick):
>>
>>>Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
>
>
>>>>3. Write the function in C.
>>>
>>>I was hoping for #3, personally. ;^)
>
>
>>As promised:
>
>
> Thanks! I've been able to get DRAWTO and XIO-based fill working
> (again, just for fun... to bootstrap myself and get used to cc65'ing
> things, more than for any actual real use).
>
> However, for the LIFE of me, I cannot get PLOT (aka POSITION & PUT) working!
>
> void _plot(unsigned int x, unsigned short y)
> {
> #define iocb6 (*(struct __iocb *) 0x3A0)
>
> POKE(84,y);
> POKEW(85,x);
>
> iocb6.command = 11;
> iocb6.buflen = 0x0000;
>
> asm("lda $02FB");
> asm("ldx #96");
> asm("JSR $E456");
> }
>
>
>
> What the heck am I doing wrong? It ends up being a No-Op!
>
> I created a little C version of the "American Flag" plot/drawto demo
> from the Atari BASIC manual, and it comes out all wrong. :^/
>
```

> (I can post my full source, if anyone cares, but the above snip is what's not
> working, so far as I can tell!)
>
> Thx!
>

Can you save the assembler source code or do you just get a .obj?

6052. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-11 21:52:41 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <JEHQf.47961$d5.204459@newsb.telia.net>
Source record: 7409

"Payton Byrd" <plbyrd@gmail.com> skrev i meddelandet
news:1142027709.454239.133410@j52g2000cwj.googlegroups.com...
> > ...
> Um, why? Other than number of colors, I can't see a single advantage
> over the VIC-2, but even the color issue is negligible with IFLI.

Does the IFLI type of screen mode flicker?

Anders

6053. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 02:25:35 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <12171bdot7osadd@corp.supernews.com>
Source record: 7410
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jack Tseng wrote:
> Which drive is faster and has max bps? XF551 or 1571?
>
> Jack
>
>
>
Who cares?

TJ

6054. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 03:50:57 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <ac6712lvu7amrcf2u5m8q7vj4rqpqsvdte@4ax.com>
Source record: 7411

bill@newbreedsoftware.com (William Kendrick):

>However, for the LIFE of me, I cannot get PLOT (aka POSITION & PUT) working!

I don't know that I can be much help, since I have never used it. I did
some searching through the usual reference manuals, and I couldn't find any
notes about how to do a plot with CIO.

```
>void _plot(unsigned int x, unsigned short y)
>{
>#define iocb6 (*(struct __iocb *) 0x3A0)
>
> POKE(84,y);
> POKEW(85,x);
>
> iocb6.command = 11;
> iocb6.buflen = 0x0000;
>
> asm("lda $02FB");
> asm("ldx #96");
> asm("JSR $E456");
>}
```

Does the OS plot routines expect to see the character to be plotted in the
A register or in one of the IOCB bytes?

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6055. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 05:46:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <pdidnQsS9tw0KI7ZRVn-tQ@comcast.com>
Source record: 7412
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"TJ" <tjatari@dreamscape.com> wrote in message
news:12171bdot7osadd@corp.supernews.com...
> Jack Tseng wrote:
>> Which drive is faster and has max bps? XF551 or 1571?
>>
>> Jack
>>
>>
>>
> Who cares?

No lie. It's kind of like:

"Which feels better, Cumming or Going?" LOL

Bill Garber

6056. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 10:52:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <4413fd69$0$58104$742ec2ed@news.sonic.net>
Source record: 7413

Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
> Does the OS plot routines expect to see the character to be plotted in the
> A register or in one of the IOCB bytes?

Based on an Insight Atari article on the subject, it sounds like
the A register:

http://www.atarimagazines.com/compute/issue89/Insight_Atari.php

```
;
;
;PUT channel,byte
;
;Parameters: A register holds byte to output
; X register holds channel number
; On exit: Y register holds error code
;
PUT
TAY ; save the byte here for a moment
LDA #0
STA ICBLL,X ; $0000 to length
STA ICBLL + 1,X ; as noted last month
LDA #11 ; the command value
STA ICCOM,X
TYA ; data byte back where CIO wants it
JMP CIO
;

;
;PLOT x,y,color
;
; Parameters: A register holds color
; X register holds x location
; Y register holds y location
; NOTE: not for use with GR.8 or GR.24
;
PLOT
STX COLCRS ;see my August column
STY ROWCRS ;these are just POKEs
LDX #$60 ;the S: graphics channel
JMP PUT ;color is already in A
;
```

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel

http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

6057. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 10:53:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <4413fdb7$0$58104$742ec2ed@news.sonic.net>
Source record: 7414

Rick Cortese <ricortes@earthlink.net> wrote:
> Can you save the assembler source code or do you just get a .obj?

From the .s file, here's the assembly for my "_plot()" function:

```
; ---------------------------------------------------------------
; void __near__ _plot (unsigned int, unsigned short)
; ---------------------------------------------------------------

.segment "CODE"

.proc __plot: near

.segment "CODE"

ldy #$00
lda (sp),y
sta $0054
ldy #$03
jsr ldaxysp
sta $0055
stx $0055+1
lda #$0B
sta $03A2
lda #$00
sta $03A8
sta $03A8+1
lda $02FB
ldx #96
jsr $E456
jmp incsp4

.endproc
```

Thanks!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

6058. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 10:54:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <4413fdf4$0$58104$742ec2ed@news.sonic.net>
Source record: 7415

Anders Skelander <ansk@hotmail.com> wrote:

> "Payton Byrd" <plbyrd@gmail.com> skrev i meddelandet
> news:1142027709.454239.133410@j52g2000cwj.googlegroups.com...
> > > ...
> > > Um, why? Other than number of colors, I can't see a single advantage
> > > over the VIC-2, but even the color issue is negligible with IFLI.

> Does the IFLI type of screen mode flicker?

Heh, yeah, in that case, the C=64 is then beat by Atari's HIP, RIP and
ColorView modes. ;^)

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

6059. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 14:45:24 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <drWQf.5044$wQ6.3174@bignews6.bellsouth.net>
Source record: 7416

Anders Skelander wrote:
> "Payton Byrd" <plbyrd@gmail.com> skrev i meddelandet
> news:1142027709.454239.133410@j52g2000cwj.googlegroups.com...
>>> ...
>> Um, why? Other than number of colors, I can't see a single advantage
>> over the VIC-2, but even the color issue is negligible with IFLI.
>
> Does the IFLI type of screen mode flicker?
>
> Anders
>
>

I guess if you want to solely use your computer for static images, and give live with a reduced resolution, the Atari graphics would be superior as IFLI does flicker depending on your monitor. But if you want multiple bi-directional multi-colored sprites, more available CPU cycles and higher usable resolutions, then you'll probably want to stick with a VIC-2.

Not trying to start a flame war here guys, I like both machines. I'm growing rather fond of the Atari's disk and peripheral system, as a matter of fact. But the SID and VIC-2 are just better in my opinion than the graphics and sound in the Atari's.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

6060. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 21:01:30 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <K_%Qf.48053$d5.204449@newsb.telia.net>
Source record: 7417

"Payton Byrd" <plbyrd@bellsouth.net> skrev i meddelandet
news:drWQf.5044$wQ6.3174@bignews6.bellsouth.net...
> > ...
> But the SID and VIC-2 are just better in my opinion
> than the graphics and sound in the Atari's.

The Atari was in a way a generation ahead of its
competitors. The visual impression of the 256 colour
mode was somewhere between the 8-bit generation and the
16-bit computers released in 1985.

But I agree the VIC II chip was fantastic and with
regard to use in two dimensional arcade games, better
than the Antic/GTIA.

To return to the original question, if it would be
possible to transplant the SID chip to the Atari, my
suggestion is that extra hardware logic is added to
be backwards compatible with POKEY calls.

Hardware logic to translate addressing, read and
write operations for the POKEY to SID operations. To
get four sound channels, two SID chips would be
required. With clever mapping of POKEY operations,
most Atari games would work.

Then a software utility to change the characteristics
of the emulated POKEY sound that the SID chips
produce. For example, the waveform could be changed.

Anders

6061. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 21:33:58 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <on3912d7qvb7q8tftscvk60ml649un85hr@4ax.com>
Source record: 7418

On Sun, 12 Mar 2006 21:01:30 GMT, "Anders Skelander"
<ansk@hotmail.com> wrote:

>To return to the original question, if it would be=20
>possible to transplant the SID chip to the Atari, my=20
>suggestion is that extra hardware logic is added to=20
>be backwards compatible with POKEY calls.

I don't think using the SID on the ATARI would be such a big deal, for example Atari put it's POKEY custom chip in Atari 7800 carts. I suppose an Atari cart could be rigged up with a SID style chip as well. A custom cartridge add on, that would need custom handlers etc.. to access, so POKEY compatible software would still work 100%.

Something like this would prob take a lot more work then it is worth. It would only be useful for playing SIDTUNES, since not enough people would ever own one to warrant a home brew SID/ATARI game.

If you were going to add a new sound cart, why not take a sound blaster chip or something like that? Or if you insist on retro modding your 8bit, you could prob cook up a rom cart that could host a PAULA chip from the Amiga. That would be cool and somewhat fitting since Paula is Pokey's direct descendant.

As far as Commodore vs Atari custom chips. The Atari has more colors and the Pokey does video game sounds (like explosions/lasers etc..) better (largely because Pokey's was used in many Atari arcade games). The Commodore 64 has more sprites w more colors and does instrument style sound better. There are advantages and disadvantages to both platforms (for example Atari is over all faster both cpu and definitely disk access, the commodore has more colors in it's hires mode) but in the end there were lots of ways to get around the hardware and squeeze what you needed into either platform, so it comes down to a matter of opinion. Afterall they were both outdated 20 years ago! 20 years ago the Amiga vs ST debate was in full swing.

6062. Atari SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 23:18:45 UTC
From: Clarence Dyson <foxpawz@gmail.com>
Message-ID: <1219b2lq5e6c512@corp.supernews.com>
Source record: 7419

Anyone know where I can get some SIO cables or where I can get the connectors so I could make some?

Thanks in advance.

6063. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-12 23:32:20 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne19bs4.358.usenet-200603@camel.hias.horus.com>
Source record: 7420

On Sun, 12 Mar 2006 21:01:30 GMT, Anders Skelander wrote:
> To return to the original question, if it would be
> possible to transplant the SID chip to the Atari,

Yes, that would be possible. You could, for example, built it
into a cartridge. This way you'd only need the PCB, a SID,
and a few additional parts to get a standard (Cinch) audio
output.

> my
> suggestion is that extra hardware logic is added to
> be backwards compatible with POKEY calls.

This isn't possible at all. SID and POKEY are just too
different.

so long,

Hias

6064. Re: Atari SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-13 23:59:56 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142294396.831611.296110@i39g2000cwa.googlegroups.com>
Source record: 7421

Clarence Dyson wrote:
> Anyone know where I can get some SIO cables or where I can get the
> connectors so I could make some?
> Thanks in advance.

Try--
http://www.best-electronics-ca.com/
http://www.myatari.com
http://www.nleaudio.com/css/index.htm

-Larry

6065. Re: Closet cleaning, some nice Atari 8-bit items FA @ $0.99

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 03:05:37 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <5qqRf.734$tN3.544@newssvr27.news.prodigy.net>
Source record: 7422

Steven Tucker wrote:
> Includes:
>
> Black metal cased Atari 850 interface
> Astra 2001
> San Jose 'Special Edition' disk drive
>
> http://search.ebay.com/_W0QQsassZatarimaxQQhtZ-1

Last day for these items.

Thanks

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6066. Closet cleaning, some nice Atari 8-bit items FA @ $0.99

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 08:13:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0039706d@familynet-international.org>
Source record: 7425

FamilyNet International Newsgate

> From: Steven Tucker <classics@atarimax.com>
> Includes:
> Black metal cased Atari 850 interface
> Astra 2001
> San Jose 'Special Edition' disk drive
> http://search.ebay.com/_W0QQsassZatarimaxQQhtZ-1

Some cool things on that link!

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

6067. Re: Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 08:20:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00397122@familynet-international.org>
Source record: 7426

FamilyNet International Newsgate

Just found out about Sudoku yesterday. Good to know there is a Atari 800
game out there.

Hey Dark Chyld, a good game for the BBS's eh? :D

Doc Clu

Sudoku:
http://www.atari8.info/dodajkomentarz.php?news=315&lang=en

> From: "RetroJess" <RJH4JHH2@peoplepc.com>
> Hi, Roy;
> Do you have any instructions or hints and tips from experience?
> I grabbed this and have no success; It loads nicely with a
> colorful screen
> and then the playfield. Option and Select choose mode and level
> and I
> can put 0 to 9 into the top corner box. Downhill from there;
> cursors and
> Return have no effect and Start generates pink WA T (missing I)
> and lock
> up requiring reboot.
> RetroJess
> "Roy Dean" <r-dean@ cox.net> wrote in message
> news:Px5Pf.770$422.68@fed1read10...
>> After months of playing this game with pencil and paper from
> local
>> newspaper. I have found in my browsing the Atari internet
> sites. Sudoku
>> for the Atari 800. The emulator that I use most often shows
> this Puzzle in
>> dazzleing color---- now to reconnect my 800xl. My thanks to
> xxl. Found in
>> the latest files column. Lots of other interesting items here
> also..
>> http://www.atari8.info/dodajkomentarz.php?news=315&lang=en
>> Now I'm going to make a new MyIDE image for my unused
> cartridge. Or maybe
>> just download to my KMK hard drive.
>> RoyE

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

6068. Atari Chat-Tuesday night

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 08:24:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00397123@familynet-international.org>
Source record: 7427

FamilyNet International Newsgate

Just a reminder, we have an Atari chat going on twelve hours from now at 8 pm cst. (I am getting better at getting this word out in a more out more ahead of time) ;)

telnet://216.240.173.22

Rememeber...

bbs
bbs
(might have to do that twice)

(login in)

(enter)
t for talk
c for chat
(put a name in)

You're in! :D

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

6069. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 13:42:16 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <121dho1fvcnmmc1@corp.supernews.com>
Source record: 7423
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Bill Garber wrote:

No lie. It's kind of like:
>
> "Which feels better, Cumming or Going?" LOL
>
> Bill Garber
>
>

Uh, alt.sex.<whatever> is another newsgroup. That's where that comment
belongs, not here.

TJ

6070. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 14:46:23 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <u_adnU1SV8OjSovZRVn-og@comcast.com>
Source record: 7424
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"TJ" <tjatari@dreamscape.com> wrote in message
news:121dho1fvcnmmc1@corp.supernews.com...
> Bill Garber wrote:
>
> No lie. It's kind of like:
>>
>> "Which feels better, Cumming or Going?" LOL
>>
>> Bill Garber
>>
>>
>
> Uh, alt.sex.<whatever> is another newsgroup. That's where that comment
> belongs, not here.
>
> TJ

You didn't tell Wolfgang Moser that, butthead.

Bill Garber

6071. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 17:04:18 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dv6ri8afq1@srv.cyf-kr.edu.pl>
Source record: 7428

William Kendrick:

>> Does the OS plot routines expect to see the character to be plotted in
>> the A register or in one of the IOCB bytes?
>
> Based on an Insight Atari article on the subject, it sounds like
> the A register:

Command #11 (#$0b) expects N bytes it in buffer pointed by word
at IOCB+4 and N is word at IOCB+8. To put one byte you can get
PUTBYTE-1 procedure adress for S: device from handler table for
example. AFAIR that adress (don't remeber if -1) can be at IOCB+6 too.
But if not you can use jsr adress+1 from handler table or jsr to:

jumptoput: lda hi(adr) pha lda lo(adr) pha lda #bytetoput ldx #IOCBno rts.

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

6072. Re: Sudoku found here!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 17:14:03 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dv6s4i$am2$1@srv.cyf-kr.edu.pl>
Source record: 7429

William Kendrick:

>> Return have no effect and Start generates pink WA T (missing I)
>> and lock
>> up requiring reboot.

Hmm maybe bad version ? Mine has W A I T.

> Worked fine for my in Atari800 on Linux, but that's set up for PAL.
> My Atari 800XL currently has an NSTC ANTIC in it, and it didn't get
> very far beyond the (pretty!) title screen. Started flipping out. :^/
>
> Must be PAL only???

Don't know, probably. I can ask XXL or you can
do it yourself at http://atariarea.krap.pl

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

6073. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 20:05:04 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dv77lgelc1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7430

Hi,

> >> Does the OS plot routines expect to see the character to be plotted in
> >> the A register or in one of the IOCB bytes?
> >
> > Based on an Insight Atari article on the subject, it sounds like
> > the A register:

> Command #11 (#$0b) expects N bytes it in buffer pointed by word
> at IOCB+4 and N is word at IOCB+8. To put one byte you can get
> PUTBYTE-1 procedure adress for S: device from handler table for
> example.

Not recommended, because this bypasses CIO and thus all
error checking within CIO. It is also something device drivers
regularly have problems with. To write the data in the A register,
it is enough to set the length to zero - and load the data into
A.

So long,
Thomas

6074. Re: Transplanting the SID to A8?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 22:08:32 UTC
From: kamelito <kamelito@ifrance.com>
Message-ID: <1142374112.005252.106640@p10g2000cwp.googlegroups.com>
Source record: 7431

Hi,

Just my .2$
A SID card has been done for another 8bits computers so why not the
Atari.
Check it out at : http://www.samcoupe.com/hardsid.htm

Regads
Kamel

6075. Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-14 23:53:08 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <EHIRf.6773$dy4.5180@news-server.bigpond.net.au>
Source record: 7432

Hi guys are there any sites that have good run downs on programing Atari Basic? Its been nearly 20 years and I thought I would have another stab at it.
I need to create a constant 10khz tone and remembered you could do it quite easily under Atari basic. Sorta peaked my interest again;-)

Thanks

Mark

6076. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 00:45:10 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <kooe129qtlf7ta3icvk6ffl649dvnpevbs@4ax.com>
Source record: 7433

Mark,

AFAIK, there was a program that combined two sound registers to
produce 16 bit sound. Might have been in a Compute!, Antic, or Analog
magazine. I will have to do some looking for the code.

Rory

On Tue, 14 Mar 2006 23:53:08 GMT, Mark Bedingfield
<mark@nomorespamplease.computercom.com.au> wrote:

>Hi guys are there any sites that have good run downs on programing Atari
>Basic? Its been nearly 20 years and I thought I would have another stab
>at it.
>I need to create a constant 10khz tone and remembered you could do it
>quite easily under Atari basic. Sorta peaked my interest again;-)
>
>Thanks
>
>Mark

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*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

6077. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 01:00:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <44176749$0$58099$742ec2ed@news.sonic.net>
Source record: 7434

Mark Bedingfield <mark@nomorespamplease.computercom.com.au> wrote:
> Hi guys are there any sites that have good run downs on programing Atari
> Basic? Its been nearly 20 years and I thought I would have another stab
> at it.
> I need to create a constant 10khz tone and remembered you could do it
> quite easily under Atari basic. Sorta peaked my interest again;-)

Well, for simple stuff, you just do, for example:

SOUND 0,100,10,10

Where it's:

0 = Voice (0 thru 3)
100 = Pitch (0 (highest pitch) to 255 (lowest))
10 = Distortion (in this case, a kind of 'pure' tone; other values cause
different kinds of sounds... 0 and 8 sounded like explosions or
the ocean to me... 12 sounded kind of like a horn)
10 = Volume (0 (off) to 15 (loudest))

Doing two sounds very close together caused a neat interference(?) effect,
that sounded kind of like a Star Wars light saber, to me:

SOUND 0,190,10,10
SOUND 1,191,10,10

You can no doubt find a plethora of details in books which are now
available online, such as Compute!'s First Book of Atari, and the like:

http://www.atariarchives.org/

Good luck!!!

--
-bill! Tux Paint 2006 wall calendar,
bill@newbreedsoftware.com CDROM, bumper sticker & apparel
http://www.newbreedsoftware.com/ http://www.cafepress.com/newbreedsw

6078. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 11:36:00 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <dv8u72$9vq$1@news.al.sw.ericsson.se>
Source record: 7435

"Mark Bedingfield" <mark@nomorespamplease.computercom.com.au> wrote in
message news:EHIRf.6773$dy4.5180@news-server.bigpond.net.au...
> Hi guys are there any sites that have good run downs on programing Atari
> Basic? Its been nearly 20 years and I thought I would have another stab
> at it.
> I need to create a constant 10khz tone and remembered you could do it
> quite easily under Atari basic. Sorta peaked my interest again;-)

You could use the SOUND statement to turn on and off a sound channel
with a specific pith.

Try for example:

SOUND 0, 140, 14, 15

The paramers are sound channel (0-3), pitch (0-255), distortion
(0-15) and volume (0-15). Change 140 a couple of times until you
are as close as you can get to 10 kHz. Maybe you have a reference
tone source to check with, to find the value that comes closest to
10 kHz.

If the 8 bit pitch resolution is not accurate enough, one can use the
16 bit mode. There is no BASIC support for that. In other words,
you have to use POKE statements to enable the 16 bit
mode. Below is a link to a page with a BASIC program that
does this.

http://www.atarimagazines.com/v4n5/soundpower.html

Good luck!

Anders

6079. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 12:06:29 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1142424389.513532.278020@z34g2000cwc.googlegroups.com>
Source record: 7436

The frequency of a sound is determined by the simple formula:

Fout = HostClock / (AUDF+1) / 2

where HostClock is 1.7784 MHz for PAL, 1.79208 MHz for NTSC.
AUDF is an 8 bit number (2nd parm in SOUND statement) or a 16 bit
number if you join 2 voices together.
The problem with 8-bit sound is less range, plus the steps are
extremely noticable at high frequencies (ie low AUDF values).

6080. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 13:26:10 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <121g55rnlgca19@corp.supernews.com>
Source record: 7437
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
Bill Garber wrote:
> "TJ" <tjatari@dreamscape.com> wrote in message
> news:121dho1fvcnmmc1@corp.supernews.com...
>
>>Bill Garber wrote:
>>
>> No lie. It's kind of like:
>>
>>>"Which feels better, Cumming or Going?" LOL
>>>
>>>Bill Garber
>>>
>>>
>>
>>Uh, alt.sex.<whatever> is another newsgroup. That's where that comment
>>belongs, not here.
>>
>>TJ
>
>
> You didn't tell Wolfgang Moser that, butthead.
>
> Bill Garber
>
>
I appreciate the heads-up.

TJ
```

6081. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 13:28:10 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <121g59i66nm8q71@corp.supernews.com>
Source record: 7438
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Wolfgang Moser wrote:
> Jack Tseng schrieb:
>
>> Which drive is faster and has max bps? XF551 or 1571?
>
>
> Oh yes, Jack, more of this, we all here like that sort
> of cock length comparisons... <sigh>
>
>
> Womo

See my reply to Bill Garber, in another part of this thread.

TJ

6082. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 15:30:37 UTC
From: stephensheppard@hotmail.com
Message-ID: <1142436637.733147.179010@i39g2000cwa.googlegroups.com>
Source record: 7439

Rybags wrote:
> The frequency of a sound is determined by the simple formula:
>
> Fout = HostClock / (AUDF+1) / 2
>
> where HostClock is 1.7784 MHz for PAL, 1.79208 MHz for NTSC.
> AUDF is an 8 bit number (2nd parm in SOUND statement) or a 16 bit
> number if you join 2 voices together.
> The problem with 8-bit sound is less range, plus the steps are
> extremely noticable at high frequencies (ie low AUDF values).

I thought the base clock for BASIC Sound statement is 64 KHz and
Fout=Base Clock/(AUDF1-255)/2.

Your formula would give a range of frequencies from 3500.15 Hz to
89.6040 Khz (for NTSC).

6083. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 15:41:48 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <J7WdnZVKzuQnqlXZnZ2dnUVZ_vmdnZ2d@comcast.com>
Source record: 7440
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"TJ" <tjatari@dreamscape.com> wrote in message
news:121g55rnlgca19@corp.supernews.com...
>>>Uh, alt.sex.<whatever> is another newsgroup. That's where that comment
>>>belongs, not here.
>>>
>>>TJ
>>
>>
>> You didn't tell Wolfgang Moser that, butthead.
>>
>> Bill Garber
>>
>>
> I appreciate the heads-up.
>
> TJ

No problem. I figure if I'm getting
ragged, everyone should. :o)

Bill Garber

6084. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 17:29:28 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Y9YRf.48398$d5.204804@newsb.telia.net>
Source record: 7441

"William Kendrick" <bill@newbreedsoftware.com> skrev i meddelandet
news:44176749$0$58099$742ec2ed@news.sonic.net...
> ...
> 12 sounded kind of like a horn)

I have always liked this sound mode. It is a bit arcade-ish.

This semi distorted waveform is probably used to create the engine
sound in Atari's Pole Position and the short music sequences heard when one
locks/unlocks doors in Synapse's Zeppelin.

Is it possible to combine two channels to 16 bit and play with the mode 12
type of sound?

Anders

6085. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 17:37:09 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <dv9jc5$d2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7442

Hi,

> This semi distorted waveform is probably used to create the engine
> sound in Atari's Pole Position and the short music sequences heard when one
> locks/unlocks doors in Synapse's Zeppelin.

It is also helpful to extended the available frequency range towards
lower frequencies and still have four channels available. This is
for example done by "Musica".

> Is it possible to combine two channels to 16 bit and play with the mode 12
> type of sound?

Yes, of course. In this case, the mode-12 polycounter is driven by the
output of the combined timer.

So long,
Thomas

6086. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 17:43:10 UTC
From: stephensheppard@hotmail.com
Message-ID: <1142444590.633278.231540@j52g2000cwj.googlegroups.com>
Source record: 7443

stephensheppard@hotmail.com wrote:
> Rybags wrote:
> > The frequency of a sound is determined by the simple formula:
> >
> > Fout = HostClock / (AUDF+1) / 2
> >
> > where HostClock is 1.7784 MHz for PAL, 1.79208 MHz for NTSC.
> > AUDF is an 8 bit number (2nd parm in SOUND statement) or a 16 bit
> > number if you join 2 voices together.
> > The problem with 8-bit sound is less range, plus the steps are
> > extremely noticable at high frequencies (ie low AUDF values).
>
> I thought the base clock for BASIC Sound statement is 64 KHz and
> Fout=Base Clock/(AUDF1-255)/2.
>
> Your formula would give a range of frequencies from 3500.15 Hz to
> 89.6040 Khz (for NTSC).

Make that 896.604 Khz. (Yes, I can use a calculator. Apparently I
can't count 3 decimal places though. LOL!)

6087. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 19:31:58 UTC
From: "charliecron@yahoo.com" <charliecron@yahoo.com>
Message-ID: <1142451118.075581.66550@e56g2000cwe.googlegroups.com>
Source record: 7444

Rory McMahon wrote:
> Mark,
>
> AFAIK, there was a program that combined two sound registers to
> produce 16 bit sound. Might have been in a Compute!, Antic, or Analog
> magazine. I will have to do some looking for the code.
>
> Rory
>
> On Tue, 14 Mar 2006 23:53:08 GMT, Mark Bedingfield
> <mark@nomorespamplease.computercom.com.au> wrote:
>
> >Hi guys are there any sites that have good run downs on programing Atari
> >Basic? Its been nearly 20 years and I thought I would have another stab
> >at it.
> >I need to create a constant 10khz tone and remembered you could do it
> >quite easily under Atari basic. Sorta peaked my interest again;-)
> >
> >Thanks
> >

> >Mark
>

Think you mean this article...

http://www.atarimagazines.com/v4n5/soundpower.html

6088. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 20:35:08 UTC
From: puritan_2076@yahoo.com
Message-ID: <1142454908.096119.244590@u72g2000cwu.googlegroups.com>
Source record: 7445
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jack Tseng wrote:
> Which drive is faster and has max bps? XF551 or 1571?
>
> Jack

I think the Atari drive was 38.4k *bits* per second, and I read that
the C= was normaly 3k *bytes* per second but did 4k in CP/M mode. I
don't know how much was overhead, but ther're close enough to each
other that it really doesn't make much difference.

6089. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-15 20:35:30 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <mU_Rf.48431$d5.204850@newsb.telia.net>
Source record: 7446

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> skrev i meddelandet
news:dv9jc5$d2$1@mamenchi.zrz.TU-Berlin.DE...
> > ...
> It is also helpful to extended the available frequency range towards
> lower frequencies and still have four channels available. This is
> for example done by "Musica".

But all tones produced with the 8 bit mode are a bit out of tune, aren't
they?

Anders

6090. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 04:42:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1142484126.203511.102360@j33g2000cwa.googlegroups.com>
Source record: 7447

stephensheppard@hotmail.com wrote:
> stephensheppard@hotmail.com wrote:
> > Rybags wrote:
> > > The frequency of a sound is determined by the simple formula:
> > >
> > > Fout = HostClock / (AUDF+1) / 2
> > >
> > > where HostClock is 1.7784 MHz for PAL, 1.79208 MHz for NTSC.
> > > AUDF is an 8 bit number (2nd parm in SOUND statement) or a 16 bit
> > > number if you join 2 voices together.
> > > The problem with 8-bit sound is less range, plus the steps are
> > > extremely noticable at high frequencies (ie low AUDF values).
> >
> > I thought the base clock for BASIC Sound statement is 64 KHz and
> > Fout=Base Clock/(AUDF1-255)/2.
> >
> > Your formula would give a range of frequencies from 3500.15 Hz to
> > 89.6040 Khz (for NTSC).
>
> Make that 896.604 Khz. (Yes, I can use a calculator. Apparently I
> can't count 3 decimal places though. LOL!)

[cough cough]

Forget everything I said, or almost everything.

The normal base clock (Fin) for BASIC Sound command is 63.9210 Khz (for
NTSC systems).

Fout=Fin/2*N where N is the 2nd parameter + 1 of the Sound command
which is also the AUDF1 value + 1.

You can't generate an exact 10 Khz sound with the Sound command. The
closest you can come is by using the value of 2 for the 2nd parameter.
This yields Fout=63.9210 Khz/(2*(2+1)) or 10.6535 Khz.

You can improve not the resolution but the granularity simply by
changing Fin.

To Change Fin to 1.78979 Mhz Poke a 64 into 53768 (AUDC1)

There is a revised formula for Fout with the Fin=1.78979 Mhz

The formula for the exact frequency becomes

Fout=Fin/2*(AUCF1 + M)

where
M=4 for an 8 bit counter (the norm for BASIC Sound command, AUDC1 bit 3 or 4 = 0)
M=7 for a 16 bit counter (AUDC1 bit 3 or 4 = 1)

You still can't generate an exact 10 Khz sound with the Sound command but by using

```
10 SOUND 0,85,10,10
20 POKE 53768,64:REM set Fin to 1.78979 Mhz
30 STOP : REM keeps the sound playing
```

However, if I did the numbers right this will generate a sound at 1.78979 Mhz/(2*(85+4) = 0.010055 Mhz or 10.055 Khz.

Hope I got it right this time!

Try the following program for fun.

```
10 SOUND,255,10,10
20 STOP
30 POKE 53768,64
40 STOP
```

Run the program. Listen to the sound. Type 'CONT' and press Return to change Fin to 1.78979 Mhz. Listen to the new sound. Type 'CONT' again to stop the sound

note: most of this information is from the Atari 400/800 Hardware Manual.

- Steve Sheppard

6091. Re: Atari SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 06:43:28 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44191676148e481@comcast.net>
Source record: 7450

>
>Clarence Dyson wrote:
>> Anyone know where I can get some SIO cables or where I can get the
>> connectors so I could make some?
>> Thanks in advance.
>
>Try--
>http://www.best-electronics-ca.com/
>http://www.myatari.com
>http://www.nleaudio.com/css/index.htm
>
>-Larry

He is correct. Best Electronics should have it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6092. New Atari 8-bit Video Board by Electron

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 06:45:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44191676148e482@comcast.net>
Source record: 7451

Hello,

Anyone heard anything more about this new board for the 8-bit?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6093. Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 12:41:44 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142512904.008515.265230@u72g2000cwu.googlegroups.com>
Source record: 7448

I have decided to reduce my inventory of classic computers, so reluctantly the ST stuff must go. I have a medium-sized collection of ST stuff including a Mega 4 STE, 1040ST, a couple of hard drives, floppies, Diskcovery cart,software, disks, mags., etc. I estimate it will fill a trunk of a full-sized car, and maybe some to the back seat, but a pickup truck should not be necessary.

If you are interested, here are the "rules:"

1) PICKUP ONLY -- central Indiana -- southwest of Indianapolis.
2) AS-IS. It's been stored in my (heated) garage and family room for about 10 years.
3) ALL or NONE. You take it all -- no pick and choose.
4) The actual pickup date will be at mutual convenience in later April or May -- after the weather has settled a bit, and I have a chance to separate the boxes of items.

If interested, "reply to author".

Thanks,
Larry

6094. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 12:44:34 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142513074.007687.213620@z34g2000cwc.googlegroups.com>
Source record: 7449

Sorry about that -- I was in csaST at the time, but was not signed in
so it went here. Anyway, there may be someone here interested. -Larry

6095. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 14:03:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160600030.6815-100000@onyx.spiritone.com>
Source record: 7452
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm
trying to raise Capital to buyout an Atari Dealer of all his Atari goods!
So give me your Atari business, send all Atarians Marching my way and help
save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled
from all items NEW in BOX from all my other catalogs made up of Hardware,
Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns
of text width it will be 80 column width, Most entries will be 1 line each
and sorted alphabetically by title. You'll only find my NEW items in this
catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6096. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 14:06:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160603540.6815-100000@onyx.spiritone.com>
Source record: 7454
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST books Catalog!
http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6097. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 14:09:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603160606480.6815-100000@onyx.spiritone.com>
Source record: 7453
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6098. Retro Computing On news.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 16:27:45 UTC
From: gary@tsnc.net
Message-ID: <1142526465.755813.318130@i39g2000cwa.googlegroups.com>
Source record: 7455

news.com has a few photos of Atari and other classic platforms:

http://news.com.com/2300-1042_3-6049686-1.html?tag=ne.gall.pg

6099. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-16 19:21:11 UTC
From: Ziggy <Ziggy@faked-address.com>
Message-ID: <HUiSf.827036$x96.38897@attbi_s72>
Source record: 7456

Larry wrote:

> I have decided to reduce my inventory of classic computers, so
> reluctantly the ST stuff must go. I have a medium-sized collection of
> ST stuff including a Mega 4 STE, 1040ST, a couple of hard drives,
> floppies, Diskcovery cart,software, disks, mags., etc. I estimate it
> will fill a trunk of a full-sized car, and maybe some to the back seat,
> but a pickup truck should not be necessary.
>
> If you are interested, here are the "rules:"
>
> 1) PICKUP ONLY -- central Indiana -- southwest of Indianapolis.
> 2) AS-IS. It's been stored in my (heated) garage and family room for
> about 10 years.
> 3) ALL or NONE. You take it all -- no pick and choose.
> 4) The actual pickup date will be at mutual convenience in later April
> or May -- after the weather has settled a bit, and I have a chance to
> separate the boxes of items.
>
> If interested, "reply to author".
>
> Thanks,
> Larry

You have mail!

6100. Speedy OS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 00:46:14 UTC
From: lbaeza@usa.net
Message-ID: <1142556373.986511.98210@p10g2000cwp.googlegroups.com>
Source record: 7457

Hi

I'm looking for the binary image of the Speedy OS. I want to burn an EPROM with this OS and use it of my 800 XL's OS. Anybody has a copy of this binary file?

Regards

6101. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 05:29:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1142573360@rtfm.mit.edu>
Source record: 7458
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6102. Re: Speedy OS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 12:06:29 UTC
From: lbaeza@usa.net
Message-ID: <1142597189.804185.311190@i40g2000cwc.googlegroups.com>
Source record: 7459

Hi

Just to let you know that this OS is called "Speeder Plus" and I found
it here:

http://www.pipeline.com/~jhardie/roms.html

Regards

6103. howto: Direct connection from mp3 player to atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 15:27:04 UTC
From: Avatar_e <erwinried@gmail.com>
Message-ID: <1142609224.367824.317790@j52g2000cwj.googlegroups.com>
Source record: 7460

Hi, I try to connect my old discman mp3 player to my atari 800xl
computer and its works :D. In 2 cds i can carry about 1000 games :)

See how I did:

http://erwin.ried.cl/?modo=visor&elemento=176

btw: is in spanish :(is my main language, but has many photos ;)

Thanks

6104. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 18:31:12 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1142620272.440688.304750@u72g2000cwu.googlegroups.com>
Source record: 7461

<<If things don't work out w/ Ziggy let me know.

I live in MI, and have a truck at my disposal (sort of.).

TTFN,
Tarkin>>

This is not to slight you in any way, Ziggy.
It's just in case you get abducted by aliens,
or become high priest of Atalantis. I always
expect the unexpected.

Regards,
Tarkin.

6105. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 22:14:14 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-69C941.17141317032006@netnews.asp.att.net>
Source record: 7462

In article <1142620272.440688.304750@u72g2000cwu.googlegroups.com>,
"Tarkin" <Tarkin000@gmail.com> wrote:

> <<If things don't work out w/ Ziggy let me know.
>
> I live in MI, and have a truck at my disposal (sort of.).
>
> TTFN,
> Tarkin>>
>
> This is not to slight you in any way, Ziggy.
> It's just in case you get abducted by aliens,
> or become high priest of Atalantis. I always
> expect the unexpected.
>
> Regards,
> Tarkin.

Thats about what it would take :) Though, ive not heard back from the
OP, so perhaps we are all outta luck :(

(i also only live 5 miles away from him)

6106. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-17 22:36:54 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.17.22.36.54.940732@charter.net>
Source record: 7463

On Fri, 17 Mar 2006 22:14:14 +0000, ziggy wrote:

> Thats about what it would take :) Though, ive not heard back from the
> OP, so perhaps we are all outta luck :(
>
> (i also only live 5 miles away from him)

Ah, the dismal quirks of the geographical dice....If only I had lived so
close! :-)

--
_/_/_/

6107. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 03:09:55 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <7SKSf.44463$2O6.12956@newssvr12.news.prodigy.com>
Source record: 7464
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

<puritan_2076@MUNGEyahoo.com> wrote in message news:1> Jack Tseng wrote:
>> Which drive is faster and has max bps? XF551 or 1571?
>>
>> Jack
>
> I think the Atari drive was 38.4k *bits* per second, and I read tha
> the C= was normaly 3k *bytes* per second but did 4k in CP/M mode. I
> don't know how much was overhead, but ther're close enough to each
> other that it really doesn't make much difference.
>
I don't know the speed of the C64. The Atari is about 19.2Kbaud.
I believe the Commodore stock was/is much slower. I remember
loading commercial games from disk as taking 10 minutes or more,
about 300baud. I remember the C64 disk drive being about the
same as an Atari tape drive.
Some speed inhancements were available, using a different
port on the Commodore, but we're talking stock machines using
stock drives.

6108. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 03:41:38 UTC
From: Simon Scott <simon_nospam@chrome64.r3mov3th15.org>
Message-ID: <441b8053@quokka.wn.com.au>
Source record: 7465
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Russg wrote:

>
> <puritan_2076@MUNGEyahoo.com> wrote in message news:1> Jack Tseng wrote:
>>> Which drive is faster and has max bps? XF551 or 1571?
>>>
>>> Jack
>>
>> I think the Atari drive was 38.4k *bits* per second, and I read tha
>> the C= was normaly 3k *bytes* per second but did 4k in CP/M mode. I
>> don't know how much was overhead, but ther're close enough to each
>> other that it really doesn't make much difference.
>>
> I don't know the speed of the C64. The Atari is about 19.2Kbaud.
> I believe the Commodore stock was/is much slower. I remember
> loading commercial games from disk as taking 10 minutes or more,
> about 300baud. I remember the C64 disk drive being about the
> same as an Atari tape drive.
> Some speed inhancements were available, using a different
> port on the Commodore, but we're talking stock machines using
> stock drives.

stock c64 with stock 1541 can load 40K in about 8 seconds without breaking a
sweat, enhanced using software only. Nobody uses the dud kernel routines :)

6109. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 04:51:44 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <siMSf.3837$t7.1470@bignews2.bellsouth.net>
Source record: 7466
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Simon Scott wrote:
> Russg wrote:
>
>> <puritan_2076@MUNGEyahoo.com> wrote in message news:1> Jack Tseng wrote:
>>>> Which drive is faster and has max bps? XF551 or 1571?
>>>>
>>>> Jack
>>> I think the Atari drive was 38.4k *bits* per second, and I read tha
>>> the C= was normaly 3k *bytes* per second but did 4k in CP/M mode. I
>>> don't know how much was overhead, but ther're close enough to each
>>> other that it really doesn't make much difference.
>>>
>> I don't know the speed of the C64. The Atari is about 19.2Kbaud.
>> I believe the Commodore stock was/is much slower. I remember
>> loading commercial games from disk as taking 10 minutes or more,
>> about 300baud. I remember the C64 disk drive being about the
>> same as an Atari tape drive.
>> Some speed inhancements were available, using a different
>> port on the Commodore, but we're talking stock machines using
>> stock drives.
>
> stock c64 with stock 1541 can load 40K in about 8 seconds without breaking a
> sweat, enhanced using software only. Nobody uses the dud kernel routines :)
>
>

Beside, the subject is comparing to the 1571 and since that's a 128
centric device, you should compare it using burst mode, which is PDF
(pretty damn fast).

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

6110. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 05:27:16 UTC
From: Simon Scott <simon_nospam@chrome64.r3mov3th15.org>
Message-ID: <441b9915@quokka.wn.com.au>
Source record: 7467
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Payton Byrd wrote:

> Simon Scott wrote:

>
> Beside, the subject is comparing to the 1571 and since that's a 128
> centric device, you should compare it using burst mode, which is PDF
> (pretty damn fast).
>

This is also true, but Im unaware of just how fast burst mode is. I have a 128 and 2 x 1571s, but I rarely if ever boot into 128 mode.

Point being, all the bad press commodore got for their drives was pretty much unfounded once you dumped the admittedly atrocious kernel routines.

6111. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 06:08:53 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <VtNSf.188$Vx4.67@trnddc06>
Source record: 7468
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Simon Scott" wrote ...

> Payton Byrd wrote:
>
>> Beside, the subject is comparing to the 1571 and since that's a 128
>> centric device, you should compare it using burst mode, which is PDF
>> (pretty damn fast).
>
> This is also true, but Im unaware of just how fast burst mode is. I have a
> 128 and 2 x 1571s, but I rarely if ever boot into 128 mode.
>
> Point being, all the bad press commodore got for their drives was pretty
> much unfounded once you dumped the admittedly atrocious kernel routines.

As I understand it, the Kernal routines for C64/1541, and 64 mode on the C128, were written to maintain backwards compatibility with earlier CBM computers and drives.

There may be some details on the website listed below. It has been a while since I read this history through so I don't remember exactly how many details...

http://www.floodgap.com/retrobits/ckb/secret/history.html

--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

6112. Dual Sided Floppy Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 07:14:41 UTC
From: Cliff <cfriedel@gmail.com>
Message-ID: <1142666080.973063.302400@u72g2000cwu.googlegroups.com>
Source record: 7469

Hey all. Wondering if anyone could tell me where I could get floppy disks for Atari 1050 drive. Would prefer double sided, but can punch single sided ones if needed. Also would prefer new if possible. If anyone could provide me with information it would be greatly appreciated. Thanks.

Cliff Friedel

6113. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 11:51:08 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142682668.872035.48550@j33g2000cwa.googlegroups.com>
Source record: 7470

Hello all-

The nominal "winner" has been selected -- the first respose. Sorry, to
you others. There was definitely more interest than I had anticipated.
If the winner changes his mind, I will contact the next responder.

-Larry

6114. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 16:02:52 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-401CF8.11025218032006@netnews.asp.att.net>
Source record: 7471

In article <1142682668.872035.48550@j33g2000cwa.googlegroups.com>,
"Larry" <LLppwhite@aol.com> wrote:

> Hello all-
>
> The nominal "winner" has been selected -- the first respose. Sorry, to
> you others. There was definitely more interest than I had anticipated.
> If the winner changes his mind, I will contact the next responder.
>
> -Larry

Damn.

6115. Re: Dual Sided Floppy Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 16:54:59 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <QOudnTrGh6nDpoHZRVn-vQ@comcast.com>
Source record: 7472

"Cliff" <cfriedel@gmail.com> wrote in message
news:1142666080.973063.302400@u72g2000cwu.googlegroups.com...
> Hey all. Wondering if anyone could tell me where I could get floppy
> disks for Atari 1050 drive. Would prefer double sided, but can punch
> single sided ones if needed. Also would prefer new if possible. If
> anyone could provide me with information it would be greatly
> appreciated. Thanks.
>
> Cliff Friedel

We're Apple II based, but www.gse-reactive.com

Bill Garber

6116. Re: Dual Sided Floppy Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 16:59:49 UTC
From: Cliff <cfriedel@gmail.com>
Message-ID: <1142701189.054522.18970@g10g2000cwb.googlegroups.com>
Source record: 7473

Thanks for the info. Will take a look today. Nice to see someone
still has these.

Cliff

6117. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-18 23:54:17 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <J41Tf.1967$4L1.86@newssvr11.news.prodigy.com>
Source record: 7474
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"> stock c64 with stock 1541 can load 40K in about 8 seconds without
breaking a
> sweat, enhanced using software only. Nobody uses the dud kernel routines
:)
>
Ah. I didn't know much about the Commodore.
And I probably only ever used the 'kernet' (OS?)
routines. But still, if you have to load software
to make it faster, is that 'stock'? Atari has
to have DOS loaded, so that is the same, I guess.
The Atari boots the DOS, how does the Commodore get its' high-speed routine?
You load it first, or does it boot?

6118. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 02:07:14 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <m13Tf.2555$vy.366@trnddc01>
Source record: 7475
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"russg" wrote ...
>
> Ah. I didn't know much about the Commodore.
> And I probably only ever used the 'kernet' (OS?)
> routines. But still, if you have to load software
> to make it faster, is that 'stock'? Atari has
> to have DOS loaded, so that is the same, I guess.
> The Atari boots the DOS, how does the Commodore get its' high-speed
> routine?
> You load it first, or does it boot?

Most C64 commercial games use a fastloader that comes on the game disk.
Typically, the fast loader is part of a small boot file on the game disk.
You load and run the boot file which installs the fast load routines and then
loads the main game module, and any other files needed to start the game.

Stand-alone fast loaders are also available which, after they are loaded,
allow you to load your own BASIC programs, or other software that does not
have it's own fast loader, at greater speeds.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

6119. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 02:42:51 UTC
From: Simon Scott <simon_nospam@chrome64.r3mov3th15.org>
Message-ID: <441cc40c@quokka.wn.com.au>
Source record: 7476
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

russg wrote:

>
> "> stock c64 with stock 1541 can load 40K in about 8 seconds without
> breaking a
>> sweat, enhanced using software only. Nobody uses the dud kernel routines
> :)
>>
> Ah. I didn't know much about the Commodore.
> And I probably only ever used the 'kernet' (OS?)
> routines. But still, if you have to load software
> to make it faster, is that 'stock'? Atari has
> to have DOS loaded, so that is the same, I guess.
> The Atari boots the DOS, how does the Commodore get its' high-speed
> routine? You load it first, or does it boot?

If its within a program (a game, or utility) typically the 'fastloader' is installed at boot - a small boot file loads some code into the disk drive and replaces the kernel routines, then goes on to load the rest of the program. I guess its somewhat like booting a DOS.

For day to day use, youd probably be better off with a hardware based approach (like an epyx fastload, action replay etc) just so you dont have to keep reloading a fastload wedge :) It is hardware based, but its just a plugin and requires no soldering :) However for someone who is simply an end-user (plays games, writes letters) this is probably unnecessary as the bulk of games/utilities come with their own software fastloaders.

6120. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 03:58:33 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <AC4Tf.911$H71.363@bignews5.bellsouth.net>
Source record: 7477
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Simon Scott wrote:
> russg wrote:
>
>> "> stock c64 with stock 1541 can load 40K in about 8 seconds without
>> breaking a
>>> sweat, enhanced using software only. Nobody uses the dud kernel routines
>> :)
>> Ah. I didn't know much about the Commodore.
>> And I probably only ever used the 'kernet' (OS?)
>> routines. But still, if you have to load software
>> to make it faster, is that 'stock'? Atari has
>> to have DOS loaded, so that is the same, I guess.
>> The Atari boots the DOS, how does the Commodore get its' high-speed
>> routine? You load it first, or does it boot?
>
> If its within a program (a game, or utility) typically the 'fastloader' is
> installed at boot - a small boot file loads some code into the disk drive
> and replaces the kernel routines, then goes on to load the rest of the
> program. I guess its somewhat like booting a DOS.
>
> For day to day use, youd probably be better off with a hardware based
> approach (like an epyx fastload, action replay etc) just so you dont have
> to keep reloading a fastload wedge :) It is hardware based, but its just a
> plugin and requires no soldering :) However for someone who is simply an
> end-user (plays games, writes letters) this is probably unnecessary as the
> bulk of games/utilities come with their own software fastloaders.
>
>
>

And don't forget JiffyDos, which when equipped in both the drive and the
computer, provides 2-bit parallel communication over the IEC port, plus
removes a lot of the IEC chattiness of the stock routines, which makes
is one of the fastest solutions available; it's even faster than Burst
mode that Commodore supplied on the 128.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

6121. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 04:21:10 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <W_4Tf.45111$2O6.2954@newssvr12.news.prodigy.com>
Source record: 7478
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message > Simon Scott
wrote:
>> russg wrote:
>>> "> stock c64 with stock 1541 can load 40K in about 8 seconds without
>>> breaking a
>>>> sweat, enhanced using software only. Nobody uses the dud kernel
>>>> routines
>>> :)
>>
>> If its within a program (a game, or utility) typically the 'fastloader'
>> is
>> installed at boot - a small boot file loads some code into the disk drive
>> and replaces the kernel routines, then goes on to load the rest of the
>> program. I guess its somewhat like booting a DOS.
>>
>> For day to day use, youd probably be better off with a hardware based
>> approach (like an epyx fastload, action replay etc) just so you dont have
>> to keep reloading a fastload wedge :) It is hardware based, but its just
>> a
>> plugin and requires no soldering :) However for someone who is simply an
>> end-user (plays games, writes letters) this is probably unnecessary as
>> the
>> bulk of games/utilities come with their own software fastloaders.
> And don't forget JiffyDos, which when equipped in both the drive and the
> computer, provides 2-bit parallel communication over the IEC port, plus
> removes a lot of the IEC chattiness of the stock routines, which makes is
> one of the fastest solutions available; it's even faster than Burst mode
> that Commodore supplied on the 128.
>
> --
> Payton Byrd
40K bytes in 8 seconds. 5K bytes per second = 40k bits/sec or
so. About 40K baud.
I remember a command that loaded most commercial C64/D128
disks. 'LOAD *' or something like that.
The Atari can go up to 56K bits/sec. using certain DOS and
a modified disk drive. I'm not sure the 'WARP' speed of
our peripheral emulator emulating disk drive from the serial
port of a PC, maybe 115,200 baud.
I don't like high speed features because they generate errors
on real disks, or failures with the disk emulators.
I prefer the 19,200 stock speed, our drives are getting old
and I'm more interested in reliable reads/writes than unreliable.

I use CRC check programs to make sure disk transfers are
correct. You might be surprised how many errors there are
in disk tasks. This is important with PCs as well. I just
found bad sectors on a 1.44 floppy using PCs. What bothers
me is that the read is encountering error sectors, but no report
of a disk error is occuring, just a program termination with
a failure. People don't expect read/write errors, and software
doesn't respond with a report of error. On the Atari, you
hear a 'chhhiiit' on an error sector, many people like to turn
the drive noise off, they are removing a source of info about
the health of a load. Sometimes it's a 'SNARK GRUNGE'
sound.
But I ramble.

6122. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 04:50:39 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <Fn5Tf.2132$Ef2.619@bignews4.bellsouth.net>
Source record: 7479
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Russg wrote:
> "Payton Byrd" <plbyrd@MUNGEbellsouth.net> wrote in message > Simon Scott
> wrote:
>>> russg wrote:
>>>> "> stock c64 with stock 1541 can load 40K in about 8 seconds without
>>>> breaking a
>>>>> sweat, enhanced using software only. Nobody uses the dud kernel
>>>>> routines
>>>> :)
>>> If its within a program (a game, or utility) typically the 'fastloader'
>>> is
>>> installed at boot - a small boot file loads some code into the disk drive
>>> and replaces the kernel routines, then goes on to load the rest of the
>>> program. I guess its somewhat like booting a DOS.
>>>
>>> For day to day use, youd probably be better off with a hardware based
>>> approach (like an epyx fastload, action replay etc) just so you dont have
>>> to keep reloading a fastload wedge :) It is hardware based, but its just
>>> a
>>> plugin and requires no soldering :) However for someone who is simply an
>>> end-user (plays games, writes letters) this is probably unnecessary as
>>> the
>>> bulk of games/utilities come with their own software fastloaders.
>> And don't forget JiffyDos, which when equipped in both the drive and the
>> computer, provides 2-bit parallel communication over the IEC port, plus
>> removes a lot of the IEC chattiness of the stock routines, which makes is
>> one of the fastest solutions available; it's even faster than Burst mode
>> that Commodore supplied on the 128.
>>
>> --
>> Payton Byrd
> 40K bytes in 8 seconds. 5K bytes per second = 40k bits/sec or
> so. About 40K baud.
> I remember a command that loaded most commercial C64/D128
> disks. 'LOAD *' or something like that.
> The Atari can go up to 56K bits/sec. using certain DOS and
> a modified disk drive. I'm not sure the 'WARP' speed of
> our peripheral emulator emulating disk drive from the serial
> port of a PC, maybe 115,200 baud.
> I don't like high speed features because they generate errors
> on real disks, or failures with the disk emulators.
> I prefer the 19,200 stock speed, our drives are getting old
> and I'm more interested in reliable reads/writes than unreliable.

> I use CRC check programs to make sure disk transfers are
> correct. You might be surprised how many errors there are
> in disk tasks. This is important with PCs as well. I just
> found bad sectors on a 1.44 floppy using PCs. What bothers
> me is that the read is encountering error sectors, but no report
> of a disk error is occuring, just a program termination with
> a failure. People don't expect read/write errors, and software
> doesn't respond with a report of error. On the Atari, you
> hear a 'chhhiiit' on an error sector, many people like to turn
> the drive noise off, they are removing a source of info about
> the health of a load. Sometimes it's a 'SNARK GRUNGE'
> sound.
> But I ramble.
>
>
This is a breakdown of results published by Click Here Software which
now produces and sells JiffyDOS.

Drive C= 64 C= 128
Kernel Rate Kernel Rate JiffyDOS Rate
(sec) (Kb/s) (sec) (Kb/s) (sec) (Kb/s)
1541 95 3.22 95 3.22 9 33.95
1571 95 3.22 11 27.78 7 43.66
1581 78 3.92 10 30.56 7 43.66

<http://www.cmdrkey.com/cbm/prodinfo/speedchart.html>
--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

6123. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 05:14:17 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0603190012450.9987@shell1>
Source record: 7481
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sun, 19 Mar 2006, Simon Scott wrote:

> ...as the bulk of games/utilities come with their own software fastloaders.

Not in my experience.

FCUG celebrating 25 years,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

6124. direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 05:16:36 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <WO5Tf.118025$QW2.3404@dukeread08>
Source record: 7482

You know about Fast Hackem for Commodore 64, provides a direct drive to drive Ultra Fast copy without sending data to the computer memory. I am wondering if the direct drive to drive copy is available for Atari?

Jack Tseng

6125. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 05:18:56 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0603190015200.9987@shell1>
Source record: 7483
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 18 Mar 2006, Payton Byrd wrote:

> ...[JiffyDOS] even faster than Burst mode that Commodore supplied on the 128.

I never read anything said that. IIRC, JiffyDOS is not the
fastest (in order to retain compatibility). There are others that are
faster than JiffyDOS.

FCUG celebrating 25 years,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

6126. Re: XIO in C

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 05:26:43 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dviohjrbs1@srv.cyf-kr.edu.pl>
Source record: 7480

Thomas Richter:

>> Command #11 (#$0b) expects N bytes it in buffer pointed by word
>> at IOCB+4 and N is word at IOCB+8. To put one byte you can get
>> PUTBYTE-1 procedure adress for S: device from handler table for
>> example.

> Not recommended, because this bypasses CIO and thus all
> error checking within CIO.

Eh, not recommended ? By who and why ? If you had properly opened
IOCB f o r w r i t i n g without error then nothing can be wrong.
Now errors has to be reported in Y (Y>=$80) register by handler proc.
If you suffer from errorphobia :), then you may set Y to $92 as CIO
does (func. not implemented) before jump to handler.
Error checking by CIO (if everything gone well so far) is just
checking Y register after return from handler procedure.

> It is also something device drivers
> regularly have problems with.

This means one thing - device driver is f...ed up. Handler
PUT BYTE proc. cannot expect more info than it gets from CIO
and has to return status in Y.

>To write the data in the A register,
> it is enough to set the length to zero - and load the data into
> A.

That's should do it too, cause with command 11 CIO treats
length 0 as 1 and stores A as a first byte to go, but it does
more things (as, for example, rewriting 12 IOCB bytes (twice))
wasting time and not needed to put byte things (like plot).

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

6127. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 05:52:43 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Mk6Tf.118033$QW2.80985@dukeread08>
Source record: 7484
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Robert Bernardo" <rbernardo@iglou.com> wrote in message
news:Pine.GSO.4.61.0603190015200.9987@shell1...
> On Sat, 18 Mar 2006, Payton Byrd wrote:
>
>> ...[JiffyDOS] even faster than Burst mode that Commodore supplied on the
>> 128.
>
> I never read anything said that. IIRC, JiffyDOS is not the fastest (in
> order to retain compatibility). There are others that are faster than
> JiffyDOS.
>

I think it is speeddosplus... is it?

> FCUG celebrating 25 years,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

6128. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 06:17:10 UTC
From: Simon Scott <simon_nospam@chrome64.r3mov3th15.org>
Message-ID: <441cf644@quokka.wn.com.au>
Source record: 7485
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Russg wrote:

> The Atari can go up to 56K bits/sec. using certain DOS and
> a modified disk drive. I'm not sure the 'WARP' speed of
> our peripheral emulator emulating disk drive from the serial
> port of a PC, maybe 115,200 baud.

That would make it faster then.

I didnt want to get into a pissing match (we'll leave that for the speccy guys) but I just wanted to point out that the drive situation on the 64 isnt as bad as people make it out to be.

6129. Re: Atari basic sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 06:59:37 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <dvitvpsus1@srv.cyf-kr.edu.pl>
Source record: 7486

stephensheppard@hotmail.com:

>> I thought the base clock for BASIC Sound statement is 64 KHz and
>> Fout=Base Clock/(AUDF1-255)/2.

According to my sources it may be 15kHz 64kHz or 1.77 MHz.
Llast one I don't know if it's really PAL/NTSC relative as Stephen
wrote but it's possible (just clocking with main computer clock).
Mine docs says it's 1.77. Could check it if I had NTSC stuff ;P

So lets say it's (B)ase clock ;P and (D)ivider can be:

for 8bit register D=2*(AUDFx+4)
for 16bit it's D=2*(AUDFx+7)

Frequency (F) is F=B/D

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

6130. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 12:23:36 UTC
From: John Selck <selcc@t-online.de>
Message-ID: <op.s6nt1mdmr8utbk@jsopera59.t-online.de>
Source record: 7487

On Sun, 19 Mar 2006 06:16:36 +0100, Jack Tseng <tseng4@hotmail.com> wrote:

> You know about Fast Hackem for Commodore 64, provides a direct drive to
> drive Ultra Fast copy without sending data to the computer memory. I am
> wondering if the direct drive to drive copy is available for Atari?

No, because the Atari drives are not programmable.

6131. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 15:38:59 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne1quoj.21i.usenet-200603@camel.hias.horus.com>
Source record: 7488
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Sat, 18 Mar 2006 22:50:39 -0600, Payton Byrd wrote:
> This is a breakdown of results published by Click Here Software which
> now produces and sells JiffyDOS.
>
> Drive C= 64 C= 128
> Kernel Rate Kernel Rate JiffyDOS Rate
> (sec) (Kb/s) (sec) (Kb/s) (sec) (Kb/s)
> 1541 95 3.22 95 3.22 9 33.95
> 1571 95 3.22 11 27.78 7 43.66
> 1581 78 3.92 10 30.56 7 43.66

I measured the time needed to read a full DD disk (720 sectors,
256 bytes per sector) on the Atari. Transfer rate is in kBytes
(1000 bytes) per second:

XF551 std speed: 128 sec -> 1.4kB/sec
XF551 hi speed: 80 sec -> 2.3kB/sec

1050 Speedy std: 114 sec -> 1.6kB/sec
1050 Speedy hi: 53 sec -> 3.5kB/sec
1050 Speedy hsscopy: 44 sec -> 4.2kB/sec

AtariSIO std: 100 sec -> 1.8kB/sec
AtariSIO xf551: 57 sec -> 3.2kB/sec
AtariSIO hi: 34 sec -> 5.4kB/sec

The Atari serial bus (SIO) does data transmission just like the
RS232 standard: 1 start bit, 8 data bits, 1 stop bit. Transmission
speed is derived from the main crystal and is slightly different
on PAL and NTSC computers:

Standard transfer rate is approx. 19 kbit/sec, XF551 high speed
is approx. 39 kbit/sec and 1050 speedy high speed is approx.
56 kbit/sec. 1050 speedy hsscopy uses someting like 80 or 90
kbit/sec. Note: hsscopy speed is only available when using the
speedy "highspeed sector copier".

AtariSIO is a floppy drive emulator that I wrote for Linux and
uses the standard RS232 transmission speeds of 19200 bit/sec
(standard mode), 38400 bit/sec (XF551 compatible mode) and
57600 bit/sec (highspeed mode)

The stock Atari 1050 disk drive can't do true double density,
the Speedy is a hardware extension built into the floppy drive
which is very popular here in Europe. It's similar to the
"Happy" upgrade. Both floppy speeders have some RAM on board

that is used as a track buffer (stock Atari disk drives don't
have a track buffer).

If you have a look at the net transfer rates, it is very obvious
that the raw transmission speed is not that important when comparing
drives. When using the standard speed, the results are quite close
to the maximum limit of ~1.9kbytes/sec. If you increase the speed,
disk drive latency (waiting for the next sector, stepping to the
next track) becomes more and more important.

Of course you can't compare the AtariSIO rates with the rates
of real floppy drives (since AtariSIO doesn't suffer from the
latency problems), instead use these values to get some impression
of the SIO protocol overhead (it's not too bad, only 8 bytes per
data frame plus some 2 milliseconds of minimum delays).

so long,

Hias

6132. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 16:19:25 UTC
From: Peter van Merkerk <disposable.2@invalid.invalid>
Message-ID: <441d8482$0$448$e4fe514c@dreader31.news.xs4all.nl>
Source record: 7489
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Robert Bernardo wrote:
> On Sun, 19 Mar 2006, Simon Scott wrote:
>
>> ...as the bulk of games/utilities come with their own software
>> fastloaders.
>
> Not in my experience.

I guess that depends on the kind of games you play. Many commercial games for the C64 that I remember came with a speed-loader. Though speed-loader cartridges where also quite popular where I live. So I agree with Simon that the C64 drive situation wasn't nearly as bad as some people made it out to be.

6133. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 16:23:55 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <441D859B.20401@rittwage.com>
Source record: 7490
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Peter van Merkerk wrote:
> Robert Bernardo wrote:
>
>> On Sun, 19 Mar 2006, Simon Scott wrote:
>>
>>> ...as the bulk of games/utilities come with their own software
>>> fastloaders.
>>
>>
>> Not in my experience.
>
>
> I guess that depends on the kind of games you play. Many commercial
> games for the C64 that I remember came with a speed-loader. Though
> speed-loader cartridges where also quite popular where I live. So I
> agree with Simon that the C64 drive situation wasn't nearly as bad as
> some people made it out to be.

No C64 setup was complete without an Epyx Fastload where I grew up. :)

It just wasn't usable without one.

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

6134. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 16:24:05 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <vYidnZiYe_Q4GIDZnZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 7491
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Peter van Merkerk wrote:
> Robert Bernardo wrote:
>
>> On Sun, 19 Mar 2006, Simon Scott wrote:
>>
>>> ...as the bulk of games/utilities come with their own software
>>> fastloaders.
>>
>>
>> Not in my experience.
>
>
> I guess that depends on the kind of games you play. Many commercial
> games for the C64 that I remember came with a speed-loader. Though
> speed-loader cartridges where also quite popular where I live. So I
> agree with Simon that the C64 drive situation wasn't nearly as bad as
> some people made it out to be.

No C64 setup was complete without an Epyx Fastload where I grew up. :)

It just wasn't usable without one.

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

6135. Word Processor

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-19 21:19:56 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <121rins4cqohaf7@corp.supernews.com>
Source record: 7492

I write a journal on my 130XE with AtariWriter 80. Recently I purchased the MyIDE+Flash cart. Unfortunately, AtariWriter 80 (an plus) switches back on the Atari OS and expects to load from SIO, so it can't be loaded from the MyIDE cart. I'd like to find a word processor that will load from MyIDE and has a printer driver for the HP Laserjet Series II. Anyone have suggestions?

TIA

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6136. Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 03:49:36 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <TPydnbooBNPQu4PZRVn-tw@comcast.com>
Source record: 7493

I recently tried to write a short routine for an autorun file to use with MyDOS to format D9:, my damdisk. Well, I figured out a method to do it, but... it doesn't work. :(

Before I can perform a DOS XIO on any disk, do I first have to open that channel for write or what?

I would greatly appreciate a complete example of how to format a disk in assembly.

Thanks!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6137. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 04:18:51 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <L2qTf.48779$F_3.27697@newssvr29.news.prodigy.net>
Source record: 7494

"David Bowden" <nospam@spamsux.org> wrote in message
news:TPydnbooBNPQu4PZRVn-tw@comcast.com...
>I recently tried to write a short routine for an autorun file to use with
>MyDOS to format D9:, my damdisk. Well, I figured out a method to do it,
>but... it doesn't work. :(
>
> Before I can perform a DOS XIO on any disk, do I first have to open that
> channel for write or what?
>
> I would greatly appreciate a complete example of how to format a disk in
> assembly.
>
> Thanks!
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org

There is a program called 'Fast fingers', a BASIC program
that writes and autorun.sys that will type anything you would
type at bootup time. It worked quite well with DOS 2/2.5/SmartDOS, so I
would thing MyDOS. It is essentially
a way to make a STARTUP.BAT for MyDOS, like you have
in Sparta/FteDOS. It is from an ANALOG I think. I have
a copy.
It shouldn't be all that hard to make an assembly program to
do what you want, tho.

6138. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 05:08:52 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <rLCdnWul5el_pYPZnZ2dnUVZ_t-dnZ2d@comcast.com>
Source record: 7495

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:L2qTf.48779$F_3.27697@newssvr29.news.prodigy.net...
>
> "David Bowden" <nospam@spamsux.org> wrote in message
> news:TPydnbooBNPQu4PZRVn-tw@comcast.com...
>>I recently tried to write a short routine for an autorun file to use with
>>MyDOS to format D9:, my damdisk. Well, I figured out a method to do it,
>>but... it doesn't work. :(
>>
>> Before I can perform a DOS XIO on any disk, do I first have to open that
>> channel for write or what?
>>
>> I would greatly appreciate a complete example of how to format a disk in
>> assembly.
>>
>> Thanks!
>> --
>> David Bowden
>> The Undead Mechanic.
>>
>> AIM & Yahoo: UndeadMechanic
>>
>> Lame ass website: http://david.taylor-madeak.org
>
> There is a program called 'Fast fingers', a BASIC program
> that writes and autorun.sys that will type anything you would
> type at bootup time. It worked quite well with DOS 2/2.5/SmartDOS, so I
> would thing MyDOS. It is essentially
> a way to make a STARTUP.BAT for MyDOS, like you have
> in Sparta/FteDOS. It is from an ANALOG I think. I have
> a copy.
> It shouldn't be all that hard to make an assembly program to
> do what you want, tho.

I prefer to work in assembly whenever possible. And I have recently started
playing around with I/O with it, but I'm just trying to find out how to
format a disk. Should be fairly simple, but I'm skiddish to just jump in and
play around... I could bork my hard drive pretty good if I make one small
mistake. :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6139. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 12:28:18 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1142857698.135200.303360@z34g2000cwc.googlegroups.com>
Source record: 7496

Hi David-
Bill Wilkinson wrote a series on graphics and I/O in assembly language
in his Insight: Atari columns in November, 1981 through January, 1982.
Part of these is already posted at the Atari Magazines archive. The
others will soon be posted. There are certainly other sources, but
Bill's was an excellent start, IMO.
You can also search by author at the site.
-Larry

6140. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 12:50:15 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne1t987.1tj.usenet-200603@camel.hias.horus.com>
Source record: 7497

```
On Sun, 19 Mar 2006 21:49:36 -0600, David Bowden wrote:
> Before I can perform a DOS XIO on any disk, do I first have to open that
> channel for write or what?

It depends. When formatting a disk, you don't have to open the channel
first. When using note/point, you must use an open channel (of course).

> I would greatly appreciate a complete example of how to format a disk in
> assembly.

Using XIO is quite simple. Just set the command to the XIO number
(eg. 254 for "format disk") and set up the buffer address, AUXx
and (if needed) length.

Have a look at the MyDOS tech doc for an explanation of the
AUX1 and AUX2 bytes in the "format disk" function.

Here's some sample code that formats a disk:

CIOV = $E456

ICCOM = $342
ICBAL = $344
ICBAH = $345
ICAX1 = $34A
ICAX2 = $34B

LDX #$10 ; channel #1
LDA #254 ; format disk
STA ICCOM,X
LDA #<DRIVE ; buffer = "Dx:"
STA ICBAL,X
LDA #>DRIVE
STA ICBAH,X
LDA #0 ; aux1, aux2 = 0, standard format
STA ICAX1,X
STA ICAX2,X
JSR CIOV
RTS

DRIVE .BYTE "D4:",155

so long,

Hias
```

6141. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 22:00:21 UTC
From: silverdr <silverdr@inet.remove.it.pl>
Message-ID: <441f25ef$1@news.inet.com.pl>
Source record: 7298
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Matthias Reichl wrote:

[...]

> AtariSIO is a floppy drive emulator that I wrote for Linux [...]

Yes, and I liked it so much. Just after switching to 2.6 on amd64 and newer GCCs, I couldn't properly compile it anymore :-(Have managed to find some time to clear out the issues with newer setups?

rgds.

6142. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 23:09:45 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne1udhp.2dn.usenet-200603@camel.hias.horus.com>
Source record: 7299
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 20 Mar 2006 23:00:21 +0100, silverdr wrote:
> Matthias Reichl wrote:

>> AtariSIO is a floppy drive emulator that I wrote for Linux [...]
>
> Yes, and I liked it so much. Just after switching to 2.6 on amd64 and
> newer GCCs, I couldn't properly compile it anymore :-(Have managed to
> find some time to clear out the issues with newer setups?

Could you please send me some more information, I'll try to track down
the issues. Which distribution are you using, which kernel version,
which gcc version, what's your kernel .config, what kind of errors
do you get etc.

The most recent kernel version I've tested AtariSIO with is 2.6.14,
IIRC I used gcc 3.3 (it's a Debian Sarge box).

BTW: If you contact me by email I'll send you my latest development
snapshot.

so long,

Hias

6143. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-20 23:49:00 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.03.20.23.49.00.210894@crowcastle.net>
Source record: 7300

On Mon, 20 Mar 2006 23:00:21 +0100, silverdr wrote:

> Matthias Reichl wrote:
>
> [...]
>
>> AtariSIO is a floppy drive emulator that I wrote for Linux [...]
>
> Yes, and I liked it so much. Just after switching to 2.6 on amd64 and
> newer GCCs, I couldn't properly compile it anymore :-(Have managed to
> find some time to clear out the issues with newer setups?

There's SIO2Linux at http://www.crowcastle.net/preston/atari/ that is
entirely in user space, so it should work with any Linux system. It works
great for me, but I've heard reports of problems; I'm guessing that not
all of the SIO2PC cables out there are compatible, so it only works for my
type of cable.

6144. Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 03:58:53 UTC
From: adamofevil <adamofevil@nospam.com>
Message-ID: <Xns978CE9C8F3169adamofevil@63.218.45.254>
Source record: 7301

Check out my web site dedicated to this great game:

http://atarimule.neotechgaming.com

6145. Re: Word Processor

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 06:05:52 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <oo5v12tij80hm9k7d2lrkseqnbo1pduo6v@4ax.com>
Source record: 7302

jdplace@REMOVESPAMcableone.net (Joseph D. Place):
>I write a journal on my 130XE with AtariWriter 80. Recently I
>purchased the MyIDE+Flash cart. Unfortunately, AtariWriter 80 (an
>plus) switches back on the Atari OS and expects to load from SIO, so
>it can't be loaded from the MyIDE cart. I'd like to find a word
>processor that will load from MyIDE and has a printer driver for the
>HP Laserjet Series II. Anyone have suggestions?

Unless the program is using the RAM under the OS, there isn't really any
reason for it to be fiddling with $d301, so you might be able to patch the
program to stop it from doing this.

It seems like quite a few programs set $d301 to a "sane" state even though
they don't really need to use any of the memory banking features.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6146. Re: Word Processor

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 12:21:36 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne1vrug.1e7.usenet-200603@camel.hias.horus.com>
Source record: 7303

On Tue, 21 Mar 2006 06:05:52 GMT, Shawn Jefferson wrote:
> It seems like quite a few programs set $d301 to a "sane" state even though
> they don't really need to use any of the memory banking features.

Some programs also do it the quick and dirty way (for example
AtariWriter): instead of doing a "LDA $D301 / ORA #2 / STA $D301"
(to switch basic off) they just do a "LDA #$FF / STA $D301".
The sames also often true when programs set the extended memory
banks. Quite annoying...

Yesterday I patched some game files so they can be used with the
flashcart (the flashcart also installs a patched OS in the RAM
under the OS).

So I had a look at Atari Writer Plus: The .COM file has some blocks
with memory location $D301 so the can simply store parts of the
code in the extended RAM. The code itself also contains parts
like "LDA #$E3 / STA $D301".

Changing the software so that it works cleanly with and without
the MyIDE flashcart would be quite tricky, so I just patched the
.COM file so that it will work with the MyIDE flashcart
(and with the MyIDE soft OS). Here's the patched file:

http://www.horus.com/~hias/tmp/ap.zip

BTW: patching file was quite easy. I just disassembled the .COM
file, then searched for all occurrences of $D301 and used a hex-editor
to change some values. Took me 5 minutes or so :-)

so long,

Hias

6147. Re: XF551 vs 1571

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 19:36:35 UTC
From: Matthias Reichl <usenet-200603@hias.horus.com>
Message-ID: <slrne20le3.1kd.usenet-200603@camel.hias.horus.com>
Source record: 7304

On Mon, 20 Mar 2006 23:00:21 +0100, silverdr wrote:
> Yes, and I liked it so much. Just after switching to 2.6 on amd64 and
> newer GCCs, I couldn't properly compile it anymore :-(

I just did a test with a chroot installation of Debian Etch using
Kernel 2.6.15.6 and gcc 4.0.3 and saw that there are quite some
errors when compiling with -m64 (-m32 works fine).

Please contact me by email and I'll send you a fixed version.
I don't have 64bit machines, so I can't test it by myself, all I've
got for now is a nicely compiled and linked 64-bit executable
resting on my harddisk...

so long,

Hias

6148. Glad to be back

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 20:02:41 UTC
From: pab@cnx.com
Message-ID: <1142971361.565311.101500@v46g2000cwv.googlegroups.com>
Source record: 7305

Hello, all. After toying around with an 8-bit emulator for a while,
I'm happy to say that I'm back, at least one-foot-in-the-door's-worth,
in the world of the XE.

I've started a blog about my new exploits, and my thoughts on returning
to the world of 8-bit programming. Everyone is invited to join in the
discussions (and the projects!) there, should they choose.

Join me at http://atari8programming.blogspot.com

6149. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 21:29:14 UTC
From: Daniel Koźmiński <dely@GIN.SPAMERZE.tkdami.net>
Message-ID: <dvpqu0$j66$1@inews.gazeta.pl>
Source record: 7306

John Selck napisaďż˝(a):

> No, because the Atari drives are not programmable.

They are. For example: LDW 2000, CA 2001, Indus GT.

dely/blowjobb+taquart

6150. Re: Ink

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 22:43:50 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 7307
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

SPAM ... Nothing but SPAM.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:26qTf.826$tT.439@news01.roc.ny...
> Man I have found this site that has the cheapest ink for any printer.
> You can compare prices and then review the companies on service and
> quality. <http://www.imagraphix.com> Let me know what you think

6151. Re: Ink

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-21 22:44:57 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <IYudneeYiOY0H73ZnZ2dnUVZ_vidnZ2d@inreach.com>
Source record: 7308
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

BULL, First you SPAM the newsgroups and this you post this BS.

Not only a Spammer, but a Lame Spammer at that.

--
The Lone Sidewalk Astronomer of Rosamond

Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
Astronomy Net Online Gift Shop
http://www.cafepress.com/astronomy_net
In Garden Online Gift Shop
http://www.cafepress.com/ingarden
Blast Off Online Gift Shop
http://www.cafepress.com/starlords

<mshawjr@frontiernet.net> wrote in message
news:WUwTf.2822$tT.2482@news01.roc.ny...
> Sorry guys. The spam stuff was not my intent. I do oppoligies and won't
> happen again. I have never been on newsgroups before and not sure how to
> work them. I hope you guys can forgive a bad choice. Murphey

6152. Re: Ink

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 00:57:25 UTC
From: salfter@salfter.diespammersdie.dyndns.org
Message-ID: <4420a0f5$0$10016$9a6e19ea@news.newshosting.com>
Source record: 7309
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <IYudneSYiOY1H73ZnZ2dnUVZ_vidnZ2d@inreach.com>,
Starlord <starlord@sidewalkastronomy.info> top-posted (grr):
>SPAM ... Nothing but SPAM.

The OP's spam was bad enough, but now we have a dumbass non-quote-trimming
top-poster repeating the original spam for those who didn't get it the first
time around. :-P

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS( http://alfter.us/ Top-posting!
\_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.1 (GNU/Linux)

iD8DBQFEIKPnVgTKos01OwkRAoXhAJwI6t1bwl8ySGk5crhOBv1nugBJIQCcCRpb
yb4APO3j1d9LiZ5ioA9uHkk=
=G6DQ
-----END PGP SIGNATURE-----
```

6153. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 02:00:59 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1142992859.817392.327130@i39g2000cwa.googlegroups.com>
Source record: 7310

```
Matthias Reichl wrote:
> On Sun, 19 Mar 2006 21:49:36 -0600, David Bowden wrote:
> > Before I can perform a DOS XIO on any disk, do I first have to open that
> > channel for write or what?
>
> It depends. When formatting a disk, you don't have to open the channel
> first. When using note/point, you must use an open channel (of course).
>
> > I would greatly appreciate a complete example of how to format a disk in
> > assembly.
>
> Using XIO is quite simple. Just set the command to the XIO number
> (eg. 254 for "format disk") and set up the buffer address, AUXx
> and (if needed) length.
>
> Have a look at the MyDOS tech doc for an explanation of the
> AUX1 and AUX2 bytes in the "format disk" function.
>
> Here's some sample code that formats a disk:
>
> CIOV = $E456
>
> ICCOM = $342
> ICBAL = $344
> ICBAH = $345
> ICAX1 = $34A
> ICAX2 = $34B
>
> LDX #$10 ; channel #1
> LDA #254 ; format disk
> STA ICCOM,X
> LDA #<DRIVE ; buffer = "Dx:"
> STA ICBAL,X
> LDA #>DRIVE
> STA ICBAH,X
> LDA #0 ; aux1, aux2 = 0, standard format
> STA ICAX1,X
> STA ICAX2,X
> JSR CIOV
> RTS
>
> DRIVE .BYTE "D4:",155
>
> so long,
```

>
> Hias

Caution is to be advised as David could still bork his hard drive very good. There is a bug in MyDOS where Marslett didn't understand the proper setting for a 'no ramdisk' value as zero and not $FF. The CIO routines then takes Marslett's ramdisk drive number value of $FF stored at $070A and converts it to D1: and the format is ON - Good bye hard drive. Drive 1 on your hard drive system will be formated as a 720 sector disk and not the bigger (up to 655535 sectors) one that you used to have, a real PIA. It happened here twice and now I never have the hard drive write protect switch off unless I'm storing a file on my hard drive. Can I suggest to David that he take a look at my Myrd and Myrd2 ramdisk formatter/autoloader programs? More to the point, the source code for same (myrd2.arc) available on the MyDOS page at: http://www.mathyvannisselroy.nl/index.htm

Hias's code above will work fine IF location $070A contains a valid drive number from 1 thru 9 and 9 only works if it IS the ramdisk, whereas the ramdisk can be any drive number from 2 thru 9. BUT there is a further bug in MyDOS where the XIO format function is broken in that it will NOT accept aux1, aux2 values as gospel and do the format as stated in the manual. It will format the drive specified but only as that drive has been configured prior to leaving DUP.SYS to do either BASIC or assembly programming and/or running of machine language programs from the (L)OAD function in the menu screen of MyDOS. Mathy Van Nisselroy discovered this XIO bug when attempting to write a TurboBasic program to do all available formats from there instead of using MyDOS's menu methods. His only recourse was to do the format at the SIO level and then write the boot and VTOC sectors from TurboBasic instead of allowing MyDOS's XIO function to do that for him.

Mathy did write to the drive in question a proper configuration block prior to a matching XIO format attempt - still no good. We got the right format but with the wrong VTOC sector, or other odd arrangements including double sided formats with single sided VTOC sectors and vice versa. The manual is simply wrong about MyDOS XIO format functions, it doesn't work as stated always. If the desired format has been preconfigured via O and P options in the menu of MyDOS then it works perfect, otherwise you can get garbage for your efforts. We hope to fix MyDOS so that it complies with the manual in every respect - someday.

6154. Money

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 02:09:12 UTC
From: aa <aa@msn.com>
Message-ID: <44210656$1_2@newsfeed.slurp.net>
Source record: 7317

Money Making Try It Works!
HELLO, I found this on a bulletin board and decided to try it. A little while back, I was browsing through newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of 6.00! So I thought, Yeah right, this must be a scam, but like most of us, I was curious, so I kept reading. Anyway, it said that you send 1.00 to each of the 6 names and address stated in the article. You then place your own name and address in the bottom of the list at...6, and post the article in at least 200 newsgroups (There are thousands). No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured: what have I got to lose except 6 stamps and 6.00, right? Then I invested the measly 6.00. Well GUESS WHAT!! Within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made about 25.00. By the end of the second week I had made a total of over 1, 000.00! In the third week I had over 10, 000.00 and it\'s still growing. This is now my fourth week and I have made a total of just over 42, 000.00 and it\'s still coming in rapidly. It\'s certainly worth 6.00, and 6 stamps. I was in a bad economic state before I found this article... I didn\'t believe this really worked until I ACTUALLY started getting mail from all over the world... I bought everything I needed... This idea came in the right time exactly :-) Let me tell you how this works and most importantly, why it works....Also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you thought possible by doing something so easy! Suggestion: Read this entire message carefully! (Print it out or download it.) Follow the simple directions and watch the money comes in! It\'s easy. It\'s legal. And, your investment is only 6.00 (Plus postage) IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is virtually no risk - it really Works!!!! If all of the following instructions are adhered to, you will receive extraordinary dividends. PLEASE NOTE: Please follow these directions EXACTLY, and 50, 000 or more can be yours in 20 to 60 days. This program remains successful because of the HONESTY AND INTEGRITY of the participants. Please continue its success by carefully adhering to the instructions. You will now become part of the Mail Order business. In this business your product is not solid and tangible, it\'s a service. You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the mailing lists is secondary to the income which is made from people like you and me asking to be included in that list.

Here are the 4 easy steps to success: STEP 1: Get 6 separate pieces of paper and write the following on each Piece of paper; PLEASE PUT ME ON YOUR MAILING LIST. Along with your name and address. Now get 6 US 1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and a 1.00 bill. What you are doing is creating a service. THIS IS ABSOLUTELY LEGAL! You are requesting a legitimate service and you are paying for it! Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal! Mail the 6 envelopes to the following addresses:

1) Arik Stephens r.r.2 box 251e St. Elmo, IL 62458

2) Scott Miller 9537 Leyendekker ct. Lakeside CA 92040

4) Tyler Otto 271 Weston Cir apt 21 Vista, CA 92083

4) Rashantees, PO Box 708, El Cerrito, CA 94530

5) Magus c/o Bob Condor 1242 South Portage Rd, RR2 Haliburton . Ont. Canada K0M1S0

6) Jonathan Burnett, 842 E. Co. Rd 60, Mendon, IL. 62351

STEP 2: Now take the first name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR NAME as number 6 on the list. STEP 3: Change anything you need to, but try to keep this article as Close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there are close to 24, 000 groups) All you need is 200, but remember, the more you post, the more money you make! This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal lottery laws. Keep a copy of these steps for yourself and, whenever you need money, you can use it again and again. PLEASE REMEMBER that this program remains successful because of the HONESTY AND INTEGRITY of the participants and by their carefully adhering to the directions. Look at it this way. If you are of Integrity, the program will continue and the money that so many others have received will come your way. NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keep the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a Good idea to wrap the 1 bill in dark paper to reduce the risk of mail Theft). So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the...1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only 6.00 (1.00 for each of the first six people listed above) Send it now, add your

own name to the list and you\'re in business!
---------- DIRECTIONS FOR HOW TO POST TO NEWSGROUPS----------

STEP 1) You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and Drag your cursor to the bottom of this document, and select \'copy\' from The edit menu. This will copy the entire letter into the computer\'s Memory.

STEP 2) Open a blank \'notepad\' file and place your cursor at the top of the blank page. From the \'edit\' menu select \'paste\'. This will paste a Copy of the letter into notepad so that you can add your name to the List.

STEP 3) Save your new notepad file as a .txt file. If you want to do your postings in different settings, you\'ll always have this file to go back to.

STEP 4) Use Netscape or Internet explorer and try searching for various Newsgroups online forums, message boards, chat sites, discussions. (Just example you log on any search engine like yahoo.com, google.com, Altavista.com, excite.com then you search with this subject millionaire Message board, or money making message board, or employment message Board, or money making discussions, or money making forum, or business Message board etc. You will find thousand & thousand message boards.)

STEP 5) Visit these message boards and post this article as a new Message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the Subject, this will be the header that everyone sees as they scroll through the list of postings in a Particular group, click the post message button. You\'re done with your First one! Congratulations...THAT\'S IT! All you have to do is jump to Different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup! REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200 That\'s it!

You will begin receiving money from around the world within Days! You may eventually want to rent a P.O.Box due to the large amount of mail you will receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it. JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT. REMEMBER; PLAY FAIRLY and HONESTLY, and this will really work. Good Luck to you all!!!!!!!!!!!!!!!!!!!!
Not logged in | Login | Create Account Search Forum Index Post a Message
Message Title Author Replies Last Post
Money Making Try It Works! - New Forum Network54 - February 7.2006

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Privacy Statement

6155. DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 03:25:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.03.20.22.12.243744@charter.net>
Source record: 7311
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(newsgroups have been down here - I've been trying to post this for 3 days!)

First of all, Happy New Year everyone! :-)

We're trying to kick things off right at The DarkForce! BBS, so in the spirit of the season, we are continuing our tradition of monthly prize giveaways.

This month, January 2006, one lucky Atari caller will win a free subscription to ST Magazine. Also, since its almost NFL playoff time, this months featured game is AFL Football! The lucky winner of this game will receive a $25 cash prize. Slots are limited to the number of teams available so don't be left out. Also, rumor has it the Sysop is playing...who doesn't want to take a crack at bashing the Sysop? :-)

Good luck everyone! :-)

--
_/_/_/

6156. DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 03:25:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.01.23.32.22.73828@charter.net>
Source record: 7312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

First of all, Happy New Year everyone! :-)

We're trying to kick things off right at The DarkForce! BBS, so in the spirit of the season, we are continuing our tradition of monthly prize giveaways.

This month, January 2006, one lucky Atari caller will win a free subscription to ST Magazine. Also, since its almost NFL playoff time, this months featured game is AFL Football! The lucky winner of this game will receive a $25 cash prize. Slots are limited to the number of teams available so don't be left out. Also, rumor has it the Sysop is playing...who doesn't want to take a crack at bashing the Sysop? :-)

Good luck everyone! :-)

--
_/_/_/

6157. Re: Commodore monitors question

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 03:25:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.01.01.13.46.54.907195@charter.net>
Source record: 7313

On Sun, 01 Jan 2006 05:35:36 +0000, Rick Cortese wrote:

> MrScout wrote:
>> I've decided that I need a good monitor, my 13" Sony TV just doesn't
>> cut it... So, I've been wondering, which one should I get - one of the
>> 40-column only ones, like 1702, etc., or the 1084 series? My question
>> is - is there a difference in picture quality between a 1702 and a
>> 1084?
>
> Can't remember if the other commadore monitor was a 1084 for sure but it
> was better then the 1702. The only thing the 1702 had over the 1084 was
> a better speaker/sound IMO.
>
> The one I had included jacks for IBM/CGA and composite. It got used a
> lot on my Tandy.

This is as opposed to the 1084s, right? It had stereo sound.

--
_/_/_/

6158. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 05:45:29 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <Ms5Uf.818$qe.674@bignews1.bellsouth.net>
Source record: 7314

adamofevil wrote:
> Check out my web site dedicated to this great game:
>
> http://atarimule.neotechgaming.com

If we could only get the C64 music to play with the Atari color cycling, M.U.L.E. Catari would be perfect! If you've never heard the M.U.L.E. music played on a C64 then you're missing out! I will also say that the Atari isn't as second fiddle to the C64 for this type of game when it comes to graphics as the extra vertical 8 pixels don't seem to be missing compared to the C64 and the additional colors are obviously welcomed.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>

6159. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 06:38:13 UTC
From: Mark D <mducksub@nospammmmatari-source.com>
Message-ID: <pan.2006.03.22.06.38.11.898580@nospammmmatari-source.com>
Source record: 7315
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 21 Mar 2006 22:25:20 -0500, Ronald J. Hall wrote:

> (newsgroups have been down here - I've been trying to post this for 3
> days!)
>
> First of all, Happy New Year everyone! :-)
>
> We're trying to kick things off right at The DarkForce! BBS, so in the
> spirit of the season, we are continuing our tradition of monthly prize
> giveaways.
>
> This month, January 2006, one lucky Atari caller will win a free
> subscription to ST Magazine. Also, since its almost NFL playoff time, this
> months featured game is AFL Football! The lucky winner of this game will
> receive a $25 cash prize. Slots are limited to the number of teams
> available so don't be left out. Also, rumor has it the Sysop is
> playing...who doesn't want to take a crack at bashing the Sysop? :-)
>
> Good luck everyone! :-)

Did something get queued up somewhere for way too long? ;)

Thanks,
Mark

6160. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 06:38:29 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <e4s122dkerelsbkhhrgkrljoqb6k1trq8g@4ax.com>
Source record: 7316

Payton Byrd <plbyrd@bellsouth.net>:

>If we could only get the C64 music to play with the Atari color cycling,
>M.U.L.E. Catari would be perfect! If you've never heard the M.U.L.E.
>music played on a C64 then you're missing out! I will also say that the
> Atari isn't as second fiddle to the C64 for this type of game when it
>comes to graphics as the extra vertical 8 pixels don't seem to be
>missing compared to the C64 and the additional colors are obviously
>welcomed.

Personally, nothing compares to the MULE music on the atari for me.
--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6161. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 14:02:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.14.02.06.813234@charter.net>
Source record: 7318
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 01:38:13 -0500, Mark D wrote:

> Did something get queued up somewhere for way too long? ;)
>
> Thanks,
> Mark

You betcha - although I can't explain why, whenever newsgroups goes down
from my ISP, when they do finally come back up, the first 1-2 times I
access the newsgroups I'm subscribed too, well, old, old messages get
reposted.

This is using PAN under Linux.

Anyone have any ideas as to why? I've had it happen several times. :-(

--
_/_/_/

6162. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 20:13:02 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.03.22.20.13.01.544071@fineby.me.uk>
Source record: 7319
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 09:02:06 -0500, Ronald J. Hall wrote:

> You betcha - although I can't explain why, whenever newsgroups goes down
> from my ISP, when they do finally come back up, the first 1-2 times I
> access the newsgroups I'm subscribed too, well, old, old messages get
> reposted.
> This is using PAN under Linux.
> Anyone have any ideas as to why? I've had it happen several times. :-(

Possibly, after your ISP sorts out the usenet problems, they fiddle with
the message ID counter for each group, as a safety measure. Pan cannot
know this, so continues with message ID's it has, resulting in the
retrieval of old messages.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6163. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 21:13:20 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.21.13.19.224033@charter.net>
Source record: 7320
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 20:13:02 +0000, Brad Rogers wrote:

> Possibly, after your ISP sorts out the usenet problems, they fiddle with
> the message ID counter for each group, as a safety measure. Pan cannot
> know this, so continues with message ID's it has, resulting in the
> retrieval of old messages.

Sounds as reasonable an explanation as any I've heard yet. :-)

--
_/_/_/

6164. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 21:18:04 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns978EA51621418emuslor@66.150.105.47>
Source record: 7321
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
wrote in news:pan.2006.03.22.21.13.19.224033@charter.net:

> On Wed, 22 Mar 2006 20:13:02 +0000, Brad Rogers wrote:
>
>> Possibly, after your ISP sorts out the usenet problems, they fiddle with
>> the message ID counter for each group, as a safety measure. Pan cannot
>> know this, so continues with message ID's it has, resulting in the
>> retrieval of old messages.
>
> Sounds as reasonable an explanation as any I've heard yet. :-)
>

Too bad too - I was all set to go after that $25 AFL prize again... :)

--
James
http://www.slornet.com
*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

6165. Re: DarkForce! Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 21:58:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.03.22.21.58.39.221209@charter.net>
Source record: 7322
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 22 Mar 2006 21:18:04 +0000, Slor wrote:

> Too bad too - I was all set to go after that $25 AFL prize again... :)

Well, there is a game with a cash prize every month! :-)

--
_/_/_/

6166. looking for Atari PC2

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-22 23:42:49 UTC
From: Chris <chrism3667@yahoo.com>
Message-ID: <1143070969.061180.313180@g10g2000cwb.googlegroups.com>
Source record: 7323

I realize this is an 8-bit group, but what the heck :). I'm largely interested in all the Atari PEECEE type computers (as well as earlier 8-bitters and the ST series), but in particular I'd like to obtain the PC2. I live in New Jersey presently, but it's my understanding they were available in Canada (well I saw one on Ebay in Canada). Please contact me offlist. Thanks.

6167. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 00:30:11 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <nMednWLpxf2McbzZRVn-ig@comcast.com>
Source record: 7324

```
"Lee" <melee5@my-deja.com> wrote in message
news:1142992859.817392.327130@i39g2000cwa.googlegroups.com...
> Matthias Reichl wrote:
>> On Sun, 19 Mar 2006 21:49:36 -0600, David Bowden wrote:
>> > Before I can perform a DOS XIO on any disk, do I first have to open
>> > that
>> > channel for write or what?
>>
>> It depends. When formatting a disk, you don't have to open the channel
>> first. When using note/point, you must use an open channel (of course).
>>
>> > I would greatly appreciate a complete example of how to format a disk
>> > in
>> > assembly.
>>
>> Using XIO is quite simple. Just set the command to the XIO number
>> (eg. 254 for "format disk") and set up the buffer address, AUXx
>> and (if needed) length.
>>
>> Have a look at the MyDOS tech doc for an explanation of the
>> AUX1 and AUX2 bytes in the "format disk" function.
>>
>> Here's some sample code that formats a disk:
>>
>> CIOV = $E456
>>
>> ICCOM = $342
>> ICBAL = $344
>> ICBAH = $345
>> ICAX1 = $34A
>> ICAX2 = $34B
>>
>> LDX #$10 ; channel #1
>> LDA #254 ; format disk
>> STA ICCOM,X
>> LDA #<DRIVE ; buffer = "Dx:"
>> STA ICBAL,X
>> LDA #>DRIVE
>> STA ICBAH,X
>> LDA #0 ; aux1, aux2 = 0, standard format
>> STA ICAX1,X
>> STA ICAX2,X
>> JSR CIOV
>> RTS
```

>>
>> DRIVE .BYTE "D4:",155
>>
>> so long,
>>
>> Hias
>
> Caution is to be advised as David could still bork his hard drive very
> good. There is a bug in MyDOS where Marslett didn't understand the
> proper setting for a 'no ramdisk' value as zero and not $FF. The CIO
> routines then takes Marslett's ramdisk drive number value of $FF stored
> at $070A and converts it to D1: and the format is ON - Good bye hard
> drive. Drive 1 on your hard drive system will be formated as a 720
> sector disk and not the bigger (up to 655535 sectors) one that you used
> to have, a real PIA. It happened here twice and now I never have the
> hard drive write protect switch off unless I'm storing a file on my
> hard drive. Can I suggest to David that he take a look at my Myrd and
> Myrd2 ramdisk formatter/autoloader programs? More to the point, the
> source code for same (myrd2.arc) available on the MyDOS page at:
> http://www.mathyvannisselroy.nl/index.htm
>
> Hias's code above will work fine IF location $070A contains a valid
> drive number from 1 thru 9 and 9 only works if it IS the ramdisk,
> whereas the ramdisk can be any drive number from 2 thru 9. BUT there
> is a further bug in MyDOS where the XIO format function is broken in
> that it will NOT accept aux1, aux2 values as gospel and do the format
> as stated in the manual.

Very interesting. So I suppose the easiest method of verifying the presence
of D9: as a ramdisk would be to try and get a directory listing. If it
errors out, abort format. Since MyDOS initializes the RD and it appears, at
first, as a disk with 65535 sectors, I will at least be able to read that.

What do you think?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6168. XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 02:14:15 UTC
From: lbaeza@usa.net
Message-ID: <1143080055.412729.161140@t31g2000cwb.googlegroups.com>
Source record: 7325

Hi

I'm looking for a binary EPROM image of the elusive XL BOSS by Allen
MacroWare.
Please do not confuse with BOSS XL, the GUI by Mirko Sobe.

Anybody has it?

Regards

6169. Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 09:30:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230128320.12789-100000@onyx.spiritone.com>
Source record: 7326
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This March I'm celebrating my Birthday! If you want to bless me, I'm trying to raise Capital to buyout an Atari Dealer of all his Atari goods! So give me your Atari business, send all Atarians Marching my way and help save Atari goods from extinction, buying from Ben Saves Atari!

I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled from all items NEW in BOX from all my other catalogs made up of Hardware, Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns of text width it will be 80 column width, Most entries will be 1 line each and sorted alphabetically by title. You'll only find my NEW items in this catalog as I'm removing such NEW item's from their other catalogs.

http://BensCatalogs.Atari.org Atari's for sale!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6170. Atari Clearance!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 09:34:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230131070.12789-100000@onyx.spiritone.com>
Source record: 7327
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

ATTENTION Atari customers. I'm buying out an Atari dealer, cleaning him out! I've bought over 480 pieces of ST Software. Mostly Games! I need to make room for NEW inventory and raise the capital to buy him out. If you would like to help save Good Ataris from extinction, buy ANY Books or Games/Software in my Classic Atari 8 Bit and/or Atari ST Catalogs and get 20% off! E-Mail Atari@aracnet.com or Call Ben at (503)256-9974!

http://BensCatalogs.Atari.org WebSite & Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit books catalog!
http://www.aracnet.com/~atari/8bt_soft.htm 8 Bit software catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
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http://www.aracnet.com/~atari/st_soft.htm ST software Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6171. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 09:37:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603230134510.12789-100000@onyx.spiritone.com>
Source record: 7328
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6172. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 18:13:37 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <lzBUf.9310$k75.5303@newsread3.news.atl.earthlink.net>
Source record: 7329

I have that OS in my XL... How would one make a valid ROM file?

Jess

<lbaeza@usa.net> wrote in message
news:1143080055.412729.161140@t31g2000cwb.googlegroups.com...
> Hi
>
> I'm looking for a binary EPROM image of the elusive XL BOSS by
Allen
> MacroWare.
> Please do not confuse with BOSS XL, the GUI by Mirko Sobe.
>
> Anybody has it?
>
> Regards
>

6173. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 19:22:35 UTC
From: adamofevil <adamofevil@nospam.com>
Message-ID: <Xns978F924B6B2F7nobody@63.218.45.254>
Source record: 7330

Payton Byrd <plbyrd@bellsouth.net> wrote in news:Ms5Uf.818$qe.674
@bignews1.bellsouth.net:

> If we could only get the C64 music to play with the Atari color cycling,
> M.U.L.E. Catari would be perfect! If you've never heard the M.U.L.E.
> music played on a C64 then you're missing out! I will also say that the
> Atari isn't as second fiddle to the C64 for this type of game when it
> comes to graphics as the extra vertical 8 pixels don't seem to be
> missing compared to the C64 and the additional colors are obviously
> welcomed.

As a matter of fact I have a C64 emulator for my PSP solely for the purpose of playing M.U.L.E. on-the-go. Overall I would have to say the Atari version is my favorite though; graphics, sound, everything. I am not knocking the C64 version at all, but I think the Atari version is much better in all respects. Hey, to each his own; I've met some people who think the NES version is the best, surprisingly enough.

6174. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-23 20:46:51 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <aaWdnbVWs_SgIL7ZnZ2dnUVZ_tCdnZ2d@adelphia.com>
Source record: 7331

If I remember correctly, MULE was one of the few games that took advantage of all 4 joystick ports on the 400 and 800 and allowed 4 simultanious players.

I liked "Floyd of the Jungle" for the same reason.

-Jason Harmon

"adamofevil" <adamofevil@nospam.com> wrote in message news:Xns978F924B6B2F7nobody@63.218.45.254...
> Payton Byrd <plbyrd@bellsouth.net> wrote in news:Ms5Uf.818$qe.674
> @bignews1.bellsouth.net:
>
>> If we could only get the C64 music to play with the Atari color cycling,
>> M.U.L.E. Catari would be perfect! If you've never heard the M.U.L.E.
>> music played on a C64 then you're missing out! I will also say that the
>> Atari isn't as second fiddle to the C64 for this type of game when it
>> comes to graphics as the extra vertical 8 pixels don't seem to be
>> missing compared to the C64 and the additional colors are obviously
>> welcomed.
>
> As a matter of fact I have a C64 emulator for my PSP solely for the
> purpose
> of playing M.U.L.E. on-the-go. Overall I would have to say the Atari
> version is my favorite though; graphics, sound, everything. I am not
> knocking the C64 version at all, but I think the Atari version is much
> better in all respects. Hey, to each his own; I've met some people who
> think the NES version is the best, surprisingly enough.

6175. WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 02:24:08 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <dLIUf.550$t22.534@dukeread08>
Source record: 7332
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Can MOS 6502 be replaced with WDC65C02 Microprocessor? The WDC can fit with Atari 8bit family and Apple II family...

Jack

6176. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 02:27:22 UTC
From: Lyrical Nanoha <LyricalNanoha@dosius.ath.cx>
Message-ID: <Pine.LNX.4.62.0603232127260.29184@static-141-149-129-16.buff.east.verizon.net>
Source record: 7333
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On Thu, 23 Mar 2006, Jack Tseng wrote:

> Can MOS 6502 be replaced with WDC65C02 Microprocessor? The WDC can fit with
> Atari 8bit family and Apple II family...
>
> Jack

Yes.

-uso.

6177. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 02:57:58 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <otCdndrMMK2w_b7ZnZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 7334
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Lyrical Nanoha" <LyricalNanoha@dosius.ath.cx> wrote in message
news:Pine.LNX.4.62.0603232127260.29184@static-141-149-129-16.buff.east.verizon.net...
> On Thu, 23 Mar 2006, Jack Tseng wrote:
>
>> Can MOS 6502 be replaced with WDC65C02 Microprocessor? The WDC can fit
>> with
>> Atari 8bit family and Apple II family...
>>
>> Jack
>
> Yes.

Yes, it is compatible electrically, and no,
the WDC is in a PLCC package.

Bill Garber

6178. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 03:33:06 UTC
From: Vince Briel <vbriel@removethisspamcamcast.net>
Message-ID: <f62dncCAOPPu9b7ZnZ2dnUVZ_uudnZ2d@comcast.com>
Source record: 7335
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

> Yes, it is compatible electrically, and no,
> the WDC is in a PLCC package.
>
> Bill Garber

Huh? I have 40 pin DIP WDC chips. I've bought 40 pin DIP directly from WDC.
I haven't directly tested the WDC 65C02 in all II's but in a IIe it should
work just fine. I had problems getting some 65C02's to work in the IIplus. I
seem to remember RAM not liking it.

Vince
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http://www.brielcomputers.com

6179. Whoever wanted the LDW basic compiler for the Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 04:02:21 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <Afidneqmm5vB8r7ZnZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 7336
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here is a photo of it with some books I got out of storage.

http://home.comcast.net/~sonofman1/ldw.PNG

6180. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 04:41:46 UTC
From: heuser.marcus@freenet.de
Message-ID: <1143175306.647165.307450@i40g2000cwc.googlegroups.com>
Source record: 7337
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

> Can MOS 6502 be replaced with WDC65C02 Microprocessor?
> The WDC can fit with Atari 8bit family and Apple II family...

Apple II -> yes

Atari 8 bit -> no! (at least not as a simple replacement)
The Ataris use a modified 6502 - called 6502B. It differs in only one feature from the normal 6502: It has a special interrupt line which the graphics processor ("ANTIC") uses to stop the 6502 and gain DMA access to the RAM.
The 6502B is therefore not pin-compatible. You 'd have to build extra circuitry to add this interrupt line to a "standard" CPU like the 6502 or 65C02. And if you have to do that you may use a powerful CPU like the 65816. (Then a plethora of other problems will arise - like system timing. But that's another story .)

C64 -> no! (I know you didn't ask ;-)
The C64 uses a 6510 which is a 6502 with two additional registers (at addresses $0000 and $0001) to control the memory management (disabling the system ROMs, for example).
So its even more complicated than with the Ataris - which didn't stop people to build accelerators, though...

bye
Marcus

6181. Need PCB repair

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 06:31:08 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GmMUf.18275$YX1.10784@dukeread06>
Source record: 7338

Does anyone repair Atari Hard Drivin' PCB's? I have two that need repair.
TIA

Thomas

6182. Re: Need PCB repair

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 06:39:56 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <WuMUf.18334$YX1.335@dukeread06>
Source record: 7339

Sorry...wrong group!

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:GmMUf.18275$YX1.10784@dukeread06...
> Does anyone repair Atari Hard Drivin' PCB's? I have two that need repair.
> TIA
>
> Thomas
>

6183. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 08:52:17 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1143190337.483836.261200@j33g2000cwa.googlegroups.com>
Source record: 7340

David Bowden wrote:
<snip>
> Very interesting. So I suppose the easiest method of verifying the presence
> of D9: as a ramdisk would be to try and get a directory listing. If it
> errors out, abort format. Since MyDOS initializes the RD and it appears, at
> first, as a disk with 65535 sectors, I will at least be able to read that.
>
> What do you think?
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

Thanks. I don't think that will work like you want it too. MyDOS will
pull a successful directory on SpartaDOS disks which usually results in
2 or three screens of garbage, a honk or two and then finishes up with
an impossible free sector count displayed at any point on the screen.
Yet register Y returns from the CIO call equal to 1 which means 'good'
so how would you know a bad one from a good one in machine code? If it
DID error out then I'm thinking you would want to format so the logic
you posted above is backwards? Don't feel bad as that is not an
unusual mistake to make when it comes to machine language in my
experiance. I don't think it will ever error out even with a ramdisk
full of garbage. And with the wrong configuration for the ramdisk in
use as well.

If you are looking just to insure that your ramdisk is drive 9 always,
you could place that value ($09) at $070A and just proceed with the
rest of your program. When you then format drive 9, MyDOS will sense
that drive 9 IS your ramdisk and proceed with the special code just for
the ramdisk format at that point.

MyDOS doesn't initialize the ramdisk, it could be configured to use one
and show one as valid and available when booted on a stock XL. If you
try to use it however, DUP.SYS will be overwritten and then you'll
crash, but you might not know it even happened because MyDOS will then
attempt to reload the DUP.SYS file from any and all drives in
succession eventually succeeding from your floppy and no appearent harm
done. The configuration of the ramdisk is totally a function of the
(O) Configuration menu option and then only good for the machine that

the option was run on. In order to save this configuration you MUST then do (H) Write DOS files menu option to drive one. THEN and only then MyDOS knows what kind of ramdisk you got when you then boot that disk on that particular computer. But the current configuration for your ramdisk always comes from the last time you ran the (O) Configuration menu option and nowhere else. MyRd2 fixes that problem and insures a working ramdisk configuration buy using code modified from those DUP.SYS ramdisk configuration routines.

I couldn't figure out any way to test for a valid pre-existing ramdisk if that is your goal. I had to cheat and make it a test for if MyRd had run before in order to prevent a 2nd and unwanted format of the ramdisk. And that was the only solution I could come up with. If I knew exactly what you wanted to do and when it was supposed to happen maybe I could help better? MyDOS is full of these kinds of twists and turns that seems to be built in such that you can't get there from here. Add to that, I don't know what you want to happen and we could go in circles for a long, long time. If you're just looking for basic MyDOS ramdisk info that's fine too.

Lee

6184. Re: Whoever wanted the LDW basic compiler for the Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 13:59:19 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <j9GdneV-Su7aZr7ZnZ2dnUVZ_sSdnZ2d@comcast.com>
Source record: 7341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:Afidneqmm5vB8r7ZnZ2dnUVZ_vudnZ2d@comcast.com...
> Here is a photo of it with some books I got out of storage.

The MCC Assembler is not a book, but software btw.

>
> http://home.comcast.net/~sonofman1/ldw.PNG

6185. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 16:10:44 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <8SUUf.7686$Bj7.6178@newsread2.news.pas.earthlink.net>
Source record: 7342
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

heuser.marcus@freenet.de wrote:
>>Can MOS 6502 be replaced with WDC65C02 Microprocessor?
>>The WDC can fit with Atari 8bit family and Apple II family...
>
>
> Apple II -> yes
>
> Atari 8 bit -> no! (at least not as a simple replacement)
> The Ataris use a modified 6502 - called 6502B. It differs in only one
> feature from the normal 6502: It has a special interrupt line which the
> graphics processor ("ANTIC") uses to stop the 6502 and gain DMA access
> to the RAM.
> The 6502B is therefore not pin-compatible. You 'd have to build extra
> circuitry to add this interrupt line to a "standard" CPU like the 6502
> or 65C02. And if you have to do that you may use a powerful CPU like
> the 65816. (Then a plethora of other problems will arise - like system
> timing. But that's another story .)

Mostly right. The early Atari 800 used 6502B and the later 800s through the XEs used a 6502C. Only the processor board for the early 6502B has the extra circuitry you need to use a 65C02.

I have a 65C02 in one of my 800s. In my experience it does nothing but a little power saving unless you write your own code in assembler. I seem to recall my code was ~5% shorter using the extended instruction set. I've got in debates with people about the value of 5% tighter code. I think the ~5% speed gain you get is not significant but freeing up 500 bytes in the OS ROMs would allow you to add some nice features.

There was also the 65808 that is supposed to work in early 800s. This is a 16 bit internal/65816 pin compatible with the 6502B. I tried for a year to find one of these in every surplus shop in Silly Con Valley w/o sucess.Maybe we could scrape together a million bucks and get WDC to make another run.<grin>

Just a general comment to the group. Most people don't want to learn a new language like Action! or assembler. People that don't solder don't want to learn at this stage of their lives. What people seem to really want is a new power supply that will let their Atari run like a gigaHz P4.

6186. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 17:11:02 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <mMKdnT4WKIuBtbnZRVn-rg@comcast.com>
Source record: 7343
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Vince Briel" <vbriel@removethisspamcamcast.net> wrote in message
news:f62dncCAOPPu9b7ZnZ2dnUVZ_uudnZ2d@comcast.com...
>> Yes, it is compatible electrically, and no,
>> the WDC is in a PLCC package.
>>
>> Bill Garber
>
> Huh? I have 40 pin DIP WDC chips. I've bought 40 pin DIP directly from
> WDC.

Yeah, sorry. I don't know what I was thinking.

> I haven't directly tested the WDC 65C02 in all II's but in a IIe it should
> work just fine. I had problems getting some 65C02's to work in the IIplus.
> I seem to remember RAM not liking it.

True some work in the II+, some don't. :o)

Bill Garber

6187. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 17:46:12 UTC
From: BLuRry <brendan.robert@gmail.com>
Message-ID: <1143222372.911379.224720@t31g2000cwb.googlegroups.com>
Source record: 7344
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

This was because of the older ram chips' response time, correct? If
you wanted to upgrade the ram chips to faster ram, would that work?
Would the same go for a //e as well?

6188. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 18:40:37 UTC
From: Vince Briel <vbriel@removethisspamcamcast.net>
Message-ID: <Gv2dnTdhna21oLnZ4p2dnA@comcast.com>
Source record: 7345
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

> This was because of the older ram chips' response time, correct? If
> you wanted to upgrade the ram chips to faster ram, would that work?
> Would the same go for a //e as well?
>

Not sure, I never had to go any farther since Rich Dreher made the CFFA work on a IIplus. If I remember correctly, the RAM chips actually got hot with the C02 installed! It is entirely possible faster RAM would do the trick but it would just be easier to find an accelerator on eBay. Why risk frying a board.

Vince

--
Making computers fun again
See the new AltairPC
http://www.brielcomputers.com

6189. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-24 21:58:06 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <KpSdnavq09T49rnZRVn-sg@comcast.com>
Source record: 7346
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

"Vince Briel" <vbriel@removethisspamcamcast.net> wrote in message
news:Gv2dnTdhna21oLnZ4p2dnA@comcast.com...
>> This was because of the older ram chips' response time, correct? If
>> you wanted to upgrade the ram chips to faster ram, would that work?
>> Would the same go for a //e as well?
>>
>
> Not sure, I never had to go any farther since Rich Dreher made the CFFA
> work on a IIplus. If I remember correctly, the RAM chips actually got hot
> with the C02 installed! It is entirely possible faster RAM would do the
> trick but it would just be easier to find an accelerator on eBay. Why risk
> frying a board.

Yeah, the accelerator does the trick.

I actually use my SpeedDemon in my IIe for a little
added speed. :o)

Bill Garber

6190. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 00:27:25 UTC
From: Linards Ticmanis <ticmanis@gmx.de>
Message-ID: <44248e71$0$7752$9b4e6d93@newsread4.arcor-online.net>
Source record: 7347
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Jack Tseng wrote:
> Can MOS 6502 be replaced with WDC65C02 Microprocessor? The WDC can fit with
> Atari 8bit family and Apple II family...

Yes and no.

You will lose compatibility with programs that use the 6502's "illegal"
opcodes. That's less of a problem with Apples since the company switched
to 65C02 by itself before too many programs with the illegal opcodes
were on the market.

For other system architectures that stayed with the NMOS 6502's longer
and/or used lots of cycle-counted raster beam racing code, the problem
gets bigger. Examples would be the Commodore and Atari computers and
consoles.

And of course there is the problem that other people mentioned already:
Those systems that use NMOS 6502 *derivatives* (such as 6502B, 6507,
6510 etc.) can't use the 65C02 chips without some extra circuitry.

--
Linards Ticmanis

6191. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 00:40:37 UTC
From: PZ <skierpaul@yahoo.com>
Message-ID: <1143247237.342550.18730@u72g2000cwu.googlegroups.com>
Source record: 7198
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

WDC made a 65c02 pin compatible version of the 68c816 called the
65c802. You just didn't have the 16MB addressing range, but everything
else was there.

- Paul

6192. Looking for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 01:02:27 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <0qKdnagNvY45C7nZRVn-rg@comcast.com>
Source record: 7199

Hello,

I am looking for an Atari XEGS system for my classic computer
collection. If anyone has one in good shape they wish to sell, please
let me know.

-

Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

6193. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 04:30:46 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <orKdnTb7Qc3uWrnZnZ2dnUVZ_tSdnZ2d@comcast.com>
Source record: 7200

"Lee" <melee5@my-deja.com> wrote in message
news:1143190337.483836.261200@j33g2000cwa.googlegroups.com...

<snipped everything>

I read through your post, and understand and agree with what you are saying.
But, I can't help but think you must have completely misunderstood me.

Ok, you don't understand... First off, use MyDOS option O to set up the
RAMdisk, then option H to write to disk. From this point forward, everytime
you cold boot that disk, MyDOS will automatically set up the RAMdisk, but
won't format it. Without doing anything at all, you can pull up a directory
listing of D9:, and it works. But it reads the wrong sector count. On boot,
the RD appears as a disk with 65280 free sectors. All that is required is to
format it and you're ready to rock.

Now, since the drive is preconfigured at boot, you can pull up a directory
listing of D9:, read the free sectors and compare to 65280. If sectors <>
65280, abort format because something is wrong or the disk has already been
formatted. If CIOV returns with an error after trying to open the channel
for dir read, then the disk isn't present.

So, open for dir read, if error, abort format. If no error, get free sector
count. If sector count <>65280, abort format. Does that make sense to you
now?
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6194. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 04:53:45 UTC
From: lbaeza@usa.net
Message-ID: <1143262425.435384.37300@g10g2000cwb.googlegroups.com>
Source record: 7201

Hi Everybody

This BASIC program dumps my 800XL ROM to a binary file:

```
10 OPEN #1,8,0,"D1:OS.BIN":PRINT "DUMPING OS..."
20 PRINT "$C000-$CFFF":FOR I=49152 TO 53247:PUT #1,PEEK(I):NEXT I
30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
#1,PEEK(I):NEXT I
40 PRINT "$D800-$FFFF":POKE 54017,253:FOR I=55296 TO 65535:PUT
#1,PEEK(I):NEXT I
50 CLOSE #1:PRINT "OS DUMPED!"
```

I made this program according to the comments made by Thomas Richter on
this thread:

http://groups.google.cl/group/comp.sys.atari.8bit/browse_thread/thread/f2e8fcd558f2330f/4a
79bf042d6c4e9c

Can RetroJess use this program to dump the contents of his XL BOSS to a
binary file?

Regards

RetroJess ha escrito:

> I have that OS in my XL... How would one make a valid ROM file?
>
> Jess
>
> <lbaeza@usa.net> wrote in message
> news:1143080055.412729.161140@t31g2000cwb.googlegroups.com...
> > Hi
> >
> > I'm looking for a binary EPROM image of the elusive XL BOSS by
> Allen
> > MacroWare.
> > Please do not confuse with BOSS XL, the GUI by Mirko Sobe.
> >
> > Anybody has it?
> >
> > Regards
> >

6195. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 05:26:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1143264393@rtfm.mit.edu>
Source record: 7202
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6196. Re: Formatting and other XIO operations in assembly.

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 13:28:38 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1143293318.582203.140360@g10g2000cwb.googlegroups.com>
Source record: 7203

David Bowden wrote:
> "Lee" <melee5@my-deja.com> wrote in message
> news:1143190337.483836.261200@j33g2000cwa.googlegroups.com...
>
> <snipped everything>
>
> I read through your post, and understand and agree with what you are saying.
> But, I can't help but think you must have completely misunderstood me.
>
> Ok, you don't understand... First off, use MyDOS option O to set up the
> RAMdisk, then option H to write to disk. From this point forward, everytime
> you cold boot that disk, MyDOS will automatically set up the RAMdisk, but
> won't format it. Without doing anything at all, you can pull up a directory
> listing of D9:, and it works. But it reads the wrong sector count. On boot,
> the RD appears as a disk with 65280 free sectors. All that is required is to
> format it and you're ready to rock.
>
> Now, since the drive is preconfigured at boot, you can pull up a directory
> listing of D9:, read the free sectors and compare to 65280. If sectors <>
> 65280, abort format because something is wrong or the disk has already been
> formatted. If CIOV returns with an error after trying to open the channel
> for dir read, then the disk isn't present.
>
> So, open for dir read, if error, abort format. If no error, get free sector
> count. If sector count <>65280, abort format. Does that make sense to you
> now?
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

A few added details make a great difference, yes I do understand what
you are up to now, thanks. There is still a problem though. Under the
conditions you descibe above at boot up MyDOS is only preconfigured to
use the ramdisk, it has not been 'set up' at all. It will still pull a
directory on this ramdisk just as you say, but the value for your free
sector count is coming from random extended ram data that may not be
counted upon to exist each and every time you boot up. The data is in
a FF 00 FF 00 FF 00 pattern ($FF00 equals 65280) that often will skip

in other 256(128?) byte blocks of data with a 00 7F 00 7F 00 7F pattern depending on if it's Tuesday. Depending on humidity and the phase of the moon it seems, you CAN easily get different results. I've seen boot up ram patterns with the hi byte of the Ram's address existing in each 256 byte block, but never such that you could count on it. Your machine however may yeild the same numbers each and every time and that might go on for years. If that is the case and you don't mind it after learning where that boot up free sector count really comes from, then thumbs up, go for it as it will work just fine. But especially if you modify your computer in any way like later adding Omnimon OS, a MIO, even booting with a cartridge, you shouldn't be too surprised if the boot up extended ram patterns change drastically and then your program fails to work correctly.

I'm still thinking that you'll never get any error on a directory read as the MyDOS ramdisk driver never calls the SIO routines for any reason. The IOCB block and CIO routines are used, but that only to set up the target sector number and get that data moved to the SIO 'block' at $0300, from then on it's all done from the ramdisk driver code only. The ramdisk is also not accessable via any SIO calls whatsoever, thus no SIO errors are even possible. This is why the VTOC fix program for MyDOS does not work on the ramdisk as the program makes SIO calls directly. I did mention MyDOS twists and turns didn't I?

Best of luck.

Lee

6197. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 19:08:09 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <tygVf.60100$Jd.41018@newssvr25.news.prodigy.net>
Source record: 7204

```
There's no OS at $5000-$57ff ? Unless there's a bank
switched self test or something, banking usually goes to $4000.
<lbaeza@usa.net> wrote in message
news:1143262425.435384.37300@g10g2000cwb.googlegroups.com...
> Hi Everybody
>
> This BASIC program dumps my 800XL ROM to a binary file:
>
> 10 OPEN #1,8,0,"D1:OS.BIN":PRINT "DUMPING OS..."
> 20 PRINT "$C000-$CFFF":FOR I=49152 TO 53247:PUT #1,PEEK(I):NEXT I
> 30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
> #1,PEEK(I):NEXT I
> 40 PRINT "$D800-$FFFF":POKE 54017,253:FOR I=55296 TO 65535:PUT
> #1,PEEK(I):NEXT I
> 50 CLOSE #1:PRINT "OS DUMPED!"
>
> I made this program according to the comments made by Thomas Richter on
> this thread:
>
> http://groups.google.cl/group/comp.sys.atari.8bit/browse_thread/thread/f2e8fcd558f2330f/
4a79bf042d6c4e9c
>
> Can RetroJess use this program to dump the contents of his XL BOSS to a
> binary file?
>
> Regards
>
>
> RetroJess ha escrito:
>
>> I have that OS in my XL... How would one make a valid ROM file?
>>
>> Jess
>>
>> <lbaeza@usa.net> wrote in message
>> news:1143080055.412729.161140@t31g2000cwb.googlegroups.com...
>> > Hi
>> >
>> > I'm looking for a binary EPROM image of the elusive XL BOSS by
>> Allen
>> > MacroWare.
>> > Please do not confuse with BOSS XL, the GUI by Mirko Sobe.
>> >
>> > Anybody has it?
```

>> >
>> > Regards
>> >
>

6198. FAT and BAM

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 21:54:46 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <H_iVf.752$t22.139@dukeread08>
Source record: 7205

you know about Microsoft DOS's FAT and Commodore 1541's BAM. What is it called for the standard Atari DOS 2.0, MYDOS and SpartaDOS? Atari ST ?

Thanks!
Jack

6199. Re: FAT and BAM

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-25 23:40:58 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <e04kc8$hi2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7206

Jack Tseng wrote:
> you know about Microsoft DOS's FAT and Commodore 1541's BAM. What is it
> called for the standard Atari DOS 2.0, MYDOS and SpartaDOS? Atari ST ?

For DOS 2.0 and its derivatives, the closest analogon would be the VTOC
(volume table of contents, a bitmap defining the used sectors) and the
directory. There is no other name for the latter structure. The Atari ST
used AFAIK only a mildly modified version of the FAT system. DOS 3.0
was very much FAT like, too.

So long,
Thomas

6200. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 00:06:35 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1143331595.742890.157450@g10g2000cwb.googlegroups.com>
Source record: 7207

lbaeza@usa.net wrote:
> Hi Everybody
>
> This BASIC program dumps my 800XL ROM to a binary file:
>
> 10 OPEN #1,8,0,"D1:OS.BIN":PRINT "DUMPING OS..."
> 20 PRINT "$C000-$CFFF":FOR I=49152 TO 53247:PUT #1,PEEK(I):NEXT I
> 30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
> #1,PEEK(I):NEXT I
> 40 PRINT "$D800-$FFFF":POKE 54017,253:FOR I=55296 TO 65535:PUT
> #1,PEEK(I):NEXT I
> 50 CLOSE #1:PRINT "OS DUMPED!"
>
> I made this program according to the comments made by Thomas Richter on
> this thread:
>
> http://groups.google.cl/group/comp.sys.atari.8bit/browse_thread/thread/f2e8fcd558f2330f/
4a79bf042d6c4e9c
>
> Can RetroJess use this program to dump the contents of his XL BOSS to a
> binary file?
>
> Regards
>
>
<snip>

Yes he can, your Basic program works perfect here in creating a
suitable rom file for use in emulators or PC based eprom burners, good
job. Atari based eprom burners would need an appropriate file header
added to the OS.BIN file but that is no big deal. Now, if google
groups might let me see an email address to contact so that I might get
it too. Use BOSS in the subject line.
Lee_454*AT*yahoo.com

I may have it already but on my first attempt to find it, it's a no
show.
TIA
Lee

6201. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 04:55:09 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1143348909.956442.127770@z34g2000cwc.googlegroups.com>
Source record: 7208

eh? Why damn? Who was the 'first responder'? I thought it was you.
Just curious as to how this all played out,
Tarkin

6202. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 14:43:22 UTC
From: Payton Byrd <plbyrd@bellsouth.net>
Message-ID: <oJxVf.6314$sU4.5129@bignews4.bellsouth.net>
Source record: 7209

```
Jason Harmon wrote:
> If I remember correctly, MULE was one of the few games that took advantage
> of all 4 joystick ports on the 400 and 800 and allowed 4 simultanious
> players.
>
> I liked "Floyd of the Jungle" for the same reason.
>
> -Jason Harmon
>
> "adamofevil" <adamofevil@nospam.com> wrote in message
> news:Xns978F924B6B2F7nobody@63.218.45.254...
>> Payton Byrd <plbyrd@bellsouth.net> wrote in news:Ms5Uf.818$qe.674
>> @bignews1.bellsouth.net:
>>
>>> If we could only get the C64 music to play with the Atari color cycling,
>>> M.U.L.E. Catari would be perfect! If you've never heard the M.U.L.E.
>>> music played on a C64 then you're missing out! I will also say that the
>>> Atari isn't as second fiddle to the C64 for this type of game when it
>>> comes to graphics as the extra vertical 8 pixels don't seem to be
>>> missing compared to the C64 and the additional colors are obviously
>>> welcomed.
>> As a matter of fact I have a C64 emulator for my PSP solely for the
>> purpose
>> of playing M.U.L.E. on-the-go. Overall I would have to say the Atari
>> version is my favorite though; graphics, sound, everything. I am not
>> knocking the C64 version at all, but I think the Atari version is much
>> better in all respects. Hey, to each his own; I've met some people who
>> think the NES version is the best, surprisingly enough.
>
>

The C64 allowed 4 players as well, but two had to use the keyboard. The
copy of M.U.L.E. for the Atari that I have doesn't work on my 800 and my
800xl has defective keys and cannot play the game. I've won an auction
for another 800xl that is supposedly tested and working, but it hasn't
arrived yet.

--
Payton Byrd
<telnet://paytonbyrd.dyndns.org:6400>
<http://www.paytonbyrd.com>
<http://blogs.ittoolbox.com/visualbasic/dotnet>
```

6203. Re: Looking for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 21:19:55 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-8EE4DA.16195426032006@netnews.asp.att.net>
Source record: 7210

In article <0qKdnagNvY45C7nZRVn-rg@comcast.com>,
Pete Rittwage <rcade@rittwage.com> wrote:

> Hello,
>
> I am looking for an Atari XEGS system for my classic computer
> collection. If anyone has one in good shape they wish to sell, please
> let me know.
>
> -
>
> Pete Rittwage
> http://rittwage.com
>
> C64 Preservation Project
> http://c64preservation.com

They do appear on EBAY every so often.

6204. Re: Looking for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 21:22:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <mCDVf.29932$YX1.28239@dukeread06>
Source record: 7211

Are you looking for just the console or do you need the keyboard, light gun, controller, rf cable, and power supply?

Thomas

"Pete Rittwage" <rcade@rittwage.com> wrote in message news:0qKdnagNvY45C7nZRVn-rg@comcast.com...
> Hello,
>
> I am looking for an Atari XEGS system for my classic computer collection.
> If anyone has one in good shape they wish to sell, please let me know.
>
> -
>
> Pete Rittwage
> http://rittwage.com
>
> C64 Preservation Project
> http://c64preservation.com

6205. Re: Looking for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 23:06:44 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <7ZWdnTK_RuuXg7rZnZ2dnUVZ_vGdnZ2d@comcast.com>
Source record: 7212

ziggy wrote:
> In article <0qKdnagNvY45C7nZRVn-rg@comcast.com>,
> Pete Rittwage <rcade@rittwage.com> wrote:
>
>
>>Hello,
>>
>>I am looking for an Atari XEGS system for my classic computer
>>collection. If anyone has one in good shape they wish to sell, please
>>let me know.
>>
>>-
>>
>>Pete Rittwage
>>http://rittwage.com
>>
>>C64 Preservation Project
>>http://c64preservation.com
>
>
> They do appear on EBAY every so often.

Yes, rarely. :)

And often "yellowed" badly.

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

6206. Re: Looking for an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-26 23:07:23 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <44271EAB.2060902@rittwage.com>
Source record: 7213

```
Docrotcod wrote:
> Are you looking for just the console or do you need the keyboard, light gun,
> controller, rf cable, and power supply?
>
> Thomas
>
> "Pete Rittwage" <rcade@rittwage.com> wrote in message
> news:0qKdnagNvY45C7nZRVn-rg@comcast.com...
>
>>Hello,
>>
>>I am looking for an Atari XEGS system for my classic computer collection.
>>If anyone has one in good shape they wish to sell, please let me know.
>>
>>-
>>
>>Pete Rittwage
>>http://rittwage.com
>>
>>C64 Preservation Project
>>http://c64preservation.com
>
>
>

Keyboard and console, at the very least. I am not looking for a mint
system.

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com
```

6207. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 04:56:35 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <jvre229blvkc0k2t0g9e3ss1tij7k1s423@4ax.com>
Source record: 7214

"Russg" <russgilb@MUNGEsbcyahoo.net>:
>There's no OS at $5000-$57ff ? Unless there's a bank
>switched self test or something, banking usually goes to $4000.

Russ, I believe that the self-test is banked in at $5000. 54017 is $D301
(memory banking control) and 20480 is $5000.

```
>> 30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
>> #1,PEEK(I):NEXT I
```

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6208. FA: Some Atari computers, including an 800XL in box

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 04:58:54 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <v5se22hev4eqs51jaq27kgtalh1cnptdmo@4ax.com>
Source record: 7215

I'm selling off some surplus equipment and some stuff that I decided not to
collect (ST):

http://search.ebay.com/_W0QQsassZs_jeffersQQhtZ-1

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6209. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 13:03:51 UTC
From: seymour-shabow@excite.com
Message-ID: <1143464630.998439.17930@t31g2000cwb.googlegroups.com>
Source record: 7216

Does your 800 have some kind of custom OS chip in it? EA was one of
the first companies to check for omnimon and other chips at $C000 and
refuse to run in this situation. Mule should run on an 800 no problem.

6210. Atari .torrents

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 15:00:14 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <36TVf.3090$x11.2311@fed1read10>
Source record: 7217

Recently I was browsing Google and came across an article that was talking about torrents for atari files. I downloaded one of them but neither atari setup I have would run it. I then tried it on the emulator I use and still no luck. Probably packed or encrypted. Does anyone know if there is an unpacker for this kind of atari file..

TIA

RoyE

6211. Re: Atari .torrents

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 16:19:35 UTC
From: stephensheppard@hotmail.com
Message-ID: <1143476375.572391.320250@t31g2000cwb.googlegroups.com>
Source record: 7218

Roy Dean wrote:
> Recently I was browsing Google and came across an article that was talking
> about torrents for atari files. I downloaded one of them but neither atari
> setup I have would run it. I then tried it on the emulator I use and still
> no luck. Probably packed or encrypted. Does anyone know if there is an
> unpacker for this kind of atari file..
>
> TIA
>
> RoyE

Can you be more specific?

Which torrent? The name of the file should indicate the type of
compression software that was used.

Where did you get the torrent? That might help us.

Which bit torrent application did you use? on what platform?

- Steve Sheppard

6212. Re: Atari .torrents

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 16:37:09 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <e25g22p3knmrr1q71uivb555lpkuc2gbg3@4ax.com>
Source record: 7219

On Mon, 27 Mar 2006 08:00:14 -0700, "Roy Dean" <r-dean@ cox.net>
wrote:

>Does anyone know if there is an
>unpacker for this kind of atari file..

Are you trying to run the actual .torrent file? That is just a
pointer for a Bittorent appl (simplied explanation). You need to get
a Bittorent App (Azureus is best IMO) and then use that to download
the file.

6213. Re: Are there any M.U.L.E. fans out there?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 17:59:51 UTC
From: adamofevil <adamofevil@nospam.com>
Message-ID: <Xns979384531626Cnobody@63.218.45.254>
Source record: 7220

Payton Byrd <plbyrd@bellsouth.net> wrote in
news:oJxVf.6314$sU4.5129@bignews4.bellsouth.net:

> The C64 allowed 4 players as well, but two had to use the keyboard.
> The copy of M.U.L.E. for the Atari that I have doesn't work on my 800
> and my 800xl has defective keys and cannot play the game. I've won an
> auction for another 800xl that is supposedly tested and working, but
> it hasn't arrived yet.

I've heard of this joystick swapping business and it turns me off. Also if your copy of M.U.L.E. doesn't work on your Atari 800 there's definitely something wrong with it. If you have the means to be able to do it, transfer the mule disk image from the downloads page on http://atarimule.neotechgaming.com to a floppy.

6214. Re: Atari .torrents

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 18:01:48 UTC
From: adamofevil <adamofevil@nospam.com>
Message-ID: <Xns979384A7E9CC2nobody@63.218.45.254>
Source record: 7221

"Roy Dean" <r-dean@ cox.net> wrote in
news:36TVf.3090$x11.2311@fed1read10:

> Recently I was browsing Google and came across an article that was
> talking about torrents for atari files. I downloaded one of them but
> neither atari setup I have would run it. I then tried it on the
> emulator I use and still no luck. Probably packed or encrypted. Does
> anyone know if there is an unpacker for this kind of atari file..
>
> TIA
>
> RoyE

What is the file extension?

6215. Re: Atari .torrents

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-27 18:33:11 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <NeWVf.3384$x11.1342@fed1read10>
Source record: 7222

"kevin" <kevnospam242@gmail.com> wrote in message
news:e25g22p3knmrr1q71uivb555lpkuc2gbg3@4ax.com...
> On Mon, 27 Mar 2006 08:00:14 -0700, "Roy Dean" <r-dean@ cox.net>
> wrote:
>
>>Does anyone know if there is an
>>unpacker for this kind of atari file..
>
>
> Are you trying to run the actual .torrent file? That is just a
> pointer for a Bittorent appl (simplied explanation). You need to get
> a Bittorent App (Azureus is best IMO) and then use that to download
> the file.
>
>
>
OK so this isn't to run on the Atari but will run with Azureus to download
an actual Atari file. OK .. I 'll try to Google for Azureus and read more
about the file type. Thanks for the quick responce..

RoyE

6216. atari case mods

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-28 01:45:08 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1143510308.657790.131510@z34g2000cwc.googlegroups.com>
Source record: 7223

http://gizmodo.com/gadgets/pcs/the-wonderful-world-of-casemods-163217.php

A kind reader sent in this cool cavalcade of case mods, including the Atari 800 mod, the Pokemon Laptop, and the famous Kana PC, shown here, which looks like its maker spends hours inserting and removing flash drives all over it.

We've seen these all, but it's fun to see them all in one place.

6217. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 00:27:21 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <JvkWf.43509$g91.32349@tornado.ohiordc.rr.com>
Source record: 7224

Lee wrote:

>
> lbaeza@usa.net wrote:
>> Hi Everybody
>>
>> This BASIC program dumps my 800XL ROM to a binary file:
>>
>> 10 OPEN #1,8,0,"D1:OS.BIN":PRINT "DUMPING OS..."
>> 20 PRINT "$C000-$CFFF":FOR I=49152 TO 53247:PUT #1,PEEK(I):NEXT I
>> 30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
>> #1,PEEK(I):NEXT I
>> 40 PRINT "$D800-$FFFF":POKE 54017,253:FOR I=55296 TO 65535:PUT
>> #1,PEEK(I):NEXT I
>> 50 CLOSE #1:PRINT "OS DUMPED!"
>>
>> I made this program according to the comments made by Thomas Richter on
>> this thread:
>>
>>
http://groups.google.cl/group/comp.sys.atari.8bit/browse_thread/thread/f2e
>>
>> Can RetroJess use this program to dump the contents of his XL BOSS to a
>> binary file?
>>
>> Regards
>>
>>
> <snip>
>
> Yes he can, your Basic program works perfect here in creating a
> suitable rom file for use in emulators or PC based eprom burners, good
> job. Atari based eprom burners would need an appropriate file header
> added to the OS.BIN file but that is no big deal. Now, if google
> groups might let me see an email address to contact so that I might get
> it too. Use BOSS in the subject line.
> Lee_454*AT*yahoo.com
>
> I may have it already but on my first attempt to find it, it's a no
> show.
> TIA
> Lee

I wrote the same program according to his comments, though for some reason I
POKE'd 54017,127 trying to turn on a bit, and of course this activated the

self test. I noticed you POKE'd in 125, that must have been my problem. My ROM did end up working in the emu, just not the selftest. Cool, I'll have to do it again.

Charlie

6218. 6502 bus timing for PBI device

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 02:57:58 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.03.29.02.57.57.200119@crowcastle.net>
Source record: 7225

As mentioned earlier, I'm looking at building a PBI device. I'm thinking of using a PIC18F4455 microcontroller connected to the bus. I'm concerned about whether this chip is actually fast enough, so I need to know the exact timings of the 6502's usage of the address bus. If it's fast enough, this single chip can read the signals on the Atari's bus, and emulate RAM and ROM, as well as provide USB connectivity. All for a five dollar chip!

How far into the cycle do I have to wait to read the address bus? The signal on PHI2 is low during the first half of the cycle. My understanding is that for memory reads, what matters is what is on the data bus at the end of the cycle (when PHI2 goes from high to low). How early can I trust the address to figure out what data to send?

If the chip in question isn't fast enough, they're announced some similar 16-bit microcontroller chips that should do the job, and I haven't looked to see what other companies are selling.

Also, if anyone knows where to get a 50-pin socket to build a PBI device with, that would be nice. I think the pin width is the same as for ISA sockets, so I'm thinking one option is to desolder some off of an old motherboard and then cut them down from 68 to 50 connections, but it would be much nicer to start with the right connector.

6219. Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 03:37:27 UTC
From: Bob Stinson <bstin@shaw.ca>
Message-ID: <XhnWf.197512$B94.127179@pd7tw3no>
Source record: 7226

I've got a few items taking up space that need to go, but since they're possibly of some use to folks still using Atari 8bit, I don't want to simply throw them out, so I'm offering them here for nothing more than the cost to ship them.

Anybody interested in any, or all, of these items please contact me soon, because if there's no interest in approx. 2-3 weeks, I will resort to the dumpster, just to get rid of this stuff.

Here's what I have left, and the URLs of the pictures:

1.) Atari 600XL/800XL power supply. I just checked this with my multimeter, and it's putting out the correct voltages on the correct pins.

http://members.shaw.ca/bstin/Atari/Freebies/800xlPSU.jpg

2.) Dust Cover for Atari 800XL. I cut a hole in this, and sewed the edge of it so that I could leave my SpartaDOS X cart installed while also having the cover on the computer.

http://members.shaw.ca/bstin/Atari/Freebies/800xlCover.jpg

3.) Switch Box & Cable to connect the computer to a TV.

http://members.shaw.ca/bstin/Atari/Freebies/SwitchBox.jpg

4.) 800XL Case, keyboard, etc. This is the remains of my 800XL, i.e. I have the non-working motherboard(with no RAM chips on it) inside, as well as the shielding & screws, and the keyboard. If anybody wants just the keyboard, or any other part, I can pull the required item and ship just that.

http://members.shaw.ca/bstin/Atari/Freebies/800xlCase.jpg

6220. project status

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 05:43:25 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <122k7jt7hhu02e4@corp.supernews.com>
Source record: 7227

A few people have contacted me to add their hardware project to the project status page at http://projectstatus.atari.org, so hopefully this is helpful. Please contact me if you would like to add your project or modify the status.

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6221. Re: 6502 bus timing for PBI device

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 10:45:47 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1143629147.622531.220700@j33g2000cwa.googlegroups.com>
Source record: 7228

I'm not sure of the exact timing requirements for a valid address, but
I have read before that RAM on the Atari needs to respond within 250
nanoseconds.

6222. Re: FAT and BAM

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 10:58:32 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1143629912.883894.217400@e56g2000cwe.googlegroups.com>
Source record: 7229

Atari DOS 2.0s can be thought of as the foundation file system.

Many DOS's like 2.5, and SpartaDOS add extended functionality like
enhanced density support (2.5), and sub-directory structure (Sparta and
some others).

Most (all?) "superior" DOSs remain 100% backward compatible, however
DOS 2.0s will have some degree of trouble with disks from other DOS's.

Then we have DOS 3, which was closer to FAT in some regards, but Atari
quickly realised it was a mistake and DOS 2.5 was released after it,
and reverted back to the more compatible structure.

6223. Re: Dual Sided Floppy Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 11:12:51 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1143630771.408452.213070@z34g2000cwc.googlegroups.com>
Source record: 7230

The 1050 (and most other drives) only need the outside notch to go
double-sided.

There is no need for the timing hole, as it isn't used by the drive -
the timing is all software based.

6224. Re: howto: Direct connection from mp3 player to atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 11:17:03 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1143631023.535958.205540@t31g2000cwb.googlegroups.com>
Source record: 7231

Nice, but wouldn't it have just been a lot easier to use one of those "cassettes" which you can use in a car to hook up your walkman?

They're cheap as, and would probably do the same job.

Or better still, just spend $5 on parts and make the SIO2PC/APE interface.

Fair enough for trying though, my current hardware project is an interface to hook up PS1 memory cards to the 8-bit.

6225. Re: Soft and Hard Reset for the 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 11:22:39 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1143631359.714455.227150@t31g2000cwb.googlegroups.com>
Source record: 7232

To have a 400/800 perform a reset like the XL/XE (ie recover from a lockup without losing your program), a modded OS would be required (as well as the "proper" RESET switch).

Fitting it within the 8K limit of the existing ROM should be no problem. Just use a 2 or 3 byte "magic" number and check it like on the XLs. Probably 20 bytes or so of program code.

6226. Re: 6502 bus timing for PBI device

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 12:23:58 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1143635038.255687.253810@u72g2000cwu.googlegroups.com>
Source record: 7233

Hi Preston-

> ...I'm thinking one option is to desolder some off of an old motherboard and then cut them down from 68 to 50 connections, but it would be much nicer to start with the right connector. <

I was looking for the same thing a few months back. Jameco carried new
ISA sockets for a dollar or so, when I checked (PCB mount, right angle,
50-pin).

-Larry

6227. Re: 6502 bus timing for PBI device

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 14:37:28 UTC
From: Bruce Tomlin <bruce#fanboy.net@127.0.0.1>
Message-ID: <bruce#fanboy.net-41017D.08372829032006@news.newsreader.com>
Source record: 7234

In article <pan.2006.03.29.02.57.57.200119@crowcastle.net>,
Preston Crow <pc-usenet05@crowcastle.net> wrote:

> As mentioned earlier, I'm looking at building a PBI device. I'm thinking
> of using a PIC18F4455 microcontroller connected to the bus. I'm concerned
> about whether this chip is actually fast enough, so I need to know the
> exact timings of the 6502's usage of the address bus. If it's fast
> enough, this single chip can read the signals on the Atari's bus, and
> emulate RAM and ROM, as well as provide USB connectivity. All for a five
> dollar chip!

Get the file r650x-12 from:

<http://www.zimmers.net/anonftp/pub/cbm/documents/chipdata/r650x/index.ht
ml>

6228. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 20:42:15 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <c8sl229hha0rabkaqq0k0dd2is36rcq7k6@4ax.com>
Source record: 7235

On Wed, 29 Mar 2006 03:37:27 GMT, Bob Stinson <bstin@shaw.ca> wrote:

>I've got a few items taking up space that need to go, but since they're
>possibly of some use to folks still using Atari 8bit, I don't want to
>simply throw them out, so I'm offering them here for nothing more than
>the cost to ship them.
>

Where are you living exactly?

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

6229. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-29 22:57:52 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <16adnXke_eZ9jLbZRVn-sw@comcast.com>
Source record: 7236

Bob Stinson wrote:
> I've got a few items taking up space that need to go, but since they're
> possibly of some use to folks still using Atari 8bit, I don't want to
> simply throw them out, so I'm offering them here for nothing more than
> the cost to ship them.
>
> Anybody interested in any, or all, of these items please contact me
> soon, because if there's no interest in approx. 2-3 weeks, I will resort
> to the dumpster, just to get rid of this stuff.
>
> Here's what I have left, and the URLs of the pictures:
>
> 1.) Atari 600XL/800XL power supply. I just checked this with my
> multimeter, and it's putting out the correct voltages on the correct pins.
>
> http://members.shaw.ca/bstin/Atari/Freebies/800xlPSU.jpg
>
> 2.) Dust Cover for Atari 800XL. I cut a hole in this, and sewed the edge
> of it so that I could leave my SpartaDOS X cart installed while also
> having the cover on the computer.
>
> http://members.shaw.ca/bstin/Atari/Freebies/800xlCover.jpg
>
> 3.) Switch Box & Cable to connect the computer to a TV.
>
> http://members.shaw.ca/bstin/Atari/Freebies/SwitchBox.jpg
>
> 4.) 800XL Case, keyboard, etc. This is the remains of my 800XL, i.e. I
> have the non-working motherboard(with no RAM chips on it) inside, as
> well as the shielding & screws, and the keyboard. If anybody wants just
> the keyboard, or any other part, I can pull the required item and ship
> just that.
>
> http://members.shaw.ca/bstin/Atari/Freebies/800xlCase.jpg

Hi Bob,

I would be happy to take these from you for shipping cost plus your
trouble. :)

Pete Rittwage
338 Hackamore Trail
Martinez, GA 30907

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

6230. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-30 06:06:07 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1143698767.877204.194670@t31g2000cwb.googlegroups.com>
Source record: 7237

Charlie wrote:
<snip>
>
> I wrote the same program according to his comments, though for some reason I
> POKE'd 54017,127 trying to turn on a bit, and of course this activated the
> self test. I noticed you POKE'd in 125, that must have been my problem. My
> ROM did end up working in the emu, just not the selftest. Cool, I'll have
> to do it again.
>
> Charlie

Poking 127 will turn on the self-test rom but it also turns off Basic
which one would certainly wants to be left on by using 125 instead.
It's a wonder you didn't crash horribly right there.

6231. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-30 13:59:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603300508480.4778-100000@onyx.spiritone.com>
Source record: 7238
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6232. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-30 14:02:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0603300559420.5398-100000@onyx.spiritone.com>
Source record: 7239
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6233. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-30 22:07:50 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <WEYWf.66555$UZ5.6254@tornado.ohiordc.rr.com>
Source record: 7240

Lee wrote:

>
> Charlie wrote:
> <snip>
>>
>> I wrote the same program according to his comments, though for some
>> reason I POKE'd 54017,127 trying to turn on a bit, and of course this
>> activated the self test. I noticed you POKE'd in 125, that must have been
>> my problem. My ROM did end up working in the emu, just not the selftest.
>> Cool, I'll have to do it again.
>>
>> Charlie
>

> Poking 127 will turn on the self-test rom but it also turns off Basic
> which one would certainly wants to be left on by using 125 instead.
> It's a wonder you didn't crash horribly right there.

Well it did 'crash' I suppose, the self test turned on and that was the end
of that hehe. I stopped trying to get the selftest, the ROM still worked
though.

Charlie

6234. Re: 6502 bus timing for PBI device

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-30 23:56:25 UTC
From: Preston Crow <pc-usenet05@crowcastle.net>
Message-ID: <pan.2006.03.30.23.56.24.919934@crowcastle.net>
Source record: 7241

On Wed, 29 Mar 2006 02:45:47 -0800, Rybags wrote:

> I'm not sure of the exact timing requirements for a valid address, but
> I have read before that RAM on the Atari needs to respond within 250
> nanoseconds.

Considering that the Atari runs at 1.7897725MHz (NTSC, slightly slower for PAL), that works out to about 558.73ns per cycle. So given the assumption that the spec is that the address lines are valid at the end of the first half of the cycle, the RAM would have to respond in half a cycle, which is 279.37ns. Make that 250ns to have a safety margin, and there you go.

At least the math works out right.

6235. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-31 12:11:42 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1143807102.697560.80990@u72g2000cwu.googlegroups.com>
Source record: 7242

```
>
10 OPEN #1,8,0,"D1:OS.BIN":PRINT "DUMPING OS..."
20 PRINT "$C000-$CFFF":FOR I=49152 TO 53247:PUT #1,PEEK(I):NEXT I
30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
#1,PEEK(I):NEXT I
40 PRINT "$D800-$FFFF":POKE 54017,253:FOR I=55296 TO 65535:PUT
#1,PEEK(I):NEXT I
50 CLOSE #1:PRINT "OS DUMPED!"
>
```

I must be missing something. I thought the XL Boss was an 800 replacement OS. Why wouldn't you just open the channel to the disk file; then PEEK the entire XL OS area ($C000-FFFF); and PUT each byte to the disk file as they are PEEKed? Why the concern over the banking code for an 800 OS?
-Larry

6236. Black Box HD Format Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 2006-03-31 15:18:18 UTC
From: Larry <LLppwhite@aol.com>
Message-ID: <1143818298.049595.34040@i39g2000cwa.googlegroups.com>
Source record: 7243

Hopefully someone knows about SCSI error codes...
I am trying to set up a new hard drive with my BB (Parity mod is
installed).
I have correctly entered the drive data. The configuration data
appears to be correctly written to Sector 0. But when I select the
controller (SCSI embedded drive) there is a long pause and then I get
the following error message/codes from the HDFMT.COM (the BB
formatter):

"Mode Select Command Failed!"
"70,26 is the error code."
"05 is the sense key."

Any thoughts/suggestions?

Thanks,
Larry

6237. Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 05:29:07 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <BcoXf.7164$t22.4894@dukeread08>
Source record: 7244

Atari 1050 is an enhanced density drive. ICD, Indus, Rana, and Trak can make the double density drive but why can not Atari company make the double density drive?

Thanks!
Jack

6238. Atari 1053

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 05:29:18 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <QcoXf.7165$t22.3938@dukeread08>
Source record: 7245

Atari 1053 was a double-sided double density floppy drive for the XL before XE's XF551. XF551 uses IBM style drive mechanism. right? So 1053 uses IBM's drive? but why was it never released?

Thanks!
Jack

6239. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 06:19:06 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <AXoXf.60222$YX1.38644@dukeread06>
Source record: 7246

The XF-551 was made by Atari and was double side/double density.

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:BcoXf.7164$t22.4894@dukeread08...
> Atari 1050 is an enhanced density drive. ICD, Indus, Rana, and Trak can
> make the double density drive but why can not Atari company make the
> double density drive?
>
> Thanks!
> Jack
>
>
>

6240. Re: Atari 1053

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 06:19:17 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <KXoXf.60224$YX1.29978@dukeread06>
Source record: 7247

HuH?

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:QcoXf.7165$t22.3938@dukeread08...
> Atari 1053 was a double-sided double density floppy drive for the XL
> before XE's XF551. XF551 uses IBM style drive mechanism. right? So 1053
> uses IBM's drive? but why was it never released?
>
> Thanks!
> Jack
>

6241. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 12:26:34 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1143894394.616467.10050@z34g2000cwc.googlegroups.com>
Source record: 7248

Jack Tseng wrote:
> Atari 1050 is an enhanced density drive. ICD, Indus, Rana, and Trak can make
> the double density drive but why can not Atari company make the double
> density drive?
>
> Thanks!
> Jack

Atari was allegedly concerned about reliability in DD, and probably
with good reason. For that era of drives, DD was/is much more
difficult to make consistently reliable. Most any Atari drive in good
condition will read most any other Atari SD disk. That can't be said
of DD. My own experience with Rana, for instance, was many would not
even read their own disks in DD, let alone disks from on other drives.
So Atari "split the difference" electing to go with MFM, but 128 byte
sectors. As it turned out, the 1050 (and at least its Tandon
mechanism) was reliable enough for DD. Indus, too. If you want to
better understand the perils, pitfalls, and other problems with drives,
read "Beneath Apple Dos." Excellent and understandable, too.
-Larry

6242. Re: Atari 1053

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 13:11:32 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1143897092.211040.161710@t31g2000cwb.googlegroups.com>
Source record: 7249

>...So 1053 uses IBM's drive? but why was it never released? <

No, AFAIK the 1053 was to use a Tandon mech, with electronics still based on the 6502/WDC families. Same for the 1055. Why didn't they get released? Atari was bleeding red ink heavily at that time. Many things were cancelled. With new mgt., cutting cost was the order of the day. Some of the tests for any company that intends to stay in business is "can we make money developing and selling this product?" and "do we have the funds to put it into production?" and "is there a cheaper alternative?" At any rate, the XF551 (and its sibling the XF351) were clearly cheaper to produce (look at the boards and the component counts).
-Larry

6243. Re: 6502 bus timing for PBI device

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 13:47:03 UTC
From: Matthias Reichl <usenet-200604@hias.horus.com>
Message-ID: <slrne2t12n.1cq.usenet-200604@camel.hias.horus.com>
Source record: 7250

On Tue, 28 Mar 2006 21:57:58 -0500, Preston Crow wrote:
> As mentioned earlier, I'm looking at building a PBI device. I'm thinking
> of using a PIC18F4455 microcontroller connected to the bus.

IMO using a microcontroller and doing all the interfacing in software
isn't a good idea. You'll run into all sorts of problems with it.

Better use a CPLD (Lattice iM4A5, Altera, Xilinx). You can easily
use one of the free development tools and write the interfacing
logic in VHDL (or Verilog, Abel or whatever hardware description
language you prefer).

Here are some important hints if you want to do this for the Atari PBI:

A lot of Atari XL/XEs don't meet the official timing specification.
Usually, the address and data lines should be valid for some time
(10..30ns) after the falling edge of PHI2 (that's the point where
writing to memory occurs). But Atari really built quite a lot of
garbage (especially in the end of the 8-bit area) and so you have
to take care of that fact (otherwise your hardware just won't
work correctly). With the old, slow chips in the 80s this wasn't
a big problem, but the modern, fast, chips will go crazy.

Protecting the address lines is easy: all modern CPLDs contain
a programmable latch on the input line. So just activate it and
latch these input lines with PHI2=high. According to the 650x
timing specification the address lines must be valid some time
before the rising edge of PHI2 and must not change while PHI2
is high.

BTW: it isn't a bad idea to protect the R/W line in the same way.
On the XL series, the LR/W line on the PBI is already protected
internally by a latch (but not the R/W line on the cartridge port),
but on the XE series there's no such protection.

When protecting the data lines, we have to distinguish between
read and write cyles.

Read cycles (memory to CPU transfers) are not critical. The Atari
CPU is so damned slow, it won't notice if the data lines are
already invalid some ns before the falling edge of PHI2. This is
also the reason why the "stabilizing the XL/XE mod" actually works
(it doesn't shorten only write cycle timing, but also read cycle
timing).

Write cycles are very critical. If the data lines are invalid
at the falling edge of PHI2, wrong data is written to memory.

If the address lines are invalid, data is written to the
wrong location. => Ouch!

The easiest way to fix write cycle timing is to shorten the time
when PHI2 is high: Use a 74HCT123 with R=5k6 C=33pf, connect A
to GND and B to PHI2 and use this signal for write timing (instead
of PHI2). The HCT123 generates a single pulse with pulse high time
depending on R and C after the rising edge of PHI2. The non-inverted
output (Q) now just looks like the original PHI2 signal, but with
and earlier falling edge.

Voila, rock-solid timing and you don't need to do any modifications
inside your Atari!

so long,

Hias

6244. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 17:36:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ZSyXf.7140$HW2.3571@newsread3.news.pas.earthlink.net>
Source record: 7251

Jack Tseng wrote:
> Atari 1050 is an enhanced density drive. ICD, Indus, Rana, and Trak can make
> the double density drive but why can not Atari company make the double
> density drive?
>
> Thanks!
> Jack

As Larry said: Actually if I have it right, Atari had problems even getting any drive to work. I'm not sure about which models but I am pretty sure that at least one, like the 1050, was developed out of house by an outfit like Tandon. At any rate, the 'not invented here' drive won out when the in house drive failed. Compare the rock solid PC board, shielding, etcetera, of the 1050 to something like the PC board made out of saltine crackers in and flaky connectors in the XF551 to see what we probably would have got from Atari.

I think I recall Bill Wilkinson saying the cost of the in house drives like the 815 was so high that you could buy 2 1050s for the same price. I imagine the 810 was an expensive drive to manufacture too and thus the incentive to replace it.

The 1050 enhanced density is double density. Double density refers to the bit density, ~bits per inch, laid down on the disk. There were all kinds of single and double density formats back then.

Atari was limited in that they only had 256 bytes of RAM in a 6810 and a PIA type chip. Can't exactly have a 6502 stack and still have 256 bytes available for a write buffer. The XF gets away with it because the different chip, 8052<?>, has a lot of general purpose registers that can be used for storage of variables and what not.

I am of the opinion Atari would not have given us a drive with a lot of ram in it even though it made sense. For one thing, you would only need to add a single command to the ROM to get a drive that could defeat a lot of copy protection schemes. Just something simple like load RAM with code then JSR to it.

6245. 130XE released but still 1050 ???

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 19:49:43 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <qPAXf.7461$t22.3600@dukeread08>
Source record: 7252

In 1985, 130XE and 64XE were released, 1050 should be replaced with XE's style drive but still have XL's style ? Like Commodore 64C and 1541C's white style as C128 have a match... When I bought 130XE, I was waiting for new XE's style drive but it was never released until 3 years later. How Come?

Thanks!
Jack

6246. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 20:46:56 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <4FBXf.1428$8o.120@newsfe6-win.ntli.net>
Source record: 7253

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:ZSyXf.7140$HW2.3571@newsread3.news.pas.earthlink.net...
> I am pretty sure that at least one, like the 1050, was developed out of
> house by an outfit like Tandon.

My 1050 had (c) Tandon on the EPROM sticker.

> Atari was limited in that they only had 256 bytes of RAM in a 6810 and a
> PIA type chip. Can't exactly have a 6502 stack and still have 256 bytes
> available for a write buffer. The XF gets away with it because the
> different chip, 8052<?>, has a lot of general purpose registers that can
> be used for storage of variables and what not.

http://homepage.ntlworld.com/kryten_droid/Atari/800XL/1050/1050/1050_FDD.htm

There is RAM in the 6810 (128 bytes) and the 6532 (128 bytes RAM, I/O,
Timer) chips.

http://en.wikipedia.org/wiki/6532

> I am of the opinion Atari would not have given us a drive with a lot of
> ram in it even though it made sense. For one thing, you would only need to
> add a single command to the ROM to get a drive that could defeat a lot of
> copy protection schemes. Just something simple like load RAM with code
> then JSR to it.

I copied a 'disk doubler' using a spare 6502, EPROM and a 2K RAM (6116).
It would be easy for me to fit more RAM than the Atari 800 had :-)

6247. Re: 130XE released but still 1050 ???

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 21:14:50 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <EKydnR17ys_RcLPZnZ2dnUVZ_vadnZ2d@adelphia.com>
Source record: 7254

Probably because of the cost, like everything else. Interestingly, there is a picture of a never-released 1050 in XE styling on the back of the 130XE box.

-Jason Harmon

"Jack Tseng" <tseng4@hotmail.com> wrote in message news:qPAXf.7461$t22.3600@dukeread08...
> In 1985, 130XE and 64XE were released, 1050 should be replaced with XE's
> style drive but still have XL's style ? Like Commodore 64C and 1541C's
> white style as C128 have a match... When I bought 130XE, I was waiting for
> new XE's style drive but it was never released until 3 years later. How
> Come?
>
> Thanks!
> Jack
>

6248. Re: 130XE released but still 1050 ???

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-01 22:21:14 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <t1DXf.7484$t22.3059@dukeread08>
Source record: 7255

Yes! I remembered that! I saw it on the back of the 130XE box.

"Jason Harmon" <no@spam.com> wrote in message
news:EKydnR17ys_RcLPZnZ2dnUVZ_vadnZ2d@adelphia.com...
> Probably because of the cost, like everything else. Interestingly, there
> is a picture of a never-released 1050 in XE styling on the back of the
> 130XE box.
>
> -Jason Harmon
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:qPAXf.7461$t22.3600@dukeread08...
>> In 1985, 130XE and 64XE were released, 1050 should be replaced with XE's
>> style drive but still have XL's style ? Like Commodore 64C and 1541C's
>> white style as C128 have a match... When I bought 130XE, I was waiting
>> for new XE's style drive but it was never released until 3 years later.
>> How Come?
>>
>> Thanks!
>> Jack
>>
>
>

6249. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 03:43:44 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <122uhor439ub754@corp.supernews.com>
Source record: 7256

Larry wrote:
> Jack Tseng wrote:
>
>>Atari 1050 is an enhanced density drive. ICD, Indus, Rana, and Trak can make
>>the double density drive but why can not Atari company make the double
>>density drive?
>>
>>Thanks!
>>Jack
>
>
> Atari was allegedly concerned about reliability in DD, and probably
> with good reason. For that era of drives, DD was/is much more
> difficult to make consistently reliable. Most any Atari drive in good
> condition will read most any other Atari SD disk. That can't be said
> of DD. My own experience with Rana, for instance, was many would not
> even read their own disks in DD, let alone disks from on other drives.
> So Atari "split the difference" electing to go with MFM, but 128 byte
> sectors. As it turned out, the 1050 (and at least its Tandon
> mechanism) was reliable enough for DD. Indus, too. If you want to
> better understand the perils, pitfalls, and other problems with drives,
> read "Beneath Apple Dos." Excellent and understandable, too.
> -Larry
>
ICD sold the "US Doubler" 1050 upgrade that moved the drive up to full
double density. IIRC, it consisted of a replacement controller chip and
it seems like you had to check a jumper position. I had a drive with
that upgrade, as well as a couple of Indus drives and a couple of
XF551s. None had any trouble reading disks created with the others. (As
long as you stuck with single-sided in the XF, of course.) I used MyDOS
almost exclusively with my DD disks, if that makes any difference.

TJ

6250. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 05:26:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1143955591@rtfm.mit.edu>
Source record: 7257
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 25, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2006.03.25 Tristesse, TRS-Desktop 0.9a
2006.03.22 MadTeam, Graph2Font 3.8.4.3
2006.03.04 Mark Grebe, Atari800MacX 3.1.1, Sio2OSX 1.1
2006.02.27 Preston Crow, DISK 4.0 (sector editor and more)
2006.02.27 Draco, for KMK/JZ IDE: IDE BIOS 1.10a
2006.02.24 Eric Bacher, Dis6502 2.1
2006.02.23 Radek Sterba (Raster), Raster Music Tracker (RMT) 1.23
2006.02.15 MadTeam extensive update

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the

information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Corey Koltz) 8/04
Stevens Point WI
USA
http://www.8bitclassics.com/
Vendor: hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:

Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Atari800 Development Team 1/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.1 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/05
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware, commercial software. Exclusive distributor of
Pixels Past products.
Developer: cartridges: Beef Drop (by Ken Siders),
Castle Crisis (by Bryan Edewaard)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and

Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software

Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimuseum (Fred Meijer) 6/05
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.atarimuseum.nl/ and http://webshop.atarimuseum.nl/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 2/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.1 (Interactive 6502 Disassembler for Win32,

designed to specifically support Atari binary files)

BAKTRA (Michael Kalous) 12/05
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN 1.1 Beta (Data transfer PC > ATARI, generates WAVE sound file with Turbo 2000 record), Marching Drums (Music in RMT), TETRIS (game for PC, supports Atari joystick via LPTJOY interface), Ztraceny hornik (game for PC, remake of Super Miner, supports Atari joystick via LPTJOY interface), LPTJOY (unit for Turbo Pascal ATARI joystick handling routines), TURGEN SYSTEM 2 beta (new version of the transfer utility)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced) SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02 systems, including a macro assembler, a C compiler, linker, librarian and several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out), IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10, MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0, CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"), ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301

Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/05
Marie Majerove 33
Prostijov 6
798 11

Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

ChildsPlay Software Services (Larry Serflaten) 1/04
9127 State Highway 25 NE Apt E
Monticello MN 55362-9148
USA
Developer: Bumpers!, Concentration, Lights Out, MahJong, Solitaire,
Video Slots (all published by Video 61)

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart

(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA

http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 2/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for SpartaDOS X: CP v.1.0, TAR v.1.2, mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.10a, FDISK II v.2.3, HDSC v.1.1, KMK/JZ Diag v.1.2, KMK/JZ IDE Interface, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT, NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.), D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version), Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom

http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenik Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 1/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 0.2.0, xasm 3.0.0, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 3/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/

Developer: Atari800MacX 3.1.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Lee Hanken 9/05
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 0.1 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,

VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 3/05
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk)
V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b
(write double density ATR-images to Atari floppy disks on your PC; also
create ATR-images of double density floppy disks), MyPicoDos V4.03 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik, Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 1/06
Nanaimo, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,

Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,

Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (KAMM, Pajero, Profi, Psychol, Rage, Rocky, TeBe) 3/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL Paint Max 2.3, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.3 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.6.8 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland

phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Atarimuseum (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight,

Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/

Developer: Pocket Atari 2.0.1

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: O

Odsiecz Sobieskiego 11/05
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xunzip2.zip
Developer: XunZip 2.0 (29 August 2005)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

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Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 11/05
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans_v1.1.zip
Developer: Mago Trans v:1.5 (software for MS-Windows: convert and analyze
the following file formats: CAS, FILE, WAV, XEX

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 3/04
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720

Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany

http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 10/05
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix): Stable Release 1.42, CVS Snapshot 1.44, atari++ 1.44 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/

Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Atarimuseum (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

Radek Sterba (Raster / C.P.U.) 2/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect

16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.23 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2, Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,

Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge,
MIDI Maze cartridge

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 3/06
Poland
Developer: TRS-Desktop 0.9a:
http://www.atari8.info/trsdesktop.php
http://www.atari8.info/stuff/trs_desktop_v09_alfa.zip

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 11/05
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.2 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System
for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari
Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie
Player for 32bitWin), Break Movie Screensaver for 32bitWin, MaxFlash Flash
Cartridge (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface,
AtariMax/ABBUC USB Cartridge, "MyIDE+Flash" Cartridge (1Mbit Flash Cartridge
with IDE Interface)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 11/04
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amazing Maze, Arkanoid, AtarTris II, Bubble Trouble, Bumpers!, Checkers, The Clash of Kings, Clowns and Balloons, Commando, Concentration, Cosmic Tunnels, Cosmos (pinball), Crystal Castles, Crystal Raider, Dan Strikes Back, Dandy, Desmond's Dungeon, Dinky-Do, Drop Zone, Dungeonlords, Dynakillers, Elevator Repairman, Fire Bug, Getaway!, Hearts (card game), Jailbreak, Jinx, Lights Out, Lord of the Orb, MahJong, Maze War, Midas Maze, MIDI Maze, Monopoly, Montana Solitaire (card game), Montezuma's Revenge, Mr. Robot, MyDOS 4.5, Nibbler, Paddle Pack (Pong), Pacific Coast Highway, Paddle Wars, Plaqueman, Preppie!, Preppie! II, Puzzled (jigsaw puzzles), Quest for Quintana Roo, Rally Speedway, Ricochet, S.A.G.A. Adventureland 1, S.A.G.A. Mission Secret, S.A.G.A. Pirates Adventure, S.A.G.A. Strange Odyssey, Sharp Shooter, Sling Shot, Smush, Solitaire (card game), Spaceball (3D Pong), Spaceshot (pinball), SpartaDOS Pro 3.3C, Speed-O RPM Drive Tester, Star Flite 3.5, TurboBasic, Twilight World, Twin Pack (Battleship/Jump the Pegs), Ultra Translator (800 OS), Video Poker (card game), Video Slots, Whomper Stomper, Zybex.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,

KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

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End of atari-8-bit/vendev
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6251. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 05:26:47 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1143955591@rtfm.mit.edu>
Source record: 7258
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6252. How long will an Atari ROM last?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 05:36:05 UTC
From: Mike Tennyson <miketennyson@bellsouth.net>
Message-ID: <emJXf.5415$Q8.4145@bignews4.bellsouth.net>
Source record: 7259

I am an Atari cart collector and I was wondering if thre is a lifespan to an Atari cart? It has been over 20 years on most of the carts and they all still work. Anyone know if the memory eventually fades?

Mike Tennyson

6253. Re: 130XE released but still 1050 ???

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 06:53:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <442fa6e47ebd50@comcast.net>
Source record: 7263

>In 1985, 130XE and 64XE were released, 1050 should be replaced with XE's
>style drive but still have XL's style ? Like Commodore 64C and 1541C's white
>style as C128 have a match... When I bought 130XE, I was waiting for new
>XE's style drive but it was never released until 3 years later. How Come?
>
>Thanks!
>Jack

I do remembe seeing the matching drive, but I was never able to get it. It looked greatand would have looked super next to my XE.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6254. Re: How long will an Atari ROM last?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 07:23:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <442fa6e47ebd51@comcast.net>
Source record: 7264

>I am an Atari cart collector and I was wondering if thre is a lifespan to an
>Atari cart? It has been over 20 years on most of the carts and they all
>still work. Anyone know if the memory eventually fades?
>
>Mike Tennyson

Let's just say never. <g> Same here with me. All my carts work fine. I will
say that some of my 8-bit disks do not work, but about 95% do.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6255. Re: How long will an Atari ROM last?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 13:22:19 UTC
From: TJ <tjatari@dreamscape.com>
Message-ID: <122vk0gnhrvvcf1@corp.supernews.com>
Source record: 7260

Mike Tennyson wrote:
> I am an Atari cart collector and I was wondering if thre is a lifespan to an
> Atari cart? It has been over 20 years on most of the carts and they all
> still work. Anyone know if the memory eventually fades?
>
> Mike Tennyson
>
>
Haven't had one fail yet through anything but physical damage.

TJ

6256. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 14:16:28 UTC
From: Matthias Reichl <usenet-200604@hias.horus.com>
Message-ID: <slrne2vn5s.22b.usenet-200604@camel.hias.horus.com>
Source record: 7261

On Sat, 01 Apr 2006 17:36:57 GMT, Rick Cortese wrote:
> Atari was limited in that they only had 256 bytes of RAM in a 6810 and a
> PIA type chip. Can't exactly have a 6502 stack and still have 256 bytes
> available for a write buffer.

There exists an extension for the 1050 which does this trick: the
1050 Turbo module by Bernhard Engl (released in 1986). It's just a
replacement for the 1050 ROM and consists only of a ROM chip plus
some logic ICs to do bankswitching.

I've always wondered how this really worked (yes, you need a 256 byte
buffer if you want to use 256 byte sectors). Some time ago I talked
to Bernhard Engl and he explained the trick: If you can live with
a subroutine level of 1 you don't really need a stack. Instead he
just used the stack-pointer as kind of a function index.

The software in the 1050 (turbo) is quite straight forward and using
only one subroutine level is sufficient. Consider what happens eg
when reading a sector: first the 1050 receives the command frame,
then it has to read either 128 or 256 bytes from disk, then it
transmits the data frame (either 128 or 256 data bytes) to the
computer.

After command frame reception, the software knows if the sector
is either 128 or 256 bytes. So it sets up the stack pointer register
to, lets say, 1 for "send 128 bytes" and 2 for "send 256 bytes"
and then jumps to the read-disk-sector subroutine. At the end
of the routine, it checks the S register and then jumps to
the right "send bytes" routine.

The fine thing about the 1050 Turbo was that it was a lot cheaper
than all the other floppy-speeders (like happy/speedy/...). It cost
only 99 DEM and with 49 DEM more you could add a printer interface
(this interface was connected directly to the module inside the
1050). And, the 1050 Turbo came with one of the most sophisticated
backup tools. Very fine thing and it was also very popular here
in Europe (especially Germany and Austria).

so long,

Hias

6257. Re: How long will an Atari ROM last?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 14:48:24 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-8FD386.10482402042006@netnews.asp.att.net>
Source record: 7262

In article <emJXf.5415$Q8.4145@bignews4.bellsouth.net>,
"Mike Tennyson" <miketennyson@bellsouth.net> wrote:

> I am an Atari cart collector and I was wondering if thre is a lifespan to an
> Atari cart? It has been over 20 years on most of the carts and they all
> still work. Anyone know if the memory eventually fades?
>
> Mike Tennyson

Real roms should last longer then you and your grandkids.. Unless they
are physically abused. (breakage, rust, etc)

Eproms.. They wont last forever, even if kept properly.

6258. Modern SCSI drives and Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 16:28:42 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1143995322.372419.289510@z34g2000cwc.googlegroups.com>
Source record: 7265

What are some kinds of SCSI hard dries folks are using with their Black
Box setups?

I have not been able to get anything larger than apx. 230 MB embedded
"narrow" 50-pin (mine are SCSI II -- I think) to work with mine.

Is anyone using something larger? What brand/model? Any brands/types
to avoid? My current drive is getting loud, so I suspect it is going
to fail soon, and I'd like to replace it before rather than after!
Thanks,
Larry

6259. Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 16:36:50 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1143995810.451495.247630@e56g2000cwe.googlegroups.com>
Source record: 7266

Should have added this to the last post. Formatting seems to be an
issue with modern drives using the BB formatter. Has anyone been able
to format a drive in Windows or MS-Dos and then set up and use that
drive with the BB? That might be a good work-around for the formatting
issues. Note that I'm referring to a low-level format only.
Thanks,
Larry

6260. UK - upgrading XE VGS, want to have a nice 8-bit setup again

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 18:01:37 UTC
From: RichardK <atari@NOSPAMbtconnect.com>
Message-ID: <49ahrsFnrsl1U1@individual.net>
Source record: 7267

I want to make a nice 8-bit setup to mess with at some point. I've got
an XE:VGS lurking, I'd like to upgrade the RAM if possible, and
obviously find disk drives and the like.

I can always run an emulator, but I like having functional hardware.

Richard

--
RichardK - http://www.dmc12.demon.co.uk/ - retro, music, cars.
2006 Mazda RX8, 1992 Sera Phase III -= Do Not Tempt With New Cars =-
"If the thought of something makes me giggle for more than 15 seconds I
am to assume I am not allowed to do it". * 64 is 128 for email *

6261. DGS Atari 8-bit CD-ROM $5 special (until 7 April 2006)

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 18:33:07 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1144002783.65223.0@doris.uk.clara.net>
Source record: 7268

Hello All,

This week (until 7 April 2006) I will be offering the DGS Atari 8-bit CD-ROM (commercial and PD combo) for the special price of $5 (2pounds for UK buyers), which is a $3.50 saving on the usual price. This price includes SURFACE MAIL shipping to any country (2nd class post for UK buyers). This offer is for those of you who want to save some money, but don't mind waiting as surface mail can take 60+ days!

If you don't already know, the CD contains most of the DGS commercial Atari 8-bit products and the full DGS PD library (191 double sided disks). The commercial products include the PPP products QUICK programming language, SAM 80-col GUI (no extra hardware required), and games, along with the Digi-Studio digitized music package, all 26 issues of the DGS newsletter, and more. All products are in both DCM and ATR format, and have PDF versions of the manuals. A copy of the video we shot at the 1996 AMS show is also on the CD in MPEG-1 format. Full details with descriptions and screen shots are available on the offer page (shown below).

This offer is for readers of this newsgroup, so to get the special price you will need to go straight to the offer page:

http://www.dgs.clara.net/cdrom-a8-su.htm

Payment is by PayPal only, and there are payment buttons on the page. If you prefer, you can PayPal the money directly to me if you don't like using direct payment links.

There's plenty of background info on DGS on the main part of the website.

Dean Garraghty

6262. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 18:55:09 UTC
From: ron.fucci@gmail.com
Message-ID: <1144004109.612744.319070@j33g2000cwa.googlegroups.com>
Source record: 7269

Any luck creating the rom and if so, can you share? Thanks

Ron

6263. Re: Modern SCSI drives and Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 20:27:59 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <jtWXf.5934$x11.3387@fed1read10>
Source record: 7270

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1143995322.372419.289510@z34g2000cwc.googlegroups.com...
> What are some kinds of SCSI hard dries folks are using with their Black
> Box setups?
>
> I have not been able to get anything larger than apx. 230 MB embedded
> "narrow" 50-pin (mine are SCSI II -- I think) to work with mine.
>
> Is anyone using something larger? What brand/model? Any brands/types
> to avoid? My current drive is getting loud, so I suspect it is going
> to fail soon, and I'd like to replace it before rather than after!
> Thanks,
> Larry
>
I have used optical scsi, any older Apple external 50pin scsi, conner,
seagate, the list goes on, but to get a good format and partitions all the
hard drive geometry needs to be known. And proper termination with lun pins
properly selected, and a short scsi cable. I have not had real good luck
with any of the newest 60 and 80 pin drives needing an adapter, nor any
drive that can be selected above 7 drives.. SyQuest drives are my favorite
with optical removable disks.

RoyE

6264. Re: Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 20:40:54 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <pFWXf.5935$x11.1022@fed1read10>
Source record: 7271

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1143995810.451495.247630@e56g2000cwe.googlegroups.com...
> Should have added this to the last post. Formatting seems to be an
> issue with modern drives using the BB formatter. Has anyone been able
> to format a drive in Windows or MS-Dos and then set up and use that
> drive with the BB? That might be a good work-around for the formatting
> issues. Note that I'm referring to a low-level format only.
> Thanks,
> Larry
>
I don't think that I have every had to low level format a drive. I just
setup partitions and then with MyDos I -init after setting the O parameter
for config disk....sector size..etc.. And with SpartaDOS I use FMTDIR.COM
to do the init then copy xxxx.dos to drive(partition) then Type BOOT
xxxx.dos reboot and it is over.. Low leveling a drive can lose important
drive information that only the drive looks for..

RoyE

6265. March winners at DarkForce

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 21:39:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.02.21.39.43.658363@charter.net>
Source record: 7272

```
The monthly prize winners for March at DarkForce are:

DGS 8bit CDROM - Stephen!

Assassin - Arghtastic wins $25!

ST Magazine - Arch Mage wins a free subscription!

Congratulations to all! :)

--
_/_/_/
```

6266. April prizes at DarkForce

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 21:40:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.02.21.40.18.515663@charter.net>
Source record: 7273

```
This month at DarkForce:

Magic Phrazes - $25 prize for the player with the highest score at the end
of the month!

ST Magazine - one lucky Atari caller will win a free subscription!

Good luck to all!

--
_/_/_/
```

6267. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-02 22:10:34 UTC
From: Carl <copeknight@yahoodotcom.com>
Message-ID: <tZXXf.3636$IG.3250@dukeread01>
Source record: 7274

Jack Tseng wrote:
> in the 1983, Atari XL was released, Epyx and Activision released Summer
> Games and Ghostbuster. In 1985 to 1990, Winter Games, Summer Games II,
> Ghostbuster II, Championship Baseball and more were released for Apple II
> and C64. Why did Epyx, Activision, other software companies stop making the
> games for Atari? Poor Graphics, color or enough memory ???
>
>
Infocom once claimed disk space as the reason they stopped supporting certain formats. At the time, as I recall, rampant piracy was the reason given in the magazines I read. No one thought they could make a profit with 8-bit Atari games. IIRC, Datasoft/Intellicreations were the last major label to support the 8-bit Atari although SSI lasted until 1988 or so. The late 80s were also the time when C64 production was taking off. Remember it was the best-selling single model of computer of all time. (The bugs that "revision B" had didn't help matters. When I bought a 1027 printer for my 800XL and it didn't work...I returned it to the store and got a Commodore 64. I didn't find out until years after that the printer needed like 10-15 minutes to warm up due to bugs. When I bought the printer, the salesperson made a point of commenting it could be returned. Obviously, I wasn't the only one who had a problem with it.) I recall lots of C64 software was cheaper than, say, Apple II titles by $5 or so because more units were expected to sell.

Also, since conversions were often done "out of house," there was the matter of finding people willing to convert something when they might have felt their time would be more profitably used on another platform.

6268. Map of Shamus

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 01:27:32 UTC
From: badbrad <badbrad@cableone.net>
Message-ID: <1144027652.216431.228130@u72g2000cwu.googlegroups.com>
Source record: 7275

I have completely mapped Shamus, as I couldn't find one on the web.
Enjoy!

http://myweb.cableone.net/bsutton/shamus.html

6269. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 05:49:31 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <0NadnSOJCYX0Kq3ZRVn-iw@comcast.com>
Source record: 7276
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

Vince Briel wrote:
>>This was because of the older ram chips' response time, correct? If
>>you wanted to upgrade the ram chips to faster ram, would that work?
>>Would the same go for a //e as well?
>>
>
>
> Not sure, I never had to go any farther since Rich Dreher made the CFFA work
> on a IIplus. If I remember correctly, the RAM chips actually got hot with
> the C02 installed! It is entirely possible faster RAM would do the trick but
> it would just be easier to find an accelerator on eBay. Why risk frying a
> board.

Of course, replacing an Apple II's processor with a faster processor
won't do anything to accelerate it.

The problem with using a 65C02 in an Apple][+ has to do with setup and
hold time differences, and some liberties taken in the Apple II design.

-michael

Music synthesis for 8-bit Apple II's!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it is seriously underused."

6270. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 09:39:22 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <e0qqge$g29$1@news.citykom.de>
Source record: 7277

Matthias Reichl schrieb:
> On Sat, 01 Apr 2006 17:36:57 GMT, Rick Cortese wrote:
>
>>Atari was limited in that they only had 256 bytes of RAM in a 6810 and a
>>PIA type chip. Can't exactly have a 6502 stack and still have 256 bytes
>>available for a write buffer.
>
>
...
> The fine thing about the 1050 Turbo was that it was a lot cheaper
> than all the other floppy-speeders (like happy/speedy/...). It cost
> only 99 DEM and with 49 DEM more you could add a printer interface
> (this interface was connected directly to the module inside the
> 1050). And, the 1050 Turbo came with one of the most sophisticated
> backup tools. Very fine thing and it was also very popular here
> in Europe (especially Germany and Austria).
Fine thing. I had one with the printer cable. But it's dead.

Is there any chance that Bernhard Engl would release the layout and
software for this thing?

Bye Jochen

6271. Re: WDC 65C02

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 09:55:59 UTC
From: Vince Briel <vbriel@removethisspamcamcast.net>
Message-ID: <3oudnXYBtYuobK3ZnZ2dneKdnZydnZ2d@comcast.com>
Source record: 7278
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

I agree. I have heard many times that people think putting a faster CPU in a
II is going to speed it up. Most people don't realize the clock works
externally.

Vince

--
Making computers fun again
See the new AltairPC
http://www.brielcomputers.com

6272. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 12:03:03 UTC
From: Matthias Reichl <usenet-200604@hias.horus.com>
Message-ID: <slrne323nn.1q4.usenet-200604@camel.hias.horus.com>
Source record: 7279

On Mon, 03 Apr 2006 11:39:22 +0200, Jochen Schï¿œfer wrote:
> Matthias Reichl schrieb:
>> [... 1050 Turbo ...]
> Fine thing. I had one with the printer cable. But it's dead.
>
> Is there any chance that Bernhard Engl would release the layout and
> software for this thing?

Good thing is: this already happened :-)

Bernhard Engl gave permission to ABBUC to release all the documentation
to his products and also to build new versions of the 1050 Turbo
and the Turbo Freezer. I built a highly improved, new version of
the TurboFreezer which is also available from ABBUC. The documentation
on my webpage isn't complete yet but I'm working on it.

You can find the documentation to the original products in the
ABBUC infothek (most docs are in german, but this shouldn't be
a too big problem for you, I guess :-)

http://www.strotmann.de/twiki/bin/view/Infothek/1050Turbo

so long,

Hias

6273. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 13:08:13 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1144069693.510789.318140@u72g2000cwu.googlegroups.com>
Source record: 7280

Larry wrote:
> >
> 10 OPEN #1,8,0,"D1:OS.BIN":PRINT "DUMPING OS..."
> 20 PRINT "$C000-$CFFF":FOR I=49152 TO 53247:PUT #1,PEEK(I):NEXT I
> 30 PRINT "$5000-$57FF":POKE 54017,125:FOR I=20480 TO 22527:PUT
> #1,PEEK(I):NEXT I
> 40 PRINT "$D800-$FFFF":POKE 54017,253:FOR I=55296 TO 65535:PUT
> #1,PEEK(I):NEXT I
> 50 CLOSE #1:PRINT "OS DUMPED!"
> >
>
> I must be missing something. I thought the XL Boss was an 800
> replacement OS. Why wouldn't you just open the channel to the disk
> file; then PEEK the entire XL OS area ($C000-FFFF); and PUT each byte
> to the disk file as they are PEEKed? Why the concern over the banking
> code for an 800 OS?
> -Larry

Hi, Larry. It is an 800 replacement OS, but it was meant for XL/XE machines so the rom file must be built in the same order to match the way the standard XL OS was put together as a 16k rom. A flat out copy from $C000 thru $FFFF wouldn't include the self test area code (and there is some in XL Boss) but would include the hardware registers which are not wanted in a rom file anyway. On the 800, $D800 starts with the math pack code so at first glance one could just (K) Save memory as a file, $D800 thru $FFFF in DOS 2.0 no less, strip the six byte Atari file header, and have the complete 800 OS - the size is just right for that range at 10k exactly. The ATARIOSB.ROM file as used in emulators for the 800 OS does start with the math pack and is exactly 10k in size as well, and that is the advertised size of the 800 OS. BUT then you can read page 107 of Mapping the Atari where they say that there is some code at $C000 thru $CFFF in the 800 and I have seen it, but just how it got there from only a 10k rom is beyond my full understanding at the moment.

I have not been contacted by RetroJess who seems to have left the thread, but by another who does not post in newsgroups and left XL Boss V1.0 and XL/XE BossII V2.0 images for me to spread around. Send a requesting email to lee_454*AT*yahoo.com with BOSS as the subject and I'll attach them to a return email or other email address specified in the request email, you too Ron and/or anybody else. Anybody care to host these? Please? Yahoo email is no fun at 14.4 dial up.

Was there a Boss OS for the 800? Seems like there might well have been, but I missed out on the early Atari days and don't know much

about what was ever offered for the 800. Anybody? The saga continues...?

I also have found a film canister among a rather large batch of 800 stuff that has omnimon 4k written on the side of it, inside is a 2732 eprom with omni written on it, and from the code yet further inside, it appears to be OmnimonA1 from 1983 for the 800? I don't know if there is supposed to also be an A2 or B1 rom for that matter, but if you want an image file of this one, just ask for it too. Again, anybody.

Lee

6274. IDE Laptop Drive with Black Box!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 13:59:21 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1144072761.360359.19790@e56g2000cwe.googlegroups.com>
Source record: 7281

In view of my difficulties in trying to find a modern SCSI drive that worked properly with my BB, I decided to take another path -- and it paid off! I'm now using a Toshiba MK2110MAT 2-1/2" laptop drive with my Black Box. But that's IDE! Yes, and to make it work I'm using an Acard AEC7720U (narrow scsi) HD adapter that translates the IDE signals into SCSI-speak. I've tried several IDE drives so far, and they all have setup easily and worked well. I'll write more after I've done more experimentation -- I see no reason why other IDE devices should not work as easily. But note this is IDE not ATAPI. I believe they have another adapter for ATAPI. My noisy (death-rattles?) SCSI HD is now replaced by a "barely whispering" laptop drive!
-Larry

6275. Re: Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 14:02:32 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1144072952.076866.239270@u72g2000cwu.googlegroups.com>
Source record: 7282

I have done exactly that on my SyQuest 200 meg SCSI 2 drives with
removable cartridges. I used an Adaptec AHA-1520B ISA card in this
older PC clone with Bart's SCSI tool (floppy boot) to LL format and
then test/zero wipe the cartridges. I believe but am not sure that his
program also gives explanatory 'sense' error texts but the program
first has to mount the drive before you can get to that info section.
Neat deal is the sector copier that allows for full cartridge cloning
in 6 minutes.
Bart's ScsiTool
http://www.nu2.nu/scsitool/

IIRC I never did get ANY drive LL formatted using the BlackBox tool for
that purpose. My old SCSI 1 system would 'hold' the 8bit's boot until
the hard drive was up to speed and mounted and then go ahead and allow
the 8bit to boot. These SCSI 2 drives won't, if you try to boot the
8bit while the drive is still winding up you won't boot from the hard
drive. I suspect that SCSI 2 is probably the highest SCSI version that
will work at all with the BlackBox?

6276. Re: Atari 1050 Double Density

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 14:27:27 UTC
From: Jochen Schäfer <spam@joschs-robotics.de>
Message-ID: <e0rbckjis1@news.citykom.de>
Source record: 7283

Matthias Reichl schrieb:
> On Mon, 03 Apr 2006 11:39:22 +0200, Jochen Schï¿œfer wrote:
>
>>Matthias Reichl schrieb:
>>
>>>[... 1050 Turbo ...]
>>
>>Fine thing. I had one with the printer cable. But it's dead.
>>
>>Is there any chance that Bernhard Engl would release the layout and
>>software for this thing?
>
>
> Good thing is: this already happened :-)
>
> Bernhard Engl gave permission to ABBUC to release all the documentation
> to his products and also to build new versions of the 1050 Turbo
> and the Turbo Freezer. I built a highly improved, new version of
> the TurboFreezer which is also available from ABBUC. The documentation
> on my webpage isn't complete yet but I'm working on it.
>
> You can find the documentation to the original products in the
> ABBUC infothek (most docs are in german, but this shouldn't be
> a too big problem for you, I guess :-)
>
> http://www.strotmann.de/twiki/bin/view/Infothek/1050Turbo
Wow, this is great news. Now I know why I kept the dead board of my
1050Turbo.

Jochen

6277. Re: IDE Laptop Drive with Black Box!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 14:54:55 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <cHaYf.70844$YX1.5106@dukeread06>
Source record: 7284

Good find! I wonder if this same approach would work with an MIO?

Thomas

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1144072761.360359.19790@e56g2000cwe.googlegroups.com...
> In view of my difficulties in trying to find a modern SCSI drive that
> worked properly with my BB, I decided to take another path -- and it
> paid off! I'm now using a Toshiba MK2110MAT 2-1/2" laptop drive with
> my Black Box. But that's IDE! Yes, and to make it work I'm using an
> Acard AEC7720U (narrow scsi) HD adapter that translates the IDE signals
> into SCSI-speak. I've tried several IDE drives so far, and they all
> have setup easily and worked well. I'll write more after I've done
> more experimentation -- I see no reason why other IDE devices should
> not work as easily. But note this is IDE not ATAPI. I believe they
> have another adapter for ATAPI. My noisy (death-rattles?) SCSI HD is
> now replaced by a "barely whispering" laptop drive!
> -Larry
>

6278. Re: Epyx, Activision, stop the software

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 15:33:52 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <juf232l8irjg84rm298g0cuk8th74khc40@4ax.com>
Source record: 7285

On Sun, 02 Apr 2006 17:10:34 -0500, Carl <copeknight@yahoodotcom.com>
wrote:

>(The bugs that "revision B" had didn't help matters. When
>I bought a 1027 printer for my 800XL and it didn't work...I returned it
>to the store and got a Commodore 64. I didn't find out until years
>after that the printer needed like 10-15 minutes to warm up due to bugs.
> When I bought the printer, the salesperson made a point of commenting
>it could be returned. Obviously, I wasn't the only one who had a
>problem with it.) I recall lots of C64 software was cheaper than, say,
>Apple II titles by $5 or so because more units were expected to sell.

You should try to do that with the hardware of this era. They'll have
a good laugh when somebody walks in to the store and says "I bought
this new printer for my pc and it doesn't work with windows 95. I want
my money back" :)

--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured
programming is for compulsive neurotics who were prematurely toilet-
trained.oΩ½They wear neckties and carefully line up pencils on otherwise
clear desks.
(remove ROCKS for e-mail address)

6279. Re: IDE Laptop Drive with Black Box!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 19:43:29 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1144093409.238850.52890@z34g2000cwc.googlegroups.com>
Source record: 7286

Hi Thomas-

> I wonder if this same approach would work with an MIO? <

Unfortunately, probably not -- the reason is the 256-byte sectors needed for the MIO. But I did contact Seagate perhaps a year ago, and their tech told me he believed that virtually any SCSI drive can be made to read 256-byte sectors if you are willing to go at the drive with the proper software. Bart's SCSI Tool (mentioned here in another recent post) may allow you to do that. I've never used it, but have seen a number of posts that say it really works well. So that potentially means that there are a whole lot of SCSI drives that can be used with the MIO, and not just the scarce-as-hen's-teeth MFM drives and a very few Seagate 225N's that would format out with 256-byte sectors.

Maybe sometime I'll get out an MIO and have a go at it with BST -- then again, that sounds like a lot of work considering I still have a couple good MFM drives...

-Larry

6280. Re: Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 22:19:10 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1144102750.096532.214460@i40g2000cwc.googlegroups.com>
Source record: 7287

Hi Roy and Lee-

Thanks to you both for your helpful replies. As you can see from my more recent post, I got the system going with an IDE/SCSI bridge card.

I have formatted older SCSI I and II drives with the BB formatter, but just had no luck with more recent drives. As a matter of fact, most of them would not even accept the drive configuration data to sector zero. I've never tried a wide SCSI drive, but I'm pretty sure that you would need a wide to narrow converter with high-byte termination. That causes the controller to see only 50 pins -- just like it's a narrow SCSI device. I was not aware that some SCSI drives are low-level "pre-formatted" just like IDE drives. That's good info to know.

I also have not used Bart's SCSI Tool, although I'm familiar with it -- that might just be the key as goes SCSI drives and the BB. But since IDE gives one so many more options, I suspect my BB has seen its last (real) SCSI drive. Oops, not quite true -- I still use a SCSI Zip drive for backups. And in truth, the ZIP drive is almost as fast as a regular HD when used with the BB.

Anyway, this has been rewarding, especially to be able to use an extremely quiet, space-efficient, +5-volt only HD with the BB.

Cheers,
Larry

6281. Re: Free to Good Home

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-03 22:28:29 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-7CFB37.18282903042006@netnews.asp.att.net>
Source record: 7288

In article <1143348909.956442.127770@z34g2000cwc.googlegroups.com>,
"Tarkin" <Tarkin000@gmail.com> wrote:

> eh? Why damn? Who was the 'first responder'? I thought it was you.
> Just curious as to how this all played out,
> Tarkin

Apparently i was too slow and missed out.

6282. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-04 02:03:25 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <cek332haem9snm508hd01n2n2s5en7hop2@4ax.com>
Source record: 7289

On 3 Apr 2006 06:08:13 -0700, "Lee" <melee5@my-deja.com> wrote:

>Was there a Boss OS for the 800? Seems like there might well have
>been, but I missed out on the early Atari days and don't know much
>about what was ever offered for the 800. Anybody? The saga
>continues...?

Based on the articles in ANALOG and Antic:

http://www.cyberroach.com/analog/an25/xlboss.htm

http://www.atarimagazines.com/v3n10/productreviews.html

I get the strong impression that there was no BOSS for the 400/800. The way the reviewers describe it (the ANALOG review is far more informative than the Antic review), one of the main points of the XL BOSS seems to have been to restore compatability with the 400/800 OS.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6283. Re: UK - upgrading XE VGS, want to have a nice 8-bit setup again

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-04 13:56:47 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <rlu43257elnjqh6n07ejm003nnfhrce10d@4ax.com>
Source record: 7290

Richard,

Satantronic has memory upgrades using a simm. I've not built one of
them, but it looks fairly good.

Rory

On Sun, 02 Apr 2006 19:01:37 +0100, RichardK
<atari@NOSPAMbtconnect.com> wrote:

>I want to make a nice 8-bit setup to mess with at some point. I've got
>an XE:VGS lurking, I'd like to upgrade the RAM if possible, and
>obviously find disk drives and the like.
>
>I can always run an emulator, but I like having functional hardware.
>
>Richard

*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

6284. Re: XL BOSS by Allen MacroWare

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 02:54:43 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1144205682.931664.88530@i40g2000cwc.googlegroups.com>
Source record: 7291

I'll agree with your strong impression after reading the info at your
links, thanks.

Ross Hartley has begun hosting these two files AND the documentation
for them as well, so everybody who wants a copy get on over to Ross'
Little Atari Page and grab them. Thanks, Ross.
http://home.swbell.net/hartley4/atari.htm

Michael Current wrote:
> On 3 Apr 2006 06:08:13 -0700, "Lee" <melee5@my-deja.com> wrote:
>
> >Was there a Boss OS for the 800? Seems like there might well have
> >been, but I missed out on the early Atari days and don't know much
> >about what was ever offered for the 800. Anybody? The saga
> >continues...?
>
> Based on the articles in ANALOG and Antic:
>
> http://www.cyberroach.com/analog/an25/xlboss.htm
>
> http://www.atarimagazines.com/v3n10/productreviews.html
>
> I get the strong impression that there was no BOSS for the 400/800. The way
> the reviewers describe it (the ANALOG review is far more informative than the
> Antic review), one of the main points of the XL BOSS seems to have been to
> restore compatability with the 400/800 OS.
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6285. atarimaps.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 05:07:42 UTC
From: badbrad <badbrad@cableone.net>
Message-ID: <1144213662.894202.216390@u72g2000cwu.googlegroups.com>
Source record: 7292

Since I mapped out Shamus a couple days ago, people have been sending me their maps of other Atari games. So, I decided to share. You can share too! Visit and submit yours! http://www.atarimaps.com

6286. Final Frontier 2 (long post)

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 16:17:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.05.16.17.53.286687@charter.net>
Source record: 7293

Folks, we're gearing up for another round of Final Frontier 2 here at the DarkForce! BBS. We're looking to recruit more players. If you've never played FF2 before, you're in for a real treat. I'm posting the Intro here, so you can get a "feel" about what the game is like. Please be sure and read the Documentation when you play!

Final Frontier II Introduction:

As I looked up from my comm display at the alien with discolored black and green splotches all over his face, I felt a wave of pity run deep within my bowels. The tears ran down his cheeks as he sat, shaking, in the plaid Naugahyde seat beside me, slowly telling me his story.

"It was HORRIBLE," sobbed the broken humanoid." I knew I had the intestinal fortitude to handle it, being descended from Terran kings, but the atrocities committed in the FINAL FRONTIER war were just too hard to bear; especially those in THE DEAD GODS sector...that rebel DARKCHYLD's home turf!!"

'Kings? What?' I thought. I put the comm on auto and leaned back into my chair, fixing my full attention on his story.

"It all started in the general assembly right before the war," he said. "The Satharians were miffed because of Ted Turner XXXIV and his holographic

imaging colorization of something called 'I Love Lucy.' I think it had something to do with a red-haired puritan axe-murder. Anyways, distribution in the outer-rim was poor, and the Saths were literally shedding skin over it."

He leaned back in the chair with a gracefulness I had not seen in ages, picking up his tea spoon and twirling it with exaggerated movements. Anything to break

"It all seemed like a small interplanetary riot, you know, the kind that never gets any press anymore. Then that goody-goody MORDEN stepped in," He quick snorted and wiggled his nose contemptuously. "He promised the lizards he would acquire the rights to the shows and air them nationally. But instead he packed up the Saths' national treasury, stole the prime ministers wife, knocked off two holoburger stands, and, dear God, slandered the good name of the acquitted sports hero Orangutan Jumper Sampson..."

I shook my head, remembering it well. "And that's when the proverbial guano hit the gliding rotisserie blades..." I said.

"You guessed it," he continued. "Everyone went berserk, buying ships, weapons and other stuff. Interplanetary systems dissolved, governments collapsed, and

all-out chaos ensued. And that was just from the media coverage alone!" "People started colonizing planets everywhere, trying to get a foothold of power. Dr. Scholl became a billionaire! But the thing about it was nothing was

sacred," he said. "People were invading people, taking planets, and wasting each other just for kicks. It got so you had to hide in a sun's corona just to get some sleep."

"But that's when all the new developed technology started coming about," I interjected. "You know, booby-trapping derelict ships, laying mines, massive production of defense installations, trade routes and other stuff."

"Not to mention the illicit beaming of 'Sweatin' to the Oldies' onto command bridges playback consoles," he said.

I shuddered. Truly a fate worse than death...

"And that wasn't even the worst of it," the curly-haired alien said. "What about those distinguished few, ROGUE, SYSOP, MORPH and others; the real nuts! They sneaked around with weird aliases and thought no one would notice...."

"Yeah, some real unholy alliances came about because of this war," I said as I read my tactical display, looking for SPACE PIRATES. " And with the new increased galactic size, there's going to be a LOT more space to hide in.

Suddenly, the ship rocked with an explosion! Red alerts resounded across my bridge. "And shut that blasted noise off!" came a command. From the back of my mind twas some weird English-accented old man's voice. My alien copilot looked at me as if he had read my mind.

"JEAN-LUC!" we said in unison. The alien started to reach under the dash for the General Foods International Coffees, when another burst knocked him from his chair.

"Darn!" I screamed, grabbing the joystick like it was the last Pina Colada in Tahiti. I targeted the pirates with my newly-installed Photon Cannons, and blew them 10 levels past Hades.

I started to let myself relax, but I noticed something peculiar. The graceful alien had been knocked out of his seat and was being jostled about the cabin . But he was moving now, on his feet, and it looked like he was supposed to be walking forward, but instead he was moving backward.

"Just Beat me, just Beat me...." he murmured.

I started reaching for my hand-phaser, slowly and cautiously. He spun around and stopped so abruptly I thought the gravity simulators were off line.

"You wouldn't happen to have any peanut butter and bananas lying around here, would you?" he queried.

I screamed and hit the floor, grabbing my weapon. But the Prince (God help us) slid over to me like a greased proton beam and wrenched it from my hand.

"So, you figured it out, huh?" said the Prince.

I stared at him, aghast. He just smiled that weird-smile of his; it was like something out of an old beach flick.

"Yeh, it's me. One of my daddy's old fans set me free from the suspended animation chamber. And wouldn't you know it, after my daddy, Michael, and my momma, Lisa-Marie, hid all the Terran currency some years ago after collecting it from owning rights to just about everything (gasp); I'm quite rich! But I thought it would be nice to put some Thriller into your life by stealing your ship."

He started to laugh; it was a ghostly, haunting laugh, and made him throw back his head. I took the initiative and pushed his skinny 80-pound body across the floor, slamming him into the bulkhead. But he quickly recovered, and raised the phaser. Click.

"Shoot!" he exclaimed, wrenching off the battery cover, the SupraVolts falling to the ground.

I sprang forward, slamming my fist on to the escape pod eject button. The small section of the ship he was in closed off and spewed forth into space, taking the demon-spawned love-child with it. I made a silent prayer to a certain bass drum-toting pink bunny.

Collapsing on to the console, I heaved a sigh of relief. I sat up, entered some random coordinates, and warped into space. The war was getting bigger.

It was much more intense. I was going to get my fair share of the...

FINAL FRONTIER II

(Final Frontier I was just a teaser...)

* * *

Think you're bad enough to survive this NEW, VASTLY IMPROVED version of Final Frontier? No longer do you have to wait for the wusses on your board to show up and play. No longer do you have to depend upon your teammates like in S.E.E. (Shameless Plug). Want to see if you are TRULY bad enough to hang with all the pros? It's a whole new game, networked and armed to the teeth...

You know the old story...

"This is where you come in to play. You have been given a ship
and some vessels; the most that your government could give you in
this deep space area. You must, either by yourself, or with the
help of others, control at least 400 of the planets in the Outer
Rim to win this war. By colonizing and fortifying planets, you'll
be able to manufacture more goods and ships for yourself. You should
expect aggression from other ships and planets, and should not hesitate
to attack others to reach your goal of 400 of the planets. Good luck.
You'll need it.

Now live it! An expanded, networked galaxy awaits you, along with many players from all around the universe. So get ready, read the docs and new features, then let's get down to some serious arse-kicking!

See you out there in CyberSpace, friend...

--
_/_/_/

6287. Re: UK - upgrading XE VGS, want to have a nice 8-bit setup again

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 22:15:03 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-3A700A.00150306042006@azure.qinip.net>
Source record: 7294

Howdy Richard

> I want to make a nice 8-bit setup to mess with at some point. I've got
> an XE:VGS lurking, I'd like to upgrade the RAM if possible, and
> obviously find disk drives and the like.

Try http://www.holyoak.com/atari/8bitcomp.html

There also was an article in the on-line magazin www.myatari.net but
unfortunately, they have been "temporarilly off-line" for a while now.
May issue. I'm not sure about the year, but it has a red cover.

CU Mathy vqn Nisselroy

6288. Re: Modern SCSI drives and Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 22:26:05 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-B03567.00260506042006@azure.qinip.net>
Source record: 7295

Howdy Larry

> What are some kinds of SCSI hard dries folks are using with their Black
> Box setups?
>
> I have not been able to get anything larger than apx. 230 MB embedded
> "narrow" 50-pin (mine are SCSI II -- I think) to work with mine.
>
> Is anyone using something larger? What brand/model? Any brands/types
> to avoid? My current drive is getting loud, so I suspect it is going
> to fail soon, and I'd like to replace it before rather than after!

I have two "new" SCSI HDD's here. Both have 68 pin connectors. One is
2 GB the other 4 GB. I'm planning to install them in the CM Stacker
(Big Tower by Coolermaster), along with my CD-ROM and DVD-ROM mechs.
68-to-50 pin convertors are already installed. But I still need to get
an extra cabel so I can hook everything up to the power suppy. And I
probably have to drill new holes in the 4in3 thingy, because I want to
install two 3.5" floppy disk drives, and Coolermaster didn't expect that.

Nice to hear that the SCSI-2-IDE convertors work with the BlackBox. If
you send me a textfile explaining what you did, maybe even with some
pictures, maybe I can add them to my site at www.mathyvannisselroy.nl.

CU Mathy van Nisselroy

6289. Re: Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 22:30:10 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-42BB98.00301006042006@azure.qinip.net>
Source record: 7296

Howdy Larry

> Should have added this to the last post. Formatting seems to be an
> issue with modern drives using the BB formatter. Has anyone been able
> to format a drive in Windows or MS-Dos and then set up and use that
> drive with the BB? That might be a good work-around for the formatting
> issues. Note that I'm referring to a low-level format only.

Modern drives will not allow you to LL format the disk. The
manufacturers put some info on that disk (probably which sectors not to
use) that needs to stay on there for the disk to work. If you'ld format
them, this information would be lost. Just use FMTDIR to partition
everything and forget about HDFMT.

CU Mathy

PS my 80MB IBM HDD is very noisy, but still running after years. I
recently heard that 10 yera old SCSI disks are still going strong, but 3
year old IDE/Atapi disks have been developing errors already.

6290. Re: Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-05 23:10:05 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44344e4d$0$12923$91cee783@newsreader02.highway.telekom.at>
Source record: 7297

Mathy Van Nisselroy wrote:

> PS my 80MB IBM HDD is very noisy, but still running after years. I
> recently heard that 10 yera old SCSI disks are still going strong,
> but 3 year old IDE/Atapi disks have been developing errors already.

The M.T.B.F. (Meantime between failure), going with SCSI-stuff, is
factly higher.

Most headache makes me s.m.a.r.t.. :) (what a shit, I finally survived
a 60GB HD which was damaged (due to smart) with an other PC [not one
bad sector"!"])

Best Regards,

Daniel Mandic

6291. Re: UK - upgrading XE VGS, want to have a nice 8-bit setup again

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 00:21:29 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <daZYf.84631$g91.14441@tornado.ohiordc.rr.com>
Source record: 7148

Mathy Van Nisselroy wrote:

> Howdy Richard
>
>> I want to make a nice 8-bit setup to mess with at some point. I've got
>> an XE:VGS lurking, I'd like to upgrade the RAM if possible, and
>> obviously find disk drives and the like.
>
> Try http://www.holyoak.com/atari/8bitcomp.html
>
> There also was an article in the on-line magazin www.myatari.net but
> unfortunately, they have been "temporarilly off-line" for a while now.
> May issue. I'm not sure about the year, but it has a red cover.
>
> CU Mathy vqn Nisselroy

Ok I promise this will be the last time I mention web.archive.org :)

http://web.archive.org/web/20030121003955/www.myatari.net/issues/may2001/memory.htm

6292. Re: atarimaps.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 01:02:26 UTC
From: Scott <scottith@earthNOSPAMlink.net>
Message-ID: <CMZYf.1042$Es3.833@newsread3.news.atl.earthlink.net>
Source record: 7149

Here's another site with maps: http://mapy.atari8.info/

"badbrad" <badbrad@cableone.net> wrote in message
news:1144213662.894202.216390@u72g2000cwu.googlegroups.com...
> Since I mapped out Shamus a couple days ago, people have been sending
> me their maps of other Atari games. So, I decided to share. You can
> share too! Visit and submit yours! http://www.atarimaps.com
>

6293. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 07:19:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060018200.4776-100000@onyx.spiritone.com>
Source record: 7150
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
atari@aracnet.com or http://adoption.atari.org

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6294. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 07:22:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060020060.4776-100000@onyx.spiritone.com>
Source record: 7151
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6295. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 07:24:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604060022220.4776-100000@onyx.spiritone.com>
Source record: 7152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6296. MyDos HD Backup Using APE

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 10:37:10 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1144319830.601001.188760@g10g2000cwb.googlegroups.com>
Source record: 7153

I was backing up my hard drive to an APE large virtual disk of 60000 DD sectors. My backup program was the Hard Disk Backup Pro. In this particular case, most of my directories were 3-levels deep: Root:Sub1:Sub2:Files. I realize that creates some additional overhead for the file system, but I was amazed at the amount of "thrashing" going on by the time I got toward the end of the disk. The backup of apx 55,000 sectors took almost three hours using 3X speed. Whew!

I can't say for sure what was going on, but it appeared that every time a new file was written, the backup went to the root directory, then to Sub1 then to Sub2 and finally wrote the file. In the case of appending, a very small part of the file was written, and only (it appeared) after re-reading the file to that point. (?)

So was this a MyDos issue, or an issue with the virtual disk (a large random file?), or an issue with the backup program? I have a HD backup program that I wrote, but it does not support more than one level of subdirectories, so I can't compare these results with it. Certainly I'm going to compare this to sector copying -- can't be any slower.

Can anyone shed any light on this?
Thanks,
Larry

6297. Re: MyDos HD Backup Using APE

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-06 12:31:29 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <DS7Zf.6686$x11.6159@fed1read10>
Source record: 7154

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1144319830.601001.188760@g10g2000cwb.googlegroups.com...
>I was backing up my hard drive to an APE large virtual disk of 60000 DD
> sectors. My backup program was the Hard Disk Backup Pro. In this
> particular case, most of my directories were 3-levels deep:
> Root:Sub1:Sub2:Files. I realize that creates some additional overhead
> for the file system, but I was amazed at the amount of "thrashing"
> going on by the time I got toward the end of the disk. The backup of
> apx 55,000 sectors took almost three hours using 3X speed. Whew!
>
> I can't say for sure what was going on, but it appeared that every time
> a new file was written, the backup went to the root directory, then to
> Sub1 then to Sub2 and finally wrote the file. In the case of
> appending, a very small part of the file was written, and only (it
> appeared) after re-reading the file to that point. (?)
>
> So was this a MyDos issue, or an issue with the virtual disk (a large
> random file?), or an issue with the backup program? I have a HD backup
> program that I wrote, but it does not support more than one level of
> subdirectories, so I can't compare these results with it. Certainly
> I'm going to compare this to sector copying -- can't be any slower.
>
> Can anyone shed any light on this?
> Thanks,
> Larry
>
Been there done that! What hard drive system are you using with APE..
MyDOS has a few problems with MyIDE rom versions below 32f. The black box
should do it okay, there seems to be better buffing of data stream. The
noise is probably caused by fragmented files on the hard drive (you might
even have several directories fragmented.) Sector coping has been discussed
here several times. A program called SECTOR17.COM works well on the
emulator from ATR to ATR but slow from APE to hard drive or hard drive to
APE. 64 directory entries per directory SUCKS big time. But I concider my
time doing this was well spent. I now have a hard drive with 26 directories
filled with atleast 1600 game XEX files.. and picodos and associated text
files for long file names. Enjoy it can only get better- I HOPE.

RoyE

6298. Re: atarimaps.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-07 10:58:19 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <fBrZf.51433$d5.207292@newsb.telia.net>
Source record: 7155

"badbrad" <badbrad@cableone.net> skrev i meddelandet
news:1144213662.894202.216390@u72g2000cwu.googlegroups.com...
> Since I mapped out Shamus a couple days ago, people have been sending
> me their maps of other Atari games. So, I decided to share. You can
> share too! Visit and submit yours! http://www.atarimaps.com

Thank you for posting this! It was cool to see the map over this great
game.

About Swordquest, was there only eight rooms in that game?

Anders

6299. Re: MyDos HD Backup Using APE

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-07 11:22:32 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1144408952.391899.301920@z34g2000cwc.googlegroups.com>
Source record: 7156

> Been there done that! What hard drive system are you using with APE.. MyDOS has a few problems with MyIDE rom versions below 32f. The black box should do it okay, there seems to be better buffing of data stream. The noise is probably caused by fragmented files on the hard drive (you might even have several directories fragmented.) Sector coping has been discussed here several times. A program called SECTOR17.COM works well on the emulator from ATR to ATR but slow from APE to hard drive or hard drive to APE. 64 directory entries per directory SUCKS big time. ... <

Hi Roy-
I'm was using the Black Box. I have not heard of "SECTOR17" -- a PC
program or A8?
-Larry

6300. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-07 20:44:24 UTC
From: Bob Stinson <bstin@shaw.ca>
Message-ID: <laAZf.7416$_u1.4070@pd7tw2no>
Source record: 7157

Bob Stinson wrote:
> I've got a few items taking up space that need to go, but since they're
> possibly of some use to folks still using Atari 8bit, I don't want to
> simply throw them out, so I'm offering them here for nothing more than
> the cost to ship them.
>
> Anybody interested in any, or all, of these items please contact me
> soon, because if there's no interest in approx. 2-3 weeks, I will resort
> to the dumpster, just to get rid of this stuff.
>
> Here's what I have left, and the URLs of the pictures:
>
> 1.) Atari 600XL/800XL power supply. I just checked this with my
> multimeter, and it's putting out the correct voltages on the correct pins.
>
> http://members.shaw.ca/bstin/Atari/Freebies/800xlPSU.jpg
>
> 2.) Dust Cover for Atari 800XL. I cut a hole in this, and sewed the edge
> of it so that I could leave my SpartaDOS X cart installed while also
> having the cover on the computer.
>
> http://members.shaw.ca/bstin/Atari/Freebies/800xlCover.jpg
>
> 3.) Switch Box & Cable to connect the computer to a TV.
>
> http://members.shaw.ca/bstin/Atari/Freebies/SwitchBox.jpg
>
> 4.) 800XL Case, keyboard, etc. This is the remains of my 800XL, i.e. I
> have the non-working motherboard(with no RAM chips on it) inside, as
> well as the shielding & screws, and the keyboard. If anybody wants just
> the keyboard, or any other part, I can pull the required item and ship
> just that.
>
> http://members.shaw.ca/bstin/Atari/Freebies/800xlCase.jpg

The two folks that posted here, that were interested, both backed out
due to shipping costs(both wanted ALL the items, so the package was
about 10lbs.), so this stuff is still available.

If anybody wants any of these items, please let me know within the next
week, otherwise it's off to the garbage dump.

6301. Re: atarimaps.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-07 21:42:16 UTC
From: Scott <scottith@earthNOSPAMlink.net>
Message-ID: <Y0BZf.1661$Es3.1405@newsread3.news.atl.earthlink.net>
Source record: 7158

> About Swordquest, was there only eight rooms in that game?

http://www.tripoint.org/sq/sq.html

6302. DarkForce problems

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-08 15:16:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.08.15.16.29.895870@charter.net>
Source record: 7159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Folks, we've had really severe weather here in the last 24 hours.

(tornadoes, high wind, intense rain, cats and dogs-living
together...<cough>, er wrong movie...) :-)

Anyways, we were without power for much of the last 24 hours. Which far
exceeds the UPS I've got on the BBS.

Our normally stable dynamic IP address changed, one of only 2 times its
changed in over a year.

Its now: 24,177.23.112

Until my server gets this updated, you'll be unable to telnet to
"bbs.darkforce.org" although the actual IP address will work.

Thanks for your patience and sorry for any inconvenience.

--
_/_/_/

6303. LONG: Atari 8 bit game documents

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-09 04:15:33 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <141h32pf0dogsc5gshr9tko4ctv0u1lqo8@4ax.com>
Source record: 7160

Hey all,

I been working in the basement this week and found several binders and boxes of 8 bit game documents (photocopies of manuals, box covers, etc) from owners of old bbs's who collected this stuff long time ago. I just came into owning a duplex scanner and started to convert the docs to PDF.

Most of the photocopies are of poor quality and mostly incomplete (some have box scans, warranty info). Most SSI and Avalon hill games have 'hex' grids with text embedded in them, and most of those are illegible after scanning. I still have at least two more binders to go and several boxes of manuals to scan. Some of these titles are old, and some I've never heard of before. The scans still need to be compressed before burning them to CD or DVD...

My questions are... Is anybody looking for games documents? Is partial docs better than none?

I intend to replace PDF's if I come across an original.

The list of actual files are on my ftp server. You can log on and view the list, but cannot download them. I dont want someone to start downloading the entire catalog. If you want a few, no problem. If you want more than 2 or 3, I can burn them to a CD or DVD for a nominal cost ($1-2) + shipping. Most of the ones in the 'P' directory are better than the ones in the 'W' directory.

Here is some info:
ftp: fujiman.no-ip.com
login: ataridox
pass: listplease

If you need to get ahold of me:

fujiman(no@spam)netzero.net

get rid of the parens and the obvious.

Thanks,
Rory
*** Free account sponsored by SecureIX.com ***
*** Encrypt your Internet usage with a free VPN account from http://www.SecureIX.com ***

6304. Re: Atari 8 bit game documents

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-09 17:14:14 UTC
From: Scott <scottith@earthNOSPAMlink.net>
Message-ID: <Ghb_f.2326$Es3.2070@newsread3.news.atl.earthlink.net>
Source record: 7161

try www.atarimania.com. Chances are they'd be very interested in those!

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:141h32pf0dogsc5gshr9tko4ctv0u1lqo8@4ax.com...
> Hey all,
>
> I been working in the basement this week and found several binders and
> boxes of 8 bit game documents (photocopies of manuals, box covers,
> etc) from owners of old bbs's who collected this stuff long time ago.
> I just came into owning a duplex scanner and started to convert the
> docs to PDF.
>
> Most of the photocopies are of poor quality and mostly incomplete
> (some have box scans, warranty info). Most SSI and Avalon hill games
> have 'hex' grids with text embedded in them, and most of those are
> illegible after scanning. I still have at least two more binders to go
> and several boxes of manuals to scan. Some of these titles are old,
> and some I've never heard of before. The scans still need to be
> compressed before burning them to CD or DVD...
>
> My questions are... Is anybody looking for games documents? Is partial
> docs better than none?
>
> I intend to replace PDF's if I come across an original.
>
> The list of actual files are on my ftp server. You can log on and view
> the list, but cannot download them. I dont want someone to start
> downloading the entire catalog. If you want a few, no problem. If you
> want more than 2 or 3, I can burn them to a CD or DVD for a nominal
> cost ($1-2) + shipping. Most of the ones in the 'P' directory are
> better than the ones in the 'W' directory.
>
> Here is some info:
> ftp: fujiman.no-ip.com
> login: ataridox
> pass: listplease
>
> If you need to get ahold of me:
>
> fujiman(no@spam)netzero.net
>
> get rid of the parens and the obvious.
>
>

> Thanks,
> Rory
> *** Free account sponsored by SecureIX.com ***
> *** Encrypt your Internet usage with a free VPN account from
> http://www.SecureIX.com ***

6305. Re: UK - upgrading XE VGS, want to have a nice 8-bit setup again

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-09 22:29:03 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-80E41F.00290310042006@azure.qinip.net>
Source record: 7162

```
Howdy Charlie

In article <daZYf.84631$g91.14441@tornado.ohiordc.rr.com>,
Charlie <charleycron@woh.rr.com> wrote:

> Mathy Van Nisselroy wrote:
>
> > Howdy Richard
> >
> >> I want to make a nice 8-bit setup to mess with at some point. I've got
> >> an XE:VGS lurking, I'd like to upgrade the RAM if possible, and
> >> obviously find disk drives and the like.
> >
> > Try http://www.holyoak.com/atari/8bitcomp.html
> >
> > There also was an article in the on-line magazin www.myatari.net but
> > unfortunately, they have been "temporarilly off-line" for a while now.
> > May issue. I'm not sure about the year, but it has a red cover.
> >
> > CU Mathy vqn Nisselroy
>
> Ok I promise this will be the last time I mention web.archive.org :)
>
> http://web.archive.org/web/20030121003955/www.myatari.net/issues/may2001/memor
> y.htm

Thanks for the link.

CU Mathy
```

6306. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-10 04:29:21 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1144643347@rtfm.mit.edu>
Source record: 7163
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6307. Re: Black Box HD Format Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-10 21:25:10 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-D0EFEA.23251010042006@azure.qinip.net>
Source record: 7164

Howdy Larry

In article <1143818298.049595.34040@i39g2000cwa.googlegroups.com>,
"Larry" <LLppwhite@aol.com> wrote:

> Hopefully someone knows about SCSI error codes...
> I am trying to set up a new hard drive with my BB (Parity mod is
> installed).
> I have correctly entered the drive data. The configuration data
> appears to be correctly written to Sector 0. But when I select the
> controller (SCSI embedded drive) there is a long pause and then I get
> the following error message/codes from the HDFMT.COM (the BB
> formatter):
>
> "Mode Select Command Failed!"
> "70,26 is the error code."
> "05 is the sense key."
>
> Any thoughts/suggestions?
>
> Thanks,
> Larry

On HDD's that need the parity mod, you usually don't need to use
HDFMT.COM.

The error message looks familiar, but I can't remember under what
conditions it appeared. A long pause usually happens, when the HDD can
not be accessed for some reason. Is everything connected corrctly? If
you want to, I can sent you a piece of software (very crued) that will
read the (512 byte) sectors of your HDD, so you can check if the
configuration data is written to sector zero correctly.

CU Mathy

6308. Re: Apology to all for my Netiquette "Sorry"

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-11 17:28:53 UTC
From: you <you@cogeco.ca>
Message-ID: <3bV_f.65218$fd.54181@read2.cgocable.net>
Source record: 7166
Cross-posted to: comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups, comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

lezhewitt67@hotmail.com wrote:

> I am writing this email to apologise for the Message i sent earlier, which
> has upset a few people. As a Newbie to usenets i didnt realise what i was
> doing and i assure you i wont do it again. I am sorry to all concerned.
>
> My apologies lezHewitt.
>
> NO REPLY

What was it that you did? Just so others will know not to do it. :)

6309. Re: Formatting Modern Drives for the Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-11 17:44:29 UTC
From: you <you@cogeco.ca>
Message-ID: <GpV_f.65220$fd.60498@read2.cgocable.net>
Source record: 7167

Mathy Van Nisselroy wrote:

> Howdy Larry
>
>> Should have added this to the last post. Formatting seems to be an
>> issue with modern drives using the BB formatter. Has anyone been able
>> to format a drive in Windows or MS-Dos and then set up and use that
>> drive with the BB? That might be a good work-around for the formatting
>> issues. Note that I'm referring to a low-level format only.
>
> Modern drives will not allow you to LL format the disk. The
> manufacturers put some info on that disk (probably which sectors not to
> use) that needs to stay on there for the disk to work. If you'ld format
> them, this information would be lost. Just use FMTDIR to partition
> everything and forget about HDFMT.
>
> CU Mathy
>
> PS my 80MB IBM HDD is very noisy, but still running after years. I
> recently heard that 10 yera old SCSI disks are still going strong, but 3
> year old IDE/Atapi disks have been developing errors already.

Ten year old SCSI drives? I have an old Macintosh LC with its original 40MB Quantum drive, and it purrs like a kitten. No bad blocks, no hesitation at startup, no disk read/write errors, and this disk is about 14 years old now. A 160MB Connor SCSI disk that was in my LC575, is just stating to show some problems now. This drive was bought new in 1995, so it's about 11 years old.

The 160MB Connor drive still works great, but there's a little hesitation at powerup. It sometimes takes a couple minutes or so for the drive heads to swing into place an begin reading the disk. Once the drive is up and running though, it runs great with no problems at all.

6310. Do You know Robbo from XL/XE? Remake on Sony Ericsson.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-11 20:29:42 UTC
From: Lukasz <lstela@poczta.onet.WYTNIJpl>
Message-ID: <e1h3jqcnb1@news.onet.pl>
Source record: 7165

I'd like to present effect of my work:
http://195.150.76.67.

Game You may get by writing below address on Your phone
http://195.150.76.67/j2meapps/SonyEricsson/Robbo.jad

I'll be appreciate for Your feelings and suggestions. Please write me at
lstela@CUTTHISpoczta.onet.pl (remove CUTTHIS from my e-mail address) or
below this post.

Lukasz Stela
N 50 05' 04"
E 19 53' 43"

6311. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 02:49:56 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1144810196.760237.189040@v46g2000cwv.googlegroups.com>
Source record: 7168

Contact me @ nuke48386 AT yahoo DOT you-know-what.

10lbs is a pittance for shipping, unless you're talking
next-day air.

Aside from a missing ram chip. do you recall what was
the matter w/ the mainboard??

Thanx,
Tarkin
(The male 'crazy-cat-lady' of the computer world)
"More technology was thrown out to the curb
yesterday than existed in the world in 1984"

6312. FA: MIO 1mb on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 19:22:20 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <qkkq32lqj666e37hsmsffelejb3ng2f5kh@4ax.com>
Source record: 7169

I have an MIO on Ebay...

The auction is supposed to be a low bidding event...

My apologies in advance...
=====
I wanted to tell you that I have a high shipping cost placed on this
auction. I will be charging $330 + shipping + auction ending price.

I dont think people are aware of it. It's my way of getting money back
from ebay by not paying them fees.

There is a reason for it.

I got screwed on a scanner I bought online for $410 of which I have
only got $175 back(and will probably be all I'll ever see). Through
the loopholes of Ebay/Paypal they will 'recover' $200 minus $25 fee of
any purchase. Yet another reason not to use ebay/paypal. I've been
burned and this is the only way to recoup.

Thanks,
Rory
=====

The shipping will be $330 + shipping put ending auction.

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6313. Re: MIO 1mb on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:29:01 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <Naf%f.15462$tN3.746@newssvr27.news.prodigy.net>
Source record: 7170

"Rory McMahon" <rorymcmahonNOSPAM@yahoo.com> wrote in message
news:qkkq32lqj666e37hsmsffelejb3ng2f5kh@4ax.com...
> I have an MIO on Ebay...
>
> The auction is supposed to be a low bidding event...

People may be bidding without checking the ship/handling calculator.
I think I understand the ship concept you're trying to achieve, however
your statement in the description is misleading.
I quote your description:

"The shipping costs will depend on where you live. I have set a fixed
shipping amount, but you can save shipping by winning more than one auction.
Thanks for your understanding."

Your explanation here is acurate, but people may be shocked by the
shipping amount. Shipping won't vary much " ... depend on where you live.."
Sorry.

> My apologies in advance...
> =====
> I wanted to tell you that I have a high shipping cost placed on this
> auction. I will be charging $330 + shipping + auction ending price.
>
> I dont think people are aware of it. It's my way of getting money back
> from ebay by not paying them fees.
>
> There is a reason for it.
>

6314. Re: Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:40:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <8lf%f.30566$Hk1.14927@read1.cgocable.net>
Source record: 7171
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:

> This March I'm celebrating my Birthday! If you want to bless me, I'm
> trying to raise Capital to buyout an Atari Dealer of all his Atari goods!
> So give me your Atari business, send all Atarians Marching my way and help
> save Atari goods from extinction, buying from Ben Saves Atari!
>
> I'm creating a NEW Atari catalog. Catalog's name is NEWINBOX.TXT compiled
> from all items NEW in BOX from all my other catalogs made up of Hardware,
> Games/Software and Books for the 8 Bit, ST & Jaguar! Instead of 38 columns
> of text width it will be 80 column width, Most entries will be 1 line each
> and sorted alphabetically by title. You'll only find my NEW items in this
> catalog as I'm removing such NEW item's from their other catalogs.
>
> http://BensCatalogs.Atari.org Atari's for sale!
> http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
> http://www.aracnet.com/~atari/birthday.htm Ben's Atari Birthday!
> http://www.aracnet.com/~atari/wantlist.htm What Ben Wants!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

Happy belated birthday, Ben. Also, good to see that you're finally making
the leap to 80 columns. Welcome to the new millenium.

--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6315. Re: FA: MIO 1mb on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:41:20 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1144881680.925812.85200@e56g2000cwe.googlegroups.com>
Source record: 7172

I will be very interested to see how this plays out -- namely whether
the "winner" had a clue about your shipping charges. But I've seen
shipping charges like this before -- but it was on an tractor... ;-)
-Larry

6316. Re: looking for Atari PC2

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:45:09 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <epf%f.30567$Hk1.11242@read1.cgocable.net>
Source record: 7173

Chris wrote:

> I realize this is an 8-bit group, but what the heck :). I'm largely
> interested in all the Atari PEECEE type computers (as well as earlier
> 8-bitters and the ST series), but in particular I'd like to obtain the
> PC2. I live in New Jersey presently, but it's my understanding they
> were available in Canada (well I saw one on Ebay in Canada). Please
> contact me offlist. Thanks.

Was the PC2 the Atari PC that was housed in the modified Mega ST case? If so, I recall having wanted one of those as well. I remember reading an article in an old Compute! magazine about it's introduction -- a CES or Comdex show report, I believe.

Anyway, Atari was expecting to sell a tonne of those boxes. At least that was the hype from the magazines of the time.
--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6317. Re: Please read - nothing nasty

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:52:51 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <swf%f.30568$Hk1.5410@read1.cgocable.net>
Source record: 7174
Cross-posted to:
comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy

Your@email.adr wrote:

> I want start a trend, this is make ppl to think carefully about where
> they live and how we are screwing it up, and the cures. goto my site and
> look
> i am a disabled ex-truck driver, and i have to find a new career, so this
> it, i want to plant a few trees, My site url :-)
>
> http://www.global-airconditioning.com/index.html
>
> its on a candian server my name and address is fully available
> I want help, and thats very hard for me to say.
> i don't lie it costs too much, truth hurts but it costs nothing, phishers
> beware, balderdash is binned

Interesting! Your site don't work, dude. If you're going to spam the
newsgroups, at least provide a link that actually works.

--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6318. Re: The "best" Operating System?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:57:52 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <9Bf%f.30569$Hk1.17695@read1.cgocable.net>
Source record: 7175

Larry wrote:

> Of all the OS's written for the A8, which is the best XL/XE OS? (It
> must recognize the parallel bus.) And which is the best 800-type
> "compatability" OS used on the XL/XE for older software? And of course
> -- WHY did you pick your favorites?
>
> My favorite is the the Ultra Speed + OS from CSS. It is "the best"
> because it works so well with the Black Box and Floppy Board. But even
> without the BB, it handles UltraSpeed so transparently. It also
> provides an extremely floppy-like ramdisk if you have expanded ram.
> 720 sectors, single or DD.
>
> My favorite 800-type OS is Omnimon -- hands down, no contenders -- love
> that monitor!!! I must admit, however, that especially using a VGA
> up-converter, Omniview is very impressive. But it's still way behind
> Omnimon, because there is so little 80-column software.
> -Larry

Did anybody ever produce a Unix-like OS for the Atari 8-bit? Not an actual Unix, but something that looks and feels like a Unix? I know there was SpartaDOS, which was a command line OS. Though I would hardly call SpartaDOS Unix-like.

I remember ordering a DOS from Bellcom that was written entirely in Basic. It wasn't Unix-like, but MS-DOS like. It wasn't very useful, being that it was written in Basic -- at least the user interface portion was written in Basic. The actual DOS.SYS was Atari DOS 2, I think.

Hmm, what was that called? Mecc-DOS, I think.

Anyway, was there ever any effort to create something Unix-like? i.e. a DOS that used Unix like commands?

--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6319. Re: Carlos Murray would like your support!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 22:59:19 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <vCf%f.30570$Hk1.8487@read1.cgocable.net>
Source record: 7176

You wrote:

> Carlos Murray is running for Mayor of Sarnia in the upcoming election.
> Carlos Murray would like to count on your support this November; together
> we can promote real change and foster real commitment to the people of the
> city of Sarnia.
>
> If you would like more information about Carlos Murray, his campaign, or
> his campaign platform, please visit his website at:
> http://www.geocities.com/sarnians/
>
> While you're there, pop into the forums and have your say on the issues
> that matter to you.
>
> Send a message this November, Vote Carlos Murray for Mayor of Smugville.

My how times have changed. Even I am not supporting Mr. Murray any longer.
Yikes!

--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6320. Re: The Black Box Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 23:00:44 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <RDf%f.30571$Hk1.21602@read1.cgocable.net>
Source record: 7177

Mathy Van Nisselroy wrote:

> Howdy Jack
>
>> > I am wondering if the black box floppy board works with XEGS
>> cartridge or
>> > PBI of 130XE or SIO connection.
>
> You can read all about th eblackBox and the FloppyBoard on my site at
> www.mathyvannisselroy.nl/blackbox.htm.
>
> CU Mathy

Are these devices still being produced by CSS?
--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6321. Re: The Black Box Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 23:23:13 UTC
From: Beezlebub <thedevil@hell.com>
Message-ID: <thedevil-6D7272.19231412042006@syrcnyrdrs-02-ge0.nyroc.rr.com>
Source record: 7178

In article <RDf%f.30571$Hk1.21602@read1.cgocable.net>,
AlbaClause <you@cogeco.ca> wrote:

> Mathy Van Nisselroy wrote:
>
> > Howdy Jack
> >
> >> > I am wondering if the black box floppy board works with XEGS
> >> cartridge or
> >> > PBI of 130XE or SIO connection.
> >
> > You can read all about th eblackBox and the FloppyBoard on my site at
> > www.mathyvannisselroy.nl/blackbox.htm.
> >
> > CU Mathy
>
> Are these devices still being produced by CSS?

Last I heard, the Floppy Board can *possibly* be purchased from CSS. I
know that Bob has enough parts to build one more batch of Floppy Boards,
but there needs to be enough demand from users for him to do it. If you
(or anybody) wants one, let Bob know!

6322. Re: LONG: Atari 8 bit game documents

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 23:37:01 UTC
From: ron.fucci@gmail.com
Message-ID: <1144885021.120785.97620@g10g2000cwb.googlegroups.com>
Source record: 7179

how to retrieve any of the pdf's? IE complains that above user is not
authorized to download

R

6323. Re: FA: MIO 1mb on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-12 23:41:18 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1144885278.294989.32330@z34g2000cwc.googlegroups.com>
Source record: 7180

I didnt mean to deceive anyone except Ebay.

The current high bidder has been notified and said, basically, cancel your bid if you want. I'm not going to hold anyone to the bids that they made under this situation.

Seems a lot of people on Ebay puts things on ebay for ridculously low prices (.01 for Buy it now) for expensive items to cheat ebay out of closing bid prices and make the money on shipping (which ebay cannot touch, yet...). I'm not wealthy enough to let $233 slip through the cracks. I really needed the scanner*. I waited 3 weeks for nothing to show up, meanwhile the bad seller has my money and already spent it. I get a partial refund from ebay and was told to recoup the rest from the seller (who probably used fake info). I had no protection from being frauded. Paypal defaults to a bank transfer instead of a Credit card (which I would have had protection). Things just went horribly wrong.

I'm NOT going to let the money slide.

I'll always check to see how much stuff is going to cost to ship. I want to know the ballpark price I will be paying. Expensive items (more than $200) I will only pick up in person which pretty well defeats the purpose of Ebay.

I guess I could just pull it off ebay and sell it some other way.

Rory

*See other posts for 8 bit documents needed to be scanned elsewhere.

6324. AlbaClause

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 00:01:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Nwg%f.65274$fd.60618@read2.cgocable.net>
Source record: 7181

I'm back! I have a new name now, too! I'm now known as AlbaClause. As you may have figured out from reading the signature at the bottom, AlbaClause is a contraction of the words Albatross and Clause.

For the illiterate and dictionary deprived folks cruising the group, I'm going to pull out my big red Webster's New World Dictionary and provide you with definitions of the words Albatross and clause. Here goes:

Albatross: 1) Any of a family of large, web-footed, tubenose birds found chiefly in the south seas. They have long narrow wings, and a long, hooked beak. 2) A burden or source of distress, especially one that impairs effective action.

Clause: 1) A group of words containing a subject and a finite verb, usually forming part of a complex or compound sentence. Clauses may be joined by parataxis, by modified parataxis, and by hypotaxis. 2) A particular article, stipulation, or provision in a formal or legal document.

I'll let you figure out which definitions I'm using for my handle. You can do it... I think you're smart enough!

You may recall that I used to frequent these groups under the handle "you". However, I've opted to cease use of that handle, as I really don't like you. Yes, sad but true.

In a closing note, if you happen to chance upon my website, and you have any knowledge of Debian Linux, you will immediately recognize that "woody" is the name of the old stable Debian distro. Although some rather large posteriored morning show hosts may believe that it is a reference to them, I assure you that it most certainly is not.

Note to Sarah Woodley: You're so vain. I bet you think this post is about you! :P

Anyway, ciao for now.

--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- Go ahead, hack it!

6325. Re: Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 02:38:27 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <yQi%f.4183$fo1.176084@news20.bellglobal.com>
Source record: 7182

ben.... you've been having this birthday bash
for about three years straight every,ooo.. couple a months
,on and off.. does it really ((technically speaking))need to be your
birthday to have a sale.or
is there something wrong ,sorry i am probally out of place to mention this.

the
curious quest-or

6326. Re: Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 07:37:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130034320.31706-100000@onyx.spiritone.com>
Source record: 7183

Hello Charles, nice to hear from you. I only have my Birthday Bash in March.

==Thanx==
===Ben===

On Wed, 12 Apr 2006, gfa midi charles wrote:

> ben.... you've been having this birthday bash
> for about three years straight every,ooo.. couple a months
> ,on and off.. does it really ((technically speaking))need to be your
> birthday to have a sale.or
> is there something wrong ,sorry i am probally out of place to mention this.
>
> the
> curious quest-or

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6327. Re: Ben's Birthday Bash!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 07:50:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130038350.31706-100000@onyx.spiritone.com>
Source record: 7184

Dont be deceived, I've been doing 80 columns since 1985 with my 1040STF. I try to support all my Customers. An 80 column user can still use a 40 column text. Appealing to the lowest common denominator. 40 column users may not as easily adapt.

On Wed, 12 Apr 2006, AlbaClause wrote:

> Happy belated birthday, Ben. Also, good to see that you're finally making
> the leap to 80 columns. Welcome to the new millenium.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6328. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 07:58:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130053140.31706-100000@onyx.spiritone.com>
Source record: 7185
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6329. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 08:01:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130058370.31706-100000@onyx.spiritone.com>
Source record: 7186
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6330. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 08:03:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604130101450.31706-100000@onyx.spiritone.com>
Source record: 7187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6331. Re: FA: MIO 1mb on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 14:43:22 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1144939402.856731.139620@z34g2000cwc.googlegroups.com>
Source record: 7188

Ok,

Ebay decided to close the auctions. I will have to re-word them.

Rory

6332. 800XL and 130XE differences

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 15:44:36 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <123ssf4r16p1c0e@corp.supernews.com>
Source record: 7189

I'm thinking of buying an 800XL and installing a Wizztronics 256K memory upgrade because I like the keyboard, and the cartridge port on the top instead of on the back like my 130XE. I know the 130XE has an additional expansion port on the back, but I'm not using it. Would the 800XL function essentially the same as my 130XE with the added memory? What are the differences besides memory? The video port has some differences, correct? I use the AtariMax MyIDE + Flash cart with compact flash for a "hard drive."

TIA

--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6333. Re: The "best" Operating System?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 16:41:24 UTC
From: Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>
Message-ID: <slrne3svpk.6sr.steve@randy.dedrat.com>
Source record: 7190

On 2006-04-12, AlbaClause <you@cogeco.ca> wrote:

> Did anybody ever produce a Unix-like OS for the Atari 8-bit? Not an actual
> Unix, but something that looks and feels like a Unix? I know there was
> SpartaDOS, which was a command line OS. Though I would hardly call
> SpartaDOS Unix-like.

LUnix for ATARI

http://www.strotmann.de/twiki/bin/view/APG/LngHowToBuild

Apparently only works on emulators.

--
Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk>

6334. Re: 800XL and 130XE differences

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 19:42:04 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <rYOdnXFMDKOJNKPZnZ2dnUVZ_vGdnZ2d@adelphia.com>
Source record: 7191

To the best of my knowledge, the functional diffs (other than RAM) are as follows:

800XL: Basic Revision B
130XE: Basic Revision C

800XL: No seperate chroma and luma on monitor output (on most anyways)
130XE: Seperate chroma and luma on monitor port (SVIDEO)

800XL: Parallel Bus
130XE: ECI port

-Jason Harmon

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> wrote in message news:123ssf4r16p1c0e@corp.supernews.com...
> I'm thinking of buying an 800XL and installing a Wizztronics 256K
> memory upgrade because I like the keyboard, and the cartridge port on
> the top instead of on the back like my 130XE. I know the 130XE has
> an additional expansion port on the back, but I'm not using it.
> Would the 800XL function essentially the same as my 130XE with the
> added memory? What are the differences besides memory? The video
> port has some differences, correct? I use the AtariMax MyIDE +
> Flash cart with compact flash for a "hard drive."
>
> TIA
>
> --
> Joseph D. Place
> ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
> http://www.josephplace.com

6335. Re: 800XL and 130XE differences

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-13 23:55:27 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1144972526.979037.272310@i39g2000cwa.googlegroups.com>
Source record: 7192

>From the factory, the 800XL has a much better quality video signal (TV at least).

Plus, most 800XLs have socketed chips making upgrades and repairs a lot easier.

If you use cartridges, the XL is also a much better choice.

6336. TERRY ORTMAN VIOLATES CHILD PORN PROBATION!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-14 05:46:46 UTC
From: GLENN CHARTRAND <desireecousteau2001@yahoo.ca>
Message-ID: <1144993606.611689.237440@j33g2000cwa.googlegroups.com>
Source record: 7193

REGISTERED SEX OFFENDER (PEDOPHILE STATUS) & CONVICTED CHILD
PORNOGRAPHER TERRY ORTMAN OF DECATUR, ILLINOIS.....THE WELL KNOWN
'FAQ MAINTAINER' OF ALT.FAN.TRACI-LORDS WAS 'VIOLATED' ON APRIL 3RD,
2006 FOR VIOLATION OF HIS PROBATION FOR HIS CHILD PORN CONVICTIONS.

HE'S INCARCERATED AGAIN IN THE MACON COUNTY JAIL IN DECATUR, ILLINOIS
AWAITING A COURT APPEARANCE ON APRIL 18TH., 2006 FOR DISPOSITION OF HIS
PROBATION VIOLATION.

HE'LL PROBABLY BE INCARCERATED FOR THE REMAINING 2 YEARS OF HIS
SENTENCE IN THE ILLINOIS STATE PRISON IN JOLIET, ILLINOIS.

01/27/06
People present by Assistant State's Attorney Elizabeth Dobson.

01/27/06
Defendant present with Attorney David Massey.

01/27/06
The parties present an agreement to the Court for a sentence.

01/27/06
Concurrence by the Court in the negotiations.

01/27/06
The Defendant is placed on probation for a period of

01/27/06
24_months under the usual rules and conditions and with any

01/27/06
special conditions as outlined in the Certificate of Conditions.

01/27/06
Defendant is to participate in the treatment as recommended in the

01/27/06
assessment. Defendant is to forfeit various items seized.

01/27/06
Forfeiture Order entered and filed.

01/27/06
Pursuant to Public Act 92-0829, the Defendant is ordered to submit

01/27/06
to_DNA testing and a statutory fee of $200 is imposed.

01/27/06
Pursuant to 725 ILCS 5/110-7(f), the Clerk of the Court shall apply

01/27/06
the bail bond deposit (if any) to satisfy the fines, court costs,

01/27/06
restitution and fees of the Defendant's attorney (if any) in this

01/27/06
case and all other Macon County cases, and thereafter return the

01/27/06
remaining balance (if any) to Defendant at address on bond.

01/27/06
Certificate of Conditions entered and filed.

01/27/06
Defendant is directed to report to the Probation Office this date.

01/27/06
Defendant admonished as to the right to appeal.

01/27/06

02/01/06
Illinois Sex Offender Registration Act Notification Form on file cc

02/01/06

04/03/06
First Peititon filing Violation of Probation filed this date.

04/03/06
Cuase allotted for arraignment on Violation.

04/03/06
Disposition hrg set for 4/18/2006 at 01:30 in courtroom 5A.

04/03/06
Probation to give notice.

04/03/06

04/03/06
Notice of Arraignment on Petition Charging Violation of Probation

04/03/06
with Certificate of Service cc

04/03/06

04/03/06

Top

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6337. Re: FA: MIO 1mb on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-14 20:56:56 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1145048216.210534.197450@g10g2000cwb.googlegroups.com>
Source record: 7194

Ok.

Now taking offers...

Rory

6338. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-15 03:42:25 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1145072545.746270.243280@u72g2000cwu.googlegroups.com>
Source record: 7195

Ok, maybe you thought I was kidding. You can use either the
yahoo addy (nuke48386@yahoo.com) or the account listed
with this newsgroup.

I goofed with the address to foil spam-bots, not imply that I
was jesting.

I will be disappointed if you binned it already, but not
earth-shakingly so.

TTFN,
Tarkin

6339. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-15 16:52:49 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <q59242leo0rne77q8g26nm8i6c0rrpdf3u@4ax.com>
Source record: 7196

"Tarkin" <Tarkin000@gmail.com>:
>Contact me @ nuke48386 AT yahoo DOT you-know-what.
>
>10lbs is a pittance for shipping, unless you're talking
>next-day air.

Hi Tarkin,

I took the rest of the stuff off of Bob's hands. (Thanks Bob!).

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6340. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 04:02:37 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1145160157.867099.177530@i40g2000cwc.googlegroups.com>
Source record: 7197

Ok. Thanks for the reply.

TTFN
Tarkin

6341. Re: 800XL and 130XE differences

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 14:38:57 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <5Gs0g.53097$d5.208054@newsb.telia.net>
Source record: 7098

"Joseph D. Place" <jdplace@REMOVESPAMcableone.net> skrev i meddelandet
news:123ssf4r16p1c0e@corp.supernews.com...
> ...
> Would the 800XL function essentially the same as my 130XE with the
> added memory? What are the differences besides memory? The video
> port has some differences, correct? I use the AtariMax MyIDE +
> Flash cart with compact flash for a "hard drive."

I am not sure if it is the case with all 800XL and 130XE units, but on
the ones I have seen, the 130XE gives slightly better screen quality
when connected to a TV set with an RF cable.

If you ask me which is coolest, here is how I would rank them:

1. Atari 800 - super cool
2. Atari 400 - super cool with console feel
3. Atari 800XL - cool
4. Atari 600XL - the small footprint is cool
5. Atari 130XE - not so cool (but the most useful one)

Anders

6342. "Some Interesting Times"

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 15:38:29 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1145201909.106611.33980@i40g2000cwc.googlegroups.com>
Source record: 7099

After my "slow backup" issues trying to copy my HD with a Dos-style backup utility, I decided to go after it with a sector copier. In truth, there are many excellent sector copiers available, but for this job, I thought I'd write my own, a Q&D one in BASIC -- no machine language -- just POKEs to the Device Control Block. It only took about an hour to get a fully-functional copier, so little time was invested. Here are the times for 1000 sectors R/W FROM the hard drive TO an APE ATR image using (registered) WinAPE at "3X."

Atari Basic 156 sec. screen on
121 sec. screen off

BXL 103 sec. screen on, FAST mode
86 sec. screen off, FAST mode

BXE 89 sec. screen on, FAST mode, BXE extensions
81 sec. screen off, FAST mode, BXE extensions

Turbo Basic XL 91 sec. screen on
79 sec. screen off

ABC Compiler 77 sec. screen off

After running the copier/benchmark several times, it bacame apparent that BXE and Turbo Basic XL are quite equal in speed for this task -- sometimes one was faster, then sometimes not. I also expected that ABC would generate some improvement, but there is essentially none. Evidently the more modern interpreters can POKE about as fst as ABC. The next step will be to replace the "POKES" with ML routines and see what improvements that makes. -Larry

6343. Re: "Some Interesting Times"

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 15:51:56 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <e1tp74lgs1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7100

Hi Larry,

> After running the copier/benchmark several times, it bacame apparent
> that BXE and Turbo Basic XL are quite equal in speed for this task --
> sometimes one was faster, then sometimes not. I also expected that ABC
> would generate some improvement, but there is essentially none.
> Evidently the more modern interpreters can POKE about as fst as ABC.
> The next step will be to replace the "POKES" with ML routines and see
> what improvements that makes.

Actually, ABC doesn't translate the code to machine language. It is
still interpreted. ABC translates the basic tokens to a p-code that is
again run thru the runtime package. It is still faster because this
runtime environment handles only integer mathematics and is quite optimized.

So long,
Thomas

6344. Re: How long will an Atari ROM last?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 16:42:36 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <0uu0g.10598$%m4.8192@newssvr33.news.prodigy.com>
Source record: 7101

"Mike Tennyson" <miketennyson@bellsouth.net> wrote in message
news:emJXf.5415$Q8.4145@bignews4.bellsouth.net...
> I am an Atari cart collector and I was wondering if thre is a lifespan to
an
> Atari cart? It has been over 20 years on most of the carts and they all
> still work. Anyone know if the memory eventually fades?

I think cartridges have more trouble with oxidation of the card-edge
contacts than the on-board chips. Dunno what the life span of a plastic ROM
is.

6345. Digital Press announces major Easter egg section update!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 18:36:06 UTC
From: Scott <scottith@earthNOSPAMlink.net>
Message-ID: <q8w0g.4928$Es3.2649@newsread3.news.atl.earthlink.net>
Source record: 7102
Cross-posted to:
comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

http://www.digitpress.com/eastereggs/

The contest page has also been updated, with over $1,500 in prize money to
be had!

Happy Easter everyone :)

6346. Re: "Some Interesting Times"

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 22:02:37 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <1az0g.66100$H71.33282@newssvr13.news.prodigy.com>
Source record: 7103

"Larry" <LLppwhite@earthlink.net> wrote in message
snip
-- no machine
> language -- just POKEs to the Device Control Block. It only took about
> an hour to get a fully-functional copier, so little time was invested.
> Here are the times for 1000 sectors R/W FROM the hard drive TO an APE
> ATR image using (registered) WinAPE at "3X."
snip

OK, how'd you do a sector read/write without at least one USR call?
You can set up the DCB, but it still requires a USR call to SIOV..?. E459

6347. Re: The "best" Operating System?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-16 22:26:12 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-74DFE4.18261116042006@netnews.asp.att.net>
Source record: 7104

In article <slrne3svpk.6sr.steve@randy.dedrat.com>,
Steve Mynott <steve@tightrope.remove_this_part.demon.co.uk> wrote:

> On 2006-04-12, AlbaClause <you@cogeco.ca> wrote:
>
> > Did anybody ever produce a Unix-like OS for the Atari 8-bit? Not an actual
> > Unix, but something that looks and feels like a Unix? I know there was
> > SpartaDOS, which was a command line OS. Though I would hardly call
> > SpartaDOS Unix-like.
>
> LUnix for ATARI
>
> http://www.strotmann.de/twiki/bin/view/APG/LngHowToBuild
>
> Apparently only works on emulators.

Thats too bad about not working on real hardware.

6348. Re: "Some Interesting Times"

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 00:26:05 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1145233565.090088.83650@i39g2000cwa.googlegroups.com>
Source record: 7105

Hi Thomas and Russ-

Over the years, I've tried to find some clear, concise information on P-Code Compilers (like ABC), but have yet to find anything that provided much useful info. Most of what I've read goes into creating machine code by converting BASIC to Assembler equivalents; then naturally to ML. One of the Data Becker (IIRC) series for the C64 was quite good, and I "slugged" my way through that. There was also a really good series in AHOY! on creating a C64 Basic Compiler, but the mag ended its run before the series could be completed! Don't believe that I ever read anything serious about compilers for the Atari 8-bit. Maybe there were in Europe or UK.

Sure, I had to do the X=USR(CALL$E459), but that is still a Basic command. Just no LDA, STA...to set up the DCB. Just POKE, POKE, POKE, and POKE some more. :-) -Larry

6349. Re: "Some Interesting Times"

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 02:48:17 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <RID0g.11728$4L1.3385@newssvr11.news.prodigy.com>
Source record: 7106

"Larry" <LLppwhite@earthlink.net> wrote in message
> Hi Thomas and Russ-
>
snip
> Sure, I had to do the X=USR(CALL$E459), but that is still a Basic
> command. Just no LDA, STA...to set up the DCB. Just POKE, POKE, POKE,
> and POKE some more. :-) -Larry
OK, I call USR calls machine language. X=USR(ADR("hLY(d)")) is
PLA JMP E459. You can do a lot of ML stuff that way, often loading
a string with DATA reads, then X=USR(ADR(A$)). A common one
is an IOCB call X=USR(ADR("hhh(*)LV(d)"),16) for a CIOV to
Channel 1. Certainly a lot faster than BASIC GETs and PUTs.
I never got to doing MAC65 programming. I would do stuff with
ASMEDitor then maybe put it in a string for use in BASIC.
but I ramble.

6350. ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 04:36:52 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <44431b75@dnews.tpgi.com.au>
Source record: 7107
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

```
Landover BBS's classic computer ftp archive.

Supporting :

Amstrad - CPC, NC100 & PCW
Apple - Apple II & IIgs
Atari - 800XL, 2600, 5200, 7800 & ST
Commodore - 364, C64, C65, C128, CBM-II, PET, Plus4, C16 & VIC20 (Amiga
via web BBS)
CP/M - mostly Commodore 128 related, but some others
Exidy Sorceror
MSX
Sam Coupe
Sinclair - Spectrum, Z88, & QL
X86 - DOS, Windows & OS/2

Over 70,000 files.

FTP - ftp://landover.no-ip.com
Web - http://landover.no-ip.com

---
avast! Antivirus: Outbound message clean.
Virus Database (VPS): 0615-3, 04/14/2006
Tested on: 4/17/2006 2:37:01 PM
avast! - copyright (c) 1988-2005 ALWIL Software.
http://www.avast.com
```

6351. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 04:39:08 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1145248703@rtfm.mit.edu>
Source record: 7108
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6352. pc hard drive directories and atari800win+ emu (PC)

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 12:09:22 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1145275762.038529.77620@z34g2000cwc.googlegroups.com>
Source record: 7109

I have recently downloaded a load of exe's/com's and XEX files from
the internet

Apparently atari800win+ allows you to use these files thru Atari dos,
set up as a Hard disk directory

As I understand it all you do after loading up the emulator, is to go
to Atari, then hard drives and select which HD you want and tell that
HD where the downloaded XEX/exe's etc files are, Now I know that
atari's own dos's don't support hard drives but mydos, bwdos and
spartados does

Now I have figured out how to get Sparta and bwdos to look at the hard
disk directory with the exe or xex files in and I can get it to display
the contents of that directory in ataridos format (8x3 characters)

I just want to know if I can get mydos (v 4x and higher) to display
this hard drive directory and if mydos is compatible with
atari800win+'s hard drive option, if so how can I display the
contents of the hard drive directory (in mydos) and also for copying

I have also found out how to create (in mydos) very large Atr's (15
megs in length), however, I notice you cant use this disc with Sparta
or bwdos, is there a way of Sparta or bwdos creating v. large Atr's
(15 megs in length)

Additionally is there a way of multiple file copying from a hard disk
directory to a disk drive using spart/bwdos, according to their manual
you can use the following

(assuming you're already in H1:)

H1: copy *.* d2 (or whatever):*.*

All I get is error ** or file not present

Or is there a utility or ATR that will enable me to copy hard disk
directory file of atari exe/xex etc files to a large ATR disk created
using atari800win+ (formatted using mydos)

Also I am looking for a PC utility or Emulator ATR that will allow me
to convert Xex/com/xex file to CAS format

6353. Hacking into ATR/XFD etc emulator files

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 12:11:46 UTC
From: carmel_andrews@yahoo.com
Message-ID: <1145275906.614371.316640@i39g2000cwa.googlegroups.com>
Source record: 7110

I am looking for a PC utiliy or emulator ATR file that will simulate ATR sector loading or Atr loading and displays sector number and load address and any run/init addresses (during the load), mostly for Atr's that load in extra data like Zork, Gauntlet, Threshold etc as well as normal ATR's (games that don't load in extra levels)

I am familiar with the disk i/o locations (0300h to 030bh) and also the run/init locations (2/3 and A/b/c/dh and also 02e0/1/2&3h) but some programmes tend to scramble this info

Also I am looking for a PC util or Emulator ATR that will copy back xex/exe/com files to cassette/cas boot file, preferably to handling files/file more then 300 sectors (400+) and those that have complex binary file structures (like packed files generated with superpacker/cruncher 5, that have been appened together)

6354. Re: pc hard drive directories and atari800win+ emu (PC)

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 13:49:46 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <32N0g.2311$XV5.175@fed1read10>
Source record: 7111

<carmel_andrews@yahoo.com> wrote in message
news:1145275762.038529.77620@z34g2000cwc.googlegroups.com...
>I have recently downloaded a load of exe's/com's and XEX files from
> the internet
>
> Apparently atari800win+ allows you to use these files thru Atari dos,
> set up as a Hard disk directory
>
> As I understand it all you do after loading up the emulator, is to go
> to Atari, then hard drives and select which HD you want and tell that
> HD where the downloaded XEX/exe's etc files are, Now I know that
> atari's own dos's don't support hard drives but mydos, bwdos and
> spartados does
>
> Now I have figured out how to get Sparta and bwdos to look at the hard
> disk directory with the exe or xex files in and I can get it to display
> the contents of that directory in ataridos format (8x3 characters)
>
> I just want to know if I can get mydos (v 4x and higher) to display
> this hard drive directory and if mydos is compatible with
> atari800win+'s hard drive option, if so how can I display the
> contents of the hard drive directory (in mydos) and also for copying
>
> I have also found out how to create (in mydos) very large Atr's (15
> megs in length), however, I notice you cant use this disc with Sparta
> or bwdos, is there a way of Sparta or bwdos creating v. large Atr's
> (15 megs in length)
>
> Additionally is there a way of multiple file copying from a hard disk
> directory to a disk drive using spart/bwdos, according to their manual
> you can use the following
>
> (assuming you're already in H1:)
>
> H1: copy *.* d2 (or whatever):*.*
>
> All I get is error ** or file not present
>
> Or is there a utility or ATR that will enable me to copy hard disk
> directory file of atari exe/xex etc files to a large ATR disk created
> using atari800win+ (formatted using mydos)
>snip<

Wildcards don't seem to work for me, but straight H:FILENAME.EXT
D2:FILENAME.EXT works for me. Read the HELP file for your emulator, lots of good information.
Also make sure you have assigned a folder on PC to be the hard drive for emulator. If you have been able to assign the OS and Drives.

6355. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 14:59:38 UTC
From: "Paul F. Johnson" <paul@all-the-johnsons.co.uk>
Message-ID: <u3O0g.278879$zk4.20821@fe3.news.blueyonder.co.uk>
Source record: 7112
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

Lance Lyon wrote:

> FTP - ftp://landover.no-ip.com
> Web - http://landover.no-ip.com

Pity you need a username and password to get in to the ftp site...

6356. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 15:33:34 UTC
From: spike1@freenet.co.uk
Message-ID: <h9pch3-k72.ln1@ridcully.fsnet.co.uk>
Source record: 7113
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

Paul F. Johnson <paul@all-the-johnsons.co.uk> did eloquently scribble:
>
>
> Lance Lyon wrote:
>
>> FTP - ftp://landover.no-ip.com
>> Web - http://landover.no-ip.com
>
> Pity you need a username and password to get in to the ftp site...

See my other post... Alas, checking the QL directory, I'm not too sure how
good the site is...
I just tried a couple of the zip files there, and they both came back
broken.
(I think he screwed up his encoding on the page and marked them as text/html
or something, downloading in forced binary mode didn't help either)
--

---

spike1@freenet.co.uk	
Andrew Halliwell BSc(hons)	"The day Microsoft makes something that doesn't
in	suck is probably the day they start making
Computer science	vacuum cleaners" - Ernst Jan Plugge

6357. need a pokey

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 17:20:31 UTC
From: big_d_316@yahoo.com
Message-ID: <1145294431.746794.9260@i39g2000cwa.googlegroups.com>
Source record: 7114

Where could I find a pokey chip?

6358. Re: need a pokey

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 17:44:50 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.17.17.44.50.434495@charter.net>
Source record: 7117

On Mon, 17 Apr 2006 10:20:31 -0700, big_d_316 wrote:

> Where could I find a pokey chip?

Try Brad at Best Electonics maybe...

--
_/_/_/

6359. Re: need a pokey

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 18:52:04 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <otR0g.16607$tN3.13113@newssvr27.news.prodigy.net>
Source record: 7115

<big_d_316@yahoo.com> wrote in message
news:1145294431.746794.9260@i39g2000cwa.googlegroups.com...
> Where could I find a pokey chip?
I suggest Best Electronics. Google atari best electronics.
The page is big and you have to search for the phone number to call,
it is near the bottom I think. They are in California and list their call
times.
Oh, here's the URL.

http://www.best-electronics-ca.com/

I'm not affiliated with Best. Probable also is Video 61, Bravo Sierra,
B&C (http://www.myatari.com).

6360. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 19:09:56 UTC
From: Lance Lyon <llyon@landover.NOSPAM.no-ip.com>
Message-ID: <4443e807@dnews.tpgi.com.au>
Source record: 7116
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

<spike1@freenet.co.uk> wrote in message
news:h9pch3-k72.ln1@ridcully.fsnet.co.uk...

> I just tried a couple of the zip files there, and they both came back
> broken.

Just checked, there were some broken archives in some of the sub directories
for that machine, removed 'em - will restore later from another backup.

cheers,

Lance

---
avast! Antivirus: Outbound message clean.
Virus Database (VPS): 0616-0, 04/17/2006
Tested on: 4/18/2006 5:09:58 AM
avast! - copyright (c) 1988-2005 ALWIL Software.
http://www.avast.com

6361. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 19:28:32 UTC
From: spike1@freenet.co.uk
Message-ID: <ke6dh3-gq2.ln1@ridcully.fsnet.co.uk>
Source record: 7118
Cross-posted to: comp.os.cpm,comp.os.msdos.apps,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.msx,comp.sys.sinclair

```
Lance Lyon <llyon@landover.nospam.no-ip.com> did eloquently scribble:
>
>
> <spike1@freenet.co.uk> wrote in message
> news:h9pch3-k72.ln1@ridcully.fsnet.co.uk...
>
>> I just tried a couple of the zip files there, and they both came back
>> broken.
>
> Just checked, there were some broken archives in some of the sub directories
> for that machine, removed 'em - will restore later from another backup.

Nope, just tried "60games.zip" and that came out blank too.
(not empty, blank, as in, full of nothing but chr$(0) (NUL) chars)

--
_____________________________________________________________________________
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-----------------------------------------------------------------------------
```

6362. Re: need a pokey

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-17 23:05:39 UTC
From: big_d_316@yahoo.com
Message-ID: <1145315139.424758.254210@g10g2000cwb.googlegroups.com>
Source record: 7119

well, I e-mail B&C and my e-mail gets sent back to me. Are they out of
business?

6363. Device Control Block Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 00:27:56 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1145320076.339047.71960@t31g2000cwb.googlegroups.com>
Source record: 7120

How much of the DCB must be updated each time DISKINV or SIOV is
called? Certainly things that change like the buffer addresses and the
sector addresses would need to be updated, but how about the things
that don't change? For instance DDEVIC ($300) is going to change;
DUNIT ($301) may not change for many iterations; likewise DCOMND ($302)
may not change until changing from read to write after many calls.
I've never seen this info before, and most programs that I've seen just
re-write the entire block each time. Anyone?

6364. Re: Device Control Block Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 01:00:38 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1145322038.439196.207700@j33g2000cwa.googlegroups.com>
Source record: 7121

> For instance DDEVIC ($300) is going to change... <

Oops! should be "NOT going to change."

6365. Re: need a pokey

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 01:21:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.18.01.21.06.68679@charter.net>
Source record: 7122

On Mon, 17 Apr 2006 16:05:39 -0700, big_d_316 wrote:

> well, I e-mail B&C and my e-mail gets sent back to me. Are they out of
> business?

What address did you use?

I always use:

bestelec@concentric.net

--
_/_/_/

6366. Re: Device Control Block Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 08:01:45 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <e226d9$5f2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 7123

Hi Larry,

> How much of the DCB must be updated each time DISKINV or SIOV is
> called? Certainly things that change like the buffer addresses and the
> sector addresses would need to be updated, but how about the things
> that don't change? For instance DDEVIC ($300) is going to change;
> DUNIT ($301) may not change for many iterations; likewise DCOMND ($302)
> may not change until changing from read to write after many calls.
> I've never seen this info before, and most programs that I've seen just
> re-write the entire block each time.

About the only thing you need to re-write each time is DSTATUS(sp?), 0x303.
This is because this variable defines the transfer direction on a call
(0x40: Reading, 0x80: Writing, 0x00: Status only) and contains the error code
on return, so the original contents is lost. If you use DISKINTERF, 0xe453,
then you don't need to fill it as the resident disk handler does this for
you. However, DISKINTERF cannot handle the "write without verify" command
for OsA, and the "format extended density" command up to the XL Os, it is
therefore of limited use. Most DOSes I've seen use SIO instead (0xe459).

So long,
Thomas

6367. Re: Hacking into ATR/XFD etc emulator files

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 08:08:08 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <e226p8$5f2$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 7124

Hi,

> I am looking for a PC utiliy or emulator ATR file that will simulate
> ATR sector loading or Atr loading and displays sector number and load
> address and any run/init addresses (during the load), mostly for Atr's
> that load in extra data like Zork, Gauntlet, Threshold etc as well as
> normal ATR's (games that don't load in extra levels)

Well, sector numbers should be easy to obtain. I think a simple "printf"
in the emulator core will do it. For atari++, there's one class that
interprets sector loading, and hacking it up for that purpose should be a
piece of cake. Load addresses, however, are not so easy to obtain in
general. Of course you could still hook into the SIO patch of the emulator
and get it from there, but this won't work in case the game uses its own
sector loader. Examples for this are rare, but there are some: Most Lucasfilms
games come with their own disk device communications, and so does FS_II.

> I am familiar with the disk i/o locations (0300h to 030bh) and also the
> run/init locations (2/3 and A/b/c/dh and also 02e0/1/2&3h) but some
> programmes tend to scramble this info

> Also I am looking for a PC util or Emulator ATR that will copy back
> xex/exe/com files to cassette/cas boot file, preferably to handling
> files/file more then 300 sectors (400+) and those that have complex
> binary file structures (like packed files generated with
> superpacker/cruncher 5, that have been appened together)

As long as the file itself is a valid .COM file and doesn't require any
additional tricks for loading, this is an easy exercise.
Load the "COM" file as disk image into Atari++, then use a disk copy
utility to copy this "disk image" into an ATR. Atari++ builds a binary
loader for the COM file in front anyhow, and you can use this loader for
your own purposes to make "COMs" bootable. That is, as long as the "COM"
boots from Atari++ fine as "disk image", it will also do on real hardware,
and on other emulators.

So long,
Thomas

6368. Re: 800XL and 130XE differences

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 08:12:13 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <e2270t$5f2$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 7125

Hi,

> Plus, most 800XLs have socketed chips making upgrades and repairs a lot
> easier.

Not necessarely. Some later releases have the chips soldered in. I do
have such a release. It was a pain to repair when the Basic ROM broke.
BTW, this release also came with a Rev C Basic.

So long,
Thomas

6369. atari++ 1.45 ready

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 08:20:21 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <e227g5$5f2$4@mamenchi.zrz.TU-Berlin.DE>
Source record: 7126

Hi folks,

please find a new release of the Atari++ emulator for Linux and win32
in its usual location, this time release 1.45:

http://www.math.tu-berlin.de/~thor/atari++/

This release is mainly a bug-fix release that addresses a couple
of problems that have been pending for quite a while. Most notably,
the release addresses incompatibilities to the latest GNU and
Microsoft compilers, fixes a couple of bugs in the H: handler
(append mode didn't work, binary load had problems) and in the
Os++ emulator Os, namely in the FMS. Then again, I had one bug
report concerning timing of the HSCROLL register (got fixed) and
another one concerning P/M DMA that is likely to be fixed now.
Thanks Sebastian for reporting these.

I think it is also time for another new "stable" release. Thus, if
you find any bugs in this one, I would be pleased to collect your
reports. Similarly, new feature requests are also welcome, but probably
won't make it until 1.50.

So long,
Thomas

6370. Re: Device Control Block Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 10:16:32 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1145355392.315787.259660@u72g2000cwu.googlegroups.com>
Source record: 7127

```
Hi Thomas-
Thanks! I appreciate your help!
-Larry
```

6371. European Webshop: rewindgames.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 15:15:41 UTC
From: Fred_M <fred.meijer@zonnet.nl>
Message-ID: <1145373340.340588.24580@j33g2000cwa.googlegroups.com>
Source record: 7128

Many items for Atari XL/XE in stock at very low prices. New and used,
probably the only source for new Atari 8-bit software from Europe.

Shipping worldwide!

Please take a look at: http://www.rewindgames.com

6372. Re: Device Control Block Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-18 16:57:31 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-LdhB96d190DV@draco>
Source record: 7129

depends on what is going on

On Tue, 18 Apr 2006 01:00:38 UTC, "Larry" <LLppwhite@earthlink.net>
wrote:

> > For instance DDEVIC ($300) is going to change... <
>
> Oops! should be "NOT going to change."
>

--

6373. Re: ANN: Landover BBS's classic computer ftp archive.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-19 07:26:18 UTC
From: Guy Macon <http>
Message-ID: <qfednYYe2KKAe9jZRVn_vA@giganews.com>
Source record: 7130
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.msx

Lance Lyon wrote:
>
>Landover BBS's classic computer ftp archive.
>
>Supporting :
>
>Amstrad - CPC, NC100 & PCW
>Apple - Apple II & IIgs
>Atari - 800XL, 2600, 5200, 7800 & ST
>Commodore - 364, C64, C65, C128, CBM-II, PET, Plus4, C16 & VIC20 (Amiga
>via web BBS)
>CP/M - mostly Commodore 128 related, but some others
>Exidy Sorceror
>MSX
>Sam Coupe
>Sinclair - Spectrum, Z88, & QL
>X86 - DOS, Windows & OS/2
>
>Over 70,000 files.
>
>FTP - ftp://landover.no-ip.com
>Web - http://landover.no-ip.com

421 error: Too many users connected. :(

I would be happy to put a mirror up on my website at
[http://www.electronics-engineer.com/] (or .net or .org)
It has a lot of unused storage and bandwidth, and I haven't
really done anything useful with it.

6374. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-20 15:25:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200821580.30652-100000@onyx.spiritone.com>
Source record: 7132
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6375. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-20 15:28:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200825410.30652-100000@onyx.spiritone.com>
Source record: 7131
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

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http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
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http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6376. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-20 15:31:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604200828560.30652-100000@onyx.spiritone.com>
Source record: 7133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6377. Re: looking for Atari PC2

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-21 00:35:58 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <ONV1g.4250$YI5.222@tornado.ohiordc.rr.com>
Source record: 7134

AlbaClause wrote:

> Chris wrote:
>
>> I realize this is an 8-bit group, but what the heck :). I'm largely
>> interested in all the Atari PEECEE type computers (as well as earlier
>> 8-bitters and the ST series), but in particular I'd like to obtain the
>> PC2. I live in New Jersey presently, but it's my understanding they
>> were available in Canada (well I saw one on Ebay in Canada). Please
>> contact me offlist. Thanks.
>
> Was the PC2 the Atari PC that was housed in the modified Mega ST case? If
> so, I recall having wanted one of those as well. I remember reading an
> article in an old Compute! magazine about it's introduction -- a CES or
> Comdex show report, I believe.
>
> Anyway, Atari was expecting to sell a tonne of those boxes. At least that
> was the hype from the magazines of the time.

No, that was the PC-1. I have one of these in-transit to me now, should be here in a day or two. The owner sent some very nice pictures of the system. I can probably post them somewhere if anyone would like to see them. You gotta love an Atari made PC in a MegaST/Megafile case. The one I'm getting is even modded, a toggle on the side of the case to turn of the keyboard click.

Charlie

6378. Re: Free stuff needs to go....

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-21 20:27:12 UTC
From: Bob Stinson <bstin@shaw.ca>
Message-ID: <Aeb2g.56915$P01.28063@pd7tw3no>
Source record: 7135

Tarkin wrote:
> Ok, maybe you thought I was kidding. You can use either the
> yahoo addy (nuke48386@yahoo.com) or the account listed
> with this newsgroup.
>
> I goofed with the address to foil spam-bots, not imply that I
> was jesting.
>
> I will be disappointed if you binned it already, but not
> earth-shakingly so.
>
> TTFN,
> Tarkin
>
G'day Tarkin, sorry about taking so long to reply, but since, as Shawn said, the items were all spoken for, I didn't think there was much point perusing this newsgroup to see if there was any interest posted. I include my email address in my posts so folks interested in the items can contact me directly, rather than yakking on here, and the two people that took the items(both before you posted here anyway) emailed me, plus I've had some computer troubles here, and looking over the newsgroup was the last thing on my mind.

Adios, Bob

6379. re:Device Control Block Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-22 11:34:35 UTC
From: "bejueii.synchro.net" <lwblack@gmail.com>
Message-ID: <1145705675.269442.305390@t31g2000cwb.googlegroups.com>
Source record: 7136

The only time I ever wrote using DISKINV was a small disk sort program
for AtariDOS 2.5 called 'A-Sort 2.5'. I wrote it in MAC65 and was one
of my first assembly programs. That was circa late 80's/early 90/s. I
added an option to turn off screen output to help speed it up. Worked
remarkable well and at top speed of the 6502 processor. Even if you
leave 3 or 4 lines of screen output and do a jmp waitvblank its much
faster than having an entire screen with nothing essential going on.

6380. Question re Hypnotic Land cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-23 08:37:03 UTC
From: Paul R <nospam@nospam.com>
Message-ID: <444b3cac$0$2560$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 7137

Hi
Does anyone have the original cartridge "Hypnotic Land" by Lindasoft?
Not a fantsatic game I know, but I am looking for a scan of the packaging
from when it was released by Page 6 ....
Thanks,
P

6381. Atari site recommendations

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-23 09:35:17 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <pTH2g.72517$hn5.26888@fe04.news.easynews.com>
Source record: 7138

Just browsing through http://www.page6.org forums and I found a link to
http://atari.fandal.cz/. This seems to have almost every demo written for
the Atari ever! I suggest you take a look at both sites if you haven't so
far.

Thanks,

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

6382. 800XL MMU JED file

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 00:47:30 UTC
From: ddezinski@gmail.com
Message-ID: <1145839650.806559.310360@z34g2000cwc.googlegroups.com>
Source record: 7139

I have some spare GAL16V8's sitting around and a 1200XL that needs
upgrading. Does anyone know where I can find a .JED or WinCUPL .PLD
file for the 800XL MMU?

Thanks,
Dave

6383. Re: 800XL MMU JED file

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 01:10:31 UTC
From: mage@magelair.com
Message-ID: <1145841031.633261.252990@i39g2000cwa.googlegroups.com>
Source record: 7140

I can get you the PLD file, if you still need it.

6384. Re: 800XL MMU JED file

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 01:21:20 UTC
From: ddezinski@gmail.com
Message-ID: <1145841680.289227.152760@z34g2000cwc.googlegroups.com>
Source record: 7141

If you could email it to me that would be great!

Thanks,
Dave

6385. Please Check Out My BBS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 03:37:21 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <RJX2g.28161$_z2.10762@dukeread02>
Source record: 7142

Running TCP/IP Express by Steve Carden on a real 8-bit.

thecafe.dtdns.net / use port 8888

Thanks!

6386. Re: atari++ 1.45 ready

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 14:35:26 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <Um53g.3169$XV5.3162@fed1read10>
Source record: 7143

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> wrote in message
news:e227g5$5f2$4@mamenchi.zrz.TU-Berlin.DE...
> Hi folks,
>
> please find a new release of the Atari++ emulator for Linux and win32
> in its usual location, this time release 1.45:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> This release is mainly a bug-fix release that addresses a couple
> of problems that have been pending for quite a while. Most notably,
> the release addresses incompatibilities to the latest GNU and
> Microsoft compilers, fixes a couple of bugs in the H: handler
> (append mode didn't work, binary load had problems) and in the
> Os++ emulator Os, namely in the FMS. Then again, I had one bug
> report concerning timing of the HSCROLL register (got fixed) and
> another one concerning P/M DMA that is likely to be fixed now.
> Thanks Sebastian for reporting these.
>
> I think it is also time for another new "stable" release. Thus, if
> you find any bugs in this one, I would be pleased to collect your
> reports. Similarly, new feature requests are also welcome, but probably
> won't make it until 1.50.
>
> So long,
> Thomas

Hi,
Great release, glad to have this update. I was wondering if I lost the icon
in the Win binary when I unzipped the file, or ... works great other wise..
RoyE

6387. atari 1050 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 17:29:09 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <FV73g.42507$zf1.3118@newsfe5-gui.ntli.net>
Source record: 7144

okay, I can solve most 1050 faults, but this drive has me beaten so far,
speed fine, reads perfectly, but will not format or write, I have changed
the drive mech for a known good drive, checked all connections, replaced U13
with a known good chip, and even added a write protect, enable override
switch, and still it will not write to a blank disk or complete a format.
Anyone got any idea where to look next ?

thanks in advance

Richard

6388. Re: atari 1050 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 19:20:29 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <1y93g.3008$DT5.1357@newsread3.news.pas.earthlink.net>
Source record: 7145

richard daley wrote:
> okay, I can solve most 1050 faults, but this drive has me beaten so far,
> speed fine, reads perfectly, but will not format or write, I have changed
> the drive mech for a known good drive, checked all connections, replaced U13
> with a known good chip, and even added a write protect, enable override
> switch, and still it will not write to a blank disk or complete a format.
> Anyone got any idea where to look next ?
>
> thanks in advance
>
> Richard
>
>

IMO try a couple of new floppies from different sources before you go
any deeper. This is the same type of error you get when you have a bad
spot or batch of bad disks. Atari's don't mark spots as bad during the
format and keep going, they just bail out with an error.

6389. Re: atari 1050 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 19:22:17 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <Jz93g.15455$E12.1548@newsfe6-gui.ntli.net>
Source record: 7146

thanks for that, sorry I should have said that I have tried a selection of
disks, some new old stock, to no effect.

Richard

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:1y93g.3008$DT5.1357@newsread3.news.pas.earthlink.net...
> richard daley wrote:
>> okay, I can solve most 1050 faults, but this drive has me beaten so far,
>> speed fine, reads perfectly, but will not format or write, I have changed
>> the drive mech for a known good drive, checked all connections, replaced
>> U13 with a known good chip, and even added a write protect, enable
>> override switch, and still it will not write to a blank disk or complete
>> a format. Anyone got any idea where to look next ?
>>
>> thanks in advance
>>
>> Richard
>
> IMO try a couple of new floppies from different sources before you go any
> deeper. This is the same type of error you get when you have a bad spot or
> batch of bad disks. Atari's don't mark spots as bad during the format and
> keep going, they just bail out with an error.

6390. Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 21:43:44 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1145915024.184745.317900@i39g2000cwa.googlegroups.com>
Source record: 7147

Hello,

Spent most of the years playing with Commodore equipment, but been
curious about some of the Atari 8-bits. If I was to get one, wich one
do you guys recommend and why?

Thanks,

Tom

6391. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 22:45:16 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <444D54FC.6070404@rittwage.com>
Source record: 7048

Tom Watt wrote:
> Hello,
>
> Spent most of the years playing with Commodore equipment, but been
> curious about some of the Atari 8-bits. If I was to get one, wich one
> do you guys recommend and why?
>
> Thanks,
>
> Tom
>

Hi Tom,

I came down the exact same road as you, and my research and help pointed
to an Atari 800XL with an SIO2PC cable as the best all-around setup.

-
Pete Rittwage
C64 Preservation Project
http://c64preservation.com

6392. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-24 23:00:27 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1145919627.869173.319190@y43g2000cwc.googlegroups.com>
Source record: 7049

Thanks for your reply.

I am curious about the Atari 800 though. It has two cartridge ports,
plus additional expansion bays above the cartridge ports. Will I be
missing something by only having one cartridge port?

What is the Parrelel Bus and IO port good for?

Thanks,

Tom

6393. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 00:26:33 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <GIGdnaAxOftS8dDZRVn-rQ@comcast.com>
Source record: 7050

The 800 didn't have BASIC integrated into it, so you could leave that cart in all the time. You don't miss anything not having two ports that I've ever heard of.

The expansion slots stored 16k of ram each for a total of 64k (16k is built in) which is also standard on the 800XL. The only thing you really miss is that the original 800 had 4 joystick ports and nothing else has that, so if the few 4 player games interest you, then the 800 is the only way.

Good luck!

-
Pete Rittwage
http://rittwage.com

Tom Watt wrote:
> Thanks for your reply.
>
> I am curious about the Atari 800 though. It has two cartridge ports,
> plus additional expansion bays above the cartridge ports. Will I be
> missing something by only having one cartridge port?
>
> What is the Parrelel Bus and IO port good for?
>
> Thanks,
>
> Tom
>

6394. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 00:47:54 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <_ke3g.8788$sq5.3187@newsread2.news.atl.earthlink.net>
Source record: 7051

The 800 had a max on stock RAM cards at 3 x 16K for 48K; there
were some
mods that took it up to 1088K and probably beyond... There were
also some
8K and even 32K cards; BUT still a max of 48K accessable unless
you use a
bank switch method.

-Jess

"Pete Rittwage" <rcade@rittwage.com> wrote in message
news:GIGdnaAxOftS8dDZRVn-rQ@comcast.com...
> The 800 didn't have BASIC integrated into it, so you could
leave that
> cart in all the time. You don't miss anything not having two
ports that
> I've ever heard of.
>
> The expansion slots stored 16k of ram each for a total of 64k
(16k is
> built in) which is also standard on the 800XL. The only thing
you
> really miss is that the original 800 had 4 joystick ports and
nothing
> else has that, so if the few 4 player games interest you, then
the 800
> is the only way.
>
> Good luck!
>
> -
> Pete Rittwage
> http://rittwage.com
>
>
>
> Tom Watt wrote:
> > Thanks for your reply.
> >
> > I am curious about the Atari 800 though. It has two
cartridge ports,
> > plus additional expansion bays above the cartridge ports.
Will I be
> > missing something by only having one cartridge port?
> >

> > What is the Parrelel Bus and IO port good for?
> >
> > Thanks,
> >
> > Tom
> >

6395. Re: 800XL MMU JED file

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 02:12:00 UTC
From: lbaeza@usa.net
Message-ID: <1145931120.403420.315780@j33g2000cwa.googlegroups.com>
Source record: 7052

Hi

Check out this link for MMU's PAL and GAL sources:

http://www.atarimax.com/jindroush.atari.org/achmmu.html

Regards

6396. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 04:22:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1145938933@rtfm.mit.edu>
Source record: 7053
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6397. XEP-80 and Antic

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 15:26:38 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <0LydneoU4JT-otPZ4p2dnA@adelphia.com>
Source record: 7054

I had a question about the XEP-80 related to system performance and was wondering if anyone here knows the answer.

Turning off the Antic chip in a 8-bit Atari causes a significant increase in performance since it is no longer interrupting the 6502. Since the XEP-80 is an external device, I would assume there is no need for Antic to be turned on while it is in use.

Does the XEP-80 driver by default turn off the Antic chip when it is enabled? If so, what type of computing performance increases would you expect while using the XEP-80? (Obviously the display is slower than is possible with memory mapped video, but that is another issue).

Jason Harmon

6398. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 17:26:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <TYs3g.1200$Vn.296@newsread4.news.pas.earthlink.net>
Source record: 7055

Tom Watt wrote:
> Thanks for your reply.
>
> I am curious about the Atari 800 though. It has two cartridge ports,
> plus additional expansion bays above the cartridge ports. Will I be
> missing something by only having one cartridge port?

Some people get a 400 or 800 just for playing Mule because it has 4 joystick ports. It's a good machine but kind of bulky. Expansions like memory or hard drive are hard to find. It is a sweet machine for the time it came out, 1979: Nice keyboard, decent video output. BTW: As someone has said, get a SIO2PC cable and it will work with an 800.

There were not a lot of carts that used the extra slot. Actually the functionality of the 2nd cartridge port was built into the single cartridge port of the later models.

>
> What is the Parrelel Bus and IO port good for?

Unless you want to become a power user or hacker, not much. There's some expensive expansion boxes for memory/floppy/RS232/Hard Drive type stuff.

You may want to consider a 130XE. You really need 48k of memory in your 800 to be able to use DOS. A 130XE has 128k built in and is compatible/can be made even more compatible by loading an 800 OS from disk. I have a collection of various Atari 8 bits but if I were to pick the essentials to own they would probably be an 800 and a 130XE. It's not that they were the best, just that they represent the alpha/omega of Atari 8 bits.

6399. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 18:08:48 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1145988528.088936.10730@i39g2000cwa.googlegroups.com>
Source record: 7056

Well what I'm worried about now is that I've seen some gams that look
interesting at some websites but are labeled as Atari XE. If I got an
800XL I would not be able to run those right? I havent seen any
devices that use the expension interfaces of either XL or XE so dont
know if that matters as a deciding factor.

Right now it's 800XL vs 130XE for me now..

Thanks,

Tom

Rick Cortese wrote:
> Tom Watt wrote:
> > Thanks for your reply.
> >
> > I am curious about the Atari 800 though. It has two cartridge ports,
> > plus additional expansion bays above the cartridge ports. Will I be
> > missing something by only having one cartridge port?
>
> Some people get a 400 or 800 just for playing Mule because it has 4
> joystick ports. It's a good machine but kind of bulky. Expansions like
> memory or hard drive are hard to find. It is a sweet machine for the
> time it came out, 1979: Nice keyboard, decent video output. BTW: As
> someone has said, get a SIO2PC cable and it will work with an 800.
>
> There were not a lot of carts that used the extra slot. Actually the
> functionality of the 2nd cartridge port was built into the single
> cartridge port of the later models.
>
> >
> > What is the Parrelel Bus and IO port good for?
>
> Unless you want to become a power user or hacker, not much. There's some
> expensive expansion boxes for memory/floppy/RS232/Hard Drive type stuff.
>
> You may want to consider a 130XE. You really need 48k of memory in your
> 800 to be able to use DOS. A 130XE has 128k built in and is
> compatible/can be made even more compatible by loading an 800 OS from
> disk. I have a collection of various Atari 8 bits but if I were to pick
> the essentials to own they would probably be an 800 and a 130XE. It's
> not that they were the best, just that they represent the alpha/omega of
> Atari 8 bits.

6400. Re: Do You know Robbo from XL/XE? Remake on Sony Ericsson.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 18:25:39 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <DQt3g.54340$d5.208923@newsb.telia.net>
Source record: 7057

"Lukasz" <lstela@poczta.onet.WYTNIJpl> skrev i meddelandet
news:e1h3jqcnb1@news.onet.pl...
> I'd like to present effect of my work:
> http://195.150.76.67.
>
> Game You may get by writing below address on Your phone
> http://195.150.76.67/j2meapps/SonyEricsson/Robbo.jad

Lukasz, thanks for the information. The game seems cool and I look
forward to download it to my K700i mobile phone.

The Atari version too looks interesting. Did you disassemble the
Atari code to find out about details in the game logic?

Anders

6401. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 19:12:57 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1145992377.285398.13140@i39g2000cwa.googlegroups.com>
Source record: 7058

What I'm referring to is:
http://www.atari-shop.nl/xlxe400800.htm

There are games there marked XE. Will those run in a 800XL?

Thanks,

Tom

6402. New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 20:26:04 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <JZCdnec_ZMd5GNPZnZ2dneKdnZydnZ2d@comcast.com>
Source record: 7059
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.atari.st

I have some dysan DSDD disks in sealed hard plastic case, in sets of 10 cases with 10 disks each for 100 disks total. If anyone is interested they are $20 for the 100 in hard cases of 10 each, price will include media mail shipping the whole box is a bit heavy.

Let me know if you want any, these have been stored in ac storage and I've used them myself with some astra 2001 drives which are true double density and they work flawlessy.

I rather not list on ebay so let me know asap if anyone is interested $20 shipped per box of 10 hard cases total of 100 sealed new disks. The hard cases also elminate your disk storage problems.

http://home.comcast.net/~sonofman1/dysan1.JPG

http://home.comcast.net/~sonofman1/dysan2.JPG

6403. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 20:40:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <8Pv3g.4558$An2.4548@newsread2.news.pas.earthlink.net>
Source record: 7060

Tom Watt wrote:
> Well what I'm worried about now is that I've seen some gams that look
> interesting at some websites but are labeled as Atari XE. If I got an
> 800XL I would not be able to run those right? I havent seen any
> devices that use the expension interfaces of either XL or XE so dont
> know if that matters as a deciding factor.
>
> Right now it's 800XL vs 130XE for me now..

The XE on the label was probably to keep people from getting confused since the XE was the current one being manufactured. In truth I think most of those games probably will even run on an 800.

The 800XL is a good machine and probably the most hacked of Atari computers. Stuff like alternate OS and 256k memory expansion is around.

6404. Re: Where to find shrink/unshrink utility

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 20:44:56 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <cTv3g.16378$4L1.8985@newssvr11.news.prodigy.com>
Source record: 7061

I have it.
But I don't know where to send it.
****gfa-basic@REMOVEmint.net****
****atari@REMOVEbright.net****
You can e-mail me at russgilb@REMOVEsbcglobal.net

regards.
"lp" <gfa-basic@mint.net> wrote in message
news:C073E220.4D18%gfa-basic@mint.net...
> Hi,
>
> I've run into an 8-bit disk that is compressed with some tool called
> SHRINK.COM. No luck googling for it. Anyone know where I can find this
> tool?
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

6405. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 21:15:24 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Pjw3g.28326$_z2.6616@dukeread02>
Source record: 7062

There are quite a few programs, including almost all versions of SpartaDOS,
that will not run on a unhacked Atari 800.

Thomas

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:8Pv3g.4558$An2.4548@newsread2.news.pas.earthlink.net...
> Tom Watt wrote:
>> Well what I'm worried about now is that I've seen some gams that look
>> interesting at some websites but are labeled as Atari XE. If I got an
>> 800XL I would not be able to run those right? I havent seen any
>> devices that use the expension interfaces of either XL or XE so dont
>> know if that matters as a deciding factor.
>>
>> Right now it's 800XL vs 130XE for me now..
>
> The XE on the label was probably to keep people from getting confused
> since the XE was the current one being manufactured. In truth I think most
> of those games probably will even run on an 800.
>
> The 800XL is a good machine and probably the most hacked of Atari
> computers. Stuff like alternate OS and 256k memory expansion is around.

6406. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 21:32:04 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146000724.463307.161930@t31g2000cwb.googlegroups.com>
Source record: 7063

Well I'm also hearing the XE is poorly made here in the newsgroup...

So I've decided to go with 800XL w/ 1050. Anyone know of good places
to look besides eBay? Anyone have any for sale?

Thanks,

Tom

6407. SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 22:15:54 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146003354.696910.277720@j33g2000cwa.googlegroups.com>
Source record: 7064

Is there anywhere to get a SIO2PC cheap? Or maybe a simular
cable/adaptor?

Thanks,

Tom

6408. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-25 23:43:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <0vy3g.4623$An2.2073@newsread2.news.pas.earthlink.net>
Source record: 7065

Tom Watt wrote:

> Is there anywhere to get a SIO2PC cheap? Or maybe a simular
> cable/adaptor?
>
> Thanks,
>
> Tom
>

Cheapest to build your own of course
http://www.geocities.com/atarimods/atari.html

eBay is a good source for inexpensive cables. The seller is a newsgroup
participant and manages to get them to people from Poland<?> for less
then people in the USA are willing to make them.

6409. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 01:11:42 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146013902.603473.247110@u72g2000cwu.googlegroups.com>
Source record: 7066

They're $40 on eBay. The cheapest I've found so far is $25 from
www.atarimax.com, which is much better priced. Although I paid $6 for
my XE1541 cable to connect my PC to a Commodore 1541 disk drive, so it
seems high still. :) The interface does look more complex
though..That's why I asked if there is a cheaper type of interface.

6410. WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 01:39:20 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146015560.763229.311100@i40g2000cwc.googlegroups.com>
Source record: 7067

OK I have to admit I was impressed by "16 colors with 16 intensities"
and I knew that 320x192 was monochrome. But what I didn't know is that
16 colors was in 80x192. How does anyone even consider this to be a
usable mode? I know a lot of Commodore 64 games are programmed in 2
pixel dots because you can only have 2 different colors in a 2x2 area
(4 pixels). But otherwise it's 320x200 at 16 colors. Also text is
40x25 with 16 colors. What I found the MOST shocking is that there is
no 16 color text mode. This is MIND BOGGLING. Sorry, never had an
Atari and am looking to get one but this was my first discouraging
discovery today..

Thanks,

Tom

6411. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 01:53:56 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146016436.550165.181930@t31g2000cwb.googlegroups.com>
Source record: 7068

Oh and how do you have a graphics mode of 40x24??? why bother?? and
why does a lower resolution mode not support more or atleast the same
colors as 80x192?

I know this is 70's technology.. but geesh!!!

why did they release the xe series in 1985 without at least 320x192 16
color graphics and 40x24 16 color text??

ok end of rant lol... may still get one :)

6412. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 02:50:27 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <3c6dnY-tmKNnQtPZ4p2dnA@comcast.com>
Source record: 7069

Tom Watt wrote:
> Oh and how do you have a graphics mode of 40x24??? why bother?? and
> why does a lower resolution mode not support more or atleast the same
> colors as 80x192?
>
> I know this is 70's technology.. but geesh!!!
>
> why did they release the xe series in 1985 without at least 320x192 16
> color graphics and 40x24 16 color text??
>
> ok end of rant lol... may still get one :)
>

The Atari has weaker graphics and weaker sound, but there are some
interesting games for it. It has a vastly superior disk system to the
C64, for sure. :)

-
Pete Rittwage
C64 Preservation Project
http://c64preservation.com

6413. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:06:57 UTC
From: not@onyournelly.com
Message-ID: <444ee3d0@212.67.96.135>
Source record: 7070
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

On 25-Apr-2006, "Lion Of Judah" <sonofman1@comcast.net> wrote:

> I have some dysan DSDD disks in sealed hard plastic case, in sets of 10
> cases with 10 disks each for 100 disks total. If anyone is interested they
>
> are $20 for the 100 in hard cases of 10 each, price will include media
> mail
> shipping the whole box is a bit heavy.

Will you ship to the UK???

6414. FS: OSS Writers Tool complete Cart and Manual w/Disk

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:10:27 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <ufOdndVRi5kxedPZRVn-vw@comcast.com>
Source record: 7071

http://snipurl.com/poiu

Thanks for looking.

6415. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:13:21 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <lpot42dltedc2gl2757e4g9ij3n29iken6@4ax.com>
Source record: 7072

Hi,

I have built a few for people who needed a cable, but...

You can build one for about $8 from parts and about 1 hr if you can wield a soldering iron. I would suggest building one that piggy-backs the SIO port from cutting up a SIO cable. I typically mount a db-9 just above the SIO port and use a db-9 extension cable to connect it to the PC.

Or get one from Steve at atarimax.com for about $25-30 that has both SIO2PC and PRO System in one little package. No need to build two separate cablesand saves cable swapping when/if you need to use the PRO system.

I would choose the latter if you cannot/shouldn't use a soldering iron :) and you can afford it.

Rory

On 25 Apr 2006 15:15:54 -0700, "Tom Watt" <tom@wattservices.com> wrote:

>Is there anywhere to get a SIO2PC cheap? Or maybe a simular
>cable/adaptor?
>
>Thanks,
>
>Tom

*** Posted via a free Usenet account from http://www.teranews.com ***

6416. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:17:52 UTC
From: Jason Harmon <no@spam.com>
Message-ID: <Kf2dnVSxpqF6eNPZnZ2dnUVZ_uidnZ2d@adelphia.com>
Source record: 7073

Don't discount the graphics so quickly. One of the more popular video modes
is 160x192 in 4 colors. However, with the use of Display List Interupts, it
is possible to change the palette between scan lines, effectively allowing 4
colors per scan line.

http://www.atarimagazines.com/compute/issue47/153_1_Atari_Display_List_Interrupts.php

Remember that the Atari was created well before the C64. The C64's graphics
look primitive compared to a modern PC, so you have to compare it with what
else was around at the time it was created.

"Tom Watt" <tom@wattservices.com> wrote in message
news:1146015560.763229.311100@i40g2000cwc.googlegroups.com...
> OK I have to admit I was impressed by "16 colors with 16 intensities"
> and I knew that 320x192 was monochrome. But what I didn't know is that
> 16 colors was in 80x192. How does anyone even consider this to be a
> usable mode? I know a lot of Commodore 64 games are programmed in 2
> pixel dots because you can only have 2 different colors in a 2x2 area
> (4 pixels). But otherwise it's 320x200 at 16 colors. Also text is
> 40x25 with 16 colors. What I found the MOST shocking is that there is
> no 16 color text mode. This is MIND BOGGLING. Sorry, never had an
> Atari and am looking to get one but this was my first discouraging
> discovery today..
>
> Thanks,
>
> Tom
>

6417. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:20:20 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146021619.957410.228480@v46g2000cwv.googlegroups.com>
Source record: 7074

Well SIO seems more versatile.. But is there a 1581-like drive for Atari?

The CPU is faster, and the basic is better too. So these are some other plus points. Luckily the program I want to write on it doesnt use graphics at all, but does use text and was a little shocked by "5" color text. How on earth do you come up with 5 colors? How does that fit into memory? Usually colors are powers of 2. (2, 4, 8, 16, etc)... Are they just the same 5 colors or can you change them from a pallete?

I was already at the "buying" phase. But after reading that today I'm taking a step back and will be playing with the emulator a little more in depth to see if I want one.. I will say at least for 1979 the Atari 800 was a nice piece of history. I think the VIC-20 probably still had 16 colors at a higher resolution though.

On the other hand atarimax.com has a neat IDE/flash interface and SIO2PC interfaces for pretty good prices..

Thanks,

Tom

6418. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:25:24 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <p6qdnUgPP6ewddPZnZ2dnUVZ_u2dnZ2d@comcast.com>
Source record: 7075
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

<not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>
> On 25-Apr-2006, "Lion Of Judah" <sonofman1@comcast.net> wrote:
>
>> I have some dysan DSDD disks in sealed hard plastic case, in sets of 10
>> cases with 10 disks each for 100 disks total. If anyone is interested
>> they
>>
>> are $20 for the 100 in hard cases of 10 each, price will include media
>> mail
>> shipping the whole box is a bit heavy.
>
> Will you ship to the UK???

Sorry, try to find someone in the USA to get it for you then have them ship
over to you. Thanks.

6419. FS: ICD P:R: Connection with manual and disk

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 03:34:04 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <e7-dnXpUfeOod9PZnZ2dnUVZ_vednZ2d@comcast.com>
Source record: 7076

http://snipurl.com/pojo

Thanks for looking.

6420. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 04:55:44 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146027344.126203.181770@t31g2000cwb.googlegroups.com>
Source record: 7077

I can use a soldering iron well, used to solder for HP. But finding
the time with kids is another story!! :) I think I'll go with the one
at at atarimax.. What is the PRO System about anyway?

Thanks,

Tom

6421. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 05:00:11 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146027611.426429.242160@e56g2000cwe.googlegroups.com>
Source record: 7078

OK that makes A LOT of sense and makes me feel A LOT better!

It explains why many of the games look the same on the Atari and the Commodore 64... As I said earlier, although the C64 is infact capable of 320x200 at 16 colors, many games are essentially 160x200 anyway because of the 2 color per 4 pixel limitation. Often the games only have 2-4 colors in one area of the screen anyway.

So each scan line can be 4 colors of a pallete? I assume that pallete is 16?

Is the text mode the same way? 5 colors, but 5 colors from a pallete of 16? If so that'd make me feel a little better too, because I doubt I'd write a program that uses more then 5 colors at once anyway..

Thanks,

Tom

6422. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 05:05:10 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146027909.953099.38900@i39g2000cwa.googlegroups.com>
Source record: 7079

Oh and the Atari 800 may have came before the 64, and was indeed impressive at 1979, but the 800XL came out around the same time as the 64, and the XE series came out way after the 64.. They could have implemented better graphics modes then. I can see why the XE (not to mention quality issues) series was a major let down to many Atari users. The 800XL at least wasn't *that* far behind the 64..

Now about sound. Doesnt the 64 have 3 voices, and the Atari has 4? But it's agreed that the 64 had better sound.. Why is that?

At least the Atari has a faster clock speed and more BASIC commands..

Thanks,

Tom

6423. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 06:17:48 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <ggE3g.16149$vy1.13127@news-server.bigpond.net.au>
Source record: 7080

Tom Watt wrote:
> Oh and the Atari 800 may have came before the 64, and was indeed
> impressive at 1979, but the 800XL came out around the same time as the
> 64, and the XE series came out way after the 64.. They could have
> implemented better graphics modes then.

Did they for later Commodores 64/128's?

I can see why the XE (not to
> mention quality issues) series was a major let down to many Atari
> users. The 800XL at least wasn't *that* far behind the 64..

Bugger all difference when you get down to it. Like most limitations the
programmers got around them eventually.
>
> Now about sound. Doesnt the 64 have 3 voices, and the Atari has 4?

Yes.

> But it's agreed that the 64 had better sound..

Argued more often than not;-)

Why is that?

Opinion?

>
> At least the Atari has a faster clock speed and more BASIC commands..
>

Don't forget the SIO, always the SIO?

Mark

6424. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 08:05:33 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <45376$444f29c1$d527a97a$14254@news1.surfino.com>
Source record: 7081

> So each scan line can be 4 colors of a pallete? I assume that pallete
> is 16?

The palette is 256.

With the right technique (aka G2F - Graph to Font) using
Player-Missile-Graphics ("Sprites") and redefined characters you can come up
with the most impressive results. Check this out:
http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=16847

Even without G2F the most flexible ANTIC and its Display List in combination
with the GTIA is quite a bag of tricks. You really should check out some of
the demos made for the Atari to see what's doable.

As for the sound: This really comes down to a matter of personal preference.
The Atari's POKEY (responsible for sound amongst other things) was found in
quite a number of arcade games of its time, hence no wonder Atari used it
for its computer line.

Many say, the POKEY is capable of better sound FX than the C64's SID.
Personally, I'm a bit undecided. I love the huge SID sound, but I'm also
really digging the edgier sound of the POKEY. Check out the clicking
percussion in "Jet Set Willy", "Red Max" et al.

Frank Schr&#65533;der

6425. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 09:27:56 UTC
From: mores_p@hotmail.com
Message-ID: <1146043676.118460.66650@e56g2000cwe.googlegroups.com>
Source record: 7082
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.atari.st

Yes, i am interested. My email address is mores_p@hotmail.com. Please tell me what to do.

I assume this disks can be used with Apple 2 right? I am not an experienced an apple ii user.

Mark

6426. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 09:29:44 UTC
From: mores_p@hotmail.com
Message-ID: <1146043784.168452.180360@v46g2000cwv.googlegroups.com>
Source record: 7083
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.atari.st

Oops, my email doesn't show correctly.

You could also try "mxp4758@louisiana.edu".

Thank you,
Mark

6427. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 09:55:47 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <e2ng34$67h$1@news.al.sw.ericsson.se>
Source record: 7084

"Tom Watt" <tom@wattservices.com> wrote in message
news:1146027909.953099.38900@i39g2000cwa.googlegroups.com...
> ...
> I can see why the XE (not to mention quality issues) series was a
> major let down to many Atari users. The 800XL at least wasn't
> *that* far behind the 64..

Then look at the Atari 520ST, which was sold at a lower price than
the C128 in the UK. I like the C128 and I was a bit disappointed
when the specification of the Atari ST computer series was
presented. But all in all you could se the ST as a huge improvement
over the 8-bit computer, still priced like an 8-bitter.

Anders

6428. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 10:14:44 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <444f4814$0$12935$91cee783@newsreader02.highway.telekom.at>
Source record: 7085

Jason Harmon wrote:

> Remember that the Atari was created well before the C64. The C64's
> graphics look primitive compared to a modern PC, so you have to
> compare it with what else was around at the time it was created.

But they can run smooth animations.

Best Regards,

Daniel Mandic

6429. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 10:16:13 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <444f486d$0$3893$91cee783@newsreader01.highway.telekom.at>
Source record: 7086

Tom Watt wrote:

> in depth to see if I want one.. I will say at least for 1979 the
> Atari 800 was a nice piece of history. I think the VIC-20 probably
> still had 16 colors at a higher resolution though.

I think the Sinclair ZX-81 does have a higher resolution.

Best Regards,

Daniel Mandic

6430. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 10:17:28 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <444f48b8$0$3889$91cee783@newsreader01.highway.telekom.at>
Source record: 7087

Tom Watt wrote:

> Now about sound. Doesnt the 64 have 3 voices, and the Atari has 4?
> But it's agreed that the 64 had better sound.. Why is that?
>

Because you cannot hear the ATARI.

> At least the Atari has a faster clock speed and more BASIC commands..
>

Super.

>
> Thanks,
>
> Tom

Best Regards,

Daniel Mandic

6431. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 14:21:52 UTC
From: Rory McMahon <rorymcmahonNOSPAM@yahoo.com>
Message-ID: <o00v42p8eojo62fmlek22e2ncp6a137fkl@4ax.com>
Source record: 7088

Tom,

It for archiving your copy protected software to an disk image. It does pretty well in doing mosts disks I've run across. For those who don't have a bit copier/Happy disk drive. More information on Atarimax.com website.

Only one problem, only compatible with APE and a real Atari. I would like to see the .PRO system implemented in a Atari Emulator, so I can used my atari software without dragging an Atari along...

It would be nice to put a bunch of PRO images into my laptop and finally have a portable atari with a big LCD...<Sigh>

Rory

On 25 Apr 2006 21:55:44 -0700, "Tom Watt" <tom@wattservices.com> wrote:

What is the PRO System about anyway?
>
>Thanks,
>
>Tom

*** Posted via a free Usenet account from http://www.teranews.com ***

6432. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 14:41:18 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146062478.125428.255880@i39g2000cwa.googlegroups.com>
Source record: 7089

For the 128. It was better. It came with an 80x25 chip. It came with an advanced BASIC. The 128 was a decent 8-bit at the time of release. The XE series I would say was lacking where the C128 was not.

As for the sound/graphics. I TOTALLY understand now. I ran several games in emulator last night comparing the same game on the C64, and saw that the graphics were *almost* the same. I did notice some games had a little less color, and I counted horizontally, sure enough it was the 4 color limit. I also noticed Commodore picked nicer hues of colors.. Like orange on the C64 looks much nicer.. The sound did NOT sound ANYWHERE near as good as Commodore 64/128. So I totally get what people are saying there.

That said, I'm still interested in getting one...

Thanks,

Tom

6433. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 14:45:48 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146062748.268764.319790@t31g2000cwb.googlegroups.com>
Source record: 7090

Oh and I discovered Pitfall II for the Atari 8-bits has a second level
after beating the first! That's enough reason right there to get one!!
Hehe.. Although the C64 version had nicer graphics, but it looks like
whoever ported it took the time to DRAW better graphics, so the Atari
version probably could have had better graphics too..

Thanks,

Tom

6434. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 14:54:32 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <444f8994$0$7600$afc38c87@news.optusnet.com.au>
Source record: 7091

Tom Watt wrote:
> Oh and I discovered Pitfall II for the Atari 8-bits has a second level
> after beating the first! That's enough reason right there to get one!!
> Hehe.. Although the C64 version had nicer graphics, but it looks like
> whoever ported it took the time to DRAW better graphics, so the Atari
> version probably could have had better graphics too..
>

Have a look at landfall on the 800XL. Lovely graphics.

Mark

6435. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 15:14:29 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146064468.968674.92880@e56g2000cwe.googlegroups.com>
Source record: 7092

Like to try it out, but after a google and atarmania.com, I find no results. Is that the full name? Got a link?

Thanks,

Tom

6436. Best Atari BASIC book?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 17:07:50 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146071269.957054.71530@i39g2000cwa.googlegroups.com>
Source record: 7093

Hello,

Getting an 800XL soon and need a good book to learn it's BASIC. I know
BASIC on many machines so I'm not a newbie, just new to Atari. Would
like something with some good sample programs to type in as well as
good reference.

Thanks,

Tom

6437. WTB: Atari 800XL w/ 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 17:41:50 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146073310.768417.326400@y43g2000cwc.googlegroups.com>
Source record: 7094

Hello,

I am looking for an Atari 800XL with 1050 disk drive, with all
necessary power supplies/cables. Must of course work and be in good
shape.

Thanks,

Tom

6438. Re: Best Atari BASIC book?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 17:52:42 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97B196A4D5619emuslor@66.150.105.47>
Source record: 7097

Despite all prevention efforts, "Tom Watt" <tom@wattservices.com> wrote in
news:1146071269.957054.71530@i39g2000cwa.googlegroups.com:

>
> Getting an 800XL soon and need a good book to learn it's BASIC. I know
> BASIC on many machines so I'm not a newbie, just new to Atari. Would
> like something with some good sample programs to type in as well as
> good reference.
>

Hey Tom - I've dropped you a line with some spare books I have that I can
send your way. Let me know here if you don't receive it.

--
James
http://www.slornet.com
*** Posted via a free Usenet account from http://www.teranews.com ***

6439. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 18:27:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1146076026.260134.122140@u72g2000cwu.googlegroups.com>
Source record: 7095

Rick Cortese wrote:
> Tom Watt wrote:
>
> > Is there anywhere to get a SIO2PC cheap? Or maybe a simular
> > cable/adaptor?
> >
> > Thanks,
> >
> > Tom
> >
>
> Cheapest to build your own of course
> http://www.geocities.com/atarimods/atari.html
>
> eBay is a good source for inexpensive cables. The seller is a newsgroup
> participant and manages to get them to people from Poland<?> for less
> then people in the USA are willing to make them.

OT:

Rick, I've been meaning to ask this for a long time.

To make the 14C89 SIO2PC compatible with RI and DSR need these be on a
switch? I mean can I just tie them to the same pin on the 14C89 and
have the circuit work for either line?

- Steve Sheppard

6440. Re: Atari 800XL w/ 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 18:46:29 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <5-qdnRts6tmNXdLZnZ2dnUVZ_vWdnZ2d@comcast.com>
Source record: 7096

You're planning to time travel, aren't you? You're going to create some super duper game or application software for the 8-bit then go back in time and market it big time, right?

"Tom Watt" <tom@wattservices.com> wrote in message news:1146073310.768417.326400@y43g2000cwc.googlegroups.com...
> Hello,
>
> I am looking for an Atari 800XL with 1050 disk drive, with all
> necessary power supplies/cables. Must of course work and be in good
> shape.
>
> Thanks,
>
> Tom
>

6441. Re: Best Atari BASIC book?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 19:17:40 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146079060.124775.45670@u72g2000cwu.googlegroups.com>
Source record: 6998

Got it and replied, thanks!

6442. Re: Atari 800XL w/ 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 19:20:07 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146079206.944415.138360@i39g2000cwa.googlegroups.com>
Source record: 6999

Not sure if your post even merits reply...

I don't think it's a unrealistic request. These are on eBay too, but I
would be willing to skip eBay if someone has something for sale.

Thanks,

Tom

6443. Re: Atari 800XL w/ 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 23:14:34 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <IP6dnX3VQvR4Y9LZnZ2dneKdnZydnZ2d@comcast.com>
Source record: 7000

"Tom Watt" <tom@wattservices.com> wrote in message
news:1146079206.944415.138360@i39g2000cwa.googlegroups.com...
> Not sure if your post even merits reply...
>
> I don't think it's a unrealistic request. These are on eBay too, but I
> would be willing to skip eBay if someone has something for sale.

Exzctly what someone who knew how to timetravel would say!

>
> Thanks,
>
> Tom

6444. Re: Atari 800XL w/ 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 23:40:10 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-BFA4C4.19401026042006@netnews.asp.att.net>
Source record: 7002

In article <1146079206.944415.138360@i39g2000cwa.googlegroups.com>,
"Tom Watt" <tom@wattservices.com> wrote:

> Not sure if your post even merits reply...
>
> I don't think it's a unrealistic request. These are on eBay too, but I
> would be willing to skip eBay if someone has something for sale.
>
> Thanks,
>
> Tom

Not that i want to get rid of mine, but i got mine off of Ebay. Came
out ok with it, but be careful. Lots of jerks out there waiting to screw
you.

I also am unsure what the time-travel reference was about...

6445. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 23:42:13 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <pzT3g.16725$vy1.12436@news-server.bigpond.net.au>
Source record: 7001

Tom Watt wrote:
> Like to try it out, but after a google and atarmania.com, I find no
> results. Is that the full name? Got a link?
>
Woops. I'll try the right name, Landscape

http://www.atarimania.com/detail_soft.php?MENU=8&VERSION_ID=2885

Gorgeous graphics and gameplay to boot.

Mark

6446. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 23:43:52 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-F68AF9.19435226042006@netnews.asp.att.net>
Source record: 7003

In article <e2ng34$67h$1@news.al.sw.ericsson.se>,
"Anders Skelander" <ansk@hotmail.com> wrote:

> "Tom Watt" <tom@wattservices.com> wrote in message
> news:1146027909.953099.38900@i39g2000cwa.googlegroups.com...
> > ...
> > I can see why the XE (not to mention quality issues) series was a
> > major let down to many Atari users. The 800XL at least wasn't
> > *that* far behind the 64..
>
> Then look at the Atari 520ST, which was sold at a lower price than
> the C128 in the UK. I like the C128 and I was a bit disappointed
> when the specification of the Atari ST computer series was
> presented. But all in all you could se the ST as a huge improvement
> over the 8-bit computer, still priced like an 8-bitter.
>
> Anders

How could you have been dissapointed with the ST, compared to a 128?

Even the base model had more ram.. Better video, 16/32 bit cpu, midi,
async scsi...

it blew away the specs of the same era 'pc'..

6447. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-26 23:57:38 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146095858.597483.169510@y43g2000cwc.googlegroups.com>
Source record: 7004

I was never referring to the ST. I dont care about the ST. I said the
XE line seems dissapointing... Because compared to the 128, the 128
rules. The XE could have had at least better graphics modes added in.

6448. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 00:16:28 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <s6ednRWkktXGkM3ZRVnyhQ@bt.com>
Source record: 7005
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

<not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>
> Will you ship to the UK???
>

They can be found in the UK, usually from the odd few office suppliers,
takes a few hours of phoning round. :)

There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"

6449. Re: XEP-80 and Antic

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 01:34:50 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <cj7052h8rr6b8u7scvnedsfml25g3e58cq@4ax.com>
Source record: 7006

On Tue, 25 Apr 2006 11:26:38 -0400, "Jason Harmon" <no@spam.com> wrote:

>Does the XEP-80 driver by default turn off the Antic chip when it is
>enabled? If so, what type of computing performance increases would you
>expect while using the XEP-80? (Obviously the display is slower than is
>possible with memory mapped video, but that is another issue).

For I time I had both a color monitor attached via the monitor port, and a mono monitor attached to the XEP80. You never had both screens live at once. When the XEP80 driver was running, ANTIC was off and the color monitor was blank. On the other hand, since the XEP80 had it's own memory, what ever was on that screen stayed there when you re-enabled ANTIC to work with the normal screen again. So it could _look_ like you were driving both monitors at once.

I once had a silly little program that flipped back and forth between the two monitors every few seconds, just for fun.

Dunno about the performance question, I hope someone addresses that!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6450. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 01:36:19 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <-MmdnfMlhKaCvc3ZnZ2dnUVZ_tSdnZ2d@comcast.com>
Source record: 7007
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>>
>> Will you ship to the UK???
>>
>
> They can be found in the UK, usually from the odd few office suppliers,
> takes a few hours of phoning round. :)
>
> There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"

Glad he can get them in the UK. Doesn't seem to be the hard plastic storage
case though.

6451. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 01:41:53 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <BjV3g.7016$BS2.1365@newsread1.news.pas.earthlink.net>
Source record: 7008

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
>
>>Tom Watt wrote:
>>
>>
>>>Is there anywhere to get a SIO2PC cheap? Or maybe a simular
>>>cable/adaptor?
>>>
>>>Thanks,
>>>
>>>Tom
>>>
>>
>>Cheapest to build your own of course
>>http://www.geocities.com/atarimods/atari.html
>>
>>eBay is a good source for inexpensive cables. The seller is a newsgroup
>>participant and manages to get them to people from Poland<?> for less
>>then people in the USA are willing to make them.
>
>
> OT:
>
> Rick, I've been meaning to ask this for a long time.
>
> To make the 14C89 SIO2PC compatible with RI and DSR need these be on a
> switch? I mean can I just tie them to the same pin on the 14C89 and
> have the circuit work for either line?

Burning brain cells on this one, been a long time.<grin>

First I had better admit I don't recall if RI and DSR use the same logic
levels but...

It would/should work.

Since the RI and DSR are both RS232 inputs on the PC side they probably
don't present much load compared to the driving capability of the 14C89.
Just wiring them <OR'ed> together and running them at logic levels can't
hurt them.

I don't know if Windows is constantly checking the RI line to see if
Bill Gates is trying to send you a fax, but I can't see any problems
with a DOS box.

6452. Re: Best Atari BASIC book?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 01:43:00 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <EkV3g.13138$i41.7303@newsread1.news.atl.earthlink.net>
Source record: 7009

The best single reference is "Your Atari Computer" by Lon Poole
and
Martin McNiff with Stephen Cook from Osburn McGraw-Hill. It has a
blue cover with a pixelated flying saucer; there were at least
two and maybe
three editions with updates for the later machines. Mine got so
much use
the cover is literally falling off...

-Jess

"Tom Watt" <tom@wattservices.com> wrote in message
news:1146071269.957054.71530@i39g2000cwa.googlegroups.com...
> Hello,
>
> Getting an 800XL soon and need a good book to learn it's BASIC.
I know
> BASIC on many machines so I'm not a newbie, just new to Atari.
Would
> like something with some good sample programs to type in as
well as
> good reference.
>
> Thanks,
>
> Tom
>

6453. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 01:44:24 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <_fSdneRJT6GZv83ZRVn-vQ@comcast.com>
Source record: 7010
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st
Body handling: Inline uuencoded payload not displayed: rtCurve.gif

"techie_alison" <techie_alison@yahoo.co.uk> wrote in message
news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>>
>> Will you ship to the UK???
>>
>
> They can be found in the UK, usually from the odd few office suppliers,
> takes a few hours of phoning round. :)
>
> There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"

By the way if this is the ebay item you're referring to: 8800678628

They are nowhere near my price. He is charging about $8 for 10 disks, I am charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic cases, totalling 100 disks with shipping included).

The label on the box Dysan 100 refers to it's 100% error free slogan, not 100 disks in that box it's only 10 as you can see because it's also quite slim.

I am practically giving these away since I am moving and don't want to store them in a garage where heat may get them, they have been in ac storage with some of my other collections for the longest while and I saved 2 boxes of 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4 boxes of 100 already. This is a no brainer if you need disks and are in the USA.

[Inline uuencoded payload not displayed: rtCurve.gif]

6454. Re: Atari 800XL w/ 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 01:46:28 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <r5GdnbYYBtkdv83ZnZ2dnUVZ_vOdnZ2d@comcast.com>
Source record: 7011

"ziggy" <ziggy@fakedaddress.com> wrote in message
news:ziggy-BFA4C4.19401026042006@netnews.asp.att.net...
> In article <1146079206.944415.138360@i39g2000cwa.googlegroups.com>,
> "Tom Watt" <tom@wattservices.com> wrote:
>
>> Not sure if your post even merits reply...
>>
>> I don't think it's a unrealistic request. These are on eBay too, but I
>> would be willing to skip eBay if someone has something for sale.
>>
>> Thanks,
>>
>> Tom
>
> Not that i want to get rid of mine, but i got mine off of Ebay. Came
> out ok with it, but be careful. Lots of jerks out there waiting to screw
> you.
>
> I also am unsure what the time-travel reference was about...

Failed attempt at a little humor I guess :)

6455. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 02:04:58 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <eFV3g.17064$vy1.2566@news-server.bigpond.net.au>
Source record: 7012

```
Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
>
>> Rick Cortese wrote:
>>
>>> Tom Watt wrote:
>>>
>>>
>>>> Is there anywhere to get a SIO2PC cheap? Or maybe a simular
>>>> cable/adaptor?
>>>>
>>>> Thanks,
>>>>
>>>> Tom
>>>>
>>>
>>> Cheapest to build your own of course
>>> http://www.geocities.com/atarimods/atari.html
>>>
>>> eBay is a good source for inexpensive cables. The seller is a newsgroup
>>> participant and manages to get them to people from Poland<?> for less
>>> then people in the USA are willing to make them.
>>
>>
>>
>> OT:
>>
>> Rick, I've been meaning to ask this for a long time.
>>
>> To make the 14C89 SIO2PC compatible with RI and DSR need these be on a
>> switch? I mean can I just tie them to the same pin on the 14C89 and
>> have the circuit work for either line?
>
>
> Burning brain cells on this one, been a long time.<grin>
>
> First I had better admit I don't recall if RI and DSR use the same logic
> levels but...
>
> It would/should work.
>
> Since the RI and DSR are both RS232 inputs on the PC side they probably
> don't present much load compared to the driving capability of the 14C89.
> Just wiring them <OR'ed> together and running them at logic levels can't
```

> hurt them.
>
> I don't know if Windows is constantly checking the RI line to see if
> Bill Gates is trying to send you a fax, but I can't see any problems
> with a DOS box.

I thought the same thing and tried it, works fine on the 2 I made.

Mark

6456. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 02:17:07 UTC
From: stephensheppard@hotmail.com
Message-ID: <1146104227.494799.318170@e56g2000cwe.googlegroups.com>
Source record: 7013

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > Rick Cortese wrote:
> >
> >>Tom Watt wrote:
> >>
> >>
> >>>Is there anywhere to get a SIO2PC cheap? Or maybe a simular
> >>>cable/adaptor?
> >>>
> >>>Thanks,
> >>>
> >>>Tom
> >>>
> >>
> >>Cheapest to build your own of course
> >>http://www.geocities.com/atarimods/atari.html
> >>
> >>eBay is a good source for inexpensive cables. The seller is a newsgroup
> >>participant and manages to get them to people from Poland<?> for less
> >>then people in the USA are willing to make them.
> >
> >
> > OT:
> >
> > Rick, I've been meaning to ask this for a long time.
> >
> > To make the 14C89 SIO2PC compatible with RI and DSR need these be on a
> > switch? I mean can I just tie them to the same pin on the 14C89 and
> > have the circuit work for either line?
>
> Burning brain cells on this one, been a long time.<grin>

LOL! Well, at least you knew the answer at one time. I was just
guess.

Sorry, I'm being a bit lazy. One of my DB-9/RJ11 adapters (the end of
my SIO2PC) is just an exposed circuit. I could easily have just
connected the pins and SEE if it works, myself. LOL!

To Mark:
Thanks for the confirmation

> First I had better admit I don't recall if RI and DSR use the same logic
> levels but...

>
> It would/should work.
>
> Since the RI and DSR are both RS232 inputs on the PC side they probably
> don't present much load compared to the driving capability of the 14C89.
> Just wiring them <OR'ed> together and running them at logic levels can't
> hurt them.

If memory is failing then just use reason. LOL!

> I don't know if Windows is constantly checking the RI line to see if
> Bill Gates is trying to send you a fax, but I can't see any problems
> with a DOS box.

Could be. Bill is still trying to get my money.

Thanks Rick!

6457. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 02:35:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <445059f4486c50@comcast.net>
Source record: 7020

```
>Is there anywhere to get a SIO2PC cheap? Or maybe a simular
>cable/adaptor?
>
>Thanks,
>
>Tom

I paid about $20 for mine from a place in Europe.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

6458. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 02:36:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <445059f4486c51@comcast.net>
Source record: 7021

>Hello,
>
>Spent most of the years playing with Commodore equipment, but been
>curious about some of the Atari 8-bits. If I was to get one, wich one
>do you guys recommend and why?
>
>Thanks,
>
>Tom

I would get the 130XE, but the 800XL would be all right.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6459. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 03:01:01 UTC
From: gfa midi charles <charles.copp@sympatico.ca>
Message-ID: <HtW3g.3473$fx.308772@news20.bellglobal.com>
Source record: 7014
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

wow at this rate
and demand , i may
find a home for my 5.25 inch disks

i need opinion first , should i put on e-bay ?
a whole 100 or two hundred 5.25 atari floppies?
used various titles and some 8-bit copy dongle tape to disk cartridge
plugins.
.....
.....

"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:_fSdneRJT6GZv83ZRVn-vQ@comcast.com...
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> > <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
> >>
> >> Will you ship to the UK???
> >>
> >
> > They can be found in the UK, usually from the odd few office suppliers,
> > takes a few hours of phoning round. :)
> >
> > There's some on eBay right now, darn sight cheaper too.. :) Dysan 5.25"
>
> By the way if this is the ebay item you're referring to: 8800678628
>
> They are nowhere near my price. He is charging about $8 for 10 disks, I am
> charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic
> cases, totalling 100 disks with shipping included).
>
> The label on the box Dysan 100 refers to it's 100% error free slogan, not
> 100 disks in that box it's only 10 as you can see because it's also quite
> slim.
>
> I am practically giving these away since I am moving and don't want to
store
> them in a garage where heat may get them, they have been in ac storage
with
> some of my other collections for the longest while and I saved 2 boxes of
> 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4
> boxes of 100 already. This is a no brainer if you need disks and are in
the
> USA.

>
>
>

6460. Factory pressed dvd movies, ps2, psp & xbox backups for sale !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 05:44:49 UTC
From: sparco77@spankthedonkey.com
Message-ID: <1146116689.510172.207860@j33g2000cwa.googlegroups.com>
Source record: 7015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at movieworld@time.net.my

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

6461. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 08:14:21 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <e2pugu$do6$1@news.al.sw.ericsson.se>
Source record: 7017

"Tom Watt" <tom@wattservices.com> wrote in message
news:1146095858.597483.169510@y43g2000cwc.googlegroups.com...
> I was never referring to the ST. I dont care about the ST. I said the
> XE line seems dissapointing... Because compared to the 128, the 128
> rules. The XE could have had at least better graphics modes added in.

But you were asking why Atari did not do something about the specs
of the 130XE. My point was that they were concentrating their efforts
on making a new computer, marketed at a price comparable to 8-bit
computers from Commodore. Btw, the Atari 130XE was selling well
in Europe, although far from the sales figures of Commodore, Sinclair
and Amstrad.

Anders

6462. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 08:16:42 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <hJmdnVNbdtH84c3ZRVnyvQ@bt.com>
Source record: 7016
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

```
"Lion Of Judah" <sonofman1@comcast.net> wrote in message
news:_fSdneRJT6GZv83ZRVn-vQ@comcast.com...
> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
> news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
> > <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
> They are nowhere near my price. He is charging about $8 for 10 disks, I am
> charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic
> cases, totalling 100 disks with shipping included).
>
> The label on the box Dysan 100 refers to it's 100% error free slogan, not
> 100 disks in that box it's only 10 as you can see because it's also quite
> slim.
>
> I am practically giving these away since I am moving and don't want to
store
> them in a garage where heat may get them, they have been in ac storage
with
> some of my other collections for the longest while and I saved 2 boxes of
> 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4
> boxes of 100 already. This is a no brainer if you need disks and are in
the
> USA.
>
>
>
```

Yep, I noticed that afterwards :) Yours are super cheap. It's certainly an adventure selling overseas that's for sure, about £7-8 here sending something that weighs 150g, mind you, once at that threshold, something weighing close to 1Kg is about £9. Untracked stuff is about £2-3.

6463. Re: New Dysan 5.25 double sided/double density hard case

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 08:48:04 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <0cSdnaSXP7XNGM3ZRVn-rA@comcast.com>
Source record: 7018
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st

"gfa midi charles" <charles.copp@sympatico.ca> wrote in message
news:HtW3g.3473$fx.308772@news20.bellglobal.com...
> wow at this rate
> and demand , i may
> find a home for my 5.25 inch disks
>
> i need opinion first , should i put on e-bay ?
> a whole 100 or two hundred 5.25 atari floppies?
> used various titles and some 8-bit copy dongle tape to disk cartridge
> plugins.

I think people who need disks will try to look for brand new. At least it's
what I would want. Used 5.25" disks are usually percieved to be unreliable.
However you might want to list on ebay for what your disks contain on them
software-wise. That might have some interest.

> .....
> .....
>
> "Lion Of Judah" <sonofman1@comcast.net> wrote in message
> news:_fSdneRJT6GZv83ZRVn-vQ@comcast.com...
>> "techie_alison" <techie_alison@yahoo.co.uk> wrote in message
>> news:s6ednRWkktXGkM3ZRVnyhQ@bt.com...
>> > <not@onyournelly.com> wrote in message news:444ee3d0@212.67.96.135...
>> >>
>> >> Will you ship to the UK???
>> >>
>> >
>> > They can be found in the UK, usually from the odd few office suppliers,
>> > takes a few hours of phoning round. :)
>> >
>> > There's some on eBay right now, darn sight cheaper too.. :) Dysan
>> > 5.25"
>>
>> By the way if this is the ebay item you're referring to: 8800678628
>>
>> They are nowhere near my price. He is charging about $8 for 10 disks, I
>> am
>> charging $20 for 10 hard plastic cases of 10 disks each (10 hard plastic
>> cases, totalling 100 disks with shipping included).
>>
>> The label on the box Dysan 100 refers to it's 100% error free slogan, not
>> 100 disks in that box it's only 10 as you can see because it's also quite
>> slim.

>>
>> I am practically giving these away since I am moving and don't want to
> store
>> them in a garage where heat may get them, they have been in ac storage
> with
>> some of my other collections for the longest while and I saved 2 boxes of
>> 100 each for myself. At present I have 4 boxes of 100 each left. Sold 4
>> boxes of 100 already. This is a no brainer if you need disks and are in
> the
>> USA.
>>
>>
>>
>
>

6464. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 10:43:48 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-0F784D.06434727042006@netnews.asp.att.net>
Source record: 7019

In article <1146095858.597483.169510@y43g2000cwc.googlegroups.com>,
"Tom Watt" <tom@wattservices.com> wrote:

> I was never referring to the ST. I dont care about the ST. I said the
> XE line seems dissapointing... Because compared to the 128, the 128
> rules. The XE could have had at least better graphics modes added in.

Man i must be blind..

6465. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 10:54:50 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4450a2fa$0$3879$91cee783@newsreader01.highway.telekom.at>
Source record: 7022

ATARI VCS or a CX2600.

Because it is the most silent 8bit ATARI. Also good for screen-saver.

Praktical and small as modern TV-consoles.

Best Regards,

Daniel Mandic

6466. old (ancient) document sought

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 11:01:18 UTC
From: bugbear <bugbear@trim_papermule.co.uk_trim>
Message-ID: <4450a484$0$23167$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 7023
Cross-posted to: comp.sys.atari.8bit,comp.arch,alt.folklore.computers

Can any of the old hands help me?

Back in the early eighties I remember
seeing a large-ish document
on how to write compact (assembler, natch)
code, aimed (IIRC) at coding for games consoles
like the 2600.

It included such techniques as subroutines (doh!)
using compact varients of instruction,
8 bit operation where possible (instead of 16),
code sharing (where subroutines overlap!)
and fitting data into code (i.e. scanning
your code bytes to see if you were lucky enough
to have a constant "waiting to be used").

The tone was humorous, but the knowledge
deep, and the tricks got pretty hairy towards
the end.

Can anybody recall this and (even better)
point me to a copy?

BugBear

6467. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 13:21:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.27.13.21.25.728299@charter.net>
Source record: 7024

On Thu, 27 Apr 2006 10:43:48 +0000, ziggy wrote:

> In article <1146095858.597483.169510@y43g2000cwc.googlegroups.com>,
> "Tom Watt" <tom@wattservices.com> wrote:
>
>> I was never referring to the ST. I dont care about the ST. I said the
>> XE line seems dissapointing... Because compared to the 128, the 128
>> rules. The XE could have had at least better graphics modes added in.
>
> Man i must be blind..

Nope, you're not. I saw that reference as well.

--
_/_/_/

6468. Re: SIO2PC cheap?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 13:53:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1146146004.587922.23190@g10g2000cwb.googlegroups.com>
Source record: 7025

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > Rick Cortese wrote:
> >
> >>Tom Watt wrote:
> >>
> >>
> >>>Is there anywhere to get a SIO2PC cheap? Or maybe a simular
> >>>cable/adaptor?
> >>>
> >>>Thanks,
> >>>
> >>>Tom
> >>>
> >>
> >>Cheapest to build your own of course
> >>http://www.geocities.com/atarimods/atari.html
> >>
> >>eBay is a good source for inexpensive cables. The seller is a newsgroup
> >>participant and manages to get them to people from Poland<?> for less
> >>then people in the USA are willing to make them.
> >
> >
> > OT:
> >
> > Rick, I've been meaning to ask this for a long time.
> >
> > To make the 14C89 SIO2PC compatible with RI and DSR need these be on a
> > switch? I mean can I just tie them to the same pin on the 14C89 and
> > have the circuit work for either line?
>
> Burning brain cells on this one, been a long time.<grin>
>
> First I had better admit I don't recall if RI and DSR use the same logic
> levels but...
>
> It would/should work.
>
> Since the RI and DSR are both RS232 inputs on the PC side they probably
> don't present much load compared to the driving capability of the 14C89.
> Just wiring them <OR'ed> together and running them at logic levels can't
> hurt them.
>
> I don't know if Windows is constantly checking the RI line to see if

> Bill Gates is trying to send you a fax, but I can't see any problems
> with a DOS box.

Well, it seemed to work.

The only reason I asked is I wanted to try VAPI2SIO which happens to be preconfigured for DSR only and all my SIO2PC interfaces were set for RI.

[Update]
As it turns out, VAPI2SIO supports RI and DSR so I don't know what program I was thinking about that is DSR only.

- Steve Sheppard

6469. Re: Best Atari BASIC book?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 14:31:34 UTC
From: "tom@iccy.org" <tom@iccy.org>
Message-ID: <1146148294.440167.207370@e56g2000cwe.googlegroups.com>
Source record: 7026

There's a great set of online Atari references at
http://www.atariarchives.org

Nothing beats having an actual paper book to thumb through.

6470. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 14:51:52 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146149512.787768.306000@i40g2000cwc.googlegroups.com>
Source record: 7027

Yup must both be blind..

> Then look at the Atari 520ST, which was sold at a lower price than
> the C128 in the UK. I like the C128 and I was a bit disappointed
> when the specification of the Atari ST computer series was
> presented. But all in all you could se the ST as a huge improvement
> over the 8-bit computer, still priced like an 8-bitter.

That text was not my words.. I never brought up the ST. That was
someone else referencing the ST being a dissapointment. I only said
the XE line was a dissapointment.

6471. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 16:49:39 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.27.16.49.38.898169@charter.net>
Source record: 7028

On Thu, 27 Apr 2006 07:51:52 -0700, Tom Watt wrote:

> Yup must both be blind..
>
>> Then look at the Atari 520ST, which was sold at a lower price than
>> the C128 in the UK. I like the C128 and I was a bit disappointed
>> when the specification of the Atari ST computer series was
>> presented. But all in all you could se the ST as a huge improvement
>> over the 8-bit computer, still priced like an 8-bitter.
>
> That text was not my words.. I never brought up the ST. That was
> someone else referencing the ST being a dissapointment. I only said
> the XE line was a dissapointment.

and thats why I said "I saw that reference as well".

Tom, I never said that *you* said it, just that it was indeed posted.

BTW, congratulations (and welcome) on entering the world of Atari. You'll
love the 8bits, they are awesome! :)

--
_/_/_/

6472. 576xe Atari 800 online!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 17:23:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0042abcd@familynet-international.org>
Source record: 7035

FamilyNet International Newsgate

This is a message saying I have Warerat's CX802 512K XE upgrade running in
my Atari 800. Currently running Ice-T XE. :D

This is a proud moment for Atari 8-bit history, and certainly hoping not the
end of the upgraded Atari 800's (beige line, yes) ;)

Smiles everyone... smiles... :)

Doctor Clu
(Entered on a Atari 800+)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

6473. P:R: Connection diskimage link

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 18:22:46 UTC
From: Lion Of Judah <sonofman1@comcast.net>
Message-ID: <y5ednYEibPuekczZnZ2dnUVZ_vqdnZ2d@comcast.com>
Source record: 7029

http://home.comcast.net/~sonofman1/prconn.zip

6474. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 18:36:09 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <ta84g.54636$d5.209032@newsb.telia.net>
Source record: 7030

"ziggy" <ziggy@fakedaddress.com> skrev i meddelandet
news:ziggy-F68AF9.19435226042006@netnews.asp.att.net...
> > ...
> How could you have been dissapointed with the ST, compared to a
> 128?

I introduced the ST in the thread, because Tom asked why Atari did
not improve the 8-bit line. Isn't it more reasonable to look at a
product which represented Atari's improvement work, especially
as it was priced like the high-end 8-bitter from Commodore.

And yes, I was disappointed with the ST because I associated
Atari with advanced hardware for video gaming. Then I found
out that the ST was a powerful CPU, memory and a very simple
graphics generator and sound chip. I admit many of the early games
very quite cool: Flight Simulator II, Barbarian by Psygnosis and
the presumably not released version of International Karate by
System 3.

Anders

6475. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 19:49:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604271246040.14321-100000@onyx.spiritone.com>
Source record: 7032
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6476. FS: ALL Atari Books 20% off!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 19:51:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604271249390.14321-100000@onyx.spiritone.com>
Source record: 7033
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

All books on Sale! Books for Classic Atari 8 Bit & Atari ST lines! Some
you wont find anywhere else but here! You would be surprised what I can do
to save on Postage! Atari, one of the most well documented Computers ever!
E-Mail Atari@aracnet.com or call Ben@(503)256-9974! Anytime!

http://BensCatalogs.Atari.org WebSite and Atari Catalogs!
http://www.aracnet.com/~atari/8btbooks.htm 8 Bit Books Catalog!
http://www.aracnet.com/~atari/specials.htm Details on Sales!
http://www.aracnet.com/~atari/stbooks.htm ST Books Catalog!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6477. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 19:55:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0604271253320.14321-100000@onyx.spiritone.com>
Source record: 7034
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6478. FA: Page 6 Mag early issues 2 & 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-27 19:55:35 UTC
From: Paul R <nospam@nospam.com>
Message-ID: <445121de$0$23198$ed2e19e4@ptn-nntp-reader04.plus.net>
Source record: 7031

Hi, fyi I am currently selling the hard-to-find issues 2 and 3 of Page 6 Magazine on eBay:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8802998722

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=8803001488

Thanks for looking!

P

6479. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 01:00:31 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-A9526F.21003027042006@netnews.asp.att.net>
Source record: 7036

In article <pan.2006.04.27.16.49.38.898169@charter.net>,
"Ronald J. Hall" <dark_lord@charter.net> wrote:

> On Thu, 27 Apr 2006 07:51:52 -0700, Tom Watt wrote:
>
> > Yup must both be blind..
> >
> >> Then look at the Atari 520ST, which was sold at a lower price than
> >> the C128 in the UK. I like the C128 and I was a bit disappointed
> >> when the specification of the Atari ST computer series was
> >> presented. But all in all you could se the ST as a huge improvement
> >> over the 8-bit computer, still priced like an 8-bitter.
> >
> > That text was not my words.. I never brought up the ST. That was
> > someone else referencing the ST being a dissapointment. I only said
> > the XE line was a dissapointment.
>
> and thats why I said "I saw that reference as well".
>
> Tom, I never said that *you* said it, just that it was indeed posted.
>
> BTW, congratulations (and welcome) on entering the world of Atari. You'll
> love the 8bits, they are awesome! :)

I like my 130XE *pout* :)

But i also have a 800xl (and an ST .. never could afford a falcon or
stacy at the time.. now the are scarce around here..)

6480. Does Anyone Have These APX Titles?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 01:40:59 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1146188459.878267.8020@g10g2000cwb.googlegroups.com>
Source record: 7037

Has anyone taken a recent look at all of the "missing" APX titles at
http://www.atariarchives.org/APX/

I'm specifically referring to the significant number shown as "we have
permission, but we need a copy of the software." There are quite a few
utilities listed that I would think someone has in their collections.
I've donated what I have, but there are quite a few more that are
unlocated.

And perhaps someone has an idea as to contacting a "missing" author?
Unfortunately, some are probably no longer with us, but perhaps someone
may know a couple of these folks.

Thanks,
Larry

6481. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 03:01:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.28.03.01.26.60797@charter.net>
Source record: 7038

On Thu, 27 Apr 2006 18:36:09 +0000, Anders Skelander wrote:

> And yes, I was disappointed with the ST because I associated
> Atari with advanced hardware for video gaming. Then I found
> out that the ST was a powerful CPU, memory and a very simple
> graphics generator and sound chip. I admit many of the early games
> very quite cool: Flight Simulator II, Barbarian by Psygnosis and
> the presumably not released version of International Karate by
> System 3.

Dungeon Master! :-)

--
_/_/_/

6482. Re: 576xe Atari 800 online!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 03:02:55 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.28.03.02.55.364410@charter.net>
Source record: 7039

On Thu, 27 Apr 2006 17:23:34 +0000, Greg Goodwin wrote:

> This is a proud moment for Atari 8-bit history, and certainly hoping
> not the end of the upgraded Atari 800's (beige line, yes) ;)

Congratulations Doc! :-)

--
_/_/_/

6483. Wave sends to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 04:34:54 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <WXg4g.36726$_z2.10738@dukeread02>
Source record: 7040

I am wondering how the wave file is sent into Atari without Atari 410/1010.
So how?

Thanks!
Jack

6484. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 07:14:14 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146208454.102526.314290@j73g2000cwa.googlegroups.com>
Source record: 7041

Oops misread that.. :)

Anyway just got a 130XE and two 1050's really cheap on eBay. I was
after an 800XL but that was too good of a deal to pass up.

Now to figure out the best car, flight and space games... :)

Thanks,

Tom

6485. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 07:29:55 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <Tvj4g.17968$vy1.9411@news-server.bigpond.net.au>
Source record: 7042

Tom Watt wrote:
> Oops misread that.. :)
>
> Anyway just got a 130XE and two 1050's really cheap on eBay. I was
> after an 800XL but that was too good of a deal to pass up.
>
> Now to figure out the best car, flight and space games... :)
>

Pole Position, Pitstop, Great American cross country road race, New york City, F-15 strike eagle, Spitfire ace, Defender, Star Raiders, The Last Starfighter..... Oh and get Alternate Reality. Be careful though it is addictive.

The 130XE is the better unit. The extra ram disk is most useful.

Mark

6486. Re: Wave sends to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 12:48:57 UTC
From: mage@magelair.com
Message-ID: <1146228537.333728.320680@i39g2000cwa.googlegroups.com>
Source record: 7043

The simplest way, as far as I know, would be to make a cable that has a 1/8" stereo jack, with both left and right signals tied together and going to the Audio In (pin 11 on the SIO port). You could make that with the 1/8" stereo plug and go direct to the line out on a PC/Mac, but I prefer using a jack to keep the cable short and using a patch cord to link the 2 units.

6487. Re: 576xe Atari 800 online!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 16:24:02 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <Ckr4g.9899$Es3.3809@newsread3.news.atl.earthlink.net>
Source record: 7044

Oooh! Much cool; is that totally XL/XE compatible?
Outstanding use of the best 8-bit ever...

Congrats,
-Jess

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in
message news:0042abcd@familynet-international.org...
> FamilyNet International Newsgate
>
> This is a message saying I have Warerat's CX802 512K XE
upgrade running in
> my Atari 800. Currently running Ice-T XE. :D
>
> This is a proud moment for Atari 8-bit history, and
certainly hoping not the
> end of the upgraded Atari 800's (beige line, yes) ;)
>
> Smiles everyone... smiles... :)
>
> Doctor Clu
> (Entered on a Atari 800+)
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

6488. Re: XEP-80 and Antic

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 18:38:39 UTC
From: jdplace@REMOVESPAMcableone.net
Message-ID: <1254o9fq04si7c9@corp.supernews.com>
Source record: 7045

On 26 Apr 2006 20:34:50 , Michael Current wrote:
>On Tue, 25 Apr 2006 11:26:38 -0400, "Jason Harmon" <no@spam.com> wrote:
>
>>Does the XEP-80 driver by default turn off the Antic chip when it is
>>enabled? If so, what type of computing performance increases would you
>>expect while using the XEP-80? (Obviously the display is slower than is
>>possible with memory mapped video, but that is another issue).
>
>For I time I had both a color monitor attached via the monitor port, and a
>mono monitor attached to the XEP80. You never had both screens live at once.
>When the XEP80 driver was running, ANTIC was off and the color monitor was
>blank. On the other hand, since the XEP80 had it's own memory, what ever was
>on that screen stayed there when you re-enabled ANTIC to work with the normal
>screen again. So it could _look_ like you were driving both monitors at once.
>
>I once had a silly little program that flipped back and forth between the two
>monitors every few seconds, just for fun.
>
>Dunno about the performance question, I hope someone addresses that!
>
>-Michael
>
>
>Michael Current, mailto:hunmanik@earthlink.net
>8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
>St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>.

Bobterm uses the color monitor and the mono monitor for the XEP80.
Just FYI.
--
Joseph D. Place
ATARI FalconCT60, 1040STE, STacy4, Portfolio, 130XE, 400
http://www.josephplace.com

6489. Re: XEP-80 and Antic

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-28 19:07:28 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <dgp452lb718e9km707p5r32m3fjejghvp2@4ax.com>
Source record: 7046

On Fri, 28 Apr 2006 18:38:39 -0000, jdplace@REMOVESPAMcableone.net (Joseph D. Place) wrote:

>Bobterm uses the color monitor and the mono monitor for the XEP80.
>Just FYI.

I've just found the following from the BobTerm documentation. It does use both at the same time! I forgot all about that. BobTerm had it's own XEP80 driver, I believe.

XEP80.BTM

This is a driver for the XEP-80 80 column box from Atari. The driver directs ONLY the term mode screen to both the XEP and the standard term screen. It takes up 256 bytes of buffer space, so you will see your buffer size decrease when it initializes. The driver does not display any menus or the exit window. The XEP is just too slow to keep re-drawing the term mode screen and help screens, and does not have the capability of scrolling in one window and not in another. This is unfortunate.

In any event, you will need two monitors <or a switch for your monitor> to see the term mode screen on the XEP, and the help/editing screens on your computer's output. The XEP driver will update both screen simultaneously, without blanking the computer's screen. Have your XEP-80 plugged into joystick port #2!

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6490. IRC Channels?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-29 19:22:15 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146338534.964807.86410@i40g2000cwc.googlegroups.com>
Source record: 7047

Are there any active 8-bit Atari IRC channels left?

Thanks,

Tom

6491. Re: Do You know Robbo from XL/XE? Remake on Sony Ericsson.

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-29 20:59:03 UTC
From: Lukasz <lstela@poczta.onet.WYTNIJpl>
Message-ID: <e30k45$vq2$1@news.onet.pl>
Source record: 6948

> The Atari version too looks interesting. Did you disassemble the
> Atari code to find out about details in the game logic?

No, I dissassembled levels only. I made special program, with parses levels
from original game. Game logic is based on my observations of original Atari
game. I loved to play this game, when I was young :)

--
Lukasz
N 50 05' 04"
E 19 53' 43"

6492. Buy One Share of Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-29 22:48:34 UTC
From: rwj81@yahoo.com
Message-ID: <1146350914.909314.59920@y43g2000cwc.googlegroups.com>
Source record: 6949

LOL! At http://www.anrdoezrs.net/click-1889199-517456 you can buy one share of Atari stock (I see their picture still has the old logo) for $85.00 (instead of the $1.22 plus fees it would cost from a broker).

Probably that same site that sells old Atari Corporation stock certificates
autographed by Jack Tramiel.

6493. files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 04:29:56 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <a3X4g.38615$_z2.30472@dukeread02>
Source record: 6950

I want to transfer the file to tape. DOS does not allow me to do that. The cassette copier does not support the file to tape, only copy boot disk to tape. I struggled that! So how?

Thanks!
Jack

6494. Re: Buy One Share of Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 12:18:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.04.30.12.18.46.649848@charter.net>
Source record: 6951

On Sat, 29 Apr 2006 15:48:34 -0700, rwj81 wrote:

> LOL! At http://www.anrdoezrs.net/click-1889199-517456 you can buy one
> share of Atari stock (I see their picture still has the old logo) for
> $85.00 (instead of the $1.22 plus fees it would cost from a broker).
>
> Probably that same site that sells old Atari Corporation stock
> certificates
> autographed by Jack Tramiel.

I believe you can get those from Best Electronics for much lower prices.
:-)

--
_/_/_/

6495. Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 14:47:21 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <Z545g.17210$YI5.9698@tornado.ohiordc.rr.com>
Source record: 6952

Hi folks. I've been using a 1200xl for quite some time now with only 1 problem. I get random inverse video characters running Textpro. They are the correct character, but inverse, and more inverse than not in Textpro. I only see the problem in Textpro, any version. From 1.2 up to 5. I just chalked it up to a problem with Textpro. I've purchased another 1200xl and it display characters in Textpro just fine.

Otherwise, the machine is fine, and I havent noticed any problem with hundreds of other programs. It's just bugging me. Anyone hear of anything like this?

Charlie

6496. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 15:09:15 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <vq45g.77729$dW3.43834@newssvr21.news.prodigy.com>
Source record: 6953

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:a3X4g.38615$_z2.30472@dukeread02...
> I want to transfer the file to tape. DOS does not allow me to do that. The
> cassette copier does not support the file to tape, only copy boot disk to
> tape. I struggled that! So how?
>
> Thanks!
> Jack
Uhm..... OK. Lemme guess. You have a file on a floppy and want to
copy it to tape (410 or 1010).

How about:

```
10 CLOSE #1
20 OPEN #1,4,0,"D1:FILE.EXT"
30 CLOSE #2
40 OPEN #2,8,128,"C:"
50 TRAP 100
60 GET #1,X
70 PUT #2,X
80 GOTO 60
100 TRAP 40000
110 CLOSE #1:CLOSE #2:END
```

I think the 128 in line 40 gets you short Inter reg gaps.

OR, you can use DOS copy command (2/2.5/MyDOS)
Hit the COPY command (C ?).
From FILE.EXT to C:

OR Maybe SpartaDOS COPY command
COPY D:FILE.EXT,C:

OR I don't understand what you're trying to do (most likely.)

6497. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 17:33:17 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <xx65g.2056$Vn.81@newsread4.news.pas.earthlink.net>
Source record: 6954

Charlie wrote:
> Hi folks. I've been using a 1200xl for quite some time now with only 1
> problem. I get random inverse video characters running Textpro. They are
> the correct character, but inverse, and more inverse than not in Textpro. I
> only see the problem in Textpro, any version. From 1.2 up to 5. I just
> chalked it up to a problem with Textpro. I've purchased another 1200xl and
> it display characters in Textpro just fine.
>
> Otherwise, the machine is fine, and I havent noticed any problem with
> hundreds of other programs. It's just bugging me. Anyone hear of anything
> like this?

Try replacing RAM chips. If it is RAM, you probably only have one bad.
If it were me I would do it one chip at a time and reboot the computer
to check.

6498. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 17:42:44 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <pG65g.38660$_z2.25124@dukeread02>
Source record: 6955

it is binary.. not text file or basic files.. sorry for giving not enough information.

I want to copy the binary file to the tape. MyDOS has a tape copier support, I copied the binary file, preppie.exe to the tape. preppie from tape wont boot. It keeps saying Boot Error. Why?

I had an Atari 400 with 410 in the past. My friend had 800 and 810. He had an 1983 Starbowl Football game boot disk without DOS. I did not have 810. so he could make a copy of game on the tape for me. Game can boot from tape. How do I do that?

Later I finally got Atari 800XL/1050, I want to copy the starbowl football game boot from tape back to disk... How do I do that?

Thanks!
Jack...

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message news:vq45g.77729$dW3.43834@newssvr21.news.prodigy.com...
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:a3X4g.38615$_z2.30472@dukeread02...
>> I want to transfer the file to tape. DOS does not allow me to do that.
>> The
>> cassette copier does not support the file to tape, only copy boot disk to
>> tape. I struggled that! So how?
>>
>> Thanks!
>> Jack
> Uhm..... OK. Lemme guess. You have a file on a floppy and want to
> copy it to tape (410 or 1010).
>
> How about:
>
> 10 CLOSE #1
> 20 OPEN #1,4,0,"D1:FILE.EXT"
> 30 CLOSE #2
> 40 OPEN #2,8,128,"C:"
> 50 TRAP 100
> 60 GET #1,X
> 70 PUT #2,X
> 80 GOTO 60
> 100 TRAP 40000
> 110 CLOSE #1:CLOSE #2:END
>

> I think the 128 in line 40 gets you short Inter reg gaps.
>
> OR, you can use DOS copy command (2/2.5/MyDOS)
> Hit the COPY command (C ?).
> From FILE.EXT to C:
>
> OR Maybe SpartaDOS COPY command
> COPY D:FILE.EXT,C:
>
> OR I don't understand what you're trying to do (most likely.)
>
>

6499. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 19:27:56 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <0d85g.23071$mh.5614@tornado.ohiordc.rr.com>
Source record: 6956

Rick Cortese wrote:

> Charlie wrote:
>> Hi folks. I've been using a 1200xl for quite some time now with only 1
>> problem. I get random inverse video characters running Textpro. They are
>> the correct character, but inverse, and more inverse than not in Textpro.
>> I only see the problem in Textpro, any version. From 1.2 up to 5. I just
>> chalked it up to a problem with Textpro. I've purchased another 1200xl
>> and it display characters in Textpro just fine.
>>
>> Otherwise, the machine is fine, and I havent noticed any problem with
>> hundreds of other programs. It's just bugging me. Anyone hear of anything
>> like this?
>
> Try replacing RAM chips. If it is RAM, you probably only have one bad.
> If it were me I would do it one chip at a time and reboot the computer
> to check.

OK. Well I gave that a go, swapped out all of the RAM chips, same problem.
Thanks for the suggestion though. Any other ideas?

6500. SIO2PC emulate modem for telnet?

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 19:39:16 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146425956.382691.316250@i39g2000cwa.googlegroups.com>
Source record: 6957

Is there software for SIO2PC that will emulate a modem for the Atari?
And then perhaps connect the virtual modem to Telnet (TCP/IP)?

I'd like to use Atari term or BBS software and make it use telnet on
the internet.

Thanks,

Tom

6501. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 20:44:28 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Nk95g.38689$_z2.15220@dukeread02>
Source record: 6958

Maybe swap the keyboards? You might have an intermittent inverse video key.

Thomas

"Charlie" <charleycron@woh.rr.com> wrote in message
news:Z545g.17210$YI5.9698@tornado.ohiordc.rr.com...
> Hi folks. I've been using a 1200xl for quite some time now with only 1
> problem. I get random inverse video characters running Textpro. They are
> the correct character, but inverse, and more inverse than not in Textpro.
> I
> only see the problem in Textpro, any version. From 1.2 up to 5. I just
> chalked it up to a problem with Textpro. I've purchased another 1200xl and
> it display characters in Textpro just fine.
>
> Otherwise, the machine is fine, and I havent noticed any problem with
> hundreds of other programs. It's just bugging me. Anyone hear of anything
> like this?
>
> Charlie

6502. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 21:46:25 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <Rea5g.17283$YI5.7609@tornado.ohiordc.rr.com>
Source record: 6959

Docrotcod wrote:

> Maybe swap the keyboards? You might have an intermittent inverse video
> key.
>
> Thomas
>
> "Charlie" <charleycron@woh.rr.com> wrote in message
> news:Z545g.17210$YI5.9698@tornado.ohiordc.rr.com...
>> Hi folks. I've been using a 1200xl for quite some time now with only 1
>> problem. I get random inverse video characters running Textpro. They are
>> the correct character, but inverse, and more inverse than not in Textpro.
>> I
>> only see the problem in Textpro, any version. From 1.2 up to 5. I just
>> chalked it up to a problem with Textpro. I've purchased another 1200xl
>> and it display characters in Textpro just fine.
>>
>> Otherwise, the machine is fine, and I havent noticed any problem with
>> hundreds of other programs. It's just bugging me. Anyone hear of anything
>> like this?
>>
>> Charlie

Well the keyboard, other this program, performs just fine. I can turn the
inverse video on and off at will in other programs. But, I tried swapping
they keyboards anyway, no luck. The problem 1200xl has had the RF shield
removed, so someones been in there. No obvious mods though. Oh I hope
swapping RAM chips with an 800XL is ok, thats what I did, all seems well.
Hehe. How about POKEY? Can that be swapped with an 800XL POKEY?

Charlie

6503. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 23:07:07 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <vqb5g.23116$mh.19743@tornado.ohiordc.rr.com>
Source record: 6960

Charlie wrote:

> Docrotcod wrote:
>
>> Maybe swap the keyboards? You might have an intermittent inverse video
>> key.
>>
>> Thomas
>>
>> "Charlie" <charleycron@woh.rr.com> wrote in message
>> news:Z545g.17210$YI5.9698@tornado.ohiordc.rr.com...
>>> Hi folks. I've been using a 1200xl for quite some time now with only 1
>>> problem. I get random inverse video characters running Textpro. They are
>>> the correct character, but inverse, and more inverse than not in
>>> Textpro. I
>>> only see the problem in Textpro, any version. From 1.2 up to 5. I just
>>> chalked it up to a problem with Textpro. I've purchased another 1200xl
>>> and it display characters in Textpro just fine.
>>>
>>> Otherwise, the machine is fine, and I havent noticed any problem with
>>> hundreds of other programs. It's just bugging me. Anyone hear of
>>> anything like this?
>>>
>>> Charlie
>
> Well the keyboard, other this program, performs just fine. I can turn the
> inverse video on and off at will in other programs. But, I tried swapping
> they keyboards anyway, no luck. The problem 1200xl has had the RF shield
> removed, so someones been in there. No obvious mods though. Oh I hope
> swapping RAM chips with an 800XL is ok, thats what I did, all seems well.
> Hehe. How about POKEY? Can that be swapped with an 800XL POKEY?
>
>
> Charlie

Well I swapped POKEY, no change. Well no matter, it's just one program. I
can deal without it, I really dont even use Textpro, it just bugs me
though. I noted the above the RF shield had been removed, it's still
there, just not riveted. I figured someone might take that wrong. Well
thanks for the help.

Charlie

6504. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-04-30 23:24:46 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <3Hb5g.38712$_z2.5280@dukeread02>
Source record: 6961

You know it could be something in the 1200xl o/s. Try swapping the O/S chips.

"Charlie" <charleycron@woh.rr.com> wrote in message news:vqb5g.23116$mh.19743@tornado.ohiordc.rr.com...
> Charlie wrote:
>
>> Docrotcod wrote:
>>
>>> Maybe swap the keyboards? You might have an intermittent inverse video
>>> key.
>>>
>>> Thomas
>>>
>>> "Charlie" <charleycron@woh.rr.com> wrote in message
>>> news:Z545g.17210$YI5.9698@tornado.ohiordc.rr.com...
>>>> Hi folks. I've been using a 1200xl for quite some time now with only 1
>>>> problem. I get random inverse video characters running Textpro. They
>>>> are
>>>> the correct character, but inverse, and more inverse than not in
>>>> Textpro. I
>>>> only see the problem in Textpro, any version. From 1.2 up to 5. I just
>>>> chalked it up to a problem with Textpro. I've purchased another 1200xl
>>>> and it display characters in Textpro just fine.
>>>>
>>>> Otherwise, the machine is fine, and I havent noticed any problem with
>>>> hundreds of other programs. It's just bugging me. Anyone hear of
>>>> anything like this?
>>>>
>>>> Charlie
>>
>> Well the keyboard, other this program, performs just fine. I can turn the
>> inverse video on and off at will in other programs. But, I tried swapping
>> they keyboards anyway, no luck. The problem 1200xl has had the RF shield
>> removed, so someones been in there. No obvious mods though. Oh I hope
>> swapping RAM chips with an 800XL is ok, thats what I did, all seems well.
>> Hehe. How about POKEY? Can that be swapped with an 800XL POKEY?
>>
>>
>> Charlie
>
>
> Well I swapped POKEY, no change. Well no matter, it's just one program. I
> can deal without it, I really dont even use Textpro, it just bugs me

> though. I noted the above the RF shield had been removed, it's still
> there, just not riveted. I figured someone might take that wrong. Well
> thanks for the help.
>
> Charlie
>

6505. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 00:37:56 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ELc5g.18946$4L1.985@newssvr11.news.prodigy.com>
Source record: 6962

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:pG65g.38660$_z2.25124@dukeread02...
> it is binary.. not text file or basic files.. sorry for giving not enough
> information.
>
> I want to copy the binary file to the tape. MyDOS has a tape copier
> support, I copied the binary file, preppie.exe to the tape. preppie from
> tape wont boot. It keeps saying Boot Error. Why?
>
> I had an Atari 400 with 410 in the past. My friend had 800 and 810. He had
> an 1983 Starbowl Football game boot disk without DOS. I did not have 810.
> so he could make a copy of game on the tape for me. Game can boot from
> tape. How do I do that?
>
> Later I finally got Atari 800XL/1050, I want to copy the starbowl football
> game boot from tape back to disk... How do I do that?
>
> Thanks!
> Jack...
>
>
> "Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
> news:vq45g.77729$dW3.43834@newssvr21.news.prodigy.com...
>>
OK, I see what you're trying.
There are some utilities that do what you want, but don't
often (or often don't) work, ... because a binary disk load
file probably loads in several segments, and even execution
of the .exe/obj/com file is transferred to the loading file
on the run. So, you probably can't do what you want.
You could study the file and see exactly how it loads and
do a tape conversion, maybe, not likely.
Going the other way, copying your boot tape to a exe/obj/com
disk file isn't straight forward either.
Probably can be done, probably has been done, which brings
up the question, why not just get what you want from ftp
site? Just about everything A8 has been fixed as load file
or boot disk.
Regards,
Russg

6506. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 01:13:51 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <jhd5g.27293$P2.11339@tornado.ohiordc.rr.com>
Source record: 6963

>>
>> Well I swapped POKEY, no change. Well no matter, it's just one program. I
>> can deal without it, I really dont even use Textpro, it just bugs me
>> though. I noted the above the RF shield had been removed, it's still
>> there, just not riveted. I figured someone might take that wrong. Well
>> thanks for the help.
>>
>> Charlie

Docrotcod wrote:

> You know it could be something in the 1200xl o/s. Try swapping the O/S
> chips.
>>

I have been using the chips from an 800XL for RAM and POKEY swaps. The 1200XL that works OK with Textpro has the RF shield riveted, and I don't want to remove it, might as well leave it factory.

One thing I've discovered today though is that I have 28-pin OS ROM sockets installed already at U12 & U13, cool. I'm looking at the 1200XL PBI upgrade, and the first thing he does in put in an 800XL OS. Would a 600XL OS ROM and MMU work as well here? I'd rather tear a 600XL apart than an 800XL, is all.

Thanks,
Charlie

6507. Re: SIO2PC emulate modem for telnet?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 17:03:57 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146503037.733960.145730@i39g2000cwa.googlegroups.com>
Source record: 6964

Nevermind, someone answered in e-mail.

6508. Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 18:29:11 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Yrs5g.60074$gE.7229@dukeread06>
Source record: 6965

I'm averaging 1 call a week. So 'The Electric Cafe' ' BBS is down permanently.

Sorry, I gave it a shot and there wasn't enough interest. Not worth paying the electric to keep it going.

Thomas

6509. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 19:49:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1146512981.787134.170810@y43g2000cwc.googlegroups.com>
Source record: 6966

I think I only visited twice, probably as a guest, and didn't contribute any content. However, for those two moments it was fun to relive what was a large part of my 80's.

I'm currently feeling a period of Atari nostalgia but unfortunately BBSing was low on the priority list, sorry.

Forums filled the void left by the demise of the BBSes. I guess it was too late to go back.

In any case, thanks for offering the service.

- Steve Sheppard

6510. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 20:35:00 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Whu5g.60169$gE.44341@dukeread06>
Source record: 6967

I appreciate that. Keep in mind if there is ever a resurgance of Atari BBS's I will consider putting it back up. Right now 1 or 2 8bit BBS's just seems a bit weak. One would expect the remaining few BBS's to be just slammed with activity.

Thomas

<stephensheppard@hotmail.com> wrote in message news:1146512981.787134.170810@y43g2000cwc.googlegroups.com...
>I think I only visited twice, probably as a guest, and didn't
> contribute any content. However, for those two moments it was fun to
> relive what was a large part of my 80's.
>
> I'm currently feeling a period of Atari nostalgia but unfortunately
> BBSing was low on the priority list, sorry.
>
> Forums filled the void left by the demise of the BBSes. I guess it was
> too late to go back.
>
> In any case, thanks for offering the service.
>
> - Steve Sheppard
>

6511. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 22:47:34 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146523654.665324.299280@i39g2000cwa.googlegroups.com>
Source record: 6968

Commodore 64 and Amiga based BBS's are still going pretty well.
Nothing like the old days, but when I ran The Warpzone I often got
several calls per day. Atari just doesn't seem to be as popular for
BBS systems, but they do exist. BBS's are one of my favorite things of
the old days, I am working a project for Commodore and now Atari as
well that kind of merges the old and new of BBS's and Internet.

Take a look at www.petscii.com. Look at the BBS Listings, you'll see
there are several BBS's, and several do have regular activinty.

Thanks,

Tom

6512. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-01 23:43:05 UTC
From: stephensheppard@hotmail.com
Message-ID: <1146526985.813571.151910@i40g2000cwc.googlegroups.com>
Source record: 6969

Actually I continued to use BBSes until the early-mid 90's but that was a large RBBS or TBBS system and I never once chatted with the SYSOP. The experience just wasn't the same as in the AMIS and Nitelite days on the Atari.

I never owned any Commodore systems (nor Atari ST/TT systems) so I have no experiences and therefore no fond memories. There's nothing to re-live there, not for me.

- Steve Sheppard

6513. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 00:08:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.00.08.15.40625@charter.net>
Source record: 6970

On Mon, 01 May 2006 12:49:41 -0700, stephensheppard wrote:

> - Steve Sheppard

Steve, I sent you an e-mail - I need your *real* address! :-)

--
_/_/_/

6514. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 00:09:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.00.09.56.902003@charter.net>
Source record: 6971

On Mon, 01 May 2006 13:29:11 -0500, Docrotcod wrote:

> I'm averaging 1 call a week. So 'The Electric Cafe' ' BBS is down
> permanently.
>
> Sorry, I gave it a shot and there wasn't enough interest. Not worth paying
> the electric to keep it going.
>
> Thomas

Hey Thomas. I'm sorry to hear that. :-(

I visited once or twice I think. (or maybe I tried and had the ip wrong?
Can't remember, it was one like that).

--
_/_/_/

6515. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 00:12:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.00.12.06.878323@charter.net>
Source record: 6972

On Mon, 01 May 2006 15:35:00 -0500, Docrotcod wrote:

> I appreciate that. Keep in mind if there is ever a resurgance of Atari
> BBS's I will consider putting it back up. Right now 1 or 2 8bit BBS's just
> seems a bit weak. One would expect the remaining few BBS's to be just
> slammed with activity.

I can't say I'm slammed with activity, but we're doing alright. There are
good days (10-15 calls) and bad days (less than 3) of course, but we're
averaging 5-6 calls a day.

I'm happy with that.

--
_/_/_/

6516. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 00:13:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.00.13.47.676339@charter.net>
Source record: 6973

On Mon, 01 May 2006 15:47:34 -0700, Tom Watt wrote:

> Commodore 64 and Amiga based BBS's are still going pretty well.
> Nothing like the old days, but when I ran The Warpzone I often got
> several calls per day. Atari just doesn't seem to be as popular for
> BBS systems, but they do exist. BBS's are one of my favorite things of
> the old days, I am working a project for Commodore and now Atari as
> well that kind of merges the old and new of BBS's and Internet.
>
> Take a look at www.petscii.com. Look at the BBS Listings, you'll see
> there are several BBS's, and several do have regular activinty.
>
> Thanks,
>
> Tom

Hey Tom. My BBS seems to be doing okay. Probably not as good as the Amiga
ones, with their larger surviving user base, but I'm happy with the
results I've seen since re-opening via telnet.

Besides that, its just too darned fun being a sysop! :-)

--
_/_/_/

6517. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 00:50:26 UTC
From: MrShoujo@webtv.net
Message-ID: <9360-4456ACD2-503@storefull-3273.bay.webtv.net>
Source record: 6974

It's not your inverse video key - try the function keys. Select does this. Probably a sticky Select key - you need to insert printing commands using Select into the text with Textpro. I used it a lot and I got it to do some funky things. ^_^

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

6518. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 00:55:09 UTC
From: MrShoujo@webtv.net
Message-ID: <9360-4456ADED-505@storefull-3273.bay.webtv.net>
Source record: 6975

"I want to transfer a file to tape. DOS does not allow me to do that. The cassette copier does not support the file to tape, only copy boot disk to tape. I struggled that! So how?"

I have some copying programs that I used to copy all readable programs to disk. What it sounds like you need is something that copies a boot tape to a binary loading disk file. There are programs that do exactly this - I did it with the famous Frogger! cassette boot, and fixed it so it would work from disk as well.

If it's BASIC, it's an easy task of loading from tape and saving to disk. Text files - just load from C: and then save to disk using a word processor.

Unfortunately my Atari 8-bit system is not set up at the moment, but the disk with the boot tape to disk file copying program is one of my faves and I have it safe somewhere.

later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

6519. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 01:03:51 UTC
From: MrShoujo@webtv.net
Message-ID: <27097-4456AFF7-594@storefull-3276.bay.webtv.net>
Source record: 6976

"OK I have to admit I was impressed by "16 colors with 16 intensities" and I knew that 320x192 was monochrome. But what I didn't know is that 16 colors was in 80x192. How does anyone even consider this to be a usable mode?"

I've seen games done in Graphics 9, which is the mode you're talking about. It's also a great mode for use with digitally captured images - looks pretty darn good with ComputerEyes, or grayscale viewing of converted JPGs or GIFs. One thing I've seen is people using Graphics 9 interlaced with Graphics 10, which is 16 colors 1 intensity if I remember right - to produce 256 colors on one screen if seen right. I think people have tweaked the chips with programming to produce 25,000+ color modes. I've got demos that show this is possible.

"I know a lot of Commodore 64 games are programmed in 2 pixel dots because you can only have 2 different colors in a 2x2 area (4 pixels). But otherwise it's 320x200 at 16 colors. Also text is 40x25 with 16 colors. What I found the MOST shocking is that there is no 16 color text mode. This is MIND BOGGLING."

There are alternate ANTIC modes that do color text, but what's great about it, is depending on the mapping of the bits in the text, you can pull off some 4 color text tricks. Just depends on what you want to do - colorized text or easily and quickly mapped graphics for games.

And if you knew how to manipulate the display list.. and vertical blank display list interrupts... ^.^

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

6520. Re: atari 1050 help needed

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 01:17:43 UTC
From: MrShoujo@webtv.net
Message-ID: <27097-4456B337-598@storefull-3276.bay.webtv.net>
Source record: 6977

"I can solve most 1050 faults, but this drive has me beaten so far, speed fine, reads perfectly, but will not format or write, I have changed the drive mech for a known good drive, checked all connections, replaced U13 with a known good chip, and even added a write protect, enable override switch, and still it will not write to a blank disk or complete a format. Anyone got any idea where to look next ?"

Do you have any Sams computerfacts service manuals for it? It could be in the circuitry that controls writing to a disk. The read section is likely in a different area, which is working. I remember a little 8 pin IC in an Apple drive that blew once in an old system and I was able to replace it exactly and it worked again. Check your ICs to make sure none have blown, even the little ones.

Make sure the RPM is correct. Never hurts to check it. (288 or thereabouts)

Also clean the head. ^_^

later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo

"They make crayONs; do they make crayOFFs?"

6521. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 03:52:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <445702e0e93752@comcast.net>
Source record: 6982

>I'm averaging 1 call a week. So 'The Electric Cafe' ' BBS is down
>permanently.
>
>Sorry, I gave it a shot and there wasn't enough interest. Not worth paying
>the electric to keep it going.
>
>Thomas

I am sorry to hear about that. I visit Atari BBS's from time to time. The only reason I do not do it as often as I used to is because I just keep forgetting they are out there. A sign of the times I guess.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6522. Re: Buy One Share of Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 03:56:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <445702e0e93753@comcast.net>
Source record: 6983

>On Sat, 29 Apr 2006 15:48:34 -0700, rwj81 wrote:
>
>> LOL! At http://www.anrdoezrs.net/click-1889199-517456 you can buy one
>> share of Atari stock (I see their picture still has the old logo) for
>> $85.00 (instead of the $1.22 plus fees it would cost from a broker).
>>
>> Probably that same site that sells old Atari Corporation stock
>> certificates
>> autographed by Jack Tramiel.
>
>I believe you can get those from Best Electronics for much lower prices.
>:-)
For Christmas in the early 90's my wife got me fifty shares of Atari stock. It is signed by two of the Tramiel brothers. I never turned it in when Atari sold out. I guess I figured it would be a valuable piece of history some day.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6523. Serial<->Telnet via Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 04:01:35 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146542494.890257.12390@j73g2000cwa.googlegroups.com>
Source record: 6978

Is there an Atari emulator for Windows or Linux that will emulate a serial port and allow the connection to work with Telnet? I know APE does this with a real Atari and SIO2PC. But can any of the emulators do it also?

Thanks,

Tom

6524. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 04:26:15 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1146543958@rtfm.mit.edu>
Source record: 6979
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6525. DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 08:34:30 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <4bojsmF11lctgU1@news.dfncis.de>
Source record: 6980

Hi folks,

for historical interest, I'd like to revisit Atari DOS 1.0 (yes, 1.0, not 2.0S). Any idea where to find it?

So long,
Thomas

6526. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 11:24:56 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <ckH5g.24939$mh.22088@tornado.ohiordc.rr.com>
Source record: 6981

Andrew Floyd wrote:

>
> It's not your inverse video key - try the function keys. Select does
> this. Probably a sticky Select key - you need to insert printing
> commands using Select into the text with Textpro. I used it a lot and I
> got it to do some funky things. ^_^
>
> "Read this very carefully, I shall type this only once nyo!"
> "There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
>
> "They make crayONs; do they make crayOFFs?"

Thanks but like I said I already swapped keyboards with a different 1200XL (which does not exhibit the problem), and had the same problem.

Well I went ahead with OS upgrade. I put in a 600XL OS ROM. I did not put in the BASIC chip. Still seeing the problem! So it's not the keyboard, it's not the RAM, it's not POKEY, and it's not the OS. Well I'm through messing with the innards for now, besides trying to wire in a BASIC chip tonight. Thanks to everyone..

Charlie

6527. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 15:23:27 UTC
From: stephensheppard@hotmail.com
Message-ID: <1146583407.798579.82940@y43g2000cwc.googlegroups.com>
Source record: 6984

Ronald J. Hall wrote:
> On Mon, 01 May 2006 12:49:41 -0700, stephensheppard wrote:
>
> > - Steve Sheppard
>
> Steve, I sent you an e-mail - I need your *real* address! :-)
>
> --
> _/_/_/_

6528. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 15:40:00 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <k3L5g.20527$4L1.5733@newssvr11.news.prodigy.com>
Source record: 6985

You might try:

ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/ATR/OS/

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> wrote in message
news:4bojsmF11lctgU1@news.dfncis.de...
> Hi folks,
>
> for historical interest, I'd like to revisit Atari DOS 1.0 (yes, 1.0, not
> 2.0S). Any idea where to find it?
>
> So long,
> Thomas
>

6529. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 16:38:05 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146585486.165862.255090@y43g2000cwc.googlegroups.com>
Source record: 6986

I'm no Atari expert - I just got into it less then a month ago!

But, am a long time 8 bit fan and can tell you that it is very common to have versions never released from computers of that time. May be the case here.

6530. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 17:02:02 UTC
From: seymour-shabow@excite.com
Message-ID: <1146589322.413991.241470@y43g2000cwc.googlegroups.com>
Source record: 6987

Dos 1.0 definately exists. It's not a great dos though, takes up more ram because there is no "dup.sys" like in dos 2 that loads when you need it. I think "house of usher" or one of those games has dos 1 on it albeit with a hack in it to hide the directory sector which could be reversed if needed.

6531. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 17:54:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.17.54.23.873640@charter.net>
Source record: 6988

On Tue, 02 May 2006 08:12:54 -0700, stephensheppard wrote:

> Hi Ron,
>
> My e-mail is unmasked but here it is:

Okay, methinks I got it. Be looking for an e-mail. :-)

--
_/_/_/

6532. Monthly winners/prizes

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 18:15:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.02.18.15.38.265353@charter.net>
Source record: 6989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings everyone!

Here are the lucky, the few, the proud winners of this months prizes at The DarkForce! BBS:

April 2006
1. Magic Phrazes - Slor wins the $25.00 prize
2. ST Magazine - Sthelier wins the free 3 mag. subscription

Congratulations to our winners!

Also, here are next months prizes:

May 2006
1. Final Frontier II - one lucky winner, or *team* will win the $25.00 prize. Team members will divide up winnings. If the game goes into more than one month, that months prize money will be included. As sysop, I will be playing, but am exempt from winning, or joining any team.
2. ST Magazine - some lucky Atari caller will win a free 3 mag. subscription.

Good luck to all! :-)

--
_/_/_/

6533. Re: Buy One Share of Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-02 23:54:20 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <07sf52h5u3evts0vk0bok39c3aefknee11@4ax.com>
Source record: 6990

On Tue, 02 May 2006 07:56:42 +0400 (MET DST), "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>On Sat, 29 Apr 2006 15:48:34 -0700, rwj81 wrote:
>>
>>> LOL! At http://www.anrdoezrs.net/click-1889199-517456 you can buy one
>>> share of Atari stock (I see their picture still has the old logo) for
>>> $85.00 (instead of the $1.22 plus fees it would cost from a broker).
>>>
>>> Probably that same site that sells old Atari Corporation stock
>>> certificates
>>> autographed by Jack Tramiel.
>>
>>I believe you can get those from Best Electronics for much lower prices.
>>:-)
>For Christmas in the early 90's my wife got me fifty shares of Atari stock. It
>is signed by two of the Tramiel brothers. I never turned it in when Atari sold
>out. I guess I figured it would be a valuable piece of history some day.
Well compared to the value of Atari per share stock price, it is :)
But I picked up 500 shares for myself and 140 for my son. I am hoping
they start moving on up :)

Edward, hope to see you at MGC and VGS.

Corey
8-Bit Classics
http://www.8bitclassics.com

6534. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-03 01:56:59 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <DN6dnfV1FPV0kMXZRVn-tg@comcast.com>
Source record: 6991

Thomas Richter wrote:
> Hi folks,
>
> for historical interest, I'd like to revisit Atari DOS 1.0 (yes, 1.0, not
> 2.0S). Any idea where to find it?
>
> So long,
> Thomas
>
Try this one:

http://www.mixinc.net/atari/download.htm

6535. Re: Monthly winners/prizes

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-03 02:33:30 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97B7E57A0CFF5emuslor@216.196.97.136>
Source record: 6992
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
wrote in news:pan.2006.05.02.18.15.38.265353@charter.net:

> Here are the lucky, the few, the proud winners of this months prizes
> at The DarkForce! BBS:
>
> April 2006
> 1. Magic Phrazes - Slor wins the $25.00 prize
> 2. ST Magazine - Sthelier wins the free 3 mag. subscription
>

Yea Slor!

--
James
http://www.slornet.com

6536. Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-03 13:19:24 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1146662364.657291.320120@g10g2000cwb.googlegroups.com>
Source record: 6993

I have a modified 1050 drive that allows me to select it as D1: or D2:
using a SPDT (IIRC) switch mounted on the *front* of the drive. A very
useful mod. I wonder if anyone has seen a similar mod for the XF551?
I'm sure that I can transpose it if need be, but if someone has already
done it, that will save some trial/error. Thanks. -Larry

6537. Re: Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-03 15:48:18 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1146671298.053844.55700@g10g2000cwb.googlegroups.com>
Source record: 6995

Had to open up the drive for something else, so I got out the meter and
did the mod. For just one selection (D1: or D2:), only needs a SPST.
Handy for use with MyIDE, which doesn't allow for true drive swapping
at this point (as with BB and MIO). -Larry

6538. Free 1mbit flash cart!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-03 15:49:36 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.03.15.49.36.709792@charter.net>
Source record: 6994

Folks, Steve Tucker, of APE fame has graciously offered to
donate a 1 mbit flash cart for the monthly prize giveaway
at The DarkForce! BBS.

So this month, just for you 8bitters - we are giving away
said cart!

Remember, it only takes 1 call each month to qualify, but
the more times you call, the more chances you have to
win.

We use a small program called "winner" that randomly
picks a name from the list of callers each month...

Good luck to all! :)

--
_/_/_/

6539. Re: Bad 1200xl? Strange Textpro problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-03 21:40:17 UTC
From: RetroJess <RJH4JHH2@peoplepc.com>
Message-ID: <5r96g.6686$An2.2078@newsread2.news.pas.earthlink.net>
Source record: 6996

Really need more info...

Does it only occur entering text from the keyboard?

What about loading good text from disk which was saved on another
A8?

-Jess

"Charlie" <charleycron@woh.rr.com> wrote in message
news:Z545g.17210$YI5.9698@tornado.ohiordc.rr.com...
> Hi folks. I've been using a 1200xl for quite some time now with
only 1
> problem. I get random inverse video characters running Textpro.
They are
> the correct character, but inverse, and more inverse than not
in Textpro. I
> only see the problem in Textpro, any version. From 1.2 up to 5.
I just
> chalked it up to a problem with Textpro. I've purchased another
1200xl and
> it display characters in Textpro just fine.
>
> Otherwise, the machine is fine, and I havent noticed any
problem with
> hundreds of other programs. It's just bugging me. Anyone hear
of anything
> like this?
>
> Charlie

6540. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-04 08:40:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605040137520.6854-100000@onyx.spiritone.com>
Source record: 6997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6541. 20% OFF ALL ATARI GAMES NEW/USED!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-04 08:42:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605040140290.6854-100000@onyx.spiritone.com>
Source record: 6898
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Atari, the most well documented! ST,
8 Bit & Jaguar! Some you wont find anywhere else but here! ALL 20% off.

My ST Games/Software NEW in the BOX has more than TRIPLED in size! Moved
all NEW in the BOX stock to just one Catalog! Hardware, Games/Software
and Books for 8 Bit, Jaguar and ST Platforms all NEW in the BOX moved to
my NEWINBOX.TXT Catalog! Please Check it out! Now going through May, ALL
GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
Jaguar are 20% off! E-Mail Atari@aracnet.com or call Ben (503)256-9974!

http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
http://www.aracnet.com/~atari/jaggames.htm Jaguar Games
http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6542. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-04 08:45:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605040143060.6854-100000@onyx.spiritone.com>
Source record: 6899
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6543. Atari 8-Bit Boxed Software

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-04 12:48:35 UTC
From: "Anthony G. Beckett" <abeckett@au.net.internode>
Message-ID: <125ju15suinbt77@corp.supernews.com>
Source record: 6900

Ladies and Gents;

Selling some of my Atari Boxed games - Sorcerer, Deadline, Dunjonquest series, more have a look!

http://search.ebay.com.au/_W0QQsassZthesiliconavatarQQhtZ-1

Anthony

6544. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-04 13:08:19 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <4bucm3F13fpqpU1@news.dfncis.de>
Source record: 6901

Hi,

thanks for all the nice replies, I've now something to play with!

So long,
Thomas

6545. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-04 13:40:04 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <4vn6g.11246$XV5.8240@fed1read10>
Source record: 6902

"Thomas Richter" <thor@mersenne.math.TU-Berlin.DE> wrote in message
news:4bucm3F13fpqpU1@news.dfncis.de...
> Hi,
>
> thanks for all the nice replies, I've now something to play with!
>
> So long,
> Thomas
Hi,
If you can tell us what the N function of the menu is for and how to use it?
Define device... I booted the ATR but, no documentation. I can imagine
that it is for any add-on that would need a driver to open. Good luck and
have fun with it. I was going to respond to your query, but a previous
correct response was posted.

RoyE

6546. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 11:49:23 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4c0se3F13o59qU1@news.dfncis.de>
Source record: 6903

Hi Roy,

> If you can tell us what the N function of the menu is for and how to use it?
> Define device... I booted the ATR but, no documentation. I can imagine
> that it is for any add-on that would need a driver to open.

No add-on needed, it sorta works right away. So what does this do?

This function creates a "device alias" that reaches a specific device,
or file under a different name. For example, you could create an F: device
handler that redirects all its outputs to D:FOO.DAT by typing

D:FOO.DAT,F:

or you could create an alias for the editor such that all data that goes
to H: goes to E:

H:,E:

However, this function is in several ways pretty much broken:

o) Any file name appended to the new device alias is just lost. That is,
you cannot create a device alias F: for D: and hope that F:OUT.DAT goes
to D:OUT.DAT. Instead, it will go into whatever file name you defined for
the device alias. And if no file name given, then the DOS will just error.

o) It works only for OsA or OsB. This is because this function creates a
new entry in HATABS which jumps directly (eerk!) into absolute ROM addresses
that plain wrong for the XL Os.

o) It does not provide any specific Device-special commands. Any attempt
to rename a file on a device alias, or perform anything more spectacular
than just open the stream and then read/write to it will crash the system.
This is because the handler entry created for the device alias does not
hold an entry for the "Special" routine of the device, it just points to
address 0. Any attempt to jump there by a special command will then likely
crash the system.

In other words, probably a nice idea, but pretty useless in practice, and
a completely broken implementation. Not a miss.

So long,
Thomas

6547. Re: Monthly winners/prizes

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 12:17:42 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <olH6g.70453$fd.42395@read2.cgocable.net>
Source record: 6904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> Greetings everyone!
>
> Here are the lucky, the few, the proud winners of this months prizes at
> The DarkForce! BBS:
>
> April 2006
> 1. Magic Phrazes - Slor wins the $25.00 prize
> 2. ST Magazine - Sthelier wins the free 3 mag. subscription
>
> Congratulations to our winners!
>
> --
>
> Also, here are next months prizes:
>
> May 2006
> 1. Final Frontier II - one lucky winner, or *team* will win the $25.00
> prize. Team members will divide up winnings. If the game goes into more
> than one month, that months prize money will be included. As sysop, I will
> be playing, but am exempt from winning, or joining any team.
> 2. ST Magazine - some lucky Atari caller will win a free 3 mag.
> subscription.
>
> Good luck to all! :-)
>

Yikes! That's one expensive BBS you're running there. The cash prizes
alone are an outlay of $300 per year. I don't know what the magazine
subscriptions cost, but running the DarkForce BBS is certainly not cheap.
--
--
AlbaClause: A contraction of the words albatross and clause.

http://sarnia.selfip.org --- PAC*RAT --- People Against Corruption *
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6548. DarkForce BBS (was: DarkForce problems)

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 13:19:51 UTC
From: Al Andalus <8bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0605050912270.28150@furyy1>
Source record: 6905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
On Sat, 8 Apr 2006 at 11:16 -0400, Ronald J. Hall scribbled:
->Its now: 24,177.23.112 ... Until my server gets this updated,
->you'll be unable to telnet to "bbs.darkforce.org" although the
->actual IP address will work.

Is that comma a typo? This works: 24.177.23.112.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

6549. Re: DarkForce BBS (was: DarkForce problems)

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 14:25:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.05.14.25.56.909175@charter.net>
Source record: 6906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 05 May 2006 09:19:51 -0400, Al Andalus wrote:

> Is that comma a typo? This works: 24.177.23.112.

Yes, thats a typo - thanks for pointing it out.

BTW, everythings back to normal now, and everyone can simply use:

"bbs.darkforce.org".

--
_/_/_/

6550. Re: Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 17:56:58 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <rjM6g.70459$fd.3301@read2.cgocable.net>
Source record: 6907

Larry wrote:

> Had to open up the drive for something else, so I got out the meter and
> did the mod. For just one selection (D1: or D2:), only needs a SPST.
> Handy for use with MyIDE, which doesn't allow for true drive swapping
> at this point (as with BB and MIO). -Larry

This may seem like a dumb question, but I assure you it is not. I don't own an Atari XF551 disk drive, but I do have three Atari 1050 drives. I know how to select the drive ID on the 1050 drives -- two little switches at the rear of the drive -- but I'm curious as to how ID selection is done on the XF551 drives. Is it not the same? Or is it more involved than sticking a pointy object into a little hole and sliding one or two switches?

--
--
--- RAT*PAC ---
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6551. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 18:00:53 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <6nM6g.70460$fd.62863@read2.cgocable.net>
Source record: 6908

Tom Watt wrote:

> I'm no Atari expert - I just got into it less then a month ago!
>
> But, am a long time 8 bit fan and can tell you that it is very common
> to have versions never released from computers of that time. May be
> the case here.

Are you the same Tom Watt that used to coach the Leafs?

Probably not, but it never hurts to ask. If you are, an aquaintance of
mine saw you in pastry shop once. I think... It's been a long time since
I lived in Toronto.
--
--
--- RAT*PAC ---
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6552. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 18:09:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <5vM6g.70461$fd.25480@read2.cgocable.net>
Source record: 6909

stephensheppard@hotmail.com wrote:

> Actually I continued to use BBSes until the early-mid 90's but that was
> a large RBBS or TBBS system and I never once chatted with the SYSOP.
> The experience just wasn't the same as in the AMIS and Nitelite days on
> the Atari.
>
> I never owned any Commodore systems (nor Atari ST/TT systems) so I have
> no experiences and therefore no fond memories. There's nothing to
> re-live there, not for me.
>
> - Steve Sheppard

I used to use BBSes until about 1995 as well. Internet didn't reach our neck of the woods until about 1994 or 1995, so the BBSes were the bread and butter of the local perverts and software pirates.

It was always my desire to operate my own local BBS, but the emergence of the Internet pretty much killed off that idea. Shame too, as I had collected a whole pile of files to offer on my BBS -- files that I hadn't the hardware or the interest to use.

Played with a bunch of BBS software while working toward my fantasy BBS. Everything from AMIS, Carina, BBS Express, and FoReM for the Atari 8-bit, to Public Address, Mansion, Pancake, and one other whose name I don't recall, for the Macintosh.

Ah well, all's well that ends well... And on that note, I'll end this post.
--
--
--- RAT*PAC ---
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6553. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 18:19:04 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <9EM6g.36051$Hk1.7656@read1.cgocable.net>
Source record: 6910

Russ Gilbert wrote:

>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:a3X4g.38615$_z2.30472@dukeread02...
>> I want to transfer the file to tape. DOS does not allow me to do that.
>> The cassette copier does not support the file to tape, only copy boot
>> disk to tape. I struggled that! So how?
>>
>> Thanks!
>> Jack
> Uhm..... OK. Lemme guess. You have a file on a floppy and want to
> copy it to tape (410 or 1010).
>
> How about:
>
> 10 CLOSE #1
> 20 OPEN #1,4,0,"D1:FILE.EXT"
> 30 CLOSE #2
> 40 OPEN #2,8,128,"C:"
> 50 TRAP 100
> 60 GET #1,X
> 70 PUT #2,X
> 80 GOTO 60
> 100 TRAP 40000
> 110 CLOSE #1:CLOSE #2:END
>

I'm curious about your TRAP statements. Clearly, your little basic program
is going open the disk file for read and then open the cassette for a
write. You then set a TRAP to line 100, in anticipation of an EOF error.
What I don't understand, is why you set your TRAP to line 100, when line
100 is just another TRAP to 40000. Could you explain that for me?

--
--
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6554. Re: 576xe Atari 800 online!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 18:23:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <AIM6g.36052$Hk1.13010@read1.cgocable.net>
Source record: 6911

Ronald J. Hall wrote:

> On Thu, 27 Apr 2006 17:23:34 +0000, Greg Goodwin wrote:
>
>> This is a proud moment for Atari 8-bit history, and certainly hoping
>> not the end of the upgraded Atari 800's (beige line, yes) ;)
>
> Congratulations Doc! :-)
>

Ronald Hall:

Any relation to Rich Hall?

I distinctly remember watching a television program as a kid titled, "Not Necessarily The News." Rich Hall was a cast member and/or writer on that program. It was quite funny actually.

"They were young... They were in love... They needed glasses..."

Another bit that I vaguely recall was one in which a man glowed about his wife, and her favourite hobby: drilling for cobalt.

Anyway, to each their own, I suppose.
--
--
--- RAT*PAC ---
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6555. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 18:31:35 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <bSM6g.67680$F_3.14267@newssvr29.news.prodigy.net>
Source record: 6912

```
"AlbaClause" <you@cogeco.ca> wrote in message
news:9EM6g.36051$Hk1.7656@read1.cgocable.net...
> Russ Gilbert wrote:
>
>>
>> "Jack Tseng" <tseng4@hotmail.com> wrote in message
>> news:a3X4g.38615$_z2.30472@dukeread02...
>>> I want to transfer the file to tape. DOS does not allow me to do that.
>>> The cassette copier does not support the file to tape, only copy boot
>>> disk to tape. I struggled that! So how?
>>>
>>> Thanks!
>>> Jack
>> Uhm..... OK. Lemme guess. You have a file on a floppy and want to
>> copy it to tape (410 or 1010).
>>
>> How about:
>>
>> 10 CLOSE #1
>> 20 OPEN #1,4,0,"D1:FILE.EXT"
>> 30 CLOSE #2
>> 40 OPEN #2,8,128,"C:"
>> 50 TRAP 100
>> 60 GET #1,X
>> 70 PUT #2,X
>> 80 GOTO 60
>> 100 TRAP 40000
>> 110 CLOSE #1:CLOSE #2:END
>>
>
> I'm curious about your TRAP statements. Clearly, your little basic
> program
> is going open the disk file for read and then open the cassette for a
> write. You then set a TRAP to line 100, in anticipation of an EOF error.
> What I don't understand, is why you set your TRAP to line 100, when line
> 100 is just another TRAP to 40000. Could you explain that for me?
TRAP 40000 turns the TRAPs off. Always a good idea,
as the trap stays there even if you're out of the program.
Also it is good to CLOSE whatever channels you opened
as some versions of Sparta/FTeDOS will trash a hard drive
if chanels are left open. Just good practice to turn off
TRAPs and channels.
```

6556. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 18:41:43 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1146854503.623200.7360@g10g2000cwb.googlegroups.com>
Source record: 6913

Nope.. There was a major action movie with my name in the credits one time... Surprisingly a common name.

6557. Re: DOS 1.0 somewhere?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 20:44:38 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <XOO6g.11319$XV5.3919@fed1read10>
Source record: 6914

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:4c0se3F13o59qU1@news.dfncis.de...
> Hi Roy,
>
>> If you can tell us what the N function of the menu is for and how to use
>> it?
>> Define device... I booted the ATR but, no documentation. I can imagine
>> that it is for any add-on that would need a driver to open.
>
> No add-on needed, it sorta works right away. So what does this do?
>
> This function creates a "device alias" that reaches a specific device,
> or file under a different name. For example, you could create an F: device
> handler that redirects all its outputs to D:FOO.DAT by typing
>
> D:FOO.DAT,F:
>
> or you could create an alias for the editor such that all data that goes
> to H: goes to E:
>
> H:,E:
>
> However, this function is in several ways pretty much broken:
> SNIP>
> So long,
> Thomas

Thanks for the information.. I was wondering if it was for using an add-on,
and use the SIO 13pin cable..

RoyE

6558. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 20:55:49 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <6XO6g.70468$fd.41697@read2.cgocable.net>
Source record: 6915

```
Russg wrote:

>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:9EM6g.36051$Hk1.7656@read1.cgocable.net...
>> Russ Gilbert wrote:
>>
>>>
>>> "Jack Tseng" <tseng4@hotmail.com> wrote in message
>>> news:a3X4g.38615$_z2.30472@dukeread02...
>>>> I want to transfer the file to tape. DOS does not allow me to do that.
>>>> The cassette copier does not support the file to tape, only copy boot
>>>> disk to tape. I struggled that! So how?
>>>>
>>>> Thanks!
>>>> Jack
>>> Uhm..... OK. Lemme guess. You have a file on a floppy and want to
>>> copy it to tape (410 or 1010).
>>>
>>> How about:
>>>
>>> 10 CLOSE #1
>>> 20 OPEN #1,4,0,"D1:FILE.EXT"
>>> 30 CLOSE #2
>>> 40 OPEN #2,8,128,"C:"
>>> 50 TRAP 100
>>> 60 GET #1,X
>>> 70 PUT #2,X
>>> 80 GOTO 60
>>> 100 TRAP 40000
>>> 110 CLOSE #1:CLOSE #2:END
>>>
>>
>> I'm curious about your TRAP statements. Clearly, your little basic
>> program
>> is going open the disk file for read and then open the cassette for a
>> write. You then set a TRAP to line 100, in anticipation of an EOF
>> error. What I don't understand, is why you set your TRAP to line 100,
>> when line
>> 100 is just another TRAP to 40000. Could you explain that for me?
> TRAP 40000 turns the TRAPs off. Always a good idea,
> as the trap stays there even if you're out of the program.
> Also it is good to CLOSE whatever channels you opened
> as some versions of Sparta/FTeDOS will trash a hard drive
```

> if chanels are left open. Just good practice to turn off
> TRAPs and channels.

I must say, I did not know that. I knew about closing the channels, but I was ignorant of the necessity for trap cessation. Although, to my credit, I can honestly say that I've never encountered a problem with persistent traps.

When I used to code in Atari Basic many moons ago, I would use traps quite frequently as a means of branching my software. I found that I could get my software to perform a little more quickly by creating errors as opposed to testing for conditions. It's my warped spider logic, I suppose.

--
--
--- RAT*PAC ---
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6559. Re: Best Atari BASIC book?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 21:09:26 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <T7P6g.36057$Hk1.9457@read1.cgocable.net>
Source record: 6916

Tom Watt wrote:

> Hello,
>
> Getting an 800XL soon and need a good book to learn it's BASIC. I know
> BASIC on many machines so I'm not a newbie, just new to Atari. Would
> like something with some good sample programs to type in as well as
> good reference.
>
> Thanks,
>
> Tom

Atari Basic is really quite basic. If you have experience with Commodore Basic, there's not much extra that you need to learn. A simple Atari Basic reference manual or brochure should do quite nicely.

When I switched from the Commodore computers at school, to the Atari 8-bit, my biggest obstacle was figuring out how to load software from a floppy diskette. LOAD"SOME PROGRAM",8 just wouldn't work on the old Atari computers. Then somebody mentioned a funny sounding word that rhymed with loss, and I haven't looked back at a Commodore computer since.

I fell in love with Atari DOS at first usage. Although, with some humility, I will admit that my first experience with Atari DOS was DOS 3.0. Hey, I was new to the machine, what can I tell ya?

Anyway, as time marched on, I saddled up with DOS 2.0 and DOS 2.5. Eventually, SmartDOS became my favourite, before it was replaced with SpartaDOS. Most of my hundreds of 5.25" floppies are still formatted with SmartDOS however.

To get back on topic, I didn't have any great difficulty in learning Atari Basic. I had already known the basics from coding Commodore machines at school. There were some syntax differences that I needed to adjust to, but that was really no problem at all.

Probably my best resource in learning to code in Atari Basic, were the old Antic, Analog, and Compute! magazines. I remember spending hours, days, even weeks, typing in printed code listings from old computer magazines. Many times a lightbulb would glow over my head as I muttered to myself, "So that's how you do that!"

--
--
--- RAT*PAC ---
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6560. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-05 23:26:42 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <SaR6g.66818$_S7.59079@newssvr14.news.prodigy.com>
Source record: 6917

"AlbaClause" <you@cogeco.ca> wrote in message
news:6XO6g.70468$fd.41697@read2.cgocable.net...
> Russg wrote:
SNIP about TRAP 40000
> I must say, I did not know that. I knew about closing the channels, but
> I
> was ignorant of the necessity for trap cessation. Although, to my
> credit,
> I can honestly say that I've never encountered a problem with persistent
> traps.
>
> When I used to code in Atari Basic many moons ago, I would use traps quite
> frequently as a means of branching my software. I found that I could get
> my software to perform a little more quickly by creating errors as opposed
> to testing for conditions. It's my warped spider logic, I suppose.
I'm not sure about the persistence of TRAPs. I think if you
exit a BASIC program that has TRAP set, and do an error
in immediate mode, say RUN "D:wrongfilename.ext" you
could be executed back into the program, I think.
The other reason is that TRAPs can make things a lot harder
to follow. If you put a TRAP 40000 where the TRAP you
set is supposed to go, you know what happened where, whereas
if you don't turn off the TRAP, you might have a tough time
figuring the error that occurred. You could even put a
? "Trapped from line XXX" after a TRAP 40000.

6561. Re: files to tape

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-06 01:19:26 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <eOS6g.36080$Hk1.24027@read1.cgocable.net>
Source record: 6918

Russg wrote:

>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:6XO6g.70468$fd.41697@read2.cgocable.net...
>> Russg wrote:
> SNIP about TRAP 40000
>> I must say, I did not know that. I knew about closing the channels, but
>> I
>> was ignorant of the necessity for trap cessation. Although, to my
>> credit,
>> I can honestly say that I've never encountered a problem with persistent
>> traps.
>>
>> When I used to code in Atari Basic many moons ago, I would use traps
>> quite
>> frequently as a means of branching my software. I found that I could
>> get my software to perform a little more quickly by creating errors as
>> opposed
>> to testing for conditions. It's my warped spider logic, I suppose.
> I'm not sure about the persistence of TRAPs. I think if you
> exit a BASIC program that has TRAP set, and do an error
> in immediate mode, say RUN "D:wrongfilename.ext" you
> could be executed back into the program, I think.
> The other reason is that TRAPs can make things a lot harder
> to follow. If you put a TRAP 40000 where the TRAP you
> set is supposed to go, you know what happened where, whereas
> if you don't turn off the TRAP, you might have a tough time
> figuring the error that occurred. You could even put a
> ? "Trapped from line XXX" after a TRAP 40000.

There's a memory location that you can query with a peek statement to get
the error code. I don't recall precisely what it was, as it was a long
time ago that I programmed the Atari 8-bit.

If you comment your code sufficiently enough, you shouldn't have any trouble
following the code. Although you probably wouldn't want your code to be
too large on a machine with only 48k or 64k on average. But then, if
you're writing software where code size and speed are going to be an issue,
you probably wouldn't be using Basic.

I do see your point however. Although I can't say that I've ever
experienced the former. Usually when the basic program stops executing --
i.e. an END statement is encountered -- the program is done. You could
always have the code clear itself from memory on halt as well.

--
--
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6562. Re: Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-06 02:06:05 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <nu0o5255kfne1a3sof71egdkehvom7pv3r@4ax.com>
Source record: 6919

"Larry" <LLppwhite@earthlink.net>:

>Handy for use with MyIDE, which doesn't allow for true drive swapping
>at this point (as with BB and MIO). -Larry

What do you mean by that? There are several programs that allow you to
swap your MyIDE drives around (not physical drives of course, maybe that is
what you mean?)

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6563. Re: Buy One Share of Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-06 02:53:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <445c3b6a3a8784@comcast.net>
Source record: 6920

>On Tue, 02 May 2006 07:56:42 +0400 (MET DST), "Edward S. Baiz Jr."
><edbaizjr@comcast.net> wrote:
>
>>>On Sat, 29 Apr 2006 15:48:34 -0700, rwj81 wrote:
>>>
>>>> LOL! At http://www.anrdoezrs.net/click-1889199-517456 you can buy one
>>>> share of Atari stock (I see their picture still has the old logo) for
>>>> $85.00 (instead of the $1.22 plus fees it would cost from a broker).
>>>>
>>>> Probably that same site that sells old Atari Corporation stock
>>>> certificates
>>>> autographed by Jack Tramiel.
>>>
>>>I believe you can get those from Best Electronics for much lower prices.
>>>:-)
>>For Christmas in the early 90's my wife got me fifty shares of Atari stock. It
>>is signed by two of the Tramiel brothers. I never turned it in when Atari sold
>>out. I guess I figured it would be a valuable piece of history some day.
>Well compared to the value of Atari per share stock price, it is :)
>But I picked up 500 shares for myself and 140 for my son. I am hoping
>they start moving on up :)

Yeah it would be nice, but it does not matter to me as I never intend to sell
mine.

>Edward, hope to see you at MGC and VGS.
>Corey
>8-Bit Classics
>http://www.8bitclassics.com

Yeah Corey it was nice at the VGS, but it all depends if I am working or not.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6564. ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 12:56:17 UTC
From: lee <leehanken@gmail.com>
Message-ID: <1147006577.212843.230790@j33g2000cwa.googlegroups.com>
Source record: 6921

Hello All,

Letting you know that I have just released a new version of the Windows
Atari text viewer ATASCIIView.

This is freeware.

It can handle both windows and atari text files. This version has been
re-written with scrolling, print-preview and printing.

Feedback is welcomed.

You can download ATASCIIView from:

http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip

Comments can be sent by email or via

http://www.leehanken.pwp.blueyonder.co.uk/zisp/mailer

Regards,

Lee

6565. using Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 16:41:18 UTC
From: Paul <ottertype@yahoo.com>
Message-ID: <Xns97BC76E33F821sanza@207.217.125.201>
Source record: 6922

I am running an emulator and I'd like to throw together a quick little basic program. I remember most of the commands but there's one thing I have a question about. How do I save my program while running it thru Xformer or Atari800Win??

Thanks

6566. Re: ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 18:05:03 UTC
From: stephensheppard@hotmail.com
Message-ID: <1147025103.345470.65030@i40g2000cwc.googlegroups.com>
Source record: 6923

lee wrote:
> Hello All,
>
> Letting you know that I have just released a new version of the Windows
> Atari text viewer ATASCIIView.
>
> This is freeware.
>
> It can handle both windows and atari text files. This version has been
> re-written with scrolling, print-preview and printing.
>
> Feedback is welcomed.
>
> You can download ATASCIIView from:
>
> http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
>
> Comments can be sent by email or via
>
> http://www.leehanken.pwp.blueyonder.co.uk/zisp/mailer
>
> Regards,
>
> Lee

Love it!

Is there any possibility of incorporating Mark L. Simonson's (<-error corrected, sorry) Mac/Atari Fusion Truetype fonts (see link) into your program?

These are wonderful fonts (IMO) but until now I haven't seen any PC applications that could utilize the full 8-bit ATASCII character set.

Link
http://www2.bitstream.net/~marksim/atarimac/fonts.html

- Steve Sheppard

6567. Re: Down for good!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 20:33:36 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <AQs7g.4166$yU6.680@trnddc05>
Source record: 6924

Mine is still up although activity is very low!

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Docrotcod" <rahbart@cox.net> wrote in message
news:Yrs5g.60074$gE.7229@dukeread06...
> I'm averaging 1 call a week. So 'The Electric Cafe' ' BBS is down
> permanently.
>
> Sorry, I gave it a shot and there wasn't enough interest. Not worth
> paying the electric to keep it going.
>
> Thomas
>

6568. Re: Serial<->Telnet via Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 20:37:11 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <XTs7g.4168$yU6.834@trnddc05>
Source record: 6925

If I understand you correctly, my Atari 8-bit BBS (link below) runs on the emulator (a800win) and is accessible via the internet using telnet.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Tom Watt" <tom@wattservices.com> wrote in message
news:1146542494.890257.12390@j73g2000cwa.googlegroups.com...
> Is there an Atari emulator for Windows or Linux that will emulate a
> serial port and allow the connection to work with Telnet? I know APE
> does this with a real Atari and SIO2PC. But can any of the emulators
> do it also?
>
> Thanks,
>
> Tom
>

6569. FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 21:57:44 UTC
From: discarn8@gmail.com
Message-ID: <1147039064.654683.101230@g10g2000cwb.googlegroups.com>
Source record: 6926
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
TS2020- e-mail for specific and exact details

1 TI994/a w/ Voice module & Games
Several TS1000's
1 ZX-81 w/ original 64 MEMPAK
2 TS1500
2 TS2068
1 Thermal TS printer
1 TS Joystick
[2] TS 2020 Tape Decks
TS Winky board
TS RAM PACKs
Timex Sinclair Books, Manuals, Programming Guides and magazines

SOLD AS IS
SCAMMING MORONS - PLEASE READ - I DO NOT/WILL NOT ACCEPT FED-EX, USPS
or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME

this is in or around aurora, co

6570. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 22:36:03 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-8EDB2D.18360207052006@news.isp.giganews.com>
Source record: 6927
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <1147039064.654683.101230@g10g2000cwb.googlegroups.com>,
discarn8@gmail.com wrote:

> Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
> TS2020- e-mail for specific and exact details
>
> 1 TI994/a w/ Voice module & Games
> Several TS1000's
> 1 ZX-81 w/ original 64 MEMPAK
> 2 TS1500
> 2 TS2068
> 1 Thermal TS printer
> 1 TS Joystick
> [2] TS 2020 Tape Decks
> TS Winky board
> TS RAM PACKs
> Timex Sinclair Books, Manuals, Programming Guides and magazines
>
> SOLD AS IS
> SCAMMING MORONS - PLEASE READ - I DO NOT/WILL NOT ACCEPT FED-EX, USPS
> or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME
>
>
>
> this is in or around aurora, co

Wont accept money orders? How odd.

Too bad, the 2068 i might have been interested in.

6571. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 23:15:02 UTC
From: discarn8@gmail.com
Message-ID: <1147043702.268143.127440@j73g2000cwa.googlegroups.com>
Source record: 6928
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

http://members.interfold.com/discarn8/sale/ts/ts.html

6572. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 23:17:09 UTC
From: discarn8@gmail.com
Message-ID: <1147043829.921769.299550@u72g2000cwu.googlegroups.com>
Source record: 6929
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

You find it odd that I won't be scammed by morons? Now that is odd.

Please read the post closely:

"SCAMMING MORONS - PLEASE READ" - I DO NOT/WILL NOT ACCEPT FED-EX, USPS

or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME

I highly doubt you are publicly admitting to being a scamming moron :)

6573. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-07 23:46:26 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <1147045586.805208.259230@y43g2000cwc.googlegroups.com>
Source record: 6930
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

http://members.interfold.com/discarn8/sale/ts/ts.html

That is very nice and I wish I could afford the postage to the UK. The package includes Zebra Systems Spectrum emulator cartridge I notice. That looks like a Melbourne House book under the TS2068 manual and the blue book under that looks interesting too.
I don't suppose that you have the ZX Programmer's Companion or the ZX80 Assembly Listing and other such books?.

Cheers,

Geoff.

6574. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 01:34:46 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <445ea036$0$12933$91cee783@newsreader02.highway.telekom.at>
Source record: 6931
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

discarn8@gmail.com wrote:

>
> this is in or around aurora, co

--

One Beer Bitte!

Best Regards,

Daniel Mandic

6575. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 02:50:54 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <imy7g.69172$F_3.67167@newssvr29.news.prodigy.net>
Source record: 6932
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

I really don't care what you accept for payment.
However, you might mention it, as the only thing I see
left are personal checks, cash in an envelope, ... maybe
Paypal or other online payment?
Apparently you're also sensitive about your level of intelligence.

6576. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 04:12:49 UTC
From: heuser.marcus@freenet.de
Message-ID: <1147061569.748736.51650@j33g2000cwa.googlegroups.com>
Source record: 6933
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

> SOLD AS IS
> SCAMMING MORONS - PLEASE READ - I DO NOT/WILL NOT ACCEPT FED-EX, USPS
> or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME

POSTED AS IS?
SPAMMING MORONS - PLEASE READ -
I DO NOT/WILL NOT ACCEPT POSTS IN WRONG GROUPS
or OTHER COMPUTERS AS IN GROUP NAMES
- PLEASE DO NOT WASTE YOURS OR MY TIME

bye
Marcus

6577. Re: using Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 04:19:52 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <0oSdnTiUcr9-W8PZnZ2dnUVZ_vWdnZ2d@comcast.com>
Source record: 6934

"Paul" <ottertype@yahoo.com> wrote in message
news:Xns97BC76E33F821sanza@207.217.125.201...
>I am running an emulator and I'd like to throw together a quick little
> basic program. I remember most of the commands but there's one thing I
> have a question about. How do I save my program while running it thru
> Xformer or Atari800Win??
>
> Thanks

Assuming you have a version of DOS on an ATR loaded...

The command(s) would be as follows.

Untokenized (bloated, plain text) save file: LIST"D:FILENAME.EXT"

Tokenized (considerably smaller): SAVE"D:FILENAME.EXT"

To load an untokenized file: ENTER"D: etc. etc...

For tokenized files: LOAD blah blah blah...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6578. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 13:20:57 UTC
From: invalid@example.com
Message-ID: <DK6dnajwdpkm2MLZRVn_vA@giganews.com>
Source record: 6935
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit,comp.os.cpm

discarn8@gmail.com wrote:

>You find it odd that I won't be scammed by morons? Now that is odd.
>
>Please read the post closely:
>
>"SCAMMING MORONS - PLEASE READ" - I DO NOT/WILL NOT ACCEPT FED-EX, USPS
>
>or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME
>
>I highly doubt you are publicly admitting to being a scamming moron :)

So you accept USPS money orders from those who are not scamming morons?

The problem is that it is you who are acting like a scammer. Firstly,
you don't use eBay -- the standard way to sell such things. Then you
post about your fear of being scammed, when a moment's thought would
show that the seller is never in danger of being scammed -- simply
delay shipment until the check/MO.CC/etc. clears. It is the buyer who
is in danger of being scammed; he has to send money before recieving
anything from this anonymous[1] person posting on a newsgroup. Make that
LOTS of newsgroups...

[1] Hints: John B, Upstate NY...

IHTH.

6579. Re: Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 14:07:26 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147097246.802966.152540@u72g2000cwu.googlegroups.com>
Source record: 6936

The same...

6580. Re: Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 14:18:55 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147097935.493486.92610@j73g2000cwa.googlegroups.com>
Source record: 6937

> What do you mean by that? There are several programs that allow you to swap your MyIDE drives around (not physical drives of course, maybe that is
what you mean?) <

AFAIK, you can't configure the MyIDE for an SIO Floppy which is physically configured as D1: to respond as D2: or any other drive (2-9). The MyIDE of course has the feature of "boot from Dx:" as part of FDISK. With the BB and the MIO, you can go to the configuration menu in the Rom and swap drives with abandon.

If there is a way to do this with the MyIDE, I'd appreciate knowing.
-Larry

6581. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 14:53:23 UTC
From: PZ <skierpaul@yahoo.com>
Message-ID: <1147100003.445579.225850@v46g2000cwv.googlegroups.com>
Source record: 6938
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Why would I want to buy any of that crap. I didn't want anything to do with those systems when they came out, what makes you think that they're better than my Apple II now? Take your trash and your wanker board elsewhere.

6582. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 15:43:22 UTC
From: scott@alfter.diespammersdie.us
Message-ID: <445f671a$0$1414$9a6e19ea@news.newshosting.com>
Source record: 6939
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <ziggy-8EDB2D.18360207052006@news.isp.giganews.com>,
ziggy <ziggy@fakedaddress.com> wrote:
>In article <1147039064.654683.101230@g10g2000cwb.googlegroups.com>,
> discarn8@gmail.com wrote:
>
>> Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
>> TS2020- e-mail for specific and exact details
>>
>> [...]
>>
>> SOLD AS IS
>> SCAMMING MORONS - PLEASE READ - I DO NOT/WILL NOT ACCEPT FED-EX, USPS
>> or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME
>
>Wont accept money orders? How odd.

What's even more odd is that the OP posted to comp.sys.apple2, but doesn't
have any Apple IIs to sell. (Besides, even if he did, a hypothetical
on-topic message would get posted to comp.sys.apple2.marketplace anyway.)

_/_
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS( http://alfter.us/ Top-posting!
\_^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.2.2 (GNU/Linux)

iD8DBQFEX2rAVgTKos01OwkRAoCCAKDzLRGcXtGaxlcx/hu6XODPRmF/vACg4QeP
V16JNHi45yyziTAJcDtsL6U=
=zpQE
-----END PGP SIGNATURE-----
```

6583. Re: using Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 18:11:53 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1147111913.422746.258280@y43g2000cwc.googlegroups.com>
Source record: 6940

Paul,

You will need to create and format a disk image in another virtual
drive.

SAVE "Dx:FILENAME.BAS" where x is the drive number where the new image
is located and FILENAME.BAS is the name you wish to call it.

Rory

6584. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 22:09:47 UTC
From: Chris Cowley <chrrris@gmail.com>
Message-ID: <v2gv52t2v0noirracnhvdjs9a4idbupnop@4ax.com>
Source record: 6941
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit,comp.os.cpm

On Mon, 08 May 2006 13:20:57 +0000, invalid@example.com wrote:

>delay shipment until the check/MO.CC/etc. clears.

Cheques never really "clear" in the way that you mean (that the receipt
of the money is guaranteed). It's quite possible to pay a cheque into a
bank account, have it "clear" after the usual 3-5 working-day processs,
and then have it subsequently declared "fraudulent" days or weeks down
the line. DAMHIK,IJK,OK?

6585. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 22:34:06 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-3222D7.18340608052006@news.isp.giganews.com>
Source record: 6942
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <445f671a$0$1414$9a6e19ea@news.newshosting.com>,
scott@alfter.diespammersdie.us (Scott Alfter) wrote:

> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <ziggy-8EDB2D.18360207052006@news.isp.giganews.com>,
> ziggy <ziggy@fakedaddress.com> wrote:
> >In article <1147039064.654683.101230@g10g2000cwb.googlegroups.com>,
> > discarn8@gmail.com wrote:
> >
> >> Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
> >> TS2020- e-mail for specific and exact details
> >>
> >> [...]
> >>
> >> SOLD AS IS
> >> SCAMMING MORONS - PLEASE READ - I DO NOT/WILL NOT ACCEPT FED-EX, USPS
> >> or OTHER MONEY ORDERS - PLEASE DO NOT WASTE YOURS OR MY TIME
> >
> >Wont accept money orders? How odd.
>
> What's even more odd is that the OP posted to comp.sys.apple2, but doesn't
> have any Apple IIs to sell. (Besides, even if he did, a hypothetical
> on-topic message would get posted to comp.sys.apple2.marketplace anyway.)
>
> _/_
> / v \ Scott Alfter (remove the obvious to send mail)
> (IIGS(http://alfter.us/ Top-posting!
> _^_/ rm -rf /bin/laden >What's the most annoying thing on Usenet?
>
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.4.2.2 (GNU/Linux)
>
> iD8DBQFEX2rAVgTKos01OwkRAoCCAKDzLRGcXtGaxlcx/hu6XODPRmF/vACg4QeP
> V16JNHi45yyziTAJcDtsL6U=
> =zpQE
> -----END PGP SIGNATURE-----

Nah, not odd. he spammed some other 8bit groups too.. I just started
here it looks like.

6586. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-08 22:38:01 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-29BCA5.18380108052006@news.isp.giganews.com>
Source record: 6943
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <1147045586.805208.259230@y43g2000cwc.googlegroups.com>,
"Geoff Wearmouth" <geoff@wearmouth.demon.co.uk> wrote:

> http://members.interfold.com/discarn8/sale/ts/ts.html
>
> That is very nice and I wish I could afford the postage to the UK. The
> package includes Zebra Systems Spectrum emulator cartridge I notice.
> That looks like a Melbourne House book under the TS2068 manual and the
> blue book under that looks interesting too.
> I don't suppose that you have the ZX Programmer's Companion or the ZX80
> Assembly Listing and other such books?.
>
> Cheers,
>
> Geoff.

be VERY leery buying from this guy. His attitude and 'self protection'
is extreme and opens you up to getting screwed rather easily. Especially
being overseas.

Find a more honest and calm headed seller on ebay. That way you can get
your $ back from paypal when he stiffs you, which i suspect will be the
case here.

6587. Re: Configuring an XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 01:14:40 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <c2rv52dqui5j7s60e9ug92j0lu1tdm8oqt@4ax.com>
Source record: 6944

"Larry" <LLppwhite@earthlink.net>:
>AFAIK, you can't configure the MyIDE for an SIO Floppy which is
>physically configured as D1: to respond as D2: or any other drive
>(2-9). The MyIDE of course has the feature of "boot from Dx:" as part
>of FDISK. With the BB and the MIO, you can go to the configuration
>menu in the Rom and swap drives with abandon.
>
>If there is a way to do this with the MyIDE, I'd appreciate knowing.

Ah, I understand now. No, there is no way to do this currently. That is
something that Mr.Atari would have to add to the OS SIO function. He'd
have to query some sort of translation table, and I know that space is at a
premium in the ROM.

I don't even have my physical drive hooked up anymore, so I've never run
into this as a problem.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

6588. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 04:27:45 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1147148852@rtfm.mit.edu>
Source record: 6945
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6589. Re: using Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 08:43:32 UTC
From: Thomas Richter <thor@mersenne.math.TU-Berlin.DE>
Message-ID: <4cb31kF157ml0U1@news.dfncis.de>
Source record: 6946

Hi,

> I am running an emulator and I'd like to throw together a quick little
> basic program. I remember most of the commands but there's one thing I
> have a question about. How do I save my program while running it thru
> Xformer or Atari800Win??

I can't speak for other emulators, but for Atari++ the most convenient
mechanism is to save and load the files from the host filing system
using the H: device (if enabled). Thus,

SAVE "H:MYPROG.BAS"

will write it into the directory linked to the H1: device (see the menu),
and

LOAD "H:MYPROG.BAS"

will restore it.

To see what's in H:, either use the file browser of your host system
(i.e. KDE/Gnome or - shudder - windows), or go to the DOS menu via

DOS

then type:

DIR H:

to get a list of files in there. To return to Basic, press the
emulated reset key (F6) or type

CAR

So long,
Thomas

6590. Is Welfare Part of Capitalism?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 08:58:30 UTC
From: destroyallenvy@yahoo.com
Message-ID: <1147165110.429247.321370@e56g2000cwe.googlegroups.com>
Source record: 6947

This article is dedicated to:

A man I met, with most of his body heavily burned, simply because he
was a Chinese during the 1998 May Riot in Indonesia.
Lots of capitalists that are slaughtered during the cultural evolution.
Ten thousands of peaceful smugglers that are massacred in Banda island
by the Dutch for conducting peaceful spice trade and all that are
similar to them.
All minority groups and individuals that face discrimination, even
genocide, for economically contributing too much for their society.
All customers that have to pay higher products due to protection of
tariff and trades.
Productive people that are fined with income tax for the victimless
crime of making honest money.
Smart students that are slowed down so not to move too fast.
Industries that do not get subsidy, or even banned to protect
unproductive industry and laborers that earn much less due to such
restrictions.
Poor starving people that could have been rich had their countries
choose to embrace free market.
Women and males that are trapped in unhappy marriage which they have a
hard time getting out.
Women and children that have lots of their best choices taken under the
pretext of protection.
Immigrants and refuges.
Is welfare part of capitalism?

In short, no. In consensually, punishing the productive through income
tax to reward parasitic behavior is the biggest affront against the
principle of free market. In fact, from many governments intervention
in economy, the one that proponents of free market often oppose the
most is welfare.

However, when we look further, capitalism and welfare is not really
total opposites. Most importantly, properly done, a straight forward
welfare program can cause less market distortion, and hence an
efficient replacement to buy votes from losers, than farm subsidies,
public schools, minimum wage, trades restrictions, tariffs, and sex
laws. If it's done by taxing wealth, rather than income, the amount of
market distortion can be minimized further.

Welfare is also cheap. It'll cost $5000/year to a welfare recipient
in USA, for example. However, we need to remember that the
recipients' lifestyle worth only $500. The other $4500 goes to
implicit welfare due to higher living costs. That implicit welfare

includes minimum wage, immigrations laws, and food subsidy, or protections.

If somehow a straight forward explicit welfare program can replace all relatively more evil governments' interventions, then capitalists are probably better of not opposing welfare so much. Even Milton Friedman supports schemes called guaranteed minimum income, which is like welfare but with much less market distortion.

That's not where the similarity ends. One of the main creeds of capitalism is that consent and competition should be preferred over force. Without that consent, anyone can simply make us choose to make our self worst of under the pretext that it is for our own good. In fact, most laws against consensual acts can be traced down to protection of some disgruntled competitors often done under the pretext of the consenting parties' own good.

Anti prostitution and anti polygamy laws, for example, is there to ration females to poor dumb males under the pretext of protecting the consenting women. Of course, all natural resources tend to be rationed somewhat proportional to ones' voting power. And that does explain why democracy and anti polygamy laws go hand in hand too. One man one vote soon leads to one man one wife.

Well, at least Matt Ridley agrees with me and he's a well known mainstream scientific researchers. I guess that's also why so many uncompetitive people want to ensure that evolution theory is not taught in school. You can also read a famous psikiatrist book, "The road less traveled," you'll see that life long monogamous marriage is just a trap to prevent highly desirable people from being available to those who they want more, and romance is just the lure to that trap.

On the women side, anti pornography laws is really meant to prevent highly desirable women from advertising her assets and hence protecting less pretty women from the higher industry standard a public display of superior desirability might cause. Countries that embrace porn tend to have prettier women. Where did all the unsexy ones go? They're all shifting out of the gene pool, and hence are doing their best to oppose porn preaching religious doctrines that men should judge women based on any features but beauty, which they can't offer.

Another issue is consent. Welfare program is not consensual; however, it's relatively more consensual then civil war. In ancient time, when we have different ideological opinions, we end up killing each other to proof who are "right." The Catholic would kill the Gnostic, the Sunni would kill the Shiah. One King would kill the other. A younger prince will argue that the older prince is demon. Might makes right.

Such differences of opinions are of course solved with war, which is a very cost inefficient way to know who're "right." However it does work in some subjective practical sense. If we look in the past and try to figure out whether the Gnostic or the Catholic is the one that's

heretical or "right" respectively, we need only to see who won. The Gnostics are slaughtered, so they must be the heretic, or do they? At least I bet there are way more people in the world that think that way than the other way around, excluding me actually.

It doesn't matter how many books many institutionalized religions burned, how much restrictions of freedom of speech and irrationality they embraced, how many witnesses they snuffed outs and all other techniques that would not have stand the scrutiny of a peer reviewed scientific journal, or even a reasonable jury in the court of law. Too many people don't believe who are right and reasonable, they believe who are mighty. Right or wrong, the win will always become right anyway.

Now, under democratic context, we don't kill those who oppose us, rather we try to persuade enough people to join our cause. How do we persuade them? By money of course. Welfare program is then a reasonably cost efficient method to buy votes.

When too many people are on a side, we will sort of know that going to war will hurt the other side; hence we comply anyway with the whim of majority avoiding the costly alternatives. While not ideal, this is indeed how right and wrong is really decided, proper assessments of each sides' bargaining position and mutually cherished compromised line of war, plus a bunch of lies covering what's going on to safe each sides' face.

No matter how noble the purpose, lies and prejudices lead to misunderstanding, that leads to more war. Hence, the best contribution is simply to unmask all lies.

All in all, peaceful democracy is indeed a more cost efficient ways to measure ones' bargaining position. While democracy often lead to decisions opposites of freedom, like popularly supported victimless crime, income tax, and welfare, it's indeed relatively more cost efficient than civil war.

That's not when the coherency end. Various natural laws restrict various possible political outcomes. We can't expect a stone will fly to the sky when we drop it as much as we cannot expect a human to be generally unselfish. If we want to kill our enemies, we'll do well dropping a big stone on top of our enemies head rather than dropping the stone on top of our own head expecting the stone to somewhat magically fly to the enemies head.

The same way, we can't demand market distortion and expect that the best and brightest among us to still magically be a nice tax payer rather than dictators and corruptors. In a country where selling porn or building a good franchise chain is more difficult and less lucrative than becoming a dictator, guess what the smart would end up doing? Ask Saddam.

If we want rich and prosperous countries, we must know that it will and only will happen when we properly align individuals' interests with productivity.

Such coherency tends to make certain things come in package with another. We can expect that moving electric field will induce magnetic field. The same way, in life, we observe similar things. Communism and socialism, for example, always come in package with dictatorship and corruptions when smart people realize that being dictators pay more than building a business empire.

To the opposite capitalistic countries comes in package with softer deals for losers, such as, guess what, welfare.

We know from our economic classes that free market capitalism brings prosperity within market mechanism. However, it turns out that the prosperity that free market brings also profit the less successful beyond market mechanism. Capitalism and the prosperity that come with it tend to facilitate ideological changes in ways that benefit the less successful. One such ideological change is the popular support for losers' benefits. One such benefit is, guess what, welfare.

The most obvious samples of such ideological shifts the free market bring are the elimination of slavery in US. What happened? As usual, the northern part of America is an industrial country. At that time, steel industries are relatively more modern than the farming industry. Higher tech industry increase labors' productivity. When labor's productivity goes up, entrepreneurs will want to hire as many workers as possible. Hence, labors' salary will go up. This will kill of industries with less labor's productivity. At the end, the marginal productivity of labors in the least productive industry will go up. That value is labors' salary.

Under competitive equilibrium, the more productive and efficient a person is, the more he benefits everyone in the chain of productivity except those similar to him. Hence, an entrepreneurs coming up with ways to improve labors' productivity would benefit everyone, including workers and consumers, at the expense of other entrepreneurs and capitalists. Read that Karl Marx!

Then what? When labors' salary goes up, obviously labors will move to the employers that pay them higher. Hence, farm labors in the south want to move to the north. They can't do so legally though because they were slaves. Hence, the northern capitalists in US want to free slaves so they can hire more workers. And then the southern capitalists in US want to keep slavery. This then results in war. The bigger the labors' productivity, the more intensive capitalists have to free slaves. The more supporters there will be on a cause the more likely the cause won. Hence, slaves were freed.

Unfortunately, people still want to help losers and buy votes from those who are too expensive and too stubborn to switch. That explains why the farms in US gets subsidy.

If losing means not as successful as the other, then there will always be losers. However, we see how free market shifts the worlds' system in ways that benefits the losers too. Unlike the commies' propaganda, capitalism does not cause or even enlarge disparity of wealth. Capitalism only changes the way such disparity are earned to the benefits of all.

At the end of the warring states period in China, the king of Chin, Shih Huang Ti, and his prime minister, Li Si were the winner. Within one generation they have all their family slaughtered. If that's what winning means, what did losing means in pre-capitalistic countries? In ancient time, losing meant having all the males slaughtered, enslaved, or castrated and all the females raped and winning means risking your whole family slaughtered by rebels. In socialists countries the rich are corruptors and dictators that slice each other throats while the poor are starving.

Now, thanks to the prosperity only free market can bring, losing means they can leave on welfare, with plenty of chance to climb back and proof their worth, like J. K. Rowling. Now, slaves are so free and highly paid thanks to increase in labors' productivity. In fact, when slave jobs are moving to China under globalization, slaves in US refused to be emancipated and want to keep their slave jobs in US rather than evolving into entrepreneurs. So, much for the land of the free and the place of the brave. Some people don't mind dying for what they believe in but are too scared to start a business. Evolutions will fix that I guess.

Free market gives abundances to everyone. The benefits the free market brings benefit those less capable from being successful not only within the system but also through non market mechanism, like the ending of slavery and the start of reverse slavery we call welfare. But how do those really work? Is there a general principle?

Each of us is greedy and selfish that we want as many as possible for us. Humans' greed and selfishness is an undisputable scientific facts, as sure as the sun rise in the east, as sure as a stone will fall to the ground pulled by gravity. We're not just greedy and selfish. Greed and selfishness doesn't explain all the war, suffering, and poverty we face.

In fact, greed is good. Properly aligned, under free market, the greatest among us shall be the one productively providing the best service to the most customers. Blessed be the productive because they'll be rich. This will encourage higher and higher standard of living that we are currently enjoying.

Free market allows those who serve more to grow richer. To those who have more profit, to those more capital are given. Even kingdom of heaven don't mind using this nice positive feedback effect. Who needs new deals to break up companies?

Also, women prefer the rich. The next time you watch soap opera, make sure it's made in some country with the highest IQ in the world, like Hong Kong.

Free sex means richer males will consensually attract and mate with more women producing more kids. That's the whole point of getting rich by the way. Duh?

In fact, that's what being a living human male is all about:

1. Gain control ship of as much money or power as possible.

2. Attract or in anyway acquire as many females as possible.

3. Make kids.

4. Use that kids as tools to make grand children.

You bet it's right because it's science. Of course, they don't teach this important fact in biology class because government interfere in education.

Hence, when we're free, without genocide, without war, even with humanitarians aids given to appease enemies, the meek will indeed inherit the earth.

More than greedy and selfish, some humans are simply not humans because they embrace the root of all evil, envy. That explains why we have so many laws against mutually beneficial consensual acts and governments regulations to protect us from our own choices. The truth is, all those laws and restrictions are more often not there to protect stupid people from making mistakes. All such laws are there to prevent the smart from making the right choices.

That's why, for example, every body has to move equally slowly in school, to prevent the smart from moving faster. That's why various reproductive techniques are politically incorrect proportional to the expected quality of genetic material that will be duplicated. In particular, life long monogamous marriage, free sex, prostitution, polygamy, and cloning are sequences that both have increasingly expected value of genetic quality outcome and politically incorrectness.

In Europe and China, the smart monks are encouraged not to get married. When some minority groups don't buy the bullshit and hence greatly improving their productively earned wealth and genetic quality, such minority groups somehow become victims of genocide.

Life is like a real time strategy games. That means when we're not at war, we're in a race. That's simply how we evolve. Morality, religions, and ideologies, are stuffs created by really smart people to persuade us to run backward.

Peace means we're in a race. Freedom means we are in a competition. Some people just don't want to compete. Hence, they craft lies and

prejudices against those who are in front preventing progress to prosperity.

I'll tell you the scientific truth. It's from the fruit we knows the tree. Anyone opposing free trades and globalization is more evil than Hitler or Nazi. If only Japan and German could have acquired natural resources through consensual peaceful trade, Nazism wouldn't have been popular there and Hitler wouldn't have risen to power. With his mass hypnotic skills, he may have ended up as seminar speaker I guess.

If only those who had wanted to incite the Second World War see all the miracles and prosperity the free market brings, they would have repented and embrace free market. Yet, after all the prosperity and wealth the free market is bringing to all of us, still many people choose to oppose competition, and hence, miss-properly align our interests from productivity. That is the cause of all evil in the world.

All causes opposing free market can be negotiated and appeased. However, if the very thing that a group of people want to prevent is the success of the others, then the situation is pretty much kill or be killed zero sum game.

How does such situation usually end up? What would be our optimum solutions for such situation?

Under normal circumstances, an optimum solution of any business decisions is a solution where the marginal revenue equals to the marginal costs. Hence, in a zero sum game, each party will try to maximize its benefit to that point. Sometimes, the marginal costs have a spike. There is a certain point where increasing a resources allocation beyond a certain point will create adverse costs. For example, increasing the number of labors will increase revenue.

After a certain point, increasing one additional labor will mean buying a new machine or building a new factory. We may end up choosing to do it, we may not. In either case, discretions are the better part of the valor when it comes to that line.

The same way, in most countries, each of us can increase our profits using property we own or consensually rent. When we maximize our profit that way, the public will, ideally and some times truly, not interfere, and defend us from being prevented to enjoy our "rights" by others. However, when we start using others' property to maximize our gain, say by stealing, public opinions may shift from protecting us to against us.

Hence, the choice whether we should steal or not depends on the extra costs of crossing the politically correctness line of war. If a person sees that the potential gain justifies the increase costs of public support shifts, he'll still steal and make a great career out of it. Otherwise he'll stop stealing while coming up with a pretext to

justify his cowardly decisions, such as morality.

But what do the people choose their reaction to a specific act like stealing? They do so based on their sense of fairness, justice, and right-wrong discernment. How do people get that sense? From ideology. The ideology, religions, or whatever, then decides the line of war where the rest of us should consider before crossing. But how does the line gets drawn? By estimates of bargaining position.

Let's examine an example. Is the King (or Queen?) of England the King of France? Don't know. How do we know? In the beginning, a ruling class from France went to England and become king of England. Then they lost control of France. Hence, king of England wanted to take back the controls they have lost. Well, such conflicts are solved by war. In this particular case, the war lasted 100 years.

The British attacked France and successfully route knights with long bows. Then, the Frances stroke back driving the British back to their isolated islands. However, the France cannot move further and go all the way to attack British because of the Strait of Dover separating the two nations. Finally both sides realized that the straits somehow became the sacred line of war. It's not auspicious to cross the line of war for either side. The France, having more army and larger population would beat up the British on land, and the British being stronger at sea can always repulsed France sea invasion. Hence, we got peace.

Such natural separators like straits and mountains explain why Europeans are divided into many different countries. The Chinese, not having that natural line of war, end up getting united all the time.

Now, let's get back to the question whether welfare is part of capitalism. If all of us have just enough food, and some people don't work, what would we end up doing to those who are not productive?

Humans' basic instincts and preferences lead to gene pool survival. When food is scarce, such as when the people demand centralized planning, it would serve ones' gene pool survival to slaughter the parasites rather than sharing food to them. That's because sharing food to those who do not earn it means starving ones own self. In fact, humans will kill each other to literally eat each other when food is scarce. Such is what happened in China and Rusia when centralized planning, governments' intervention in economy, and prejudices against successful capitalists became the norm.

However, when food and money are abundance, such as when the people embrace free market, fighting the parasites might cause more gene pool survival lost than feeding them. On the other hand, simply giving and yielding toward threaten will motivate people to keep pushing us around. Moreover, giving in to those who can use force against us will motivate countries to build arms rather than say, better video games.

Hence, one possible strategy to minimize open war while still properly aligning ones interest with other individuals around them is to give to those who ask nicely and ask less. As free market brings a lot of abundance, those who are needy can be appeased much more cheaply than those who are envy, and hence, we got welfare program.

To be frank, I'd rather see the unproductive people have bigger TV rather than letting them make more kids. It's more humane, and cheaper. Guess what? Most people that know they're not very capable either would rather have that too.

Back to the France vs British. If only both sides have realized the true bargaining positions of each, they wouldn't have to resort to such expensive 100 years war right? The thing is, the 100 years war are the most credible and accurate ways to measure ones' bargaining position. War shows which one is stronger, and hence leads to a mutual understanding of where the line of war might be.

If only we can wave our gun and scare the enemies, it'll be great. However, the only threats that are credible are those actually done.

How do we know a cause's bargaining position? Democracy might give some light by counting the number of those who are in favor or against what we consider lesser evil. However, number counting can be deceiving. We hold this truth with plenty of evidences, that humans are inherently different.

We have difference capability and preferences, and hence different choices and outcome. It's useless to lay net in front of anything with wings. Those who are genetically predestined to be successful will get rich anyway whether through honest capitalistic means or through dictatorship.

Those who are small in numbers can hence be quite strong. Preventing the smart from making money honestly will then turn them into corruptors and dictators. When the Chileans demand to prosecute their entrepreneurs, they end up getting a dictator, the way any country that demand slavery over freedom deserves. Fortunately, Pinochet are relatively benign compared to others dictator and embrace free market giving the miraculous prosperity that the Chilean now enjoy.

Now, US government arrested his daughter for a crime of tax evasion. An act that wouldn't have been a crime if making honest money is free. The miracle of Chili becomes the model of China's moving to free market. It also helps to end communism all over the world peacefully. If capitalists fail to show thanks to Pinochet family, I don't know what would happen to all of us.

So, beyond number counting, the more accurate ways are then through skirmishes. When people cross the public's opinion line of war and we don't strike back, the line of war will shift against the coward by precedence. By fighting back, we'll then have a more accurate knowledge of which one the public would agree with.

Hence, it's very important to retaliate to what others do to us, either good or bad. It's a pleasure to serve my friends, it's also a pleasure to wipe out envy enemies that are on our ways, should my friends wish or don't mind.

When a fraudster tricks my brother over $3,900, my main concern is not to get my money back. My main concern is to get the fraudster to jail even if that will costs far more money than the $3,900. When a thief steals my money on 2001, my concern is also not to get my property back. What's just is to encourage the whole world to post any thieves conviction records on the net to prevent further larcenies.

It makes me wonder though. Why people consider it cruel to damage a thief or a fraudster' reputation? The mere acts of making honest money are punishable by income tax. When Everett O. Lasher makes an argument in court, the case leads to $5000 fine, and understandably, a suicide. The mere acts of successfully fending of ones' home from thieves lead to a life long jail term for Tony Martin. Thousands would march against WTO demanding harsh laws to punish those exercising consensual trades. In Iran, the mere acts of switching religions can lead to death penalty.

In Indonesia, new laws are being drafted giving years in prison for kissing in public. Of course, public rape during May riot are still far from being punished.

This while murderers of Vincent Chin went free without jail term. Thousands would march to end death penalty against murderers. In Indonesia, religious fundamentalists can come to a house and destroy properties from houses providing consensual entertainment with polices watching. Those people often get away or lightly punish.

If consensual productive acts are punished while damaging inconsensual forces are not, soon, all highly productive people would end up in gas chamber after the next Cultural Revolution, or what ever. Those who are left are those smart enough to be dictators enslaving the rest of us.

Prejudices reminds me of an envy old hag that's so determined to ruin my reputation for being friendly to her and her friends, after her own friendly communication. I never intended to fraud anyone or steal her money yet I got my reputation ruined. I am very disappointed to see that there are people in the world that want to bring me down more than they want to bring down a thief.

I have tried to resolve the issue privately by suggesting to that thing that she's really not important enough for anyone to pretend to be her friend. Moreover, I didn't need her as a friend. All this was just a damage-less misunderstanding caused by her own friendly communication which I could simply publicly straighten out. At least, it used to be.

However, that vermin really wished to get the issue public telling lies that she never communicated with me, possibly to boost that things' feeling of importance her genes deny her. Well, if she got so mad over a few friendly introductions, I can only wonder what that thing would

do when it finds out that her true envy natures are revealed to 55000 newsgroups several times. It'll happen again and again whenever I feel like.

Hence, just look for "envy vermin" on the net to find out what's really going on including what she said privatedly. Let the public decide who are more honest, rational, scientific, and straightforward. Let the market decides which one are worthy and who are worthless. It's a great mistake to ever consider such thing as a friend, a mistake no body should do. It's her kind that turns people of from making money productively.

Hopefully we can undermine public opinions against all form of envy motivated lies and prejudices. At the end, we'll greatly weaken laws against victimless crime and easily out compete all envy people out of the gene pool. That'll ensure that the free fair market competition would reign over war when all lies and prejudices against those more successful are gone.

Now that being said, I want to move all jobs that can be done online to Asia, especially, copy writers. Take advantage of the value difference and leverage like hell is how we all make money in any system. Who's with me?

Free market is all merciful and all compassionate. At the end, even those that oppose free market will benefits from free trades.

6591. Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 13:13:01 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147180381.328537.99350@j73g2000cwa.googlegroups.com>
Source record: 6848

I suspect that I have a 130XE with a bad POKEY chip. If I attach only one drive, the drive will respond properly at regular or "3X" speed. If I attach two drives, they respond properly at 1X, and give frequent error 160 at 3X. Other XE's work perfectly with several drives attached at regular and hi-speed. Weak POKEY?

Is there any diagnostic program that can test the POKEY a little more definitively before I attempt (shudder) desoldering? Something I'm still not too good at. Thanks, Larry

6592. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 13:23:07 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <e3q53sflh1@news.al.sw.ericsson.se>
Source record: 6849

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1147180381.328537.99350@j73g2000cwa.googlegroups.com...
>
> Is there any diagnostic program that can test the POKEY a little more
> definitively before I attempt (shudder) desoldering? Something I'm
> still not too good at. Thanks, Larry

Assuming the POKEY is faulty:

My recommendation is that you use a sharp tool to cut the pins of
the faulty POKEY, then you de-solder one pin at a time. After that
you solder a socket where the old POKEY was, and insert a new
POKEY there. By doing it this way, you will most likely not
damage the circuit board while trying to remove the old POKEY
chip.

Anders

6593. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 13:49:52 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4cbl00F1575t0U1@news.dfncis.de>
Source record: 6850

Larry wrote:

> I suspect that I have a 130XE with a bad POKEY chip. If I attach only
> one drive, the drive will respond properly at regular or "3X" speed.
> If I attach two drives, they respond properly at 1X, and give frequent
> error 160 at 3X. Other XE's work perfectly with several drives
> attached at regular and hi-speed. Weak POKEY?

Probably also a weak cable. Might be worth to try another one first.

So long,
Thomas

6594. SIO2PC with Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 14:04:54 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1147183494.242198.9600@v46g2000cwv.googlegroups.com>
Source record: 6851

Is there software to make SIO2PC work with Linux?

Thanks,

Tom

6595. Re: SIO2PC with Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 16:32:22 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <zu38g.16580$XV5.11171@fed1read10>
Source record: 6852

"Tom Watt" <tom@wattservices.com> wrote in message
news:1147183494.242198.9600@v46g2000cwv.googlegroups.com...
> Is there software to make SIO2PC work with Linux?
>
> Thanks,
>
> Tom
>

Yes
http://www.math.tu-berlin.de/~thor/atari++/

http://www.horus.com/~hias/atari/

The attached urls are just two quick ones I found in Favorites folder.. try
out Google if at all possible or the Atari FAQ's for more info..

RoyE

6596. Still seeking a 1200 XL!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-09 17:54:10 UTC
From: ramswell <shifty_butch@hotmail.com>
Message-ID: <1147197249.962157.38360@i40g2000cwc.googlegroups.com>
Source record: 6853

Anyone ever bump into a 1200 XL that they woulden't mind dumping off? I
can pay $20..00 TOTAL (includes shipping to California), or trade for
some of the stuff I got lying around over here that I don't need.

If you are willing to donate, keep in mind that it will go to further
the development of the 8-Bit Designs Product Line!

Contact me for further information at:

shifty_butch@hotmail.com
(909) 854-1210

Thanks,

Charles>8-Bit Designs

6597. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 02:42:09 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147228929.604255.275490@e56g2000cwe.googlegroups.com>
Source record: 6854

Hi Anders and Thomas-

Thanks for the suggestions. Yes, clipping the "legs" individually is a very good idea -- I'll do that. I've actually found a pretty good tool for that -- toenail trimmers -- the kind that look like miniature side-cut (pliers)! Tried swapping the cable first, but unfortunately made no difference. -Larry

6598. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 09:21:27 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1147252887.499794.271100@j73g2000cwa.googlegroups.com>
Source record: 6855

Don't forget that the PIA also plays a part in SIO communications, you should have 68B21 for a PIA chip. Particular attention should be paid to L10 (inductor on the +5 Ready line) which on the 1200XL can cause the SIO to not function at all until it is bypassed with an intentional short across it. Further the XE has added capacitors to the SIO lines (of note - 1, 2, 3, and 5) which may be best left out of the circuit all together. C301, C302, C303, and C304 in particular could have one leg lifted to see if that made a difference before you attempted a 40 pin chip swap out. This 'gang of four' is located on the right side and just below the SIO jack on recent motherboards, it's best to lift or cut the south legs of these. They all add additional loads to POKEY's SIO clock and data I/O lines above and beyond the XL's C75, C76, C77, and C78 capacitors which the XE also has. So the XE is double whammied in that aspect. For some reason C300 series capacitors on some XE's have them all as one twisted 'bundle' sharing pin holes with the SIO jack itself. If that is yours, I would just clip them all off and try it before tackling the bigger 'fix'.

Larry wrote:
> Hi Anders and Thomas-
>
> Thanks for the suggestions. Yes, clipping the "legs" individually is a
> very good idea -- I'll do that. I've actually found a pretty good tool
> for that -- toenail trimmers -- the kind that look like miniature
> side-cut (pliers)! Tried swapping the cable first, but unfortunately
> made no difference. -Larry

6599. How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 15:55:23 UTC
From: Will Hartung <redrocks@sbcglobal.net>
Message-ID: <L1o8g.70406$F_3.39402@newssvr29.news.prodigy.net>
Source record: 6856

Talk about arcane ATARI trivia and minutae, I have a oddball question.

If anyone may recall, BASIC-XL had this novel FAST command that you would put at the beginning of your programs.

In normal ATARI BASIC, when you did somethng like "GOTO 100", the interpreter would start at the beginning of the program and then scan for, in this case, line 100 so it could do the GOTO.

When you did a GOTO to a line that was farther down the program, that GOTO would take longer than to a line that was toward the beginning of the program.

This scanning happened for GOTO, GOSUB and also FOR-NEXT loops. So, at the beginning of a program, a line like: FOR I = 1 to 10: A = A + I: NEXT I would run faster than the same line at the end of the program.

BASIC-XL, however, had a FAST command that when encountered, it would run through the program once and essentially "pre-compute" all of the GOTO's etc, and the programs ran MUCH faster. Telengard, for example, was effectively unplayable with the FAST command -- we hacked in a FOR I = 1 TO 5000: NEXT I delay loop in our version to slow it down.

I'm curious if any one knows how they implemented this pre-computing phase, and where they stored the derived offsets? I don't think they stored them inline with the code (though that would seem obvious) simply because they would have needed to invalidate them when a program line changed.

Did they cache these somewhere in RAM?

Any thoughts would be welcome.

Regards,

Will Hartung

6600. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 18:16:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605101112570.30872-100000@onyx.spiritone.com>
Source record: 6860

I have one. Thanx! ===Ben===

On Fri, 10 Feb 2006, Charlie wrote:

> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> I've only ever seen the "Star Raiders" cart, did they actually make one
> minus the s?
>
> Just curious..
> Charlie

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6601. Re: SIO2PC with Linux?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 18:20:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <44622f09$0$65429$742ec2ed@news.sonic.net>
Source record: 6857

Roy Dean <r-dean@ cox.net> wrote:
> http://www.horus.com/~hias/atari/

I can vouch for this one (AtariSIO).

It comes int wo parts, a kernel driver that provides a reliable
SIO2PC device driver, and a server application (which is a text-based
user interface, much like the original SIO2PC and APE apps. for MSDOS.)

Since I don't have MSDOS or Windows in my house, this is what I use whenever
I need to boot my Atari up off of disk. (Well, except actual floppies
or MyIDE hard drive ;^))

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

6602. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 18:24:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <44622ff1$0$65429$742ec2ed@news.sonic.net>
Source record: 6858

Tom Watt <tom@wattservices.com> wrote:
> What I'm referring to is:
> http://www.atari-shop.nl/xlxe400800.htm

> There are games there marked XE. Will those run in a 800XL?

Those were from the days of the XEGS (Atari XE Game System), which was
pretty much an Atari 65XE or 800XL, capabilities-wise.

I think some (maybe most or all?) Atari XEGS games will not run on the
400/800 (which, at the time, were from about a decade earlier!) They should
run fine on any XL or XE system. (Though the 1200XL can be iffy sometimes,
due to its OS ROM. Easily replaced, though! Gotta love socketed chips!)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

6603. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 18:25:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <4462302d$0$65429$742ec2ed@news.sonic.net>
Source record: 6859

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> I would get the 130XE, but the 800XL would be all right.

Based on everything I've heard of the XE series' keyboards, I'd go with the 800XL, personally. ;^)

Of course, I want my freakin' 1200XL back from Bob Woolley, who's been frighteningly incommunicado, lately! (Anyone speak to him recently!?)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

6604. Re: Star Raider?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 19:01:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605101159030.6620-100000@onyx.spiritone.com>
Source record: 6861

I've got one. Thanx! ===Ben===

On Fri, 10 Feb 2006, Charlie wrote:

> Theres a photo of a "Star Raider" cart in "Your Atari Computer" on page 9.
> I've only ever seen the "Star Raiders" cart, did they actually make one
> minus the s?
>
> Just curious..
> Charlie

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6605. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-10 19:14:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605101207020.6620-100000@onyx.spiritone.com>
Source record: 6862

On 10 May 2006, William Kendrick wrote:

> Tom Watt <tom@wattservices.com> wrote:
> > What I'm referring to is:
> > http://www.atari-shop.nl/xlxe400800.htm
>
> > There are games there marked XE. Will those run in a 800XL?
>
> Those were from the days of the XEGS (Atari XE Game System), which was
> pretty much an Atari 65XE or 800XL, capabilities-wise.

I prefer an 800xl over any xe. I love the Keyboard and the Top Loading
Cartridge Port over, lets say the 65xe/130xe.

> I think some (maybe most or all?) Atari XEGS games will not run on the
> 400/800 (which, at the time, were from about a decade earlier!) They should
> run fine on any XL or XE system. (Though the 1200XL can be iffy sometimes,
> due to its OS ROM. Easily replaced, though! Gotta love socketed chips!)

I believe an XEGS Game Cartridge should run fine on a 400/800 with enough RAM.

> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6606. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 00:22:04 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147306924.005339.33900@j33g2000cwa.googlegroups.com>
Source record: 6863

I believe what you are looking for is explained briefly in the manual
on page 23 (both old and new manuals):

It basically says that under regular execution, BXL must search from
the beginning of the program for a given line number (just like A8
Basic). Under FAST, it does a precompile and *changes the line numbers
to the actual addresses of those lines*. Even under FAST, if the GOTO
or GOSUB is not a constant, then BXL must search for the line number.

See also: Atari BASIC The Good, The Bad, and The Ugly.

http://www3.sympatico.ca/maury/other_stuff/atari_basic.html

-Larry

6607. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 00:26:53 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147307213.018679.134000@u72g2000cwu.googlegroups.com>
Source record: 6864

```
Thanks, Lee for the excellent technical info on this!
BTW, this one does have the caps clipped.
-Larry
```

6608. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 02:47:12 UTC
From: Will Hartung <redrocks@sbcglobal.net>
Message-ID: <QAx8g.24898$4L1.18205@newssvr11.news.prodigy.com>
Source record: 6865

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1147306924.005339.33900@j33g2000cwa.googlegroups.com...
> I believe what you are looking for is explained briefly in the manual
> on page 23 (both old and new manuals):
>
> It basically says that under regular execution, BXL must search from
> the beginning of the program for a given line number (just like A8
> Basic). Under FAST, it does a precompile and *changes the line numbers
> to the actual addresses of those lines*. Even under FAST, if the GOTO
> or GOSUB is not a constant, then BXL must search for the line number.

That's all well and good, but the question I have is then how it switch back? I mean, after I ran FAST, and then, say, added a line, the offsets were then obsolete. Somehow the system had to "know" that so that it didn't reuse them.

I also don't recall how compatable BXL was with Atari BASIC. Could it read the actual tokenized BAS files directly or did it have to be reloaded using ENTER.

I can see how they could have pulled it off. Since a normal line number in AB was 6 bytes, they could have "cheated", used 2 bytes for the line number and the other 4 to store the address. But that still doesn't address updating the offsets.

As I recall, the FAST command took a noticable amount of time (particularly on large programs), so it probably wasn't reseting the offsets on the fly.

This is the mechanism that I'm curious about.

> See also: Atari BASIC The Good, The Bad, and The Ugly.
>
> http://www3.sympatico.ca/maury/other_stuff/atari_basic.html

It would be interesting to see some write ups on how these other BASICs were made to be faster.

Regards,

Will Hartung

6609. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 06:24:22 UTC
From: Will Hartung <redrocks@sbcglobal.net>
Message-ID: <qMA8g.24959$4L1.12803@newssvr11.news.prodigy.com>
Source record: 6866

"lp" <gfa-basic@mint.net> wrote in message
news:C0884A1B.5AE7%gfa-basic@mint.net...
> I have another idea, since the references are 6 byte BCD, and line numbers
> are never fractional, its quite possible to take the line number, convert
it
> to a 2 byte card (backup). Then calculate the offset of the reference as a
> card as well. Stuff both of these cards back into the same spot, and
still
> have 2 bytes left over. Tweak the token to indicate the reference is
> absolute and not BCD. All this done when you type RUN. No additional ram
> used up.
>
> Now when the program is interrupted or stopped it could go back through
the
> listing and undo the modifications since the original line reference was
> backed up. This idea would introduce delays at start up or break
depending
> on the number of line references in the program.
>
> This sounds doable to me. ;-)

On long programs, it's a pretty notable delay. No doubt the space is there, and they used the BCD simply because the line number was actually an expression, so it would be easy to replace the 6 bytes with 4 byte address and a 2 byte line number for when you type LIST. But I don't think they repatched the lines when you hit break.

Regards,

Will Hartung

6610. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 08:49:49 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4cgc5eF15kd3kU1@news.dfncis.de>
Source record: 6867

Will Hartung wrote:

> On long programs, it's a pretty notable delay. No doubt the space is there,
> and they used the BCD simply because the line number was actually an
> expression, so it would be easy to replace the 6 bytes with 4 byte address
> and a 2 byte line number for when you type LIST. But I don't think they
> repatched the lines when you hit break.

It is enough to do the patch when you save the program, the line numbers
can stay in binary as long as all other commands accessing this data are
aware of the alternative representation, i.e. "LIST".

So long,
Thomas

6611. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 09:05:46 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <0dSdnekN4rb3Y__ZnZ2dnUVZ_vudnZ2d@comcast.com>
Source record: 6868

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4462302d$0$65429$742ec2ed@news.sonic.net...
> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>> I would get the 130XE, but the 800XL would be all right.
>
> Based on everything I've heard of the XE series' keyboards, I'd go with
> the
> 800XL, personally. ;^)

The Atarians in this neck of the woods have heard me say (many times) that
typing on XE keyboard is akin to typing in oatmeal...

>
> Of course, I want my freakin' 1200XL back from Bob Woolley, who's been
> frighteningly incommunicado, lately! (Anyone speak to him recently!?)
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6612. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 13:05:53 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.11.13.05.44.720064@charter.net>
Source record: 6869

On Thu, 11 May 2006 04:05:46 -0500, David Bowden wrote:

> The Atarians in this neck of the woods have heard me say (many times) that
> typing on XE keyboard is akin to typing in oatmeal...

at least until you add a keyboard upgrade from Best Electronics. :)

I guess I'm like a lot of others who have posted to this thread though.
I've had both machines (800XL and 130xe) and while the 130xe is newer, and
technically superior, I do prefer the 800XL.

I'm going to give one reason that I've not seen anybody mention, so maybe
its just me (or cosmetic/aesthetic) - the 130xe looks too much like the ST
line! I love my STs, Mega, Mega STe, and my CT60'ed Falcon, but the 800XL
looks like an Atari 8Bit. :-)

--
_/_/_/

6613. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 13:55:37 UTC
From: Will Hartung <redrocks@sbcglobal.net>
Message-ID: <tnH8g.75450$H71.55434@newssvr13.news.prodigy.com>
Source record: 6870

"Thomas Richter" <thor@math.TU-Berlin.DE> wrote in message
news:4cgc5eF15kd3kU1@news.dfncis.de...

> It is enough to do the patch when you save the program, the line numbers
> can stay in binary as long as all other commands accessing this data are
> aware of the alternative representation, i.e. "LIST".

Yea, but that's not the scenario I'm thinking about.

Consider you run a program, FAST executes and updates offsets, I hit BREAK,
change a line or two, and then type CONT or GOTO to restart the program, or
minimally restart the program in a way that FAST is not run again.

It's hard to say. I haven't touched BASIC-XL is *gulp* 20ish years, and
don't have access to it now.

Regards,

Will Hartung

6614. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-11 14:43:02 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1147358582.280426.38320@v46g2000cwv.googlegroups.com>
Source record: 6871

I ended up getting a 130XE and overall I am happy with it. I don't
mind the keyboard that much.

However because I need a MyIDE ROM or Warp+ OS installed in my Atari,
I'm just gonna get an 800XL that has Warp+ OS pre-installed and sell my
130XE on eBay here soon.

Thanks,

Tom

6615. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 00:48:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605111745430.13604-100000@onyx.spiritone.com>
Source record: 6872
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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new home? We adopt! Do you need Atari
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http://adoption.atari.org or atari@aracnet.com

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Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6616. ALL ATARI GAMES 20% OFF OR FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 00:51:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605111749020.13604-100000@onyx.spiritone.com>
Source record: 6874
Cross-posted to:
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6617. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 00:53:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605111751310.13604-100000@onyx.spiritone.com>
Source record: 6873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6618. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 02:43:51 UTC
From: Al Andalus <8bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0605112130300.16521@furyy1>
Source record: 6875

On Thu, 11 May 2006 at 09:05 -0400, Ronald J. Hall scribbled:
->I guess I'm like a lot of others who have posted to this thread
->... I've had both machines (800XL and 130xe) and while the 130xe is
->newer, and technically superior, I do prefer the 800XL.

Let's see.... We were discussing this same point ten years ago on this NG, and five years before that on networked BBS bases, and five years before that on local BBSes, and five years before that on inter-linked dixie-cups-on-a-string ("DCOAS" technology), etc., etc., weren't we?! <grin!>

But seriously, I agree completely. I typed on those 130XE oatmeal keys for at least half a dozen years -- and those were prime Atari years, when I did all my word processing on the 8-bit. Then I "moved up" to an 800XL. Great keyboard; too bad I don't use it much anymore.

->I'm going to give one reason that I've not seen anybody mention, so
->maybe its just me (or cosmetic/aesthetic) - the 130xe looks too much
->like the ST line! I love my STs, Mega, Mega STe, and my CT60'ed
->Falcon, but the 800XL looks like an Atari 8Bit. :-)

In 1984 my computer (and Atari) mentor and I began a strategy of skipping every other generation of computer products: e.g., 300 baud to 2400 and then to 14.4, skipping 1200 and 9600. I went from 800 to 130XE and (as mentioned above) only later switched to the 800XL. I skipped the ST and went directly to "IBM" clone (386), then skipped several more generations to go directly to a Windoze laptop. This strategy has saved money and also avoided wasting time, effort, and resources on intermediate generations which would've become obsolete in an obscenely short period of time, anyway.

That's one reason I avoided the ST. My apologies for offending your predilection for the ST, but another big reason was that the ST seemed to me to be a dinosaur from day one. Too big & clunky; to me it LOOKED like a dinosaur. In contrast, the clones were leading the way to sleeker and faster machines, both stylistically and in performance. Today, almost 20 years later, I work at an office where there are a thousand computer terminals. In a general sense those terminals resemble the clone I'm typing this on, and a few people still have old models that look exactly like this clone. *Nobody* has a computer that looks like an ST!

P.S. Talk about "looking like an 8-bit"... The newest desktop shells and monitors where I work are either black or black-and-white, just like my black Induses and black-and-white 800XL! (How about this suggestion for the next fashion fad in computer hardware colors:

checkerboard red-and-black, just like our 8-bit Wico joysticks and
trackballs! Yeah!! <grin!>)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

6619. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 07:29:35 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <e41dh1tgo1@news.al.sw.ericsson.se>
Source record: 6876

"Will Hartung" <redrocks@sbcglobal.net> wrote in message
news:QAx8g.24898$4L1.18205@newssvr11.news.prodigy.com...
> > ...
> That's all well and good, but the question I have is then how it switch
> back? I mean, after I ran FAST, and then, say, added a line, the offsets
> were then obsolete. Somehow the system had to "know" that so that it
didn't
> reuse them.

Maybe I am ignoring some fact that has already been presented
somewhere in the thread, but don't you think that break and edit
simply invalidates the state, so the program is no longer
considered precompiled and "fast" by the run-time environment?

Also, wouldn't it be cool if idle CPU time, which there is a lot of while
you are editing a program on a single-task computer of the 80s, was
used in the background to do precompilation activities and
continuously catch up with the recent changes made?

Anders

6620. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 08:03:32 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4citqkF15vqntU1@news.dfncis.de>
Source record: 6877

Anders Skelander wrote:

> Maybe I am ignoring some fact that has already been presented
> somewhere in the thread, but don't you think that break and edit
> simply invalidates the state, so the program is no longer
> considered precompiled and "fast" by the run-time environment?
>
> Also, wouldn't it be cool if idle CPU time, which there is a lot of while
> you are editing a program on a single-task computer of the 80s, was
> used in the background to do precompilation activities and
> continuously catch up with the recent changes made?

Well, would definitely be cool, but I don't think so. Multitasking on a
6502 is not all too easy because it has a fixed stack at page 1 you
would have to swap, and the point where the CPU idles is within the
Os keyboard handler waiting for a keypress, so you'd need something
beyond "cooperative multitasking" (aka the cheap brother of real
multitasking).

So long,
Thomas

6621. FA CIB Atari 2600 System Console + 2 NIB Sealed Games

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 13:48:37 UTC
From: mabb96 <mabb96_member@newsguy.com>
Message-ID: <e423nl0301s@drn.newsguy.com>
Source record: 6878

Thanks for looking:

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZmabb96

--
NewsGuy.Com 30Gb $9.95 Carry Forward and On Demand Bandwidth

6622. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 14:15:38 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <eM09g.56851$d5.210837@newsb.telia.net>
Source record: 6879

"Thomas Richter" <thor@math.TU-Berlin.DE> skrev i meddelandet
news:4citqkF15vqntU1@news.dfncis.de...
> > ...
> Well, would definitely be cool, but I don't think so. Multitasking on a
> 6502 is not all too easy because it has a fixed stack at page 1 you would
> have to swap, and the point where the CPU idles is within the
> Os keyboard handler waiting for a keypress, so you'd need something beyond
> "cooperative multitasking" (aka the cheap brother of real multitasking).
In this case it would not be a multi-tasking operating system, just
the same piece of software sharing CPU time between its own
tasks. It is a software issue and the presumably simple
precompilation task must be possible to run in the
background, although some hacking is required.

Anders

6623. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 15:29:44 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <IR19g.121$Go6.66@trnddc04>
Source record: 6880

>
> But seriously, I agree completely. I typed on those 130XE oatmeal
> keys for at least half a dozen years -- and those were prime Atari
> years, when I did all my word processing on the 8-bit. Then I "moved
> up" to an 800XL. Great keyboard; too bad I don't use it much anymore.
>

I have to say that the best keyboard for the 8bit series happens to be the one on the 1200XL (which is also found on the 1400 & 1450XL's). That keyboard has the smoothest touch and best tactical feel. When you press down on the keys its soft. There's no hard push back when the key is pressed all the way down. Like a hot knife thru soft butter!

I did the TT touch upgrade on my 130XE. It was a kit that you bought that contained replacement springs for the keyboard. Didn't seem to make much of a difference to me.

Mitsumi made those keyboards. I can never understand why no one makes them like that anymore. I've seen a keyboard made by Keytronic for the PC one time that came close.

Glenn

6624. Atari 5200 & 400

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 19:21:11 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1147461671.763437.99880@g10g2000cwb.googlegroups.com>
Source record: 6881

I was reading on here:

http://www.atarimagazines.com/cva/v1n1/atari5200.php

That the 5200 used the same software as the 400 in their cartridges,
just the cartridges were changed so you couldn't use one in the other.
Is this true? If so, was / is it possible to have an adaptor to use
400/800 carts in the 5200?

Bill H www.ts1000.us

6625. Re: Atari 5200 & 400

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-12 22:06:03 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <fF79g.3664$u4.2426@newsread1.news.pas.earthlink.net>
Source record: 6882

Bill H wrote:
> I was reading on here:
>
> http://www.atarimagazines.com/cva/v1n1/atari5200.php
>
> That the 5200 used the same software as the 400 in their cartridges,
> just the cartridges were changed so you couldn't use one in the other.
> Is this true? If so, was / is it possible to have an adaptor to use
> 400/800 carts in the 5200?

No. The 5200 had one LSI device, the PIA chip, removed and its functions like J/S handling taken over by the POKEY chip since there was no keyboard. Of the LSI chips, one was moved to $D300.

Other then that, they are mostly the same.

6626. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 01:19:59 UTC
From: Will Hartung <redrocks@sbcglobal.net>
Message-ID: <3va9g.16305$Lm5.11189@newssvr12.news.prodigy.com>
Source record: 6883

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:e41dh1tgo1@news.al.sw.ericsson.se...
> Maybe I am ignoring some fact that has already been presented
> somewhere in the thread, but don't you think that break and edit
> simply invalidates the state, so the program is no longer
> considered precompiled and "fast" by the run-time environment?

That's all well and good, but the question is basically where did they store that information. It's easy to reset the "run FAST" bit in the interpreter after every code change. Then you would mark the FAST buffer as "dirty" so it could be overwritten.

The problem is that this information cost (minimally) 2 bytes for the actual pre-computed address.

If you store the information in a seperate area of RAM, then you need at least 4 bytes (2 bytes for the line number, 2 bytes for the address).

So, if I have a 500 line BASIC program, that information is 2K of data. We may laugh at 2K of data today, but that's over 4% of the RAM available on a 48K machine.

It doesn't seem space efficient for the speedup. However, by leveraging the 6 bytes that normally consume a line number, that's the perfect place to put the precomputed information.

Actually, now that I think about it, I think this would be the way to do it.

You store a "FAST" bit someplace in RAM. After the FAST command is done pre-compiling, you set this bit to 1. Whenever a change is made to the program, that bit is reset to 0.

In the GOTO statement, for example, you look at the 6 bytes that contain the line number ala classis Atari Basic. When FAST is run, it converts those 6 byte into a flag byte (telling us that it's in the new FAST format), 2 bytes for the original destination line number, and 2 bytes for the calculated address.

When the GOTO statement executes, it checks the line number. If the flag byte is there, that means that it was pre-compiled (at some point) by FAST. It then checks the FAST bit. If that bit is 1, is assumes that the address there is valid, and then jumps to the address. If the bit is 0, that means that FAST was run at some time here, but the address is no longer accurate, so it just grabs the line number from the 2 bytes, and runs the old behavior.

When a new line is entered, it uses the original Atari format. When a program is saved, it converts back any FAST compiled lines to the original format.

That seems like a clever way to handle this. It even handles programs that run FAST, but then create new code on the fly, since the code change will reset the FAST bit.

Now, I don't know if this is how it works, but it sounds pretty good.

Regards,

Will Hartung

6627. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 02:57:53 UTC
From: stephensheppard@hotmail.com
Message-ID: <1147489073.084475.193980@i40g2000cwc.googlegroups.com>
Source record: 6884

<Snip>

> That's all well and good, but the question is basically where did they store
> that information. It's easy to reset the "run FAST" bit in the interpreter
> after every code change. Then you would mark the FAST buffer as "dirty" so
> it could be overwritten.
>
> The problem is that this information cost (minimally) 2 bytes for the actual
> pre-computed address.
>
> If you store the information in a seperate area of RAM, then you need at
> least 4 bytes (2 bytes for the line number, 2 bytes for the address).
>
> So, if I have a 500 line BASIC program, that information is 2K of data. We
> may laugh at 2K of data today, but that's over 4% of the RAM available on a
> 48K machine.
>

Just speculation but wouldn't you only need a table entry for each
occurence of GOTO, GOSUB or THEN (line number), and not for all BASIC
lines?

During execution when a GOTO (etc.) token is reached you do a table
lookup instead of searching the entire program for the target line
number.

This has the advantage not modifying the tokenized program on the fly
and not having to deal with forward or backward references.

(my 2 cents)

6628. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 04:00:08 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97C26C81C2emuslor@216.196.97.136>
Source record: 6885

Despite all prevention efforts, trm54321 <trm54321@hotmail.com> wrote in news:ckia62tq62bk7ppierebioop1pfrflvndd@4ax.com:

> I was thinking of using one of my IDE Flash Adapter / Drives with
> MYIDE adaptor.
>
> What would be the best value and size for the Compact Flash card?
>

I have this setup in two of my machines, and a 256MB card works great. It really depends on how many partitions you want set up. For example, say you want to set up 8 hard drive partitions. You can make partitions up to 16 MB in size, so that means you need 128MB total for all 8. However, because you're talking about 8-bit addressing with the Atari, you actually need a 256MB flash card in order to allocate 128MB of usable hard drive space.

Hopefully that made sense. :)

--
James
http://www.slornet.com

6629. Re: Atari 5200 & 400

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 04:19:54 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <K7d9g.86299$dW3.35283@newssvr21.news.prodigy.com>
Source record: 6886

Bill H wrote:
> I was reading on here:
>
> http://www.atarimagazines.com/cva/v1n1/atari5200.php
>
> That the 5200 used the same software as the 400 in their cartridges,
> just the cartridges were changed so you couldn't use one in the other.
> Is this true? If so, was / is it possible to have an adaptor to use
> 400/800 carts in the 5200?

The 5200 has a minimal BIOS that is not the same as the 400/800 BIOS,
it uses analog only controllers and the VLSI chips are mapped to different
memory locations.

Software written to run an a 400 can be converted to run on the 5200
with some effort, adding your own BIOS and routines to read the analog
controllers, etc.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6630. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 04:58:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <aId9g.63559$5Z.61603@dukeread02>
Source record: 6887

Also keep in mind if he has MyIDE 4.1 or higher he can only access 3
partitions at a time.

One other thing to keep in mind, if you want to use image slots and maybe
copy Mr. Atari's movies.

I agree, I use a 256mb card primarily also.

Thomas

"Slor" <semaj@rols.ten> wrote in message
news:Xns97C26C81C2emuslor@216.196.97.136...
> Despite all prevention efforts, trm54321 <trm54321@hotmail.com> wrote in
> news:ckia62tq62bk7ppierebioop1pfrflvndd@4ax.com:
>
>> I was thinking of using one of my IDE Flash Adapter / Drives with
>> MYIDE adaptor.
>>
>> What would be the best value and size for the Compact Flash card?
>>
>
> I have this setup in two of my machines, and a 256MB card works great. It
> really depends on how many partitions you want set up. For example, say
> you want to set up 8 hard drive partitions. You can make partitions up to
> 16 MB in size, so that means you need 128MB total for all 8. However,
> because you're talking about 8-bit addressing with the Atari, you actually
> need a 256MB flash card in order to allocate 128MB of usable hard drive
> space.
>
> Hopefully that made sense. :)
>
> --
> James
> http://www.slornet.com

6631. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 09:37:30 UTC
From: discarn8@gmail.com
Message-ID: <1147513049.968603.295890@v46g2000cwv.googlegroups.com>
Source record: 6888
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Is this you, miss spineless? What is your problem? Don't you have anything useful to do besides suck lemons and eat prunes?

How does trying to sell sinclair computers on a sinclair newsgroup equate to , "Does spamming and screwing people out of their money make you feel good?" ???

I haven't sold a thing from this lot, so who's money am I taking, genius? Dude...seriously what is your problem?!? If you are not interested in buying anything from me - how about keeping to your own business?

And then e-mailing me with no return address?

From: ziggy <ziggy@fakedaddress.com>

To: discarn8@gmail.com
Date: May 8, 2006 4:50 PM
Subject: Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068
Reply | Reply to all | Forward | Print | Add sender to Contacts list | Delete this message | Report phishing | Show original | Message text garbled?
In article <1147039064.654683.101230@g10g2000cwb.googlegroups.com>,

- Hide quoted text -
discarn8@gmail.com wrote:

> Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
> TS2020- e-mail for specific and exact details

Does spamming and screwing people out of their money make you feel good?

6632. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 09:50:16 UTC
From: discarn8@gmail.com
Message-ID: <1147513815.987434.29770@v46g2000cwv.googlegroups.com>
Source record: 6889
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

LOL!!! HOLY COW!!! LAXATIVE ANY BODY?!?!

Unbelievable - what is wrong with you people? I am trying to sell some classic computers to users subscribing to classic computer NEWSGROUPS! What 'CRIME' does that fall under? Perhaps I should submit it under "pets.forsale"?!!!

AND I'm one who is sick of IDIOTS trying to buy it with "poster money orders" from Nigeria - hence my clarification for these idiots before they even ATTEMPT to e-mail me. And THIS makes 'ME' a scammer and untrustworthy??!?

Seriously - I don't know what your problems are but if you do not have an interest in buying anything - please don't waste your time with your moronic theory's and rhetoric/sarcasm.

I am not scamming/spamming anyone, I am a legitimate seller in Denver [Aurora], Colorado,and I am simply posting a lot of computers I loved, for sale, hoping someone else who ALSO loves this stuff and who would put it to GOOD use - i think your hot air could be best used barking at someone actually doing something wrong, unless you have NOTHING better to do then prove your self this way - then bark on- it *IS* a free country.

Rich

6633. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 09:55:05 UTC
From: discarn8@gmail.com
Message-ID: <1147514105.372896.204830@g10g2000cwb.googlegroups.com>
Source record: 6890
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

I will check Geoff - I do not recall. I can get you a complete list of
all of my books if you want.

that is....if the rest of these 'gents' say I'm allowed to!!!.....or
does this make me untrustworthy and a scammer? Jiminy Christmas...

6634. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 10:14:13 UTC
From: discarn8@gmail.com
Message-ID: <1147515253.588106.106320@i40g2000cwc.googlegroups.com>
Source record: 6891
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Oh wait, Geoff - I just found out from John B from Upsate NY and ziggy@fakeaddress.com that you aren't allowed to sell things on newsgroups anymore - I must do it the way THEY say it must be done because they apparrently run the world now. So I must 1] own a credit card 2] give ebay part of my profit and 3] I am ONLY allowed to sell my property on Ebay or I am unworthy.

PLEASE, Please forgive me

6635. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 13:21:35 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4465dd5f$0$12933$91cee783@newsreader02.highway.telekom.at>
Source record: 6892
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

discarn8@gmail.com wrote:

> Oh wait, Geoff - I just found out from John B from Upsate NY and
> ziggy@fakeaddress.com that you aren't allowed to sell things on
> newsgroups anymore - I must do it the way THEY say it must be done
> because they apparrently run the world now. So I must 1] own a credit
> card 2] give ebay part of my profit and 3] I am ONLY allowed to sell
> my property on Ebay or I am unworthy.
>
> PLEASE, Please forgive me

Fu.. of. with that dual registrators, or I call Germany C`t. They only
accept shizophren people!!

Best Regards,

Daniel Mandic

6636. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 14:04:47 UTC
From: Geoff Wearmouth <geoff@wearmouth.demon.co.uk>
Message-ID: <1147529087.950534.297980@y43g2000cwc.googlegroups.com>
Source record: 6893
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Many thanks. Those two rare books would be worth your asking price
alone as they tend to crop up only in the USA.
I have already bought two Timex machines so I am only browsing really.
A bigger photo would help. If I lived in the same country, I would be
interested.
Cheers,
Geoff.

6637. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 14:30:03 UTC
From: Will Hartung <redrocks@sbcglobal.net>
Message-ID: <L3m9g.86355$dW3.40483@newssvr21.news.prodigy.com>
Source record: 6894

<stephensheppard@hotmail.com> wrote in message
news:1147489073.084475.193980@i40g2000cwc.googlegroups.com...
> Just speculation but wouldn't you only need a table entry for each
> occurence of GOTO, GOSUB or THEN (line number), and not for all BASIC
> lines?
>
> During execution when a GOTO (etc.) token is reached you do a table
> lookup instead of searching the entire program for the target line
> number.

That's an option. My technique doesn't take any more memory, though, which is a bonus, and it's pretty much transparent to anything save something intimate with the internals of Atari Basic.

> This has the advantage not modifying the tokenized program on the fly
> and not having to deal with forward or backward references.

Well, recall that FAST does make a run through the system when it's executed. Otherwise it could have achieved a similar benefit lazily, simply running the program and caching lines as it encountered them.

However neither technique has an obvious implementation for NEXT statements, which were also FASTed. I don't know how they're represented, but I assume that it's just 2 bytes in the token stream. 1 for NEXT and 1 for the variable reference. It's also not clear how the system scanned for the appropriate FOR statement.

My understand was that in MS-BASIC, the runtime pushes some statement reference on a stack. Maybe in FAST mode B-XL pushes an actual address, while Atari Basic pushes a line number (even though a line number isn't enough information).

Regards,

Will Hartung

6638. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 15:49:41 UTC
From: me@privacy.net
Message-ID: <PfqdnSnoSaCKnfvZRVn_vQ@giganews.com>
Source record: 6895
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

discarn8@gmail.com wrote:

>Is this you, miss spineless? What is your problem? Don't you have
>anything useful to do besides suck lemons and eat prunes?

Note the typical spamming behavior: Personal attacks to distract
people from his spamming.

>How does trying to sell sinclair computers on a sinclair newsgroup
>equate to , "Does spamming and screwing people out of their money make
>you feel good?" ???

Note the typical spamming liar: he crossposts to comp.sys.sinclair,
comp.sys.apple2, comp.sys.cbm and comp.sys.atari.8bit and then
pretends he only posted to a sinclair newsgroup.

>I haven't sold a thing from this lot, so who's money am I taking,
>genius?

Note the typical spamming liar: He pretends that attempting to cheat
people doesn't count as long s they see through the scheme.

>Dude...seriously what is your problem?!? If you are not
>interested in buying anything from me - how about keeping to your own
>business?

Note the typical spamming behavior: Telling critics to "just hit delete"

>And then e-mailing me

Note the typical spamming liar: he pretends that a newsgroup post that
he accessed on Google groups was an email.

>with no return address?

Note the desperate attempts to find out who the critics are so he can
take revenge on them.

Go away, spammer.

>
>From: ziggy <ziggy@fakedaddress.com>
>
>To: discarn8@gmail.com
>Date: May 8, 2006 4:50 PM
>Subject: Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068
>Reply | Reply to all | Forward | Print | Add sender to Contacts list |
>Delete this message | Report phishing | Show original | Message text

>garbled?
>In article <1147039064.654683.101230@g10g2000cwb.googlegroups.com>,
>
>- Hide quoted text -
> discarn8@gmail.com wrote:
>
>> Lot of antique computers TI-994a / ZX-81 / TS1000 / TS1500 /TS2068 /
>> TS2020- e-mail for specific and exact details
>
>
>Does spamming and screwing people out of their money make you feel
>good?
>

6639. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 15:50:53 UTC
From: me@privacy.net
Message-ID: <PfqdnSjoSaDCnfvZRVn_vQ@giganews.com>
Source record: 6896
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

discarn8@gmail.com wrote:
>
>
>Oh wait, Geoff - I just found out from John B from Upsate NY and
>ziggy@fakeaddress.com that you aren't allowed to sell things on
>newsgroups anymore - I must do it the way THEY say it must be done
>because they apparrently run the world now. So I must 1] own a credit
>card 2] give ebay part of my profit and 3] I am ONLY allowed to sell my
>property on Ebay or I am unworthy.
>
>PLEASE, Please forgive me

Drama Queen.

6640. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 16:54:35 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <n8o9g.73022$fd.43879@read2.cgocable.net>
Source record: 6897

David Bowden wrote:

>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:4462302d$0$65429$742ec2ed@news.sonic.net...
>> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
>>> I would get the 130XE, but the 800XL would be all right.
>>
>> Based on everything I've heard of the XE series' keyboards, I'd go with
>> the
>> 800XL, personally. ;^)
>
> The Atarians in this neck of the woods have heard me say (many times) that
> typing on XE keyboard is akin to typing in oatmeal...

I'm glad I'm not the only one that likes a good solid clicking
keyboard. :-)

--
--
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Website: http://sarnia.selfip.org

6641. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 17:05:17 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <qio9g.36549$Hk1.12125@read1.cgocable.net>
Source record: 6798

Al Andalus wrote:

>
> That's one reason I avoided the ST. My apologies for offending
> your predilection for the ST, but another big reason was that the ST
> seemed to me to be a dinosaur from day one. Too big & clunky; to
> me it LOOKED like a dinosaur. In contrast, the clones were leading
> the way to sleeker and faster machines, both stylistically and in
> performance. Today, almost 20 years later, I work at an office where
> there are a thousand computer terminals. In a general sense those
> terminals resemble the clone I'm typing this on, and a few people
> still have old models that look exactly like this clone. *Nobody*
> has a computer that looks like an ST!
>

Well, I suppose that you could say that some of the Amiga computers look vaguely like an ST. The Amiga 500, etc., have the same form factor, albeit with a somewhat more pleasing style. There were some Macintosh computers that sort of resembled the Mega ST line. The Quadra 605, for example, was very similar to the Mega 2 and 4 ST computers.

I owned a 520ST for a brief time before rediscovering my 800XL and finally moving on to a Macintosh Classic II. I don't quite know what is was about the ST that irked me so, but I was definitely turned off by that architecture. To me the ST computers felt really cheap. I mean I could grab my 520ST at each end and literally twist the case in my hands. And I'm definitely no he-man superhero type: I have the muscles of the stereotypical computer geek and the eyesight to match (minus taped spectacles).

--
--
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6642. Re: Which Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 17:10:04 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Vmo9g.73023$fd.24817@read2.cgocable.net>
Source record: 6799

Tom Tom wrote:

>
> I have to say that the best keyboard for the 8bit series happens to be the
> one on the 1200XL (which is also found on the 1400 & 1450XL's). That
> keyboard has the smoothest touch and best tactical feel. When you press
> down on the keys its soft. There's no hard push back when the key is
> pressed all the way down. Like a hot knife thru soft butter!
>

You sound like a Kiss fan! "...when I go through her, it's just like a, a
hot knife, through butter..."

But then the same old disclaimer applies, "I can't believe it's not butter."

Which leads to the whole concept of "Guns & Butter". Which would you rather
have? The guns or the butter?

Anyway, getting too far off topic...

--
--
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6643. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 19:06:52 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <o4q9g.36552$Hk1.19401@read1.cgocable.net>
Source record: 6800

Larry wrote:

> Hi Anders and Thomas-
>
> Thanks for the suggestions. Yes, clipping the "legs" individually is a
> very good idea -- I'll do that. I've actually found a pretty good tool
> for that -- toenail trimmers -- the kind that look like miniature
> side-cut (pliers)! Tried swapping the cable first, but unfortunately
> made no difference. -Larry

That's the way that I does it. Clip the pins, remove the chip, and heat
and remove each pin individually. Personally, I hate removing components
that are soldered to the board. So I typically shy away from such things.

{begin rant}
On a completely unrelated note, I never shy away from corruption or a battle
with corrupt folks that think themselves smarter than moi. Cuz they're
usually not smarter, and their necessity for corruption is really a
testament to their stupidity.
{end rant}
--
--
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Website: http://sarnia.selfip.org

6644. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 22:44:02 UTC
From: discarn8@gmail.com
Message-ID: <1147560242.048435.197830@i40g2000cwc.googlegroups.com>
Source record: 6801
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

I'M the drama queen?! I am simply trying to sell honestly and the "drama queens" such as yourself, OBVIOUSLY with NOTHING else better to do, create such a mirage and soap opera of DRAMA, it is sickening.

Again, if I am doing something wrong - AND you can prove it without drama, PLEASE do. The last time I checked, it was not illegal in ANY country to try and sell computers to possible computer buyers and protect one's self in doing so. As for cross posting - it would be one thing If I posted to a microsoft group, or a horses group by the dozens - but it was a post to 8-bit computers groups - CLASSICS! This is off topic there?! Check your logic chips chuck.

You know what...whatever you need to do for your entertainment, fine. I don't have time to justify your evident boredom - typical behaviour of your scam/spammers or not. If I thought about it long enough, I'd think some of ya's are insulted by my hatred for scammers and are simply retaliating accordingly- THAT is typical behaviour

6645. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 23:14:59 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <LIt9g.41546$iB2.10283@bignews4.bellsouth.net>
Source record: 6802

"Docrotcod" <rahbart@cox.net> wrote in message
news:aId9g.63559$5Z.61603@dukeread02...
>>
>

Guys, can MyIDE still be purchased?
If so, can someone post a URL or etc?

Also, can one use MyIDE along with ICDs MIO with
hard drives attached?

phantomm@bellsouth.net

6646. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 23:16:13 UTC
From: Lyrical Nanoha <lyricalnanoha@dosius.ath.cx>
Message-ID: <Pine.LNX.4.64.0605131916080.26297@localhost.localdomain>
Source record: 6803
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

On Sat, 13 May 2006, discarn8@gmail.com wrote:

> Again, if I am doing something wrong - AND you can prove it without
> drama, PLEASE do. The last time I checked, it was not illegal in ANY
> country to try and sell computers to possible computer buyers and
> protect one's self in doing so. As for cross posting - it would be one
> thing If I posted to a microsoft group, or a horses group by the dozens
> - but it was a post to 8-bit computers groups - CLASSICS! This is off
> topic there?! Check your logic chips chuck.

It is off-topic in comp.sys.apple2 since you aren't selling any Apple][
series machines.

-uso.

6647. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-13 23:32:49 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <B0u9g.63638$5Z.58092@dukeread02>
Source record: 6804

Yes you can buy the MyIDE flash cart from Steve Tucker, or the XE/XL MyIDE
from Ken. If you use the MyIDE device, it disables the PBI routines and you
cannot use the MIO.

Thomas

"phantomm" <phantomm@bellsouth.net> wrote in message
news:LIt9g.41546$iB2.10283@bignews4.bellsouth.net...
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:aId9g.63559$5Z.61603@dukeread02...
>>>
>>
>
> Guys, can MyIDE still be purchased?
> If so, can someone post a URL or etc?
>
> Also, can one use MyIDE along with ICDs MIO with
> hard drives attached?
>
> phantomm@bellsouth.net
>
>
>
>

6648. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 00:02:13 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <%ru9g.42493$Kn4.1883@bignews2.bellsouth.net>
Source record: 6805

Thanks, I just sent a e-mail regarding it.

I wonder if it is a must for the PBI routines to be disabled?

I would sure like to use my MIO with this device, so that I would have
Modem support. Has anyone looked into a possible work around?

I may send Steve an E-mail about it, if he isn't reading this already.

phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:B0u9g.63638$5Z.58092@dukeread02...
> Yes you can buy the MyIDE flash cart from Steve Tucker, or the XE/XL MyIDE
> from Ken. If you use the MyIDE device, it disables the PBI routines and
> you cannot use the MIO.
>
> Thomas
>
> "phantomm" <phantomm@bellsouth.net> wrote in message
> news:LIt9g.41546$iB2.10283@bignews4.bellsouth.net...
>>
>> "Docrotcod" <rahbart@cox.net> wrote in message
>> news:aId9g.63559$5Z.61603@dukeread02...
>>>>
>>>
>>
>> Guys, can MyIDE still be purchased?
>> If so, can someone post a URL or etc?
>>
>> Also, can one use MyIDE along with ICDs MIO with
>> hard drives attached?
>>
>> phantomm@bellsouth.net
>>
>>
>>
>>
>
>

6649. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 00:09:21 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <lyu9g.42494$Kn4.19274@bignews2.bellsouth.net>
Source record: 6806

I'm abit confused, are there 2 different products with the MYIDE name?

If so, maybe you can give me a brief description of both.

Thanks,
phantomm@bellsouth.net

"Docrotcod" <rahbart@cox.net> wrote in message
news:B0u9g.63638$5Z.58092@dukeread02...
> Yes you can buy the MyIDE flash cart from Steve Tucker, or the XE/XL MyIDE
> from Ken. If you use the MyIDE device, it disables the PBI routines and
> you cannot use the MIO.
>
> Thomas

6650. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 00:16:54 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <WFu9g.332$mU6.108@trnddc07>
Source record: 6807
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

<discarn8@gmail.com> wrote ...
>
> You know what...whatever you need to do for your entertainment, fine.
> I don't have time to justify your evident boredom - typical behaviour
> of your scam/spammers or not. If I thought about it long enough, I'd
> think some of ya's are insulted by my hatred for scammers and are
> simply retaliating accordingly- THAT is typical behaviour

And your behavior is typical of Paranoia. Please consult a professional
before you really go off the deep end!
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

6651. Atari Chat Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 00:32:25 UTC
From: Terry Olsen <tolsen64@hotmail.com>
Message-ID: <44666d14$0$29345$88260bb3@free.teranews.com>
Source record: 6808

I have a free chat system set up if anyone is interested in chatting about your favorite computer. I only have a windows client available, but will be working on a linux client in the near future.

To sign up, visit http://boycot.no-ip.com/boycotchat If you don't get the confirmation email after you sign up, email me and i'll activate your account.

To get the client software, visit http://boycot.no-ip.com/software/ and click the "BoycoT Chat Client" link.

*** Posted via a free Usenet account from http://www.teranews.com ***

6652. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 01:08:46 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <Bqv9g.17918$XV5.15686@fed1read10>
Source record: 6809

"phantomm" <phantomm@bellsouth.net> wrote in message
news:Iyu9g.42494$Kn4.19274@bignews2.bellsouth.net...
>
> I'm abit confused, are there 2 different products with the MYIDE name?
>
> If so, maybe you can give me a brief description of both.
>
> Thanks,
> phantomm@bellsouth.net
>
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:B0u9g.63638$5Z.58092@dukeread02...
>> Yes you can buy the MyIDE flash cart from Steve Tucker, or the XE/XL
>> MyIDE from Ken. If you use the MyIDE device, it disables the PBI
>> routines and you cannot use the MIO.
>>
>> Thomas
>
>
Hi,
There is a cartridge and a built in..either one comes on a board with a 40
pin connection to IDE drive. The internal requires several solder point to
be connected to MyIDE and a change of ROM for EPROM's
xxe.rom is for the external via cart.
xxi.rom is for the internal via --open it up and scatter parts around and do
a lot of soldering.. LOL
Nice thing is that every xl/xe con be modded easily.

RoyE

6653. Re: MyIDE / Compact Flash

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 01:38:22 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <iSv9g.86527$dW3.60344@newssvr21.news.prodigy.com>
Source record: 6810

phantomm wrote:
> I'm abit confused, are there 2 different products with the MYIDE name?
>
> If so, maybe you can give me a brief description of both.

The 'internal MyIDE' board is a cpu-socket module that contains
a buffer chip and the IDE connector. To use it you need to replace the
standard OS with the MyIDE OS rom module or Warp+ OS upgrade
containing the MyIDE OS rom.

The 'external MyIDE+Flash' cartridge is a MyIDE interface on a
cartridge with a built in 1mbit flash cartridge which is loaded with
a boot rom.

When you insert the MyIDE+Flash cartridge you get a on screen
boot menu that lets you choose cartridge/basic options, or bypass
the interface completely. It also contains a software MyIDE OS that
is loaded over the regular OS when MyIDE boot is needed.

These boot utilities do not use up the entire 1mbit flash rom so
there is also room for other utilities like Hiassoft's MyPicoDOS which
lets you load EXE files off your IDE partitions.

Because the boot rom is actually a 1mbit flash cartridge you can
update to the newest boot rom released by Mr. Atari just by flashing
your cartridge.

There is an 'external' version of the MyIDE ROM OS which you can install
in ROM to improve compatibility with software that requires ram under
the OS, but it is not required to use the cartridge. If the MyIDE OS is present
in ROM the cartridge will use it instead of installing the software boot rom.

The internal MyIDE can be obtained through Mr. Atari's web site at:

http://www.mr-atari.com/

The MyIDE+Flash cartridge is sold be me at:

http://www.atarimax.com/myide/

The Warp+ OS module information is at:

http://www.atarimax.com/warpos/

Finally there is a support forum for MyIDE which Sijmen participates in and
can be reached through at:

http://www.atarimax.com/flashcart/forum/

Thanks

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6654. Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 04:02:35 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <wZx9g.64061$5Z.20052@dukeread02>
Source record: 6811

I'm feeling the need to type in old basic programs like old Antic games or whatever. Does anyone have any links to places with printable basic programs?

6655. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 04:45:18 UTC
From: me@privacy.net
Message-ID: <9KGdnRWSyr58KPvZRVn_vQ@giganews.com>
Source record: 6812
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

discarn8@gmail.com wrote:

>*I'M* the drama queen?!

Yes. You are indeed a Drama Queen. Note the multiple!! exclamation!!
points!!, the ALL CAPS, the overuse of descriptive adjectives and
the personal attacks. All classic Drama Queen behavior.

>I am simply trying to sell honestly and the
>"drama queens" such as yourself, OBVIOUSLY with NOTHING else better to
>do, create such a mirage and soap opera of DRAMA, it is sickening.
>Again, if I am doing something wrong - AND you can prove it without
>drama, PLEASE do.

You are the Drama Queen. I am calmly explaining things to you while
you are getting your knickers in a wad and throwing a hissy fit.

> The last time I checked, it was not illegal in ANY
>country to try and sell computers to possible computer buyers and
>protect one's self in doing so.

Typical spammer behavior. When someone points out your spamming,
you pretend that they accused you of a crime.

>As for cross posting - it would be one
>thing If I posted to a microsoft group, or a horses group by the
>dozens - but it was a post to 8-bit computers groups - CLASSICS!
>This is off topic there?! Check your logic chips chuck.

A post selling a Sinclair in an Apple][newsgroup is spamming.
It's comp.sys.apple2, not comp.sys.random.non-apple.computers.

>You know what...whatever you need to do for your entertainment, fine.

Drama Queen.

>I don't have time to justify your evident boredom - typical behaviour
>of your scam/spammers or not. If I thought about it long enough, I'd
>think some of ya's are insulted by my hatred for scammers and are
>simply retaliating accordingly- THAT is typical behaviour

Drama Queen.

6656. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 11:28:52 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147606132.742133.177210@y43g2000cwc.googlegroups.com>
Source record: 6813

Hi-

If you GOTO www.atariarchives.org, you will find a wealth of programs to type in from the books that have been scanned/OCR'd. In some cases, the software is already available, but in most, they are not. For instance, the First Book of Atari has the software available for it. The Second Book of Atari doesn't. If software is already available, it will normally say "Software Archive" at the bottom of the book's index. Some books are "all-purpose" and programs must be translated a little to work on the Atari. I suspect there is enough there to keep you occupied!

-Larry

6657. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 14:04:25 UTC
From: Steve Farrell <idonotneed@mypenisenlargedthankyou.org>
Message-ID: <JNG9g.140095$tc.29235@fe2.news.blueyonder.co.uk>
Source record: 6814
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

<discarn8@gmail.com> wrote in message
news:1147560242.048435.197830@i40g2000cwc.googlegroups.com...
> *I'M* the drama queen?!

Yeah, a little bit.

Steve

6658. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 15:16:53 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <KOH9g.73060$fd.54259@read2.cgocable.net>
Source record: 6815

Docrotcod wrote:

> I'm feeling the need to type in old basic programs like old Antic games or
> whatever. Does anyone have any links to places with printable basic
> programs?

I can't understand why you'd want to involve yourself with such tedious
chores, unless you're looking to learn by example. However, I'd have
guessed from the fact that you've been contributing to this group for a
long time, that you already have a fairly solid grasp of Atari Basic.

Personally, I only typed in listed Basic code as a means of learning by
example. Once I achieved a fairly decent understanding of the Basic
language, I began writing my own code, and using software that other people
had already made machine readable. But to each their own.
--
--
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Website: http://sarnia.selfip.org

6659. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 17:05:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ErJ9g.6061$fb2.695@newssvr27.news.prodigy.net>
Source record: 6816

http://www.atarimagazines.com

Kevin Savetz's site. Has all Antics.
The programs are there as SAVEd listings, so you'll have to
LOAD, LIST them. You can use emulator and imageman.exe
to get the ATASCII listing, except the problem of ATASCII
control characters. Hmmm... Actually, if you use a real
Atari computer, AND have a STAR printer (very unlikely),
you can list the ATASCII with the "G:" device. Well, if you
have a real Atari setup, you can just list it to screen and type
from there.
"Docrotcod" <rahbart@cox.net> wrote in message
news:wZx9g.64061$5Z.20052@dukeread02...
> I'm feeling the need to type in old basic programs like old Antic games or
> whatever. Does anyone have any links to places with printable basic
> programs?
>

6660. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 17:53:14 UTC
From: Sean Fahey <a2fan@hotmail.com>
Message-ID: <e8K9g.26914$4L1.25462@newssvr11.news.prodigy.com>
Source record: 6817
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Can we walk away from this non-productive, cross-posting thread?

A few people are wasting a lot more people's time, bandwidth and storage.

6661. Re: How did BASIC-XL's FAST work?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 19:08:34 UTC
From: stephensheppard@hotmail.com
Message-ID: <1147633714.747891.314030@i39g2000cwa.googlegroups.com>
Source record: 6818

Will Hartung wrote:
> <stephensheppard@hotmail.com> wrote in message
> news:1147489073.084475.193980@i40g2000cwc.googlegroups.com...
> > Just speculation but wouldn't you only need a table entry for each
> > occurence of GOTO, GOSUB or THEN (line number), and not for all BASIC
> > lines?
> >
> > During execution when a GOTO (etc.) token is reached you do a table
> > lookup instead of searching the entire program for the target line
> > number.
>
> That's an option. My technique doesn't take any more memory, though, which
> is a bonus, and it's pretty much transparent to anything save something
> intimate with the internals of Atari Basic.
>
True, but I was considering what happens during editing.

Would there be enough time, between edits, to update the entire
sequence of addresses within the body of the program and not feel
"laggy" to the user.

> > This has the advantage not modifying the tokenized program on the fly
> > and not having to deal with forward or backward references.
>
> Well, recall that FAST does make a run through the system when it's
> executed. Otherwise it could have achieved a similar benefit lazily, simply
> running the program and caching lines as it encountered them.

That is something to consider.
.
>
> However neither technique has an obvious implementation for NEXT statements,
> which were also FASTed. I don't know how they're represented, but I assume
> that it's just 2 bytes in the token stream. 1 for NEXT and 1 for the
> variable reference. It's also not clear how the system scanned for the
> appropriate FOR statement.
>
> My understand was that in MS-BASIC, the runtime pushes some statement
> reference on a stack. Maybe in FAST mode B-XL pushes an actual address,
> while Atari Basic pushes a line number (even though a line number isn't
> enough information).
>
First for convenience I'll use the term "line" and "line number" not
"statement" and "statement number".

Lines can have multiple BASIC statements but not the reverse.

Sometimes I get careless and use "statement" and "line"
interchangeably, forgive me if I slip or have slipped.

Well, I guess FORs are a special case.

A FOR statement can occur in the middle of a line. When the NEXT is
encountered execution returns to the beginning of the FOR statement and
not to the beginning of the line.

Hmm, I don't know quite know how to implement that in a simple table.

OK, that's another thing to think about. LOL!

I mentioned in my first reply that with a table one didn't have to
worry about forward/backward references. Obviously that is wrong. The
table must be updated when editing is done.

I'm thinking the table would need to consist entirely of the line
number (for the GOTO, etc) in binary form, the binary address of that
statement but as an offset (from the beginning of the program), and a
binary offset for the target as well.

During editing the location of a new or edited line would be determined
and the table of offsets would be adjusted based on the new line size
and location.

Entries lowered numbered than both the GOTO (using just GOTO for
convenience) and the target would be unchanged.

If the new line is between the GOTO and the target then only entries
with line numbers higher than the new line but lower than the higher
numbered statement of the two, need have only one offset updated.

All entries with a line number higher than both the GOTO and the target
would have both offsets updated.

Does this make any sense to anyone but me? LOL!!!

It will be fun to learn how FAST really works!

- Steve Sheppard

6662. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-14 19:14:41 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.05.14.19.14.40.449407@fineby.me.uk>
Source record: 6819

On Sun, 14 May 2006 11:16:53 -0400, AlbaClause wrote:

> I can't understand why you'd want to involve yourself with such tedious
> chores, unless you're looking to learn by example. However, I'd have

Some people are like that; As has been pointed out, there are still a few
listings on web sites that don't have the relevant software download.
Somebody may want to enter them, debug, and upload them so others can
enjoy.

Some people are givers. Others are takers.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6663. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 00:26:00 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <wRP9g.36594$Hk1.30884@read1.cgocable.net>
Source record: 6820

Brad Rogers wrote:

> On Sun, 14 May 2006 11:16:53 -0400, AlbaClause wrote:
>
>> I can't understand why you'd want to involve yourself with such tedious
>> chores, unless you're looking to learn by example. However, I'd have
>
> Some people are like that; As has been pointed out, there are still a few
> listings on web sites that don't have the relevant software download.
> Somebody may want to enter them, debug, and upload them so others can
> enjoy.
>
> Some people are givers. Others are takers.
>

Touche! I never considered that aspect. I just naturally assumed that
all of the magazine listings were already in machine readable format, and
ready for download. I guess I based this assumption on the fact that most
of the magazines also offered disks with their mags.
--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6664. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 00:59:48 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <8oQ9g.70778$_S7.39462@newssvr14.news.prodigy.com>
Source record: 6821

"Docrotcod" <rahbart@cox.net> wrote in message
news:wZx9g.64061$5Z.20052@dukeread02...
> I'm feeling the need to type in old basic programs like old Antic games or
> whatever. Does anyone have any links to places with printable basic
> programs?
Upon re-reading, I think 'printable' is the key word. You're thinking
of printing out a listing and typing from that.
The problem is ATASCII control characters, which about all
BASIC listings will have. I'm not aware of a PC program that
can print control characters.
So, the only way I see doing it is have two systems, emulator
or real, and listing to screen, and typing from screen. Another way
would be to buy some Antics or ANALOGs. Or, you could
look at www.atarimagazines.com and pick out a program you
want, then ask here to see if someone will copy it for you and
mail or e-mail a scan to you of the listing.
But I ramble.

6665. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 01:04:35 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <DsQ9g.70781$_S7.19516@newssvr14.news.prodigy.com>
Source record: 6822

I keep forgetting online ANALOGs at www.cyberroach.com
.
"Docrotcod" <rahbart@cox.net> wrote in message
news:wZx9g.64061$5Z.20052@dukeread02...
> I'm feeling the need to type in old basic programs like old Antic games or
> whatever. Does anyone have any links to places with printable basic
> programs?
>

6666. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 01:04:35 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <DsQ9g.70782$_S7.5334@newssvr14.news.prodigy.com>
Source record: 6823

"Docrotcod" <rahbart@cox.net> wrote in message
news:wZx9g.64061$5Z.20052@dukeread02...
> I'm feeling the need to type in old basic programs like old Antic games or
> whatever. Does anyone have any links to places with printable basic
> programs?
Oh, and don't forget ANALOGs at www.cyberroach.com

.

6667. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 06:51:38 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <446824FB.6C0D6BB6@comcast.net>
Source record: 6824

```
Brad Rogers wrote:
>
> On Sun, 14 May 2006 11:16:53 -0400, AlbaClause wrote:
>
> > I can't understand why you'd want to involve yourself with such tedious
> > chores, unless you're looking to learn by example. However, I'd have
>
> Some people are like that; As has been pointed out, there are still a few
> listings on web sites that don't have the relevant software download.
> Somebody may want to enter them, debug, and upload them so others can
> enjoy.
>
> Some people are givers. Others are takers.
>
Or maybe he just wants to get that nastolgic feeling of typing
in the programs, like in the "old days". In a twisted sort of
way, it is kind of fun...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

6668. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 06:53:28 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <44682569.89CD6AC0@comcast.net>
Source record: 6825

```
AlbaClause wrote:
>
> Brad Rogers wrote:
>
> > On Sun, 14 May 2006 11:16:53 -0400, AlbaClause wrote:
> >
> >> I can't understand why you'd want to involve yourself with such tedious
> >> chores, unless you're looking to learn by example. However, I'd have
> >
> > Some people are like that; As has been pointed out, there are still a few
> > listings on web sites that don't have the relevant software download.
> > Somebody may want to enter them, debug, and upload them so others can
> > enjoy.
> >
> > Some people are givers. Others are takers.
> >
>
> Touche! I never considered that aspect. I just naturally assumed that
> all of the magazine listings were already in machine readable format, and
> ready for download. I guess I based this assumption on the fact that most
> of the magazines also offered disks with their mags.
>
Also, you can find some scanned in magazines at:

<http://ascii-games.org/>

--
+---------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+---------------------------------------------------------------+
```

6669. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 09:09:43 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.05.15.08.54.22.940247@fineby.me.uk>
Source record: 6826

On Mon, 15 May 2006 01:51:38 -0500, Charles Richmond wrote:

> Or maybe he just wants to get that nastolgic feeling of typing
> in the programs, like in the "old days". In a twisted sort of
> way, it is kind of fun...

I recall doing it years ago. Until the machine specific mags started
using error checking routines to check programs either after or during
entry, typing in the code was, to say the least painful.

Anyone that typed in the ANALOG mag MC games that were primarily DATA
statements can put their hand up now......

Even when they used a checking program for that, it was painful.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6670. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 09:09:44 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.05.15.08.51.13.76615@fineby.me.uk>
Source record: 6827

On Mon, 15 May 2006 01:53:28 -0500, Charles Richmond wrote:

> Also, you can find some scanned in magazines at:
> <http://ascii-games.org/>

But that doesn't render the listings in a machine readable format, which
was the issue here.

Nice link, though.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6671. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 09:09:44 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.05.15.08.48.12.120098@fineby.me.uk>
Source record: 6828

On Sun, 14 May 2006 20:26:00 -0400, AlbaClause wrote:

>> Some people are givers. Others are takers.
> Touche! I never considered that aspect. I just naturally assumed that

:-)

It wasn't meant as a dig at anybody in particular. Just a general
observation.

> all of the magazine listings were already in machine readable format,

Not always. Over here, even some of the machine specific mags didn;t
offer disks for quite some time. Then there's the generic mags; With
listings for four or more machines, what format the disk?

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6672. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 12:04:50 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147694690.136326.132190@g10g2000cwb.googlegroups.com>
Source record: 6829

One additional point specifically about magazine type-ins. At
http://www.atarimagazines.com/
(the sister site of atariarchives.org) there are a significant number
of COMPUTE!s scanned/OCR'd. There are very few of these that have a
software archive. Yet, COMPUTE! had some very excellent programs.
(OK, their BASIC games generally were like most BASIC games...) You
can also search by Author, so it is easy to find (for instance) Bill
Wilkinson's "Insight Atari" columns. -Larry

6673. Re: FS:Lot of antique computers ZX81,TS1000,TS1500,TS2068

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 14:30:38 UTC
From: PZ <skierpaul@yahoo.com>
Message-ID: <1147703438.749658.306590@j55g2000cwa.googlegroups.com>
Source record: 6830
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Dear Mr. Sinclar Schitt

Not only is csa2 inappropriate for selling your crap, its inappropriate
for selling anything. We have a specific newsgroup for selling Apple
II related stuff, called comp.sys.apple2.marketplace. Fortunately,
your junk isn't welcomed there either.

>A post selling a Sinclair in an Apple][newsgroup is spamming.
>It's comp.sys.apple2, not comp.sys.random.non-apple.computers.

6674. Re: Bad POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 17:11:19 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1147713079.593996.112300@j55g2000cwa.googlegroups.com>
Source record: 6831

Well, I got everthing working again. How? I wish that I knew. I never seemed to get the same results twice until I did several things. I'm reasonably sure that the POKEY was not bad. C304 was already clipped on this computer, but I went ahead and clipped the whole remaining bundle of 301-303. But after that, still had the I/O problems with the real drives (an XF551 and a 1050). APE drives still worked.

But there is one wrinkle that I didn't mention before -- I use a Quintopus, so naturally, the APE interface is not daisy-chained from the real drives. While switching connections around, I found that if I hooked my SIO cable to one port on the XF551, everything worked. Ah-ha! Opened up the XF and checked the traces with a meter. Every pin had continuity from one port to the other. Looked things over with a good magnifying glass and found several suspect solder joints that *might* have cracks. Re-soldered every SIO pin on both XF jacks. Hooked everything back up, and no I/O at the "good" port. Swapped Quintopus ports. Same story. Looked the Q. over with the magnifying glass -- nothing suspicious. Swapped out both drive SIO cables. Hey, now everything works 100%. Can't make it fail. Copied hundreds of files from both real drives to an APE drive. Intermittent bad cable? Could be. I had swapped cables before, but not *both* cables. So all is well ...for now.
-Larry

6675. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 18:07:47 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Vr3ag.65444$5Z.32079@dukeread02>
Source record: 6832

That's it exactly! I mean, it gives me something to do. I just bought
"Amazin' Games" off of Ebay. Back in the day I typed all those in but
didn't have anything to save them on.

Thomas

"Charles Richmond" <richchas@comcast.net> wrote in message
news:446824FB.6C0D6BB6@comcast.net...
> Brad Rogers wrote:
>>
>> On Sun, 14 May 2006 11:16:53 -0400, AlbaClause wrote:
>>
>> > I can't understand why you'd want to involve yourself with such tedious
>> > chores, unless you're looking to learn by example. However, I'd have
>>
>> Some people are like that; As has been pointed out, there are still a
>> few
>> listings on web sites that don't have the relevant software download.
>> Somebody may want to enter them, debug, and upload them so others can
>> enjoy.
>>
>> Some people are givers. Others are takers.
>>
> Or maybe he just wants to get that nastolgic feeling of typing
> in the programs, like in the "old days". In a twisted sort of
> way, it is kind of fun...
>
> --
> +---+
> | Charles and Francis Richmond richmond at plano dot net |
> +---+

6676. Re: Basic programs

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 18:08:39 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Js3ag.65445$5Z.65157@dukeread02>
Source record: 6833

Thanks to everyone for the great links and all the info! I really
appreciate everyone's efforts! I'll be sure to have some fun now ;)

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message
news:wZx9g.64061$5Z.20052@dukeread02...
> I'm feeling the need to type in old basic programs like old Antic games or
> whatever. Does anyone have any links to places with printable basic
> programs?
>

6677. FS: 130XE, 1050's, MyIDE+Flash, CF<->IDE, SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-15 23:16:37 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1147734997.272732.27220@g10g2000cwb.googlegroups.com>
Source record: 6834

130XE with power supply and TV hookups. In great shape but has some writing with magic marker to label the ports on the top. Passes all tests and keyboard works perfectly. $30

(2) 1050 drive with power supply and SIO cable. Great shape and tested. $30 each

MyIDE+Flash cartridge with pin 20 power modification. Brand new, only used once. $50

CompactFlash <-> IDE adaptor, allows you to use CompactFlash cards with MyIDE+Flash. Brand new, only used once. $10

SIO2PC adaptor, purchased from atarimax.com. Brand new, only used once. $20

If interested please contact me at: tom at wattservices dot com

Thanks,

Tom

6678. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-16 01:07:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <446925d5$0$65493$742ec2ed@news.sonic.net>
Source record: 6835

Tom Watt <tom@wattservices.com> wrote:
> So each scan line can be 4 colors of a pallete? I assume that pallete
> is 16?

It's a bit more complicated than that. :^)

With player/missile graphics, each scanline can have 9 colors.
It's out of a palette of 128 colors. (16 hues, 8 shades of each.)

Forgetting about player/missile graphics, a typical bitmapped graphic
mode (e.g., 160x192 bitmap) allows 4 colors, and hence 4 colors per scanline
if you use Display List Interrupt (DLI) tricks.

However, there are a few multicolor text modes, where each cell is
a character that's 4 pixels by 8 pixels in size. (It's still 8x8 binary
dots, but every pair of bits are used to decide the color. In other words,
rather than 8 on-off pixels per row, you get 4 4-color pixels.)

In normal text modes, the high-bit of the character controls reverse video
(kinda like highlighting). Character "65" is "A". Character "65 + 128" is
an inverse "A".

However, in these multi-color modes, the high-bit is used to alter which
color palette entry is used for one of the pixel colors. Confused yet?

In other words, in a resolution of 40x24 or 40x12 cells, you can get
160x192 or 160x96 pixels on screen with 5 colors per scanline.
Really, this is best for tile graphics (like you'd do on a Nintendo NES),
rather than a fullscreen bitmapped image.

But THEN you've got the special GTIA graphics modes. These are those
insanely-shaped 80x192 screens. Each byte represents 2 pixels, allowing
16 colors per pixel, in a sense. (And therefore 16 colors per scanline.)

However, because the Atari initially only used 9 palette locations
(4 for playfield, 4 for players, and then the '5th player' color, which
could be used for turning all 4 missiles into the same color... it's also
that "5th color" I discussed in the multi-color text modes, above),
one of the three modes is only 9 colors.

So, you've got:

GRAPHICS 9 - 16 shades of some hue
GRAPHICS 10 - 9 paletted colors (out of 128)
GRAPHICS 11 - 15 hues of some shade, plus black

GRAPHICS 9 is great for showing low-resolution photographic imagery.

GRAPHICS 10 has been used heavily, I think, for special effects in demos.
(A screen that looks a lot like GRAPHICS 9, but with color palette effects
for animation.)

GRAPHICS 9 can also be used, together with GRAPHICS 11, to display
a perceived 256 colors (16 hue * 16 shade) at a time. APAC mode, for example.

(You can either interleave to get a perceived 80 x 96 x 256-colors,
or actually interlace and flicker to get 80 x 192 x 256-colors.)

GRAPHICS 9 can also be used with three hues (red, green and blue) to get
a 'truecolor' mode, utilizing interlacing and interleaving, to get a
perceived 80 x 192 x 4096-colors. (Yes, 12bpp!)

Similarly, the 160x192x4-palette mode can be flickered in RGB colors to
give 160 x 192 x 64-colors. (6bpp)

And 320x192x2-shade mode can be flickered for a perceived 320x192x8-colors.
(3bpp)

But now I'm digresssing into the persistence-of-vision, flickery
software-driven modes. Sorry :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

6679. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-16 01:11:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <446926db$0$65493$742ec2ed@news.sonic.net>
Source record: 6836

Ronald J. Hall wrote:
>
> ziggy wrote:
>
> > Tom Watt wrote:
> >
> > > I was never referring to the ST. <snip>
> >
> > Man i must be blind..
>
> Nope, you're not. I saw that reference as well.

Anders said something in the thread about STs vs C=128.
Ziggy replied to that.

Tom responded as if you were talking to him... That's all! :^)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

6680. Re: WOW

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-16 02:44:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.16.02.44.52.771216@charter.net>
Source record: 6837

On Tue, 16 May 2006 01:11:55 +0000, William Kendrick wrote:

> Ronald J. Hall wrote:
>>
>> ziggy wrote:
>>
>> > Tom Watt wrote:
>> >
>> > > I was never referring to the ST. <snip>
>> >
>> > Man i must be blind..
>>
>> Nope, you're not. I saw that reference as well.
>
> Anders said something in the thread about STs vs C=128.
> Ziggy replied to that.
>
> Tom responded as if you were talking to him... That's all! :^)

Yep, I should have said, "I saw -a- reference as well". Hope I didn't
contribute to any confusion - I certainly didn't mean to...

--
_/_/_/

6681. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-16 03:20:26 UTC
From: Movie World <yuna@spankthedonkey.com>
Message-ID: <1147749626.625865.173110@i40g2000cwc.googlegroups.com>
Source record: 6838
Cross-posted to: comp.sys.atari.8bit,fr.comp.sys.atari,rec.games.video.sony,rec.games.video.nintendo,rec.games.video.sega

We're offering all the latest factory pressed high quality dvd movies,
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(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

6682. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-17 04:21:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1147839679@rtfm.mit.edu>
Source record: 6839
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6683. Re: ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-17 19:01:22 UTC
From: stephensheppard@hotmail.com
Message-ID: <1147892482.416597.283460@g10g2000cwb.googlegroups.com>
Source record: 6840

lee wrote:
> Hello All,
>
> Letting you know that I have just released a new version of the Windows
> Atari text viewer ATASCIIView.
>
> This is freeware.
>
> It can handle both windows and atari text files. This version has been
> re-written with scrolling, print-preview and printing.
>
> Feedback is welcomed.
>
> You can download ATASCIIView from:
>
> http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
>
> Comments can be sent by email or via
>
> http://www.leehanken.pwp.blueyonder.co.uk/zisp/mailer
>
> Regards,
>
> Lee

Lee! You've quietly added support for Mr. Simonson's Mac/Atari Fusion
TrueType Fonts!

You are awesome!

Great, great, great utility!!!

6684. ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-17 19:09:19 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <mxKag.51969$MM6.35178@bignews3.bellsouth.net>
Source record: 6841

Back when ICD came out with the ICD Multi I/O (MIO),
memory chips were fairly expensive.

The MIO was offered in 256K and 1 Meg versions.

I wonder what the limit of Memory is for the MIO?

Could a 2meg, 4meg, or larger version have been made or is
1meg the limit?

phantomm@bellsouth.net

6685. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-17 22:18:39 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <XfNag.37577$Hk1.5708@read1.cgocable.net>
Source record: 6842

phantomm wrote:

>
> Back when ICD came out with the ICD Multi I/O (MIO),
> memory chips were fairly expensive.
>
> The MIO was offered in 256K and 1 Meg versions.
>
> I wonder what the limit of Memory is for the MIO?
>
> Could a 2meg, 4meg, or larger version have been made or is
> 1meg the limit?
>
> phantomm@bellsouth.net

I would imagine that upgrading the memory in an MIO would be just as simple or as complex as upgrading the memory in any computing device. Although, there remains the question as to why you would want to.

The memory in an MIO served as either a print buffer or a RAM disk. One would suppose that both the 256K and 1024K configurations would have been more than sufficient for these purposes. After all, there is only so much material that an 8-bit Atari can output to a print device, and only so much data that an 8-bit Atari can have in a RAM disk before losing the practicality aspect. One could probably reasonably suppose that the 1024K configuration was overkill at the time of the MIO's release.

Today, with SCSI hard drives being so abundant and cheap, and with the recognition that many current Atari 8-bit users have upgraded the memory in their machines, there remains little reason or need to upgrade the memory in a device like the MIO. Indeed, it is quite probable that the folks at Computer Software Services accepted this reality while designing the Blackbox. The Blackbox, as you may know, has very little onboard memory and many Atari 8-bit users believe the Blackbox to be the better alternative to ICD's MIO.

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People Against Corruption ⋆ Right Always Triumphs
Website: http://sarnia.selfip.org

6686. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 12:15:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605180513310.10879-100000@onyx.spiritone.com>
Source record: 6843
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6687. ALL ATARI GAMES 20% OFF OR FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 12:19:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605180515540.10879-100000@onyx.spiritone.com>
Source record: 6845
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Have you played your Atari Today! ST,
8 Bit & Jaguar! Some you wont find anywhere else but here. ALL 20% OFF!

Cant afford a vacation? Take a mini-vacation on your Atari. Why not, it's
paid for! Relax! Save on Gas! Play games on your Atari! Or look for Atari
games at http://BenSells.Atari.org Games Starting at $5 & Up! The Name
everyone knows for Gaming Fun! Have you Played your Atari Today? For
Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of
the Ataris! E-Mail: Atari@aracnet.com or Call Ben Anytime @(503)256-9974!

$60.00 purchase Gets a FREE GAME for your Atari 8 Bit! Choose from 8 Games
Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the
Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

My ST Games/Software NEW in the BOX has more than TRIPLED in size! Moved
all NEW in the BOX stock to just one Catalog! Hardware, Games/Software
and Books for 8 Bit, Jaguar and ST Platforms all NEW in the BOX moved to
my NEWINBOX.TXT Catalog! Please Check it out! Now going through May, ALL
GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
Jaguar are 20% off! E-Mail Atari@aracnet.com or call Ben (503)256-9974!

http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
http://www.aracnet.com/~atari/jaggames.htm Jaguar Games
http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6688. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 12:22:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605180519480.10879-100000@onyx.spiritone.com>
Source record: 6844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6689. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 15:06:59 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <n40bg.6022$343.4849@trnddc06>
Source record: 6846

And when MIO's break, they break hard. The memory circuits in the MIO is quite complex and difficult, to say the least, to troubleshoot. There's diagnostic software for the MIO that runs on a Spartados X style cartridge but has no documentation on how to use it.

If you still operate a MIO, make sure that thing get's plenty of cooling. The heat damage alone from the MIO's own power supply is enough to create plenty of heat stress on the circuit board to eventually cause minor fractures in circuit traces and take out something like the SCSI interface or memory circuits.

At least the Blackbox is easier to repair when it goes bad and has support for MIO formatted hard drives.

Too bad fTE didn't see thru on the project of a MIO2. A redesign of the MIO using FPGA technology would have been a significant improvement (use SIMM's instead, 80 column video, IDE support). And I know, too bad fTE didn't see thru on a lot of other things. But that's already been discussed many times before.

Glenn

"AlbaClause" <you@cogeco.ca> wrote in message
news:XfNag.37577$Hk1.5708@read1.cgocable.net...
> phantomm wrote:
>
>>
>> Back when ICD came out with the ICD Multi I/O (MIO),
>> memory chips were fairly expensive.
>>
>> The MIO was offered in 256K and 1 Meg versions.
>>
>> I wonder what the limit of Memory is for the MIO?
>>
>> Could a 2meg, 4meg, or larger version have been made or is
>> 1meg the limit?
>>
>> phantomm@bellsouth.net
>
> I would imagine that upgrading the memory in an MIO would be just as
> simple
> or as complex as upgrading the memory in any computing device. Although,
> there remains the question as to why you would want to.
>
> The memory in an MIO served as either a print buffer or a RAM disk. One
> would suppose that both the 256K and 1024K configurations would have been

> more than sufficient for these purposes. After all, there is only so
> much
> material that an 8-bit Atari can output to a print device, and only so
> much
> data that an 8-bit Atari can have in a RAM disk before losing the
> practicality aspect. One could probably reasonably suppose that the
> 1024K
> configuration was overkill at the time of the MIO's release.
>
> Today, with SCSI hard drives being so abundant and cheap, and with the
> recognition that many current Atari 8-bit users have upgraded the memory
> in
> their machines, there remains little reason or need to upgrade the memory
> in a device like the MIO. Indeed, it is quite probable that the folks at
> Computer Software Services accepted this reality while designing the
> Blackbox. The Blackbox, as you may know, has very little onboard memory
> and many Atari 8-bit users believe the Blackbox to be the better
> alternative to ICD's MIO.
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

6690. Re: ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 16:02:55 UTC
From: lbaeza@usa.net
Message-ID: <1147968175.335803.249270@g10g2000cwb.googlegroups.com>
Source record: 6847

Hi

Excelent program!

BTW, I've been looking for *years* a font that has the look and feel of
those old matrix printers, anybody has found something like that?

Regards

6691. 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 18:04:56 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <cH2bg.34$M94.0@newsfe3-gui.ntli.net>
Source record: 6748

As these drives are getting old now, is it worth arranging extra cooling,
would it be possible to run a small 40mm fan from the intrenal power without
causing problems ? Where would you take the power from ? Any thoughts?
ideas? not worth the bother?

thanks

6692. Re: ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 18:11:20 UTC
From: stephensheppard@hotmail.com
Message-ID: <1147975879.969083.158820@j73g2000cwa.googlegroups.com>
Source record: 6749

lbaeza@usa.net wrote:
> Hi
>
> Excelent program!
>
> BTW, I've been looking for *years* a font that has the look and feel of
> those old matrix printers, anybody has found something like that?
>
> Regards

years? LOL!!!!

Found this at hit #4 of a Google search.

www.acidfonts.com

Direct link to matrix fonts

http://www.acidfonts.com/dfonts10.htm

The one labeled "Dotimatrix" looks like my old Epson MX-80, at least in
print it does. On the screen it looks a little funky.

"Dotmatrx" is oversized and kind of reminds me of electrostatic
printers, without the silver paper of course.

Don't know why you would want these but please do enjoy them.

CORRRECTION:

This was the #4 hit. The above links and comments are valid.

http://www.free-fonts.com/matrix_fonts.html

- Steve Sheppard

6693. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 18:57:19 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <js3bg.88142$5Z.44046@dukeread02>
Source record: 6750

In my opinion, they did not have fans to begin with. That leads me to believe they were designed to not need the. So I would imagine they should be fine without any extra cooling. Now, if you were going to run the floppy drive constantly maybe a fan would be in order. However, it does have a very large heat sink, and the transformer is in the power pack, not the drive itsself. I would say you would be ok.

Thomas

"richard daley" <richard.daley3@ntlworld.com> wrote in message news:cH2bg.34$M94.0@newsfe3-gui.ntli.net...
> As these drives are getting old now, is it worth arranging extra cooling,
> would it be possible to run a small 40mm fan from the intrenal power
> without causing problems ? Where would you take the power from ? Any
> thoughts? ideas? not worth the bother?
>
> thanks
>

6694. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 20:19:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <wF4bg.18590$Lm5.10091@newssvr12.news.prodigy.com>
Source record: 6751

"richard daley" <richard.daley3@ntlworld.com> wrote in message
news:cH2bg.34$M94.0@newsfe3-gui.ntli.net...
> As these drives are getting old now, is it worth arranging extra cooling,
> would it be possible to run a small 40mm fan from the intrenal power
> without causing problems ? Where would you take the power from ? Any
> thoughts? ideas? not worth the bother?
>
> thanks
I'm not sure that the age of the 1050 would require more
cooling considerations.
I would recommend a fan, a table fan, a 5" 120Volt fan,
in the vacinity of any hard or floppy drive that is left on
continually.
My Rana drives would quit functioning unless I had a fan
blowing at them, they were on 24/7 on a 300 baud BBS.
A simple table fan would do.
I used to stack floppy drives, 4 if I recall. The Indus seemed
to not overheat.

6695. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 22:14:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <fi6bg.74651$fd.40546@read2.cgocable.net>
Source record: 6752

Docrotcod wrote:

> In my opinion, they did not have fans to begin with. That leads me to
> believe they were designed to not need the. So I would imagine they
> should
> be fine without any extra cooling. Now, if you were going to run the
> floppy
> drive constantly maybe a fan would be in order. However, it does have a
> very large heat sink, and the transformer is in the power pack, not the
> drive itsself. I would say you would be ok.
>
> Thomas
>
> "richard daley" <richard.daley3@ntlworld.com> wrote in message
> news:cH2bg.34$M94.0@newsfe3-gui.ntli.net...
>> As these drives are getting old now, is it worth arranging extra cooling,
>> would it be possible to run a small 40mm fan from the intrenal power
>> without causing problems ? Where would you take the power from ? Any
>> thoughts? ideas? not worth the bother?
>>
>> thanks
>>

I would have to agree with Docrotcod. The 1050 drives really don't get
that warm, and typical 1050 failures are not heat related. In all
likelihood, if your 1050 drive is going to fail, all the cooling in the
world would not prevent the failure from occurring.

The Rana drives on the other hand, get quite warm. I had a Rana 1000 for a
spell, and parts of it would get too hot to even touch. If you're leaving
a Rana drive powered on for extended periods of time, cooling might be a
good idea. But like somebody already mentioned, a simple table fan would
be more than sufficient to provide adequate air circulation and cooling.

Now, to go off-topic, I just noticed that Docrotcod is Doctor COD in
reverse. Like a doctor that demands cash on delivery. ;)

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6696. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 22:29:34 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <iz6bg.18663$Lm5.13137@newssvr12.news.prodigy.com>
Source record: 6753

richard daley wrote:
> As these drives are getting old now, is it worth arranging extra cooling,
> would it be possible to run a small 40mm fan from the intrenal power without
> causing problems ? Where would you take the power from ? Any thoughts?
> ideas? not worth the bother?

I've seen 1050s that had a PC fan installed in the top of the case for
cooling. As far as I could tell all the fan accomplished was to draw in large
amounts of dirt, since the PCBs and mechanisms under the fan were covered
in a thick layer of black sticky grunge.

Most 1050 failures are not from excessive heat, so I would say its in the
'not worth the bother' category.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6697. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-18 23:57:10 UTC
From: Matthias Reichl <usenet-200605@hias.horus.com>
Message-ID: <slrne6q2em.1t4.usenet-200605@camel.hias.horus.com>
Source record: 6754

On Thu, 18 May 2006 22:29:34 GMT, Steven Tucker wrote:
> Most 1050 failures are not from excessive heat, so I would say its in the
> 'not worth the bother' category.

ACK. But then, the large electrolytic capacitors also don't like heat
too much. In one case, parts of the power supply circuit inside the
1050 had died because one of the caps died.

BTW: It's quite easy to cool down a 1050. Most of the heat comes from
this silly design of the power supply (9V AC input doubled to 18V, then
a 7812 to generate +12V and a 7805 to get +5V). Most of the power is
immediatley transformed into heat.

So: desolder out both voltage regulators and directly connect +12 and
+5 to the 1050 (you an use a PC power supply, for example). The power
switch at the front of the 1050 won't work anymore (you have to use the
power switch of the external power supply), but the 1050 will be a
lot cooler.

so long,

Hias

6698. Re: ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 00:44:01 UTC
From: lbaeza@usa.net
Message-ID: <1147999441.846750.228540@i40g2000cwc.googlegroups.com>
Source record: 6755

Hi

You cheated: you googled it! :-P

Thanks for those links, Steve.

Anyway, I am trying to reproduce this kind of labels:

http://img.photobucket.com/albums/v660/lbaeza/Atari/disk-labels.jpg

Will the fonts provided by Steve do that wide letters, those that use
the space of two normal letters?

Regards

stephensheppard@hotmail.com ha escrito:
>
> *years*? LOL!!!!
>
> Found this at hit #4 of a Google search.

6699. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 00:53:46 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <kG8bg.20809$qd2.9775@bignews6.bellsouth.net>
Source record: 6756

"AlbaClause" <you@cogeco.ca> wrote in message
news:XfNag.37577$Hk1.5708@read1.cgocable.net...
> phantomm wrote:
>
>>
>> Back when ICD came out with the ICD Multi I/O (MIO),
>> memory chips were fairly expensive.
>>
>> The MIO was offered in 256K and 1 Meg versions.
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>> I wonder what the limit of Memory is for the MIO?
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>> 1meg the limit?
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>> phantomm@bellsouth.net
>
> I would imagine that upgrading the memory in an MIO would be just as
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> or as complex as upgrading the memory in any computing device. Although,
> there remains the question as to why you would want to.
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> The memory in an MIO served as either a print buffer or a RAM disk. One
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> more than sufficient for these purposes. After all, there is only so
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> material that an 8-bit Atari can output to a print device, and only so
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> data that an 8-bit Atari can have in a RAM disk before losing the
> practicality aspect. One could probably reasonably suppose that the
> 1024K
> configuration was overkill at the time of the MIO's release.
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> Today, with SCSI hard drives being so abundant and cheap, and with the
> recognition that many current Atari 8-bit users have upgraded the memory
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> their machines, there remains little reason or need to upgrade the memory
> in a device like the MIO. Indeed, it is quite probable that the folks at
> Computer Software Services accepted this reality while designing the
> Blackbox. The Blackbox, as you may know, has very little onboard memory
> and many Atari 8-bit users believe the Blackbox to be the better
> alternative to ICD's MIO.
>

In short, I can see quite a few reasons for increasing the memory in the MIO.
One is for storage of large files that are not Atari 8-bit. One could move files
from a different platform into the MIOs memory using a null modem cable or etc.

Also, One can run a entire BBS such as Express in Memory while only using the
hard drive for file storage. With enough memory, some files could be stored in
memory.

There are other uses as well.

The BlackBox is good, it does have better hard drive support.

phantomm@bellsouth.net

6700. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 01:06:39 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <pS8bg.20810$qd2.595@bignews6.bellsouth.net>
Source record: 6757

"Tom Tom" <sometomtom@tomtom.com> wrote in message
news:n40bg.6022$343.4849@trnddc06...
> And when MIO's break, they break hard. The memory circuits in the MIO is
> quite complex and difficult, to say the least, to troubleshoot. There's
> diagnostic software for the MIO that runs on a Spartados X style cartridge
> but has no documentation on how to use it.
>
> If you still operate a MIO, make sure that thing get's plenty of cooling.
> The heat damage alone from the MIO's own power supply is enough to create
> plenty of heat stress on the circuit board to eventually cause minor
> fractures in circuit traces and take out something like the SCSI interface
> or memory circuits.
>
> At least the Blackbox is easier to repair when it goes bad and has support
> for MIO formatted hard drives.
>
> Too bad fTE didn't see thru on the project of a MIO2. A redesign of the
> MIO using FPGA technology would have been a significant improvement (use
> SIMM's instead, 80 column video, IDE support). And I know, too bad fTE
> didn't see thru on a lot of other things. But that's already been
> discussed many times before.
>
> Glenn
>
>

I've not seen any MIO's break, other than for minor problems with Cables.
As these things age, Componet failure will be more common.

Overheating can be a problem, but a simple Fan upgrade fixes that.

I've never owned a BlackBox before, I started to buy one once, the main
reason I didn't was that it didn't come in a case. I think you had to pay
quite
abit extra just for the case when they first came out. I had the MIO, with
hard
drives and it worked well for me. Even had Diamond GOS running on the Hard
drive with a mouse, similar to a ST, but too slow to really use.

Both have there good and bad points.
phantomm@bellsouth.net

6701. Re: ATASCII viewer for windows

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 02:27:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1148005676.536113.243010@g10g2000cwb.googlegroups.com>
Source record: 6758

lbaeza@usa.net wrote:
> Hi
>
> You cheated: you googled it! :-P
>
> Thanks for those links, Steve.
>
> Anyway, I am trying to reproduce this kind of labels:
>
> http://img.photobucket.com/albums/v660/lbaeza/Atari/disk-labels.jpg
>
> Will the fonts provided by Steve do that wide letters, those that use
> the space of two normal letters?
>

I'd say no and any manipulating you do using those fonts won't get that effect either.

I remember that printing mode on dot-matrix printers. Basically each vertical column of the matrix was printed twice giving the double wide, bold, look.

Check that revised link and follow where it leads. Perhaps someone produced the double wide font, somewhere.

You might also try a search for emulated printers vs just reproduced fonts. Perhaps a virtual printer program exists that simulates the actual print modes.

Regards,

Steve Sheppard

6702. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 02:36:33 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <E7abg.74674$fd.40178@read2.cgocable.net>
Source record: 6759

phantomm wrote:

>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:XfNag.37577$Hk1.5708@read1.cgocable.net...
>> phantomm wrote:
>>
>>>
>>> Back when ICD came out with the ICD Multi I/O (MIO),
>>> memory chips were fairly expensive.
>>>
>>> The MIO was offered in 256K and 1 Meg versions.
>>>
>>> I wonder what the limit of Memory is for the MIO?
>>>
>>> Could a 2meg, 4meg, or larger version have been made or is
>>> 1meg the limit?
>>>
>>> phantomm@bellsouth.net
>>
>> I would imagine that upgrading the memory in an MIO would be just as
>> simple
>> or as complex as upgrading the memory in any computing device.
>> Although, there remains the question as to why you would want to.
>>
>> The memory in an MIO served as either a print buffer or a RAM disk. One
>> would suppose that both the 256K and 1024K configurations would have been
>> more than sufficient for these purposes. After all, there is only so
>> much
>> material that an 8-bit Atari can output to a print device, and only so
>> much
>> data that an 8-bit Atari can have in a RAM disk before losing the
>> practicality aspect. One could probably reasonably suppose that the
>> 1024K
>> configuration was overkill at the time of the MIO's release.
>>
>> Today, with SCSI hard drives being so abundant and cheap, and with the
>> recognition that many current Atari 8-bit users have upgraded the memory
>> in
>> their machines, there remains little reason or need to upgrade the memory
>> in a device like the MIO. Indeed, it is quite probable that the folks
>> at Computer Software Services accepted this reality while designing the
>> Blackbox. The Blackbox, as you may know, has very little onboard memory
>> and many Atari 8-bit users believe the Blackbox to be the better

>> alternative to ICD's MIO.
>>
>
> In short, I can see quite a few reasons for increasing the memory in the
> MIO.
> One is for storage of large files that are not Atari 8-bit. One could move
> files
> from a different platform into the MIOs memory using a null modem cable or
> etc.
>
> Also, One can run a entire BBS such as Express in Memory while only using
> the
> hard drive for file storage. With enough memory, some files could be
> stored in
> memory.
>
> There are other uses as well.
>
> The BlackBox is good, it does have better hard drive support.
>
> phantomm@bellsouth.net

I really don't want to poo poo your idea, but why would you want to move large files from another platform on to your MIO? Unless I'm totally missing the boat here, I can't see any practical reason for doing so.

The BBS idea, I will admit, is practical, but what kind of a BBS would you be running on an Atari 8-bit where the support files would exceed one megabyte? And with hard drives being so cheap and plentiful, the speed difference between a hard drive and a RAM disk, at least on an 8-bit Atari computer, would be negligible.

I'm not saying that it can't be done, I'm just saying that, in my opinion, the benefit to doing so would be marginal.

By the way, a null modem cable wouldn't give you much throughput, at least not enough that you'd notice a difference in speed between a hard drive and RAM.

--
--
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Website: http://sarnia.selfip.org

6703. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 02:40:53 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <lbabg.39112$Hk1.37581@read1.cgocable.net>
Source record: 6760

phantomm wrote:

>
> "Tom Tom" <sometomtom@tomtom.com> wrote in message
> news:n40bg.6022$343.4849@trnddc06...
>> And when MIO's break, they break hard. The memory circuits in the MIO is
>> quite complex and difficult, to say the least, to troubleshoot. There's
>> diagnostic software for the MIO that runs on a Spartados X style
>> cartridge but has no documentation on how to use it.
>>
>> If you still operate a MIO, make sure that thing get's plenty of cooling.
>> The heat damage alone from the MIO's own power supply is enough to create
>> plenty of heat stress on the circuit board to eventually cause minor
>> fractures in circuit traces and take out something like the SCSI
>> interface or memory circuits.
>>
>> At least the Blackbox is easier to repair when it goes bad and has
>> support for MIO formatted hard drives.
>>
>> Too bad fTE didn't see thru on the project of a MIO2. A redesign of the
>> MIO using FPGA technology would have been a significant improvement (use
>> SIMM's instead, 80 column video, IDE support). And I know, too bad fTE
>> didn't see thru on a lot of other things. But that's already been
>> discussed many times before.
>>
>> Glenn
>>
>>
>
> I've not seen any MIO's break, other than for minor problems with Cables.
> As these things age, Componet failure will be more common.
>
> Overheating can be a problem, but a simple Fan upgrade fixes that.
>
> I've never owned a BlackBox before, I started to buy one once, the main
> reason I didn't was that it didn't come in a case. I think you had to pay
> quite
> abit extra just for the case when they first came out. I had the MIO,
> with hard
> drives and it worked well for me. Even had Diamond GOS running on the Hard
> drive with a mouse, similar to a ST, but too slow to really use.
>
> Both have there good and bad points.
> phantomm@bellsouth.net

I seem to recall the ICD MIO's being ripe with problems when they were released. I had considered purchasing one, but the owner of the closest Atari retailer talked me out of it. It seems that the bulk of the MIO's that he had received from ICD were problematic and prone to failure.

I can see that you have had no problems with your MIO, so that's a good thing I suppose. I would really suggest that you upgrade the memory in Atari computer as opposed to the memory in your MIO. Either that, or get a bigger and/or faster hard drive.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6704. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 05:25:52 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <BFcbg.88197$5Z.19973@dukeread02>
Source record: 6761

For my BBS, the reason for putting the support files in the ramdisk was seek time. You start loading a lot of small text files and command files on a scsi 20mb hard drive and you'll see why accessing from RAM is the way to go. Plus back in the day if your computer died, reboot and you still have everything in resident memory.

Thomas

"AlbaClause" <you@cogeco.ca> wrote in message
news:E7abg.74674$fd.40178@read2.cgocable.net...
> phantomm wrote:
>
>>
>> "AlbaClause" <you@cogeco.ca> wrote in message
>> news:XfNag.37577$Hk1.5708@read1.cgocable.net...
>>> phantomm wrote:
>>>
>>>>
>>>> Back when ICD came out with the ICD Multi I/O (MIO),
>>>> memory chips were fairly expensive.
>>>>
>>>> The MIO was offered in 256K and 1 Meg versions.
>>>>
>>>> I wonder what the limit of Memory is for the MIO?
>>>>
>>>> Could a 2meg, 4meg, or larger version have been made or is
>>>> 1meg the limit?
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>>>> phantomm@bellsouth.net
>>>
>>> I would imagine that upgrading the memory in an MIO would be just as
>>> simple
>>> or as complex as upgrading the memory in any computing device.
>>> Although, there remains the question as to why you would want to.
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>>> The memory in an MIO served as either a print buffer or a RAM disk.
>>> One
>>> would suppose that both the 256K and 1024K configurations would have
>>> been
>>> more than sufficient for these purposes. After all, there is only so
>>> much
>>> material that an 8-bit Atari can output to a print device, and only so
>>> much
>>> data that an 8-bit Atari can have in a RAM disk before losing the
>>> practicality aspect. One could probably reasonably suppose that the

>>> 1024K
>>> configuration was overkill at the time of the MIO's release.
>>>
>>> Today, with SCSI hard drives being so abundant and cheap, and with the
>>> recognition that many current Atari 8-bit users have upgraded the memory
>>> in
>>> their machines, there remains little reason or need to upgrade the
>>> memory
>>> in a device like the MIO. Indeed, it is quite probable that the folks
>>> at Computer Software Services accepted this reality while designing the
>>> Blackbox. The Blackbox, as you may know, has very little onboard
>>> memory
>>> and many Atari 8-bit users believe the Blackbox to be the better
>>> alternative to ICD's MIO.
>>>
>>
>> In short, I can see quite a few reasons for increasing the memory in the
>> MIO.
>> One is for storage of large files that are not Atari 8-bit. One could
>> move
>> files
>> from a different platform into the MIOs memory using a null modem cable
>> or
>> etc.
>>
>> Also, One can run a entire BBS such as Express in Memory while only using
>> the
>> hard drive for file storage. With enough memory, some files could be
>> stored in
>> memory.
>>
>> There are other uses as well.
>>
>> The BlackBox is good, it does have better hard drive support.
>>
>> phantomm@bellsouth.net
>
> I really don't want to poo poo your idea, but why would you want to move
> large files from another platform on to your MIO? Unless I'm totally
> missing the boat here, I can't see any practical reason for doing so.
>
> The BBS idea, I will admit, is practical, but what kind of a BBS would you
> be running on an Atari 8-bit where the support files would exceed one
> megabyte? And with hard drives being so cheap and plentiful, the speed
> difference between a hard drive and a RAM disk, at least on an 8-bit Atari
> computer, would be negligible.
>
> I'm not saying that it can't be done, I'm just saying that, in my opinion,
> the benefit to doing so would be marginal.
>

> By the way, a null modem cable wouldn't give you much throughput, at least
> not enough that you'd notice a difference in speed between a hard drive
> and
> RAM.
>
> --
> --
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> Website: http://sarnia.selfip.org

6705. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 06:32:45 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <3Bdbg.39116$Hk1.26948@read1.cgocable.net>
Source record: 6762

Docrotcod wrote:

> For my BBS, the reason for putting the support files in the ramdisk was
> seek
> time. You start loading a lot of small text files and command files on a
> scsi 20mb hard drive and you'll see why accessing from RAM is the way to
> go. Plus back in the day if your computer died, reboot and you still have
> everything in resident memory.
>
> Thomas

This is true, but do you have 1MB of BBS files on your MIO? I mean, Atari
8-bit files are tiny and you can fit an awful lot in a 1MB RAM disk.
--
--
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6706. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 06:50:50 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <fVdbg.88205$5Z.62952@dukeread02>
Source record: 6763

Mine has a 256mb ramdisk. But I could see how you could utilize that much space. If you've ever ran Pro! you'd understand - lots and lots of files.

Thomas

"AlbaClause" <you@cogeco.ca> wrote in message news:3Bdbg.39116$Hk1.26948@read1.cgocable.net...
> Docrotcod wrote:
>
>> For my BBS, the reason for putting the support files in the ramdisk was
>> seek
>> time. You start loading a lot of small text files and command files on a
>> scsi 20mb hard drive and you'll see why accessing from RAM is the way to
>> go. Plus back in the day if your computer died, reboot and you still have
>> everything in resident memory.
>>
>> Thomas
>
> This is true, but do you have 1MB of BBS files on your MIO? I mean,
> Atari
> 8-bit files are tiny and you can fit an awful lot in a 1MB RAM disk.
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

6707. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 12:40:56 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.12.40.56.804166@charter.net>
Source record: 6764

On Fri, 19 May 2006 00:25:52 -0500, Docrotcod wrote:

> For my BBS, the reason for putting the support files in the ramdisk was seek
> time. You start loading a lot of small text files and command files on a
> scsi 20mb hard drive and you'll see why accessing from RAM is the way to go.
> Plus back in the day if your computer died, reboot and you still have
> everything in resident memory.
>
> Thomas

Been a long time since I actually <cough> read the BBS Express manual, but
I believe it even recommends using a RAM disk for this...not sure about
other BBS software, although I'd imagine it would be similiar.

--
_/_/_/

6708. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 12:43:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.12.43.01.629155@charter.net>
Source record: 6765

On Fri, 19 May 2006 01:50:50 -0500, Docrotcod wrote:

> Mine has a 256mb ramdisk. But I could see how you could utilize that much
> space. If you've ever ran Pro! you'd understand - lots and lots of files.

Absolutely, and then throw in stuff like ANSI support...it can get real
crowded, real fast, even on my 4 meg ST.

--
_/_/_/

6709. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 12:44:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.12.44.42.602731@charter.net>
Source record: 6766

On Fri, 19 May 2006 01:50:50 -0500, Docrotcod wrote:

> Mine has a 256mb ramdisk. But I could see how you could utilize that much
> space. If you've ever ran Pro! you'd understand - lots and lots of files.

BTW, did you mean 256mb, or 256k? Just curious...

--
_/_/_/

6710. Re: ICD MIO Memory

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 13:14:52 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <hxjbg.89729$5Z.50748@dukeread02>
Source record: 6767

It was late!;) 256k

Thomas

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.05.19.12.44.42.602731@charter.net...
> On Fri, 19 May 2006 01:50:50 -0500, Docrotcod wrote:
>
>> Mine has a 256mb ramdisk. But I could see how you could utilize that
>> much
>> space. If you've ever ran Pro! you'd understand - lots and lots of
>> files.
>
> BTW, did you mean 256mb, or 256k? Just curious...
>
> --
> _/_/_/_

6711. Final Frontier 2 - player slots still open!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-19 14:15:21 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.19.14.15.21.19152@charter.net>
Source record: 6768

Folks, we've got 13 player slots left in Final Frontier 2. The game is progressing slowly, so it will probably extend into next month. So I'll add another $25 for a total of $50 then, as the cash prize for the winner.

Watch out for the Satharians! (computer AI). They've already found me twice in the deep recessess of space and slagged me. (curse them and consign them to the netherworlds!). :)

--
_/_/_/

6712. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 01:20:38 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <446e9a62369b61@comcast.net>
Source record: 6769

>As these drives are getting old now, is it worth arranging extra cooling,
>would it be possible to run a small 40mm fan from the intrenal power without
>causing problems ? Where would you take the power from ? Any thoughts?
>ideas? not worth the bother?
>
>thanks

Hey if you can do it, then do it. I am not sure if it is needed, but it could
not hurt.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6713. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 09:36:04 UTC
From: Brad Rogers <brad@fineby.me.uk>
Message-ID: <pan.2006.05.20.09.36.04.930992@fineby.me.uk>
Source record: 6770

On Sat, 20 May 2006 05:20:38 +0400, Edward S. Baiz Jr. wrote:

>>As these drives are getting old now, is it worth arranging extra cooling,
> Hey if you can do it, then do it. I am not sure if it is needed, but it could
> not hurt.

Use some form of particle filter, though. Dust etc. can cause havoc with
electronics.

--
Regards _
/) "The blindingly obvious is
/ _)rad never immediately apparent"

6714. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 11:42:39 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <PgDbg.583$435.575@newsfe4-gui.ntli.net>
Source record: 6771

I don't think a 1050 needs a fan at all.

Electrolytics dry out over time, they're just a known problem that you will have to replace them every so often as part of servicing.

Fans will wear out, be noisy, and force dusty air into your drive. So they might be counter-productive.

As was mentioned, the PSU generates most of the heat so you could use an external PC PSU.

Personally I would replace the linear regulators (7812,7805) with small switch mode PSU chips. These would be small, cool, reliable and silent.

Or fit a 1Gbyte SD card interface. ;->

6715. Hyper+XF English Docs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 12:30:44 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148128244.149032.76660@i39g2000cwa.googlegroups.com>
Source record: 6772

The only English docs that I can find for the Hyper+XF mod are a
BabelFish translation. Certainly a lot better than no translation, but
is anyone aware of a "tweaked" English version?
Also, something that I can't find in the docs is the optimum sector
interleve. Same as a Doubler -- interleve of 9 in double density
(IIRC)? The Black Box handles many of the details automatically, but
using this with the MyIDE O/S, some of these details must be handled
manually, such as formatting with high speed skew. Thanks, Larry

6716. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 12:57:56 UTC
From: Matthias Reichl <usenet-200605@hias.horus.com>
Message-ID: <slrne6u4ik.1sl.usenet-200605@camel.hias.horus.com>
Source record: 6773

On Sat, 20 May 2006 11:42:39 GMT, Kryten wrote:
> Electrolytics dry out over time, they're just a known problem that you will
> have to replace them every so often as part of servicing.

Yes, but high temperature will drastically reduce the lifetime. Just
have a look at the datasheet of a standard 85ï¿œC cap. At 40ï¿œC the
lifetime is usually specified at some 50000-70000 hours. At 85ï¿œC
it's only 2000-5000 hours.

> Personally I would replace the linear regulators (7812,7805) with small
> switch mode PSU chips. These would be small, cool, reliable and silent.

Drop-in replacements for 78xx aren't too easy to get and usually also
quite expensive (although, if you manage to get them, this is a very
simple solution).

Building a step-down voltage regulator by yourself (i.e. use one of
the standard switcher ICs plus external coil & cap) is too complicated
if you don't have the experience and the right equipment. You'll need
at least a scope (to check if there's no ripple coming out of the
circuit that might interfere eg. with the read/write head amplifier)
and also the experience to buy the right parts (you need a cap that's
suitable for use in switch-mode power supplies and can stand the high
ripple current, otherwise it might just blow up).

OTOH: desoldering the 78xxs and running three wires (+12V, +5V, GND)
from an external (PC) power supply into the 1050 is a very simple
thing and you don't need special equipment, except a soldering
iron :-)

so long,

Hias

6717. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 14:43:44 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <AWFbg.4506$x4.3917@newsread3.news.pas.earthlink.net>
Source record: 6774

Matthias Reichl wrote:
> On Sat, 20 May 2006 11:42:39 GMT, Kryten wrote:
>
>>Electrolytics dry out over time, they're just a known problem that you will
>>have to replace them every so often as part of servicing.
>
>
> Yes, but high temperature will drastically reduce the lifetime. Just
> have a look at the datasheet of a standard 85ï¿œC cap. At 40ï¿œC the
> lifetime is usually specified at some 50000-70000 hours. At 85ï¿œC
> it's only 2000-5000 hours.

Probably 90% of the problems with 1050s are the voltage doubler<as I
think you mentioned>

Atari was apparently aware of it. On latter models of 1050 they mounted
the diodes ~1/2" above the board with extra lead bent out to isolate the
heat a little better. I seem to recall replacing the diodes with bigger
~3 amp ones which created some problems of its own: The leads were so
big they wouldn't fit through the PC board w/o trimming.

I think if I were to repair one now I would just use ~ 1/4" wide copper
strips with the end cut down to fit through the PC board, then mount the
diodes on those off the board.

BTW: You probably don't need to circulate fresh air into the enclosure
to get cooling. Since the heat mostly comes from the voltage doubler
circuit, just circulating the air inside the case is probably enough.
>
>
>>Personally I would replace the linear regulators (7812,7805) with small
>>switch mode PSU chips. These would be small, cool, reliable and silent.
>
>
> Drop-in replacements for 78xx aren't too easy to get and usually also
> quite expensive (although, if you manage to get them, this is a very
> simple solution).

Funny thing is even the regulator Atari liked to use, 7812T 1.5 amp, is
not a real standard part you find at Radio Shack either.
>
> Building a step-down voltage regulator by yourself (i.e. use one of
> the standard switcher ICs plus external coil & cap) is too complicated
> if you don't have the experience and the right equipment. You'll need
> at least a scope (to check if there's no ripple coming out of the
> circuit that might interfere eg. with the read/write head amplifier)

> and also the experience to buy the right parts (you need a cap that's
> suitable for use in switch-mode power supplies and can stand the high
> ripple current, otherwise it might just blow up).

The 12VDC is just for the motor. I've seen older designs that don't even
have a regulator on the motor power supply. Sometimes I really wonder if
Atari really needed the whole voltage doubler circuit or if they
should have just used a simple circuit with just a full wave bridge and cap.

6718. DD Interleave of 6

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 15:00:14 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148137213.932428.192480@i39g2000cwa.googlegroups.com>
Source record: 6775

I'm trying to experimentally detrmine the fastest double density interleave that the Hyper+XF 3.5" will accept without "missing" sectors. So far, I've used 8 and 7. I found that 7 is actually the UltraSkew interleave listed in the US Doubler docs. 7 is faster than 8, so I'd like to try 6. Does anyone know how an interleave of 6 is ordered? Or better yet, an algorithm to generate a given interleave? Thanks, Larry

6719. Re: Hyper+XF English Docs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 22:43:04 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-452FA1.00430421052006@azure.qinip.net>
Source record: 6776

Howdy Larry

In article <1148128244.149032.76660@i39g2000cwa.googlegroups.com>,
"Larry" <LLppwhite@earthlink.net> wrote:

> The only English docs that I can find for the Hyper+XF mod are a
> BabelFish translation. Certainly a lot better than no translation, but
> is anyone aware of a "tweaked" English version?
> Also, something that I can't find in the docs is the optimum sector
> interleve. Same as a Doubler -- interleve of 9 in double density
> (IIRC)? The Black Box handles many of the details automatically, but
> using this with the MyIDE O/S, some of these details must be handled
> manually, such as formatting with high speed skew. Thanks, Larry

Do you mean "interleave" or do you mean "high speed index".

CU Mathy

6720. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-20 23:31:42 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <yFNbg.708$435.106@newsfe4-gui.ntli.net>
Source record: 6777

"Matthias Reichl" <usenet-200605@hias.horus.com> wrote in message
news:slrne6u4ik.1sl.usenet-200605@camel.hias.horus.com...

> Yes, but high temperature will drastically reduce the lifetime.

I was aware of that.

> Building a step-down voltage regulator by yourself (i.e. use one of
> the standard switcher ICs plus external coil & cap) is too complicated

No it isn't.

> You'll need
> at least a scope (to check if there's no ripple coming out of the
> circuit that might interfere eg. with the read/write head amplifier)
> and also the experience to buy the right parts (you need a cap that's
> suitable for use in switch-mode power supplies and can stand the high
> ripple current, otherwise it might just blow up).

They're not a black art any more.
If you can read the data sheet you can know what to shop for.

http://homepage.ntlworld.com/kryten_droid/projects/smpsu/smpsu.htm

6721. FA: MyIDE+Flash Cartridge for Ataril XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 01:09:09 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148173748.988012.321330@g10g2000cwb.googlegroups.com>
Source record: 6778

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815328580

6722. Re: Hyper+XF English Docs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 01:15:38 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148174138.612125.228390@j55g2000cwa.googlegroups.com>
Source record: 6779

Hi Mathy-
Interleve/Interleave. Still looking for the docs, but I found the
Doubler sector layout with seven. Then came up with my own six-sector
interleave, and it is too little. At six, the drive's response is not
smooth. Seven is as good as it gets, I think. -Larry

6723. FA: Atari 130XE Computer with two 1050 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 01:20:27 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148174427.902400.98930@j73g2000cwa.googlegroups.com>
Source record: 6780

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815331993

6724. Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 02:07:36 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <IXPbg.112403$5Z.109528@dukeread02>
Source record: 6781

Mitsumi D503 mechanism is dead. I have two 360K disk drives, Teac FD-55GFR and Weltec wi360-12. D0 is set. Teac cant read Atari Formatted disk. I use Weltec, finally read it. The most boot game disks and any DOS works fine. Test of writing and formatting are ok. But the Flight Simulator II disk boot, but it locks up. Original Conan, copy protected disk, looks scramble. I use Atari 1050, and XF551, FSII and Conan worked prefect! Any reason why Weltec doesnt work wtih FSII Boot and Conan?

Thanks!
Jack

6725. dragged out M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 02:13:19 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <PuKdnbFSU6BdUfLZRVn-ug@comcast.com>
Source record: 6782

yeah, I turned on my Atari 800xl and played a game of MULE against the computer.
I use an SIO2PC cable which is nice plus I have a video converter so I can use my PC monitor on the 800xl.

Anyway, this was one of the 1% of the time when I don't WIN. I was so annoyed that the computer mechtron beat me.
But weird events transpired during the game......unseen forces worked against me.
I usually know I'm gonna win so I play with a goal to reach 100,000 for the colony and 30,000 for me.
Stupid pirate ship, store burning down at bad times, etc.....thwarted me.
I came in 2nd by only $300 and about 28,000 total. Colony was just over 97,000.

It's one of the fun things about the game - you just don't know whats going to happen. MULE is a classic!

OK - I gotta go turn on "alternate reality" and pretend it's 1986....that'll be my personal alternate reality for the evening.

-z-

6726. Re: dragged out M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 03:02:35 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <446fd84b$0$12942$91cee783@newsreader02.highway.telekom.at>
Source record: 6783

Z.Beeblebrox wrote:

> It's one of the fun things about the game - you just don't know whats
> going to happen. MULE is a classic!

M.U.L.E.?

That game is unbelievable! (Pure Assembler.. great gameflow)

103.000 today. Got 3 Nechtrons with me... 3 to 4. I've made the 2nd
Place with 5 plots at the end. ;-) 17.000 credits - just being the food
and energy giver. Cheap prices, of course.

Best Regards,

Daniel Mandic

6727. Re: 1050 cooling

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 15:01:45 UTC
From: Matthias Reichl <usenet-200605@hias.horus.com>
Message-ID: <slrne7106p.3oq.usenet-200605@camel.hias.horus.com>
Source record: 6784

On Sat, 20 May 2006 23:31:42 GMT, Kryten wrote:
> They're not a black art any more.
> If you can read the data sheet you can know what to shop for.
>
> http://homepage.ntlworld.com/kryten_droid/projects/smpsu/smpsu.htm

I also don't think they are black art and I guess you do know what
you are doing.

But the average hobbyist doesn't have the knowledge and the
equipment (at least, that's my experience). It starts where people
are unable to fully understand the data sheet (eg to choose a
replacement part if the mentioned type is unavailable) and ends
where they try to debug a non-working circuit.

With a 78xx you can't do too much wrong, it may start oscillating
if you forget the 100nF caps and get hot, but that's about it.

For the average user without a scope switch mode PSUs will
(at least to a certain degree) always be black magic. It's next
to impossible to tell what's going wrong if he's only got a
simple voltmeter (that usually will just show garbage it you
try to measure AC at several kHz).

I really like switch mode PSUs, but I see too many problems
for the average user to successfully build them on their own.

so long,

Hias

6728. Re: FA: MyIDE+Flash Cartridge for Atarıl XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-21 18:26:44 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148236004.528292.301930@i39g2000cwa.googlegroups.com>
Source record: 6785

Shipping is now FREE!

Buy it Now at $70!

This auction is for a brand new MyIDE+Flash cartridge with extras.
MyIDE is a IDE hard drive controller for the old Atari 8 bit XL/XE
series computers. MyIDE+Flash is a cartridge by Atarimax that includes
a 1Mbit Flash ROM in addition to the MyIDE interface built into a
cartridge. A standard hard drive can be used with this, or you can use
a CF card with an adaptor. This listing includes the adaptor and a
64MB CF card.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815328580

Thanks,

Tom

6729. SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 01:05:35 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <k9Cdnb-f_43Ik-zZnZ2dnUVZ_vadnZ2d@comcast.com>
Source record: 6786

I started playing with SpartaDOS last night with MyIDE. Finding the files and crap I needed to set it up was daunting, to say the least since Mr. A took all his files down.

Anyways, I require a little help here. How the Hell do I parse the SD command line? I have scoured every place I can think of to find info on it, and I can't find any kind anything other than scarce mentions of the command processor itself, but not how to read the command line input from whatever program I write.

Anyone have a manual or something that says where in memory the input string is stored?

Thanks,
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6730. Memo Pad

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 02:11:17 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1148263877.230087.132990@u72g2000cwu.googlegroups.com>
Source record: 6787

Hello,

I had started an ATASCII editor for Windows a few years ago and then
got occupied with other things. After seeing Lee's ATASCII viewer I
was inspired to go back to mine. Mine still does not have editing
ability but it is able to view and convert end-of-line characters.

I call it Memo Pad and you can download the first release here:
http://joyfulcoder.com/software/memopad/

Thanks,
Eric

6731. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 02:12:35 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <s69cg.19984$XV5.3879@fed1read10>
Source record: 6788

"David Bowden" <nospam@spamsux.org> wrote in message
news:k9Cdnb-f_43Ik-zZnZ2dnUVZ_vadnZ2d@comcast.com...
>I started playing with SpartaDOS last night with MyIDE. Finding the files
>and crap I needed to set it up was daunting, to say the least since Mr. A
>took all his files down.
>
> Anyways, I require a little help here. How the Hell do I parse the SD
> command line? I have scoured every place I can think of to find info on
> it, and I can't find any kind anything other than scarce mentions of the
> command processor itself, but not how to read the command line input from
> whatever program I write.
>
> Anyone have a manual or something that says where in memory the input
> string is stored?
>
> Thanks,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>
Hi the Manual:

SpartaDOS User Accessible Data Table
comtab is pointed at by DOSVEC which is at peek(10).....etc..
comtab-10 through comtab+63

I think the one you are looking for is comtab+33.

There are several places www sites that has the manual in html.
http://ftp.pigwa.net/stuff/collections/atari_forever/Ksiazki/SpartaDOS%20X%20-%20manual.pd
f
PDF format and you may have to copy paste this addy..
http://www.celebritybase.net/atari8/SpartaDOSXManual/

and page #
http://www.celebritybase.net/atari8/SpartaDOSXManual/User_Data_Table_Programming_pp_06-16.
shtml

RoyE

6732. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 02:18:54 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <T89cg.75573$fd.56674@read2.cgocable.net>
Source record: 6789

David Bowden wrote:

> I started playing with SpartaDOS last night with MyIDE. Finding the files
> and crap I needed to set it up was daunting, to say the least since Mr. A
> took all his files down.
>
> Anyways, I require a little help here. How the Hell do I parse the SD
> command line? I have scoured every place I can think of to find info on
> it, and I can't find any kind anything other than scarce mentions of the
> command processor itself, but not how to read the command line input from
> whatever program I write.
>
> Anyone have a manual or something that says where in memory the input
> string is stored?
>
> Thanks,

What is it that you want to do?

You want to retrieve the string you entered at the SpartaDOS prompt from
another app? Why?

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6733. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 02:19:09 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <Bc9cg.19986$XV5.18050@fed1read10>
Source record: 6790

"David Bowden" <nospam@spamsux.org> wrote in message
news:k9Cdnb-f_43Ik-zZnZ2dnUVZ_vadnZ2d@comcast.com...
>I started playing with SpartaDOS last night with MyIDE. Finding the files
>and crap I needed to set it up was daunting, to say the least since Mr. A
>took all his files down.
>
> Anyways, I require a little help here. How the Hell do I parse the SD
> command line? I have scoured every place I can think of to find info on
> it, and I can't find any kind anything other than scarce mentions of the
> command processor itself, but not how to read the command line input from
> whatever program I write.
>
> Anyone have a manual or something that says where in memory the input
> string is stored?
>
> Thanks,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>
Hi again:

Also if you can't get to the www sites this might help:
From a web site:

The following assembly language program demonstrates one way to read
the SpartaDOS command line. It simply echoes the command line with the drive
specifications added or translated as necessary. It resets BUFOFF to 0 so
that the name of the command is printed, too.

```
; CIO and IOCB equates
ciov .equ $E456
iccom .equ $0342
icbal .equ $0344
icbah .equ $0345
icbll .equ $0348
icblh .equ $0349
write .equ $09
; SpartaDOS equates
comtab .equ 10
```

```
zcrname .equ 3
bufoff .equ 10
comfnam .equ 33
; The program.
*=$4000 ; or wherever.
init ; patches our crunch routine to
ldy #zcrname+2 ; be the same as the COMTAB one.
ldx #2
loop1
lda (comtab),y
sta crunch,x
dey
dex
bpl loop1
; zero BUFOFF
lda #0
ldy #bufoff
sta (comtab),y
mainloop
jsr crunch ; get next command line entry.
beq exit ; quit if there are no more.
; Set up for CIO print of data at COMFNAM
ldx #0 ; IOCB #0 (E:)
lda #63 ; set buffer length for max
sta icbll,x
lda #0
sta icblh,x
lda comtab ; store COMTAB+33 at icba
clc
adc #comfnam
sta icbal,x
lda comtab+1
adc #0
sta icbah,x
lda #write ; 'print string' command
sta iccom,x
jsr ciov ; print it.
jmp mainloop
exit
rts
crunch
jmp $FFFF ; will be changed by INIT routine
*=$02E0
.word init ;run vector
```

RoyE

6734. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 02:25:54 UTC
From: stephensheppard@hotmail.com
Message-ID: <1148264754.713075.313940@38g2000cwa.googlegroups.com>
Source record: 6791

David Bowden wrote:
> I started playing with SpartaDOS last night with MyIDE. Finding the files
> and crap I needed to set it up was daunting, to say the least since Mr. A
> took all his files down.
>
> Anyways, I require a little help here. How the Hell do I parse the SD
> command line? I have scoured every place I can think of to find info on it,
> and I can't find any kind anything other than scarce mentions of the command
> processor itself, but not how to read the command line input from whatever
> program I write.
>
> Anyone have a manual or something that says where in memory the input string
> is stored?
>
> Thanks,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

I remembered seeing at Cartsten Strotmann's site some Action routines
for reading the SpartaDOS command switches Hope the routines contain
all the information that you are looking for.

http://www.strotmann.de/twiki/bin/view/APG/ActionSpartaDosParameters

Seems the routines were writen by a Bill Aycock and he cites pages
108-111 of the SDCS manual for further reference.

This all that I have ever seen on this subject.

6735. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 06:35:49 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <xK2dndWDs9gmxuzZnZ2dnUVZ_sidnZ2d@comcast.com>
Source record: 6792

"AlbaClause" <you@cogeco.ca> wrote in message
news:T89cg.75573$fd.56674@read2.cgocable.net...
> David Bowden wrote:
>
>> I started playing with SpartaDOS last night with MyIDE. Finding the files
>> and crap I needed to set it up was daunting, to say the least since Mr. A
>> took all his files down.
>>
>> Anyways, I require a little help here. How the Hell do I parse the SD
>> command line? I have scoured every place I can think of to find info on
>> it, and I can't find any kind anything other than scarce mentions of the
>> command processor itself, but not how to read the command line input from
>> whatever program I write.
>>
>> Anyone have a manual or something that says where in memory the input
>> string is stored?
>>
>> Thanks,
>
> What is it that you want to do?
>
> You want to retrieve the string you entered at the SpartaDOS prompt from
> another app? Why?

Umm... ok. When you enter a command in SpartaDOS, DOS XL, and... OS/A+ (I
think), the string gets stored somewhere in memory. Most of the time, the
only part that really matters is the first word, whether it's an internal or
external command/filename. In the case of an internal command, like, say...
DEL, MKDIR, CD, whatever, it's a command that's built into SD. In the case
of an external command/program, you can pass parameters to the program you
call from the command line if you know where in memory to look.

Most handy for writing utilities and stuff of the like.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6736. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 14:57:31 UTC
From: mage@magelair.com
Message-ID: <1148309851.776910.158260@38g2000cwa.googlegroups.com>
Source record: 6793

You can grab http://www.magelair.com/Atari%208-bit/psidisk.arc from my site. It has all the source I could salvage for my old RAMDisk program, including the SDOS.ACT file for talking to SpartaDOS (like commandline parameters). There's a few source files missing, but nothing that should be critical for your needs. I think you're just needing to see SDOS.ACT and how it's used.

6737. FA: MyIDE+Flash Cartridge for Ataril XL/XE - Price lowered!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 15:09:42 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148310582.795277.251850@j55g2000cwa.googlegroups.com>
Source record: 6794

This auction is for a brand new MyIDE+Flash cartridge with extras.
MyIDE is a IDE hard drive controller for the old Atari 8 bit XL/XE
series computers. MyIDE+Flash is a cartridge by Atarimax that includes
a 1Mbit Flash ROM in addition to the MyIDE interface built into a
cartridge. A standard hard drive can be used with this, or you can use
a CF card with an adaptor. This listing includes the adaptor and a
64MB CF card.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815328580

Now just $60 + shipping!

Thanks,

Tom

6738. 1400XL/1450XL V: Handler & 1450XLD Carmen

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 15:48:55 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <H3lcg.5047$qn2.4923@trnddc04>
Source record: 6795

Just wanted to share with the group here a document that I updated yesterday on the 1400XL/1450XL computers regarding the voice handler. John Hardie years ago (back in 1990) released a document describing how to use the voice handler on these machines. But at that time, with limited information available from Atari, there were a lot of unanswered questions about how to use it exactly.

Atari Museum (http://www.atarimuseum.com) in recent times posted scan documents from Atari's archives. In the 1400XL section of the site is a document detailing the voice handler. I recreated John's original document and added an addendum based on this new information. You can find the new document on my website (http://members.fortunecity.com/atarishowroom/) in the 1400XL section under SELFTEST & SPEECH.

Also recently unearthed is information on one of the MMU gate array's used in the TONG version of the 1450XLD. Curt Vendel of Atari Museum unearthed a document on Carmen (MMU gate array B). The document has the boolean logic formulas that explain the inner workings of this chip. Now if the document can be found on the other chip (MMU gate array C) then replacements of these chips could easily be designed. This document and others can be found in the 1450XLD section of Atari Museum.

Enjoy.

Glenn

6739. FA: Atarimax MyIDE+Flash Cartridge, 64MB CF Card, IDE<>CF Adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 19:47:33 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148327253.494489.262410@j73g2000cwa.googlegroups.com>
Source record: 6796

OK, this listing has been revised for the last time. I no longer need the money as desperately so I have restored the original price, but I have also allowed different payment options and allowed international shipping.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815328580

Thanks,

Tom

6740. Re: FA: Atarimax MyIDE+Flash Cartridge, 64MB CF Card, IDE<>CF Adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 22:00:52 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <owqcg.30233$YI5.29446@tornado.ohiordc.rr.com>
Source record: 6797

Tom Watt wrote:

> comp.sys.atari.8bit
> OK, this listing has been revised for the last time. I no longer need
> the money as desperately so I have restored the original price, but I
> have also allowed different payment options and allowed international
> shipping.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=8815328580
>
> Thanks,
>
> Tom

So I think we are all curious why you are selling everything
you just got?

Charlie

6741. Re: FA: Atarimax MyIDE+Flash Cartridge, 64MB CF Card, IDE<>CF Adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-22 22:05:34 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148335533.944071.110300@i39g2000cwa.googlegroups.com>
Source record: 6698

Just needed the money. I've already sold almost everything off, so why keep bits and pieces? Just wasn't meant to be. Besides, I am doing what I want in Atari800Win.

6742. Re: FA: Atarimax MyIDE+Flash Cartridge, 64MB CF Card, IDE<>CF Adaptor

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-23 01:06:41 UTC
From: Tom Watt <tom@wattservices.com>
Message-ID: <1148346401.727816.29420@j73g2000cwa.googlegroups.com>
Source record: 6699

Everything is sold now!

Thanks,

Tom

6743. Re: Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-23 09:46:12 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148377572.265467.146170@j73g2000cwa.googlegroups.com>
Source record: 6700

Are you sure that this is the correct Weltec model number, and likewise
that it really is a 360K drive? The Teac model that you list is a 1.2
drive (not 360K). A 1.2 drive may give problems due to its R/W head
being narrower. Other than that, I could only suspect alignment issues
on copy-protected disks. -Larry

6744. 'AFTL-FAQ' .....PEDOPHILE TERRY ORTMAN HEADED TO JAIL!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-23 20:17:41 UTC
From: GLENN CHARTRAND <desireecousteau2001@yahoo.ca>
Message-ID: <1148415460.945585.170030@g10g2000cwb.googlegroups.com>
Source record: 6701

CONVICTED CHILD PORNOGRAPHER & REGISTERED SEXUAL OFFENDER (PEDOPHILE STATUS) TERRY ORTMAN HAD HIS PROBATION REVOKED TODAY IN DECATUR, ILLINOIS FOR BREAKING HIS TERMS OF PROBATION ON HIS CHILD PORNOGRAPHY CONVICTIONS.

CONVICT TERRY ORTMAN IS PRESENTLY JAILED IN THE MACON COUNTY JAIL IN DECATUR ILLINOIS & WILL BE SENTENCED IN MID - JUNE.....HE'LL PROBABLY BE SENTENCED TO SERVE OUT THE REMAING TIME OF HIS 2 YEAR PROBATION TERM AT THE JOLIET STATE PRISON IN JOLIET, ILLINOIS.

AS A PART HISTORY LESSON.....TERRY ORTMAN OF DECATUR, ILLINOIS HAS BEEN HAUNTING 'USENET' & THE INTERNET FOR OVER 15 YEARS.....SCAMMING, STEALING, CHEATING PEOPLE WORLDWIDE & THEN BERATAING THEM WITH HIS INSANE RANTS.....WHICH GAVE THE ENGLISH LANGUAGE THE WORD 'ORTRANT'!

HIS MEGLOMANIAC 'AFTL-FAQ' IS POSTED MONTHLY (THE PREVIOUS POSTING) & READS LIKE A HIT LIST THAT HITLER & GOEBELS WOULD OF BEEN PROUD OF.....EXCEPT THAT OL' TERRY ORTMAN IS DOING HIS STRUTTING IN PRISON!

LISTED BELOW IS THE OFFICIAL COURT RECORD FROM THE MACON COUNTY COURT HOUSE DATED AS OF MAY 23, 2006.....IN CASE TERRY ORTMAN EVER DISPUTES TGHE FACTS WITH HIS TWISTED 'ORTFACTS'.....READ & ENJOY!

01/27/06
People present by Assistant State's Attorney Elizabeth Dobson.

01/27/06
Defendant present with Attorney David Massey.

01/27/06
The parties present an agreement to the Court for a sentence.

01/27/06
Concurrence by the Court in the negotiations.

01/27/06
The Defendant is placed on probation for a period of

01/27/06
24_months under the usual rules and conditions and with any

01/27/06
special conditions as outlined in the Certificate of Conditions.

01/27/06
Defendant is to participate in the treatment as recommended in the

01/27/06
assessment. Defendant is to forfeit various items seized.

01/27/06
Forfeiture Order entered and filed.

01/27/06
Pursuant to Public Act 92-0829, the Defendant is ordered to submit

01/27/06
to_DNA testing and a statutory fee of $200 is imposed.

01/27/06
Pursuant to 725 ILCS 5/110-7(f), the Clerk of the Court shall apply

01/27/06
the bail bond deposit (if any) to satisfy the fines, court costs,

01/27/06
restitution and fees of the Defendant's attorney (if any) in this

01/27/06
case and all other Macon County cases, and thereafter return the

01/27/06
remaining balance (if any) to Defendant at address on bond.

01/27/06
Certificate of Conditions entered and filed.

01/27/06
Defendant is directed to report to the Probation Office this date.

01/27/06
Defendant admonished as to the right to appeal.

01/27/06

02/01/06
Illinois Sex Offender Registration Act Notification Form on file cc

02/01/06

04/03/06
First Peititon filing Violation of Probation filed this date.

04/03/06
Cuase allotted for arraignment on Violation.

04/03/06
Disposition hrg set for 4/18/2006 at 01:30 in courtroom 5A.

04/03/06
Probation to give notice.

04/03/06

04/03/06
Notice of Arraignment on Petition Charging Violation of Probation

04/03/06
with Certificate of Service cc

04/03/06

04/03/06

04/18/06
People present by Assistant State's Attorney, Duane Deters.

04/18/06
Defendant present with Attorney, Mr. Massey.

04/18/06
Defendant denies the allegation of First Petition.

04/18/06
Cause allotted for hearing on violation.

04/18/06
Probation/CS/viol set for 5/23/2006 at 01:30 in courtroom 5A.

04/18/06

04/25/06
Re: JUSTIN SIDERS

04/25/06
Notice of Hearing with Certificate of Service on file. (cc)

04/25/06

05/05/06
Re: Justin Siders

05/05/06
Subpoena on file with service on 5/3/06 .(cc)

05/05/06

05/23/06
People present by Assistant State's Attorney, Elizabeth Dobson.

05/23/06
Defendant present with Attorney, Dave Massey.

05/23/06
Cause called for hearing on the First Petition Charging Violation

05/23/06
of_Probation. Evidence and arguments heard.

05/23/06
Finding by the Court that the State has proven the allegations in

05/23/06
the Petition Charging Violation of Probation by a perponderance of

05/23/06
the evidence. Probation Revoked.

05/23/06
Probation office is directed to prepare a Updated Pre-Sentence
Report.

05/23/06
Defendant is directed to report to the Probation Office this date.

05/23/06
Sentencing hearing set for 6/20/2006 at 01:30 in courtroom 5A.

05/23/06

Top

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6745. Re: 1400XL/1450XL V: Handler & 1450XLD Carmen

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-23 20:27:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20060523212744.4084A@ilba14195.www.blueyonder.co.uk>
Source record: 6702

I'm just glad I viewed it in a semi-safe browser. More pops and attempts at downloading code than you could wave a stick at. Total nightmare.

Iain

6746. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-24 02:27:46 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <CwPcg.80448$H71.76269@newssvr13.news.prodigy.com>
Source record: 6703

Uhmm... Dave.
I sent e-mail to you at comcast.net.
..

"David Bowden" <nospam@spamsux.org> wrote in message
news:xK2dndWDs9gmxuzZnZ2dnUVZ_sidnZ2d@comcast.com...
>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:T89cg.75573$fd.56674@read2.cgocable.net...
> > David Bowden wrote:
> >
> >> I started playing with SpartaDOS last night with MyIDE. Finding the
files
> >> and crap I needed to set it up was daunting, to say the least since Mr.
A
> >> took all his files down.
> >>
> >> Anyways, I require a little help here. How the Hell do I parse the SD
> >> command line? I have scoured every place I can think of to find info on
> >> it, and I can't find any kind anything other than scarce mentions of
the
> >> command processor itself, but not how to read the command line input
from
> >> whatever program I write.
> >>
> >> Anyone have a manual or something that says where in memory the input
> >> string is stored?
> >>
> >> Thanks,
> >
> > What is it that you want to do?
> >
> > You want to retrieve the string you entered at the SpartaDOS prompt from
> > another app? Why?
>
> Umm... ok. When you enter a command in SpartaDOS, DOS XL, and... OS/A+ (I
> think), the string gets stored somewhere in memory. Most of the time, the
> only part that really matters is the first word, whether it's an internal
or
> external command/filename. In the case of an internal command, like,
say...
> DEL, MKDIR, CD, whatever, it's a command that's built into SD. In the case
> of an external command/program, you can pass parameters to the program you
> call from the command line if you know where in memory to look.

>
> Most handy for writing utilities and stuff of the like.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>
>

6747. Re: SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-24 04:11:42 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <_e2dna5pLYFvQe7ZRVn-hA@comcast.com>
Source record: 6704

"russg" <russgilb@MUNGEsbcglobal.net> wrote in message
news:CwPcg.80448$H71.76269@newssvr13.news.prodigy.com...
> Uhmm... Dave.
> I sent e-mail to you at comcast.net.
> ..

Yeah, I got it. I just havn't had a chance to really do any reading up on it
yet. Gonna do that tomorrow. Thanks for the manual!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

6748. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-24 04:22:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1148444531@rtfm.mit.edu>
Source record: 6705
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6749. Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-24 23:04:36 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1148511876.807124.219630@j73g2000cwa.googlegroups.com>
Source record: 6706

Hi,

I have a disk that has become corrupt in a file that I need to
retrieve. I would like to retrieve it up and to the bad sector if
possible. Was there a utility that could read the tokenized basic from
the disk so I can retrieve at least part of it? It was called Basic
Recovery something and may have been in Antic, Analog or Compute!?

Any ideas?
Rory

6750. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-24 23:31:27 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <j16dg.14952$fb2.1560@newssvr27.news.prodigy.net>
Source record: 6708

<Rory.A.McMahon@MUNGEgmail.com> wrote in message > Hi,
>
> I have a disk that has become corrupt in a file that I need to
> retrieve. I would like to retrieve it up and to the bad sector if
> possible. Was there a utility that could read the tokenized basic from
> the disk so I can retrieve at least part of it? It was called Basic
> Recovery something and may have been in Antic, Analog or Compute!?
>
> Any ideas?
> Rory
OK, if it is a file on a DOS 2/2.5/MyDOS disk,
you could use Disk Wizard II to see where the
file sectors are, and which is the bad sector.
You might even be able to recover the bad sector.
Since it is a SAVEd file, it may be difficult to
retrieve just part of it.
OK, after you know which are the sectors,
you can use a program to dump sectors to
a file (I have such a utility). If you're lucky and
only one bad sector is there, you might be
able to append the two files you make.
Then, finally, there's Jindroush's pc utility
called 'chkbas' I think, that might be able to
detokenize the file.
Just some ideas.
Russg

6751. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-24 23:35:40 UTC
From: russg <russgilb@MUNGEsbcglobal.net>
Message-ID: <g56dg.14986$fb2.2528@newssvr27.news.prodigy.net>
Source record: 6707

OH, if you dump the sectors to a file(s),
you'd have to remove the bytes at the
end of the sector containing sector link
data. I forget exactly what those bytes were.
Three bytes I think. The next sector in
two bytes and another byte.
You could use a BASIC program to read
125 bytes and write them to another file,
then read and discard three bytes, and
so on, to end of file.

6752. Memory Locations of XEGS roms?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 00:57:57 UTC
From: nomorespamever@yahoo.com
Message-ID: <1148518677.411281.71160@j33g2000cwa.googlegroups.com>
Source record: 6709

Hello, i was just wondering if anyone knew the location in memory that basic (8k), the os (16k), and missile command (8k) can be found at on an Atari XEGS. i realize on the other 8-bit ataris basic can be found at A000-BFFF and the os at C000-FFFF.... is it the same for the XEGS? i've heard that the locations are different? is this true? also, does anyone know the location in memory of missile command?

i've been searching on the internet and all i could find was a book on the Atari Memory Map published in 1984, which i'm guessing is outdated since the XEGS was released well after that. so, any help would be greatly appreciated as i would like to copy my XEGS rom using my SIO2PC cable. thanks...

6753. Complete Antics Atari Magazine Set

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 02:02:30 UTC
From: DotchiAnni <dotchi@vei.net>
Message-ID: <1148522550.863542.197570@u72g2000cwu.googlegroups.com>
Source record: 6710

I have a complete set of the Atari Antic Magazine from Vol 1 No 1 to
Vol 9 No 2. I was wondering what a good askign price for this set would
be. Also accepting offers. Email me at dotchi-nospam@vei.net

Thanks
Dotchi

6754. Re: Memory Locations of XEGS roms?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 02:03:56 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <rg8dg.20572$XV5.1115@fed1read10>
Source record: 6711

<nomorespamever@yahoo.com> wrote in message
news:1148518677.411281.71160@j33g2000cwa.googlegroups.com...
> Hello, i was just wondering if anyone knew the location in memory that
> basic (8k), the os (16k), and missile command (8k) can be found at on
> an Atari XEGS. i realize on the other 8-bit ataris basic can be found
> at A000-BFFF and the os at C000-FFFF.... is it the same for the XEGS?
> i've heard that the locations are different? is this true? also, does
> anyone know the location in memory of missile command?
>
> i've been searching on the internet and all i could find was a book on
> the Atari Memory Map published in 1984, which i'm guessing is outdated
> since the XEGS was released well after that. so, any help would be
> greatly appreciated as i would like to copy my XEGS rom using my SIO2PC
> cable. thanks...
>
Hi, I have got a rom dumper for the xegs.rom. If this is your email address
I will send it.
RoyE

6755. Complete Antics Atari Magazine Set

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 03:02:24 UTC
From: DotchiAnni <dotchi@vei.net>
Message-ID: <1148522343.218487.217060@i40g2000cwc.googlegroups.com>
Source record: 6712

I have a complete set of the Atari Antic Magazine from Vol 1 No 1 to
Vol 9 No 2. I was wondering what a good askign price for this set would
be. Also accepting offers. Email me at dotchi-nospam@vei.net

Thanks
Dotchi

6756. Re: Complete Antics Atari Magazine Set

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 03:25:13 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ts9dg.33057$4L1.14860@newssvr11.news.prodigy.com>
Source record: 6713

"DotchiAnni" <dotchi@MUNGEvei.net> wrote in message >I have a complete set
of the Atari Antic Magazine from Vol 1 No 1 to
> Vol 9 No 2. I was wondering what a good askign price for this set would
> be. Also accepting offers. Email me at dotchi-nospam@vei.net
>
> Thanks
> Dotchi
That is a complete set of separate Antics, 88 or 90 of them,
not sure. There were 4 issues of Antic inserted in the last
4 issues of STart that might be included as 'Antics'. I'd guess
it is a good dollar each, for the ones after about the 15th or
20th Antic, you can probably get more for a set of the first 10,
if you sold those separately. But, Good Luck.
Complete list of Antic Magazines

Antic began publication 4/82, Volume 1, Issue 1.
They were bi-monthly for the first Volume, six issues.
Starting 4/83 (Vol. 2:1), Antic became monthly.
They published monthly until 9/89, missing only one month
(5/84), making the volume year end with April issue instead
of March issue. That's 65 consecutive monthly issues from
2:1 to 8:5.

Starting 10-11/89, Antic became bi-monthly again (issue
8:6), and were bi-monthly for only 5 issues. Volume 8 only
had 8 issues. 10-11/89 (8:6), 12-1/89-90 (8:7), 2-3/90
(8:8), 4-5/90 (9:1) and 6-7/90 (9:2), <-- the last issue of
a separate Antic. There was no 8-9/90 Antic. Then Antic was
put as a section of STart magazine for 4 issues (10, 11, 12,
1/90-91). Then STart, still with an Antic 8-bit section,
went bi-monthly for the last 2 issues (2-3/91 and 4-5/91)
then STart folded and that was the end of Antic and STart.

List of Issues/Volumes:
Vol. 1 - Six issues (4-5/82, 1:1) to 2-3/83, 1:6)
Vol. 2 - 12 issues, all monthly
4/83, 2:1 to 3/84, 2:12
Vol. 3 - 12 issues, but no 5/84, so Volume year now ends
April instead of March.
4/84, 3:1, (no 5/84), 6/84, 3:2 to 4/85, 3:12.
Vol. 4 - 12 issues, 5/85, 4:1 to 4/86, 4:12.
Vol. 5 - 12 issues, 5/86, 5:1 to 4/87, 5:12.
Vol. 6 - 12 issues, 5/87, 6:1 to 4/88, 6:12.
Vol. 7 - 12 issues, 5/88, 7:1 to 4/89, 7:12.
Vol. 8 - 8 issues.

5/89 (8:1), 6/89 (8:2), 7/89 (8:3), 8/89 (8:4),
9/89 (8:5), then bi-monthly 10-11/89 (8:6),
12-1/89-90 (8:7), 2-3/90 (8:8).
Vol. 9 - 2 issues.
4-5/90 (9:1), 6-7/90 (9:2) <-- Last issue of
separate Antic. No 8-9/90 Antic.
Then Antic was put as section of STart magazine for 4
monthly issues (10, 11, 12, 1/90-91). Then STart went
bi-monthly (2-3/91 and 4-5/91) <-- Last issue of STart with
Antic section.
That's 94 issues total, including issues in STart, 88
separate issues of Antic.

Russ Gilbert
End insert

****

6757. Re: Complete Antics Atari Magazine Set

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 03:25:14 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <us9dg.33058$4L1.32007@newssvr11.news.prodigy.com>
Source record: 6714

"DotchiAnni" <dotchi@MUNGEvei.net> wrote in message >I have a complete set
of the Atari Antic Magazine from Vol 1 No 1 to
> Vol 9 No 2. I was wondering what a good askign price for this set would
> be. Also accepting offers. Email me at dotchi-nospam@vei.net
>
> Thanks
> Dotchi
That is a complete set of separate Antics, 88 or 90 of them,
not sure. There were 4 issues of Antic inserted in the last
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it is a good dollar each, for the ones after about the 15th or
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They published monthly until 9/89, missing only one month
(5/84), making the volume year end with April issue instead
of March issue. That's 65 consecutive monthly issues from
2:1 to 8:5.

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8:6), and were bi-monthly for only 5 issues. Volume 8 only
had 8 issues. 10-11/89 (8:6), 12-1/89-90 (8:7), 2-3/90
(8:8), 4-5/90 (9:1) and 6-7/90 (9:2), <-- the last issue of
a separate Antic. There was no 8-9/90 Antic. Then Antic was
put as a section of STart magazine for 4 issues (10, 11, 12,
1/90-91). Then STart, still with an Antic 8-bit section,
went bi-monthly for the last 2 issues (2-3/91 and 4-5/91)
then STart folded and that was the end of Antic and STart.

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April instead of March.
4/84, 3:1, (no 5/84), 6/84, 3:2 to 4/85, 3:12.
Vol. 4 - 12 issues, 5/85, 4:1 to 4/86, 4:12.
Vol. 5 - 12 issues, 5/86, 5:1 to 4/87, 5:12.
Vol. 6 - 12 issues, 5/87, 6:1 to 4/88, 6:12.
Vol. 7 - 12 issues, 5/88, 7:1 to 4/89, 7:12.
Vol. 8 - 8 issues.

5/89 (8:1), 6/89 (8:2), 7/89 (8:3), 8/89 (8:4),
9/89 (8:5), then bi-monthly 10-11/89 (8:6),
12-1/89-90 (8:7), 2-3/90 (8:8).
Vol. 9 - 2 issues.
4-5/90 (9:1), 6-7/90 (9:2) <-- Last issue of
separate Antic. No 8-9/90 Antic.
Then Antic was put as section of STart magazine for 4
monthly issues (10, 11, 12, 1/90-91). Then STart went
bi-monthly (2-3/91 and 4-5/91) <-- Last issue of STart with
Antic section.
That's 94 issues total, including issues in STart, 88
separate issues of Antic.

Russ Gilbert
End insert

****

6758. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 10:25:33 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148552733.828266.291080@y43g2000cwc.googlegroups.com>
Source record: 6715

I have wished for a utility such as this several times, but I don't think you can do much with software beyond recovering/detokeninzing the file up to the bad sector. There are many Basic detokenizer programs, but any that I've seen just quit when they get to a missing section of the program. If you really want all the file, you can very likely detokenize the last part of the program by hand using the info in De Re Atari, etc. after finding the rest of the program on the disk. If you're lucky, the file is contiguous. Obviously a lot of work. If you do find a "magic bullet" won't you please post what you found? -Larry

6759. Re: New hardware for the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 16:17:21 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <IMkdg.1953$E02.516@newsb.telia.net>
Source record: 6716

"Meganerd" <ibuildstrangethings@becauseiamafreak.com> skrev i meddelandet
news:e5404n$58p$1@emma.aioe.org...
>
> I've developed a device that can detect
> human and animal farts in a room and
> analyze and classify them.
> ...
> Do you think there is a market for that?
>
> How much would you pay for such a device?

Please post more information on how the testing
has been done.

Also, does the device analyse both sound and
the chemical contents of the air?

Anders

6760. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 19:42:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605251239570.4401-100000@onyx.spiritone.com>
Source record: 6717
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6761. ALL ATARI GAMES 20% OFF OR FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 19:45:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605251242140.4401-100000@onyx.spiritone.com>
Source record: 6718
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

For Sale: Crates & Crates of Atari Games! Some Lots of, Some 1 or 2!
More Atari Games than anywhere else. Have you played your Atari Today! ST,
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everyone knows for Gaming Fun! Have you Played your Atari Today? For
Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of
the Ataris! E-Mail: Atari@aracnet.com or Call Ben Anytime @(503)256-9974!

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GAMES/SOFTWARE USED & NEW for the Classic Atari 8 Bit, Atari ST and Atari
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http://BensCatalogs.Atari.org Ben's Website & more Catalogs
http://www.aracnet.com/~atari/8bt_soft.htm Classic 8 Bit Games/Software
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http://www.aracnet.com/~atari/newinbox.htm Combined Factory New Atari
http://www.aracnet.com/~atari/specials.htm Daily Atari Specials
http://www.aracnet.com/~atari/st_soft.htm ST Games/Software Catalog

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6762. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 19:48:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0605251245470.4401-100000@onyx.spiritone.com>
Source record: 6719
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6763. Re: Memory Locations of XEGS roms?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 20:31:06 UTC
From: lbaeza@usa.net
Message-ID: <1148589066.561653.27970@38g2000cwa.googlegroups.com>
Source record: 6720

Hi Roy

Please send a copy of that dumper to lbaeza (at) yahoo (dot) com.

Thanks in advance.

Regards

Roy Dean ha escrito:

> <nomorespamever@yahoo.com> wrote in message
> news:1148518677.411281.71160@j33g2000cwa.googlegroups.com...
> > Hello, i was just wondering if anyone knew the location in memory that
> > basic (8k), the os (16k), and missile command (8k) can be found at on
> > an Atari XEGS. i realize on the other 8-bit ataris basic can be found
> > at A000-BFFF and the os at C000-FFFF.... is it the same for the XEGS?
> > i've heard that the locations are different? is this true? also, does
> > anyone know the location in memory of missile command?
> >
> > i've been searching on the internet and all i could find was a book on
> > the Atari Memory Map published in 1984, which i'm guessing is outdated
> > since the XEGS was released well after that. so, any help would be
> > greatly appreciated as i would like to copy my XEGS rom using my SIO2PC
> > cable. thanks...
> >
> Hi, I have got a rom dumper for the xegs.rom. If this is your email address
> I will send it.
> RoyE

6764. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 21:31:45 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <8npdg.205352$5Z.135011@dukeread02>
Source record: 6721
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Geez Louise your posts are getting OLD!

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0605251239570.4401-100000@onyx.spiritone.com...
> ATARI Adoption Agency: Does your Atari need a
> new home? We adopt! Do you need Atari
> Hardware or Software? Info: Ben at (503)256-9974
> http://adoption.atari.org or atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

6765. Re: New hardware for the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 22:04:54 UTC
From: fsh <bgtzhn@NoSPAM.gmx.de>
Message-ID: <16c03$447629f8$d527adfc$12790@news1.surfino.com>
Source record: 6722

Old hats!

This was tested with mild success on Jacky Tramiel two decades ago. Rumours have it that during beta-testing you'd hear him swearing "I heard that! This old fart has still a lot o' gas!"

Two farts - er, hearts - are better than one!

(-;

Frank

6766. Re: Memory Locations of XEGS roms?

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-25 22:57:27 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4dmr1qF1atal3U1@news.dfncis.de>
Source record: 6723

nomorespamever@yahoo.com wrote:
> Hello, i was just wondering if anyone knew the location in memory that
> basic (8k), the os (16k), and missile command (8k) can be found at on
> an Atari XEGS.

Most likely: 0xa000-0xbfff for Basic,
0xc000-0xcfff, 0xd800-0xffff for the Os (*)
0xa000-0xbfff for missile command.

The XEGS is just an ordinary 8bit series inside AFAIK, thus nothing
special about the cart locations.

(*): Well, this is only half-way correct. The Os ROM also carries
data between 0xd000 and 0xd7fff, but that part is not visible there.
Instead, the mentioned memory locations map the IO space of the
custom chips. However, by bit 7 of PIA port-B, this address range is
mapped to the memory area 0x5000-0x57ff and can be read there.

So long,
Thomas

6767. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 00:01:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Ezrdg.17319$fb2.16019@newssvr27.news.prodigy.net>
Source record: 6724

"Larry" <LLppwhite@MUNGEearthlink.net> wrote in message>I have wished for a utility such as this several times, but I don't
> think you can do much with software beyond recovering/detokeninzing the
> file up to the bad sector. There are many Basic detokenizer programs,
> but any that I've seen just quit when they get to a missing section of
> the program. If you really want all the file, you can very likely
> detokenize the last part of the program by hand using the info in De Re
> Atari, etc. after finding the rest of the program on the disk. If
> you're lucky, the file is contiguous. Obviously a lot of work. If you
> do find a "magic bullet" won't you please post what you found? -Larry

First thing is to recover the file from the disk. Most files
are sequential sectors, not always. You can use Disk Wizard II
to trace the sector links. Actually, a relatively good disk may
be able to recover the bad sector with Disk Wizard. Try another
disk drive also, and try to read the bad sector several times,
you may succeed in reading it. I always re-wrote such sectors
to the original sector, but it may be better to write the sector
to a known free area, like maybe sector 650, (about 700 is
problematic, especially with some drives and disks).
Rory might do a number of things with the disk, like map
the disk for the bad sectors, follow the sector links.
I only know of my own utilities to dump sectors to a file
and mine and Jindroush's detokenizer programs, if I remember
I found my Atari detokenizer to be more robust, ie. may get
past a corrupt area of a SAVEd file and be able to finish.
Russg

6768. Re: New hardware for the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 01:20:06 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <uFsdg.75761$fd.14783@read2.cgocable.net>
Source record: 6725

Meganerd wrote:

> X-No-Archive:yes
>
> I've developed a device that can detect
> human and animal farts in a room and
> analyze and classify them.
>
> The device is attached to the joystick
> port and driven by a special software.
>
> Do you think there is a market for that?
>
> How much would you pay for such a device?

What are the different classifications?

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6769. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 01:22:15 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <vHsdg.39673$Hk1.19350@read1.cgocable.net>
Source record: 6726
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Docrotcod wrote:

> Geez Louise your posts are getting OLD!
>

Yeah, but if it's any consolation, so are Atari computers.

--
--
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Website: http://sarnia.selfip.org

6770. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 02:09:56 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <127corg4fd8cm6d@corp.supernews.com>
Source record: 6727

The return of Atari! Freddies is selling Atari Game Machines. I think
they're going for $30.

--
Don
Vancouver USA

"AlbaClause" <you@cogeco.ca> wrote in message
news:vHsdg.39673$Hk1.19350@read1.cgocable.net...
> Docrotcod wrote:
>
>> Geez Louise your posts are getting OLD!
>>
>
> Yeah, but if it's any consolation, so are Atari computers.
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

6771. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 02:37:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.26.02.37.31.666182@charter.net>
Source record: 6728

On Thu, 25 May 2006 21:22:15 -0400, AlbaClause wrote:

> Yeah, but if it's any consolation, so are Atari computers.

No, no, they are like a fine, vintage wine...they only get better with
time. :-)

--
_/_/_/

6772. Re: New hardware for the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 02:54:58 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <q2udg.39682$Hk1.10689@read1.cgocable.net>
Source record: 6729

fsh wrote:

>
> Two farts - er, hearts - are better than one!
>

Unless your preference is zero farts - er, hearts. As is the case with me,
I prefer to have zero farts - er, hearts. :-)

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6773. Re: Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 03:33:34 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <kGudg.27998$4H.7798@dukeread03>
Source record: 6730

I double-checked the disk drive mechanism, label shows model: WI-360-12. 360 means 360K disk drive.

you sure about Teac ? I ordered Teac 360K drive long time ago, the store send the wrong one. Anyway I have Teac 360K and Teac 1.2MB but I noticed that there are different busy light colors, red and green. 360K - red and 1.2MB - green. that s what I thought.

Thanks!
Jack

"Larry" <LLppwhite@earthlink.net> wrote in message news:1148377572.265467.146170@j73g2000cwa.googlegroups.com...
> Are you sure that this is the correct Weltec model number, and likewise
> that it really is a 360K drive? The Teac model that you list is a 1.2
> drive (not 360K). A 1.2 drive may give problems due to its R/W head
> being narrower. Other than that, I could only suspect alignment issues
> on copy-protected disks. -Larry
>

6774. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 04:12:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Yevdg.85024$H71.60008@newssvr13.news.prodigy.com>
Source record: 6731

I believe what you're looking for was in ANALOG 29,
April, 1985. A program called REVIVE, I got it off of
Holmes atr for that issue, but that file was corrupted.
So, anyone have a good version of 'REVIVE' I believe
it is a BASIC program, but may not be.
All the archives I searched didn't have that issue.
And it is past my bedtime.
<Rory.A.McMahon@gmail.com> wrote in message
news:1148511876.807124.219630@j73g2000cwa.googlegroups.com...
> Hi,
>
> I have a disk that has become corrupt in a file that I need to
> retrieve. I would like to retrieve it up and to the bad sector if
> possible. Was there a utility that could read the tokenized basic from
> the disk so I can retrieve at least part of it? It was called Basic
> Recovery something and may have been in Antic, Analog or Compute!?
>
> Any ideas?
> Rory
>

6775. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 11:21:36 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4476e4c0$0$12941$91cee783@newsreader02.highway.telekom.at>
Source record: 6732

Ronald J. Hall wrote:

> On Thu, 25 May 2006 21:22:15 -0400, AlbaClause wrote:
>
> > Yeah, but if it's any consolation, so are Atari computers.
>
> No, no, they are like a fine, vintage wine...they only get better with
> time. :-)

I thougth to, that not all hope is gone.

New machines are a horror (update). Your comment points exactly out....

Kind Regards,

Daniel Mandic

P.S.: When will the automobile-car be updated?? Imagine we people will
use digital machines as computers in 100 years and even longer. Update,
update..... Though the computer develops otherwise, new are needing
more energy, and newer cars need less energy - :-| seldom..

--

6776. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 14:50:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4477497ec88bd0@comcast.net>
Source record: 6738

```
>On Thu, 25 May 2006 21:22:15 -0400, AlbaClause wrote:
>
>> Yeah, but if it's any consolation, so are Atari computers.
>
>No, no, they are like a fine, vintage wine...they only get better with
>time. :-)
>

Amen to that.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone
```

6777. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 19:20:31 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <kuldg.39709$Hk1.8683@read1.cgocable.net>
Source record: 6733

Daniel Mandic wrote:

> I thougth to, that not all hope is gone.
>
> New machines are a horror (update). Your comment points exactly out....
>
>
>
>
>
>
> Kind Regards,
>
> Daniel Mandic
>
>
> P.S.: When will the automobile-car be updated?? Imagine we people will
> use digital machines as computers in 100 years and even longer. Update,
> update..... Though the computer develops otherwise, new are needing
> more energy, and newer cars need less energy - :-| seldom..
>
> --

I assume that english is not your mother tongue, as your posts are very difficult to understand.

Anyway, the automobile has undergone significant changes since its invention. We have electric starters now -- gone are the old crank start engines. Automobile tires are no longer made of solid rubber -- inflatable tires offer a much more comfortable ride and require less maintenance. In recent automobile history, there has been significant improvements as well. Current automobile designs are more aerodynamic and offer less drag, thus improving fuel economy. It really wasn't so long ago that car designs were very boxy and fuel hungry.

Computers have undergone a similar evolution albeit at a much more rapid pace. Where computers used to require less electricity to operate, their functionality was greatly limited. As computers improved in functionality and their spectrum of use increased, their power requirements also increased. At the present time, performance growth is slowing and conservation factors are increasing -- meaning that energy requirements are being reduced and the over-all form factor is decreasing, while still offering significantly greater performance.

The trend in products that have staying power, appears to be as such: Primary focus is performance and quality, with secondary focus being economy. Where the Japanese invasion brought economy to the automobile

market, many computer and computer component manufacturers are bringing economies to the computer marketplace. The days of quantum leaps, at least as far as technological performance is concerned, are pretty much over for the computer industry. Now, vendors must focus on other means of selling new technology, and this invariably means that they have to offer more for less, or as AMD is currently doing, sell consumers on the prospects of energy efficiency.

Of course, I'm just an idiot and really have no idea what I'm talking about, so my little diatribe should be taken with a grain of salt.
--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6778. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 20:38:50 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <uHJdg.260$VE1.122@newssvr14.news.prodigy.com>
Source record: 6734

The OP seems to not be around.
I found that the REVIVE programs and executable are not
corrupted, just I don't know what it does. It is from '84/'85
so I don't think it is a command line program. I'd have to
have the magazine to see what it does and how to use it.
The disk has the BASIC program that writes the executable,
a M65 source code, that is tokenized, and a copy of the
212 byte executable.
Anybody got issue 29 ANALOG?

6779. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 21:24:02 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447771f2$0$12928$91cee783@newsreader02.highway.telekom.at>
Source record: 6735

AlbaClause wrote:

> I assume that english is not your mother tongue, as your posts are
> very difficult to understand.

Not really, but even in my mother tongue it gets very difficult for me
to explain myself. I was a little lazy too :-). I can do better,
sometimes.

>
> Anyway, the automobile has undergone significant changes since its
> invention. We have electric starters now -- gone are the old crank
> start engines. Automobile tires are no longer made of solid rubber
> -- inflatable tires offer a much more comfortable ride and require
> less maintenance. In recent automobile history, there has been
> significant improvements as well. Current automobile designs are
> more aerodynamic and offer less drag, thus improving fuel economy.
> It really wasn't so long ago that car designs were very boxy and fuel
> hungry.
>
> Computers have undergone a similar evolution albeit at a much more
> rapid pace. Where computers used to require less electricity to
> operate, their functionality was greatly limited. As computers
> improved in functionality and their spectrum of use increased, their
> power requirements also increased. At the present time, performance
> growth is slowing and conservation factors are increasing -- meaning
> that energy requirements are being reduced and the over-all form
> factor is decreasing, while still offering significantly greater
> performance.

hmmm. The P3 I am using needs the same power (watts) as a 486/66 but is
much more faster and mutlti-processing capable (many tasks...). That's
a quantum leap for me, although the 486 is pretty fast too.

>
> The trend in products that have staying power, appears to be as such:
> Primary focus is performance and quality, with secondary focus being
> economy. Where the Japanese invasion brought economy to the
> automobile market, many computer and computer component manufacturers
> are bringing economies to the computer marketplace. The days of
> quantum leaps, at least as far as technological performance is
> concerned, are pretty much over for the computer industry. Now,
> vendors must focus on other means of selling new technology, and this
> invariably means that they have to offer more for less, or as AMD is
> currently doing, sell consumers on the prospects of energy efficiency.
>

> Of course, I'm just an idiot and really have no idea what I'm talking
> about, so my little diatribe should be taken with a grain of salt.

Well, when comapring crank-arm starter and such things, you see it
obviously from an other point of view.

Best Regards,

Daniel Mandic

6780. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 22:20:21 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <GaLdg.20840$XV5.13445@fed1read10>
Source record: 6736

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:uHJdg.260$VE1.122@newssvr14.news.prodigy.com...
> The OP seems to not be around.
> I found that the REVIVE programs and executable are not
> corrupted, just I don't know what it does. It is from '84/'85
> so I don't think it is a command line program. I'd have to
> have the magazine to see what it does and how to use it.
> The disk has the BASIC program that writes the executable,
> a M65 source code, that is tokenized, and a copy of the
> 212 byte executable.
> Anybody got issue 29 ANALOG?
>
Analog Scan 29, pg 57 column 1
[Start Scan]
What happens when you delete a disk file?
After processing the filename, DOS searches
the disk directory for a match. If the file is
found, DOS sets a bit in the directory entry
indicating that the file is deleted. Then DOS
reads each sector in the file, finds it in the VTOC,
frees it for re-use and increments the free sector
count. The directory search continues for the next
match. If one is found, the process is repeated until
no further matching entries are found.
How it works.
You've probably already figured out how Revive works.
The program simply reverses the DELETE process.
First, the DOS directory search routine is instructed
not to ignore deleted entries when testing for a filename
match. When a match is found, the file is restored to
active status. Then, each VTOC sector bit for the file
is reallocated as each sector in the file is read, and the
free sector count is decremented.
Revive has one important limitation. It cannot reliably be
used if any data has been written to the disk after a file
was mistakenly deleted. The reason is that some of the
sectors freed when the file was deleted may subsequently
have been allocated to the new data file. Revive may then
also assign these sectors to the rescued file. [End Scan]

```
From DOS option M: rerun the program at address 179F
ELSE E477 to reboot.
```

The type in just seems to make a DATA statement dump to D:revive.
Just a lot of reads and puts and data lines.

RoyE

6781. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 23:02:58 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <COLdg.80055$F_3.74703@newssvr29.news.prodigy.net>
Source record: 6737

"Roy Dean" <r-dean@ cox.net> wrote in message > "Russg"
<russgilb@MUNGEsbcyahoo.net> wrote in message
>> The OP seems to not be around.
>> I found that the REVIVE programs and executable are not
>> corrupted, just I don't know what it does. It is from '84/'85
> Analog Scan 29, pg 57 column 1
> [Start Scan]
> What happens when you delete a disk file?
> After processing the filename, DOS searches
> the disk directory for a match. If the file is
> found, DOS sets a bit in the directory entry
> indicating that the file is deleted. Then DOS
> reads each sector in the file, finds it in the VTOC,
> frees it for re-use and increments the free sector
> count. The directory search continues for the next
> match. If one is found, the process is repeated until
> no further matching entries are found.
> How it works.
> You've probably already figured out how Revive works.
> The program simply reverses the DELETE process.
> First, the DOS directory search routine is instructed
> not to ignore deleted entries when testing for a filename
> match. When a match is found, the file is restored to
> active status. Then, each VTOC sector bit for the file
> is reallocated as each sector in the file is read, and the
> free sector count is decremented.
> Revive has one important limitation. It cannot reliably be
> used if any data has been written to the disk after a file
> was mistakenly deleted. The reason is that some of the
> sectors freed when the file was deleted may subsequently
> have been allocated to the new data file. Revive may then
> also assign these sectors to the rescued file. [End Scan]
>
> From DOS option M: rerun the program at address 179F
> ELSE E477 to reboot.
>
> The type in just seems to make a DATA statement dump to D:revive.
> Just a lot of reads and puts and data lines.
>
> RoyE
Thanks for that, Roy. I see it is an 'undelete' program.
I ran it from MyDOS and didn't see any results (ran the
executable that the BASIC program creates).
Well, it isn't what the OP wanted, and not what I thought it was.

There is an undelete program for SpartaDOS, and there's
an undelete in Disk Wizard II for DOS 2/2.5/MyDOS disks.
I still think this may be the program the OP (original poster) had
in mind, as the article full title is: 'Revive: A Disk File Recovery
Utility'.

6782. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-26 23:53:04 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <BxMdg.20843$XV5.16201@fed1read10>
Source record: 6739

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:COLdg.80055$F_3.74703@newssvr29.news.prodigy.net...
>
> "Roy Dean" <r-dean@ cox.net> wrote in message > "Russg"
> <russgilb@MUNGEsbcyahoo.net> wrote in message
>>> The OP seems to not be around.
>>> I found that the REVIVE programs and executable are not
>>> corrupted, just I don't know what it does. It is from '84/'85
>> Analog Scan 29, pg 57 column 1
>> [Start Scan]
>> What happens when you delete a disk file?
>> After processing the filename, DOS searches
>> the disk directory for a match. If the file is
>SNIP>
> From DOS option M: rerun the program at address 179F
>> ELSE E477 to reboot.
>>SNIP>>

> Thanks for that, Roy. I see it is an 'undelete' program.
> I ran it from MyDOS and didn't see any results (ran the
> executable that the BASIC program creates).
> Well, it isn't what the OP wanted, and not what I thought it was.
> There is an undelete program for SpartaDOS, and there's
> an undelete in Disk Wizard II for DOS 2/2.5/MyDOS disks.
> I still think this may be the program the OP (original poster) had
> in mind, as the article full title is: 'Revive: A Disk File Recovery
> Utility'.
>
The article mentions that you use DOS 2.0 because of the menu's
and the ability to jump from the revive menu to DOS 2.0 menu
via M: run at address. 179F Jumps back to DOS 2.0 menu.

Somewhere there is posted a diskette repair method that will revive some
disks.
Like taking the disk out of the sleeve and washing the plastic disk and
replacing
after drying in a new clean envelope. Keeping side one always down....
Look into the Atari FAQ's -- I think it is online at www.atarimax.com

RoyE

6783. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-27 00:11:08 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <MKMdg.75798$fd.31984@read2.cgocable.net>
Source record: 6740

Daniel Mandic wrote:

>
> hmmm. The P3 I am using needs the same power (watts) as a 486/66 but is
> much more faster and mutlti-processing capable (many tasks...). That's
> a quantum leap for me, although the 486 is pretty fast too.
>

Does it? Does your P3 use the same amount of power as your 486/66 processor? You may be using a 300 watt power supply, for example, in both machines, but that does not necessarily mean that both machines are using the same amount of power. There is a very real distinction between the amount of power available and the amount of power actually used.

I will scoot on over to Intel's site and look for power consumption information for their various processors. I'll report back with my findings.

>
> Well, when comapring crank-arm starter and such things, you see it
> obviously from an other point of view.
>

That was the gist of my opening comment: your posts are difficult to understand. The point that I was attempting to illustrate was this: All product families evolve in much the same fashion. Allow me the opportunity to elaborate.

When the automobile was first invented, it was dismissed as irrelevant, impractical, and unworthy of consideration. The prevailing means of transportation at the time was the horse, and very few people saw any reason to leave their horses and buggies behind in favour of this new fangled contraption dubbed the automobile.

Likewise, when the personal computer was invented, it too was dismissed as being irrelevant, impractical, and unworthy of consideration. At the time, computing was done on much larger machines and there seemed no reason to suspect that the average Joe would have any need or desire to own or use a personal computer. Pen, paper, and the human mind were the prevailing "personal computers" of the time.

Just like with the automobile, the personal computer developed a small niche following and gradually blossomed to the point where everybody and their brother was either manufacturing automobiles or manufacturing doodads to improve the automobile.

As the automobile gained popularity and acceptance as a viable mode of transportation, much of the competition in the automobile enterprise evaporated to the point that there were few remaining manufacturers. Some of the early automobile manufacturers simply went out of business, while others merged to form even larger dominant automobile companies. The parallel in the personal computing sphere is so obvious, that I'll not bother to delve into the matter.

Anyway, as time went by, there grew a general understanding of what an automobile is and should be. Basically, there came about a set of standards that everyone in the automotive industry tended to adhere to. Gone were the days when redefining the automobile was practical or profitable. Again, the parallels to the computer industry are very obvious.

I guess what I'm trying to say is this: They created the car and stood around saying to themselves, "What now?" And I think that's where the personal computer industry is at right now. Only the automobile industry took much longer to get to that point than than the personal computer industry did. And just like with automobiles, personal computers evolved from being big clunkers to cute little devices that went faster, required less technical knowledge, and became "must have" items.

The automobile manufacturers answered their "What now?" question by adding creature comforts to their cars. The computing industry did the same thing. The automobile industry began to compete more on price as the technological advances began to slow. The computer industry did the same thing. So they really are quite similar.

As we have seen advances in automobile engines, we have seen advances in computer processors. As we have seen creature comforts like automobile entertainment, etc, we've seen creature comforts in personal computers with the multimedia boom of a decade and a half a go.

What was your perspective? In english?

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6784. Re: Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-27 01:51:14 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <7kbf721k18nebbb4pb0shh2hr8fch18qeo@4ax.com>
Source record: 6741

On Sat, 20 May 2006 22:07:36 -0400, "Jack Tseng" <tseng4@hotmail.com> wrote:

>Mitsumi D503 mechanism is dead. I have two 360K disk drives, Teac FD-55GFR
>and Weltec wi360-12. D0 is set. Teac cant read Atari Formatted disk. I use
>Weltec, finally read it. The most boot game disks and any DOS works fine.
>Test of writing and formatting are ok. But the Flight Simulator II disk
>boot, but it locks up. Original Conan, copy protected disk, looks scramble.
>I use Atari 1050, and XF551, FSII and Conan worked prefect! Any reason why
>Weltec doesnt work wtih FSII Boot and Conan?

I hope this doesn't muddy the issue here, but I wonder if this is related to
this bit I have in the FAQ regarding the XF551:

Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM,
this results in rare compatibility issues. Specifically, these commercial
disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.

Of these, I have experience with several original Blue Max disks, and two
XF551 drives. I found that trying to boot Blue Max with the XF551 would
result in the disk literally being destroyed by the drive. The drive somehow
"scraped" right through the media, so that there was an obvious ring where you
could see right through the disk. Don't ask me how that's possible, but I
wrecked two or three Blue Max disks that way!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6785. ari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-27 02:05:46 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <_tOdg.17689$fb2.2194@newssvr27.news.prodigy.net>
Source record: 6742

"Roy Dean" <r-dean@ cox.net> wrote in message
news:BxMdg.20843$XV5.16201@fed1read10...
>
Snip about REVIVE from ANALOG 29.

OK, I figured how to run it. I believe you have to have
the 'MENU' file on a DOS 2.0S disk, and run the binary
'REVIVE' program, it changes the 'D' DUP.SYS to
REVIVE, and prompts for a filespec, then undeletes
the filespec. I don't know if you can use wildcards.
This isn't what the OP wanted, but may be what Rory
was thinking of. He seems to have disappeared.
Thanks RoyE

6786. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-27 02:32:04 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <UOOdg.39721$Hk1.34081@read1.cgocable.net>
Source record: 6743

Okay, here's a link to a chart showing power consumption for some recent processors. These are AMD and Intel processors.

http://www.tomshardware.com/2004/06/19/intel_stakes_its_vision_of_the_pc_future_with_775_launch/page50.html

Here's an article about processor power consumption from the gamePC website:

http://www.gamepc.com/labs/view_content.asp?id=lpcpuso&page=1&cookie%5Ftest=1

Here's another article from the PC Guide website about processor power consumption:

http://www.pcguide.com/ref/cpu/char/power-c.html

And finally the processor power consumption review available at this site:

http://www.silentpcreview.com/article313-page1.html

There's a whole boatload of articles and benchmarks on the Internet that show how power consumption has increased over the years. I even went to one site that featured a half-bared female breast (nipple covered) and a discussion on power consumption. I decided not to post the url for that site, though I imagine you could find it just as easily as I did... If you're so inclined.

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6787. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-27 09:37:41 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44781de4$0$12935$91cee783@newsreader02.highway.telekom.at>
Source record: 6744

AlbaClause wrote:

> What was your perspective? In english?

In English. Erm..

You write very good English....

A bit from the observer point of view. I like to be active inmidst all happenings on our world.
My dear, I know (saw) people who do not even change their clothes when going out for some cigarettes.

A car gives you a feeling of security, no animal (I am not in Africa), no human can damage it so easy (especially not you, who's inside). And the compensation is given by the other car-traffic participants.
Contact with people (johnie Walkers) is not in demand - they are weaker. No, they get hooted by 'auto'-horns.

No no, there are no parallels.

Compare the 79' ATARI calmness with an actual Computer in the same pricelclass as in that time!! [For an ultra-silent you pay almost the same amount more, just for the passive-case.]

...I mean a fast Compy with Ultra-GfX and a little faster CPU than the usual standard (1.79 to 1 ratio, I do not know in NTSC).

Compared to a 79' Opel Rekord (4Cyl, 2litres, 8valves) and a 2006 Opel (4Cyl, 1.6/1.8litres, 16valves). Hmmm? Does it sound in your ear ;-)

Hey... that's totally opposite. In all variables I have given so far.
And without crank-arm starter :)

Kind Regards,

Daniel Mandic

6788. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-27 10:02:43 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447823c3$0$12936$91cee783@newsreader02.highway.telekom.at>
Source record: 6745

AlbaClause wrote:

> Okay, here's a link to a chart showing power consumption for some
> recent processors. These are AMD and Intel processors.

O.K. embedded 486 operates at 300-1300mA, what makes about 5 watts. The
lowest P3 (S370) is about 14W (thermal dissipation).

Best Regards,

Daniel Mandic

6789. Re: New hardware for the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 01:12:29 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <o7OdnYhUdPBjZeXZRVn-tQ@comcast.com>
Source record: 6746

uh......
that'd be cool if you hooked up with Gary Gilbertson to do the musical
portion of the program.

maybe you could implement some pattern recognition and use the technology as
a new form of system login.

-z-

"Meganerd" <ibuildstrangethings@becauseiamafreak.com> wrote in message
news:e5404n$58p$1@emma.aioe.org...
> X-No-Archive:yes
>
> I've developed a device that can detect
> human and animal farts in a room and
> analyze and classify them.
>
> The device is attached to the joystick
> port and driven by a special software.
>
> Do you think there is a market for that?
>
> How much would you pay for such a device?
>
>
>

6790. A BASIC String/Array Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 02:52:00 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148784720.328741.257690@i39g2000cwa.googlegroups.com>
Source record: 6747

I have read that it is possible to SAVE a BASIC program's string/array space along with the regular tokenized program. But I can't find any info on how it is done. Does anyone recall reading about this or perhaps has done it (and remembers how)? Thanks, Larry

6791. Re: A BASIC String/Array Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 13:40:55 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148823655.369774.183630@u72g2000cwu.googlegroups.com>
Source record: 6648

```
Found the info! Thanks, anyway.
```

6792. Re: New hardware for the ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 13:50:36 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <UQheg.39796$Hk1.15580@read1.cgocable.net>
Source record: 6649

Z.Beeblebrox wrote:

> uh......
> that'd be cool if you hooked up with Gary Gilbertson to do the musical
> portion of the program.
>
> maybe you could implement some pattern recognition and use the technology
> as a new form of system login.
>
> -z-
>

But farts are like snowflakes and fingerprints: no two are the same.
Besides, I know of very few people that are able to fart on-demand.

Although such a device would have considerable potential in eliminating the
dreaded "who smelt it, dealt it," situation. Seems the dealer tends to
remain silent while the vocal victim gets all of the blame. So this would
be one application for a fartalyzer.

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6793. Re: A BASIC String/Array Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 13:56:42 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <CWheg.39798$Hk1.35055@read1.cgocable.net>
Source record: 6650

Larry wrote:

> I have read that it is possible to SAVE a BASIC program's string/array
> space along with the regular tokenized program. But I can't find any
> info on how it is done. Does anyone recall reading about this or
> perhaps has done it (and remembers how)? Thanks, Larry

I think with the Atari 8-bit, you have to save the string data to a separate file. I think it was only the Apple (could the Apple save string data with the actual Basic program?) computers that could save string/array data with the Basic file.

Besides, isn't Atari Basic incapable of doing string arrays? Ah, that must be why you used the slash to imply strings and/or arrays... No?

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--
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6794. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 15:39:36 UTC
From: RetroJess <rjh4jhh2@peoplepc.com>
Message-ID: <1148830775.991277.46580@g10g2000cwb.googlegroups.com>
Source record: 6651

Rory;

Revive from Analog 29 is simply an undeleter and does not do what you need. I have not ever seen a utility to salvage part of a SAVEd Basic file; if the Jindrosh detokenizer can send output to a file it could recover code before the bad sector. The other options are to adjust the offset tables to end the program at the bad sector or patch around it with some dummy data like REM statements to fill the gap. Either way you will need a good sector editor to tweek the changes. Do we know you have a bad sector? Which error message do you receive attempting to Load the file or copy to another disk? Can you make a sector copy of the disk or an ATR?

Jess

6795. Re: A BASIC String/Array Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 16:09:42 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1148832582.924775.85310@i39g2000cwa.googlegroups.com>
Source record: 6652

AlbaClause wrote:
> Larry wrote:
>
> > I have read that it is possible to SAVE a BASIC program's string/array
> > space along with the regular tokenized program. But I can't find any
> > info on how it is done. Does anyone recall reading about this or
> > perhaps has done it (and remembers how)? Thanks, Larry
>
> I think with the Atari 8-bit, you have to save the string data to a separate
> file. I think it was only the Apple (could the Apple save string data with
> the actual Basic program?) computers that could save string/array data with
> the Basic file.
>
> Besides, isn't Atari Basic incapable of doing string arrays? Ah, that must
> be why you used the slash to imply strings and/or arrays... No?
>
> --
> --
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> Website: http://sarnia.selfip.org

The sinclair computers (ZX80, 81, TS1000 & TS1500) saved all variables
and even the display when programs were saved to cassette. When you
loaded the program back, if you did a Goto you would be able to get
back in the program with all variables, run would clear them. The
screen was aytomatically cleared out but was still loaded (kinda
quirky).

6796. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 19:40:51 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <eZmeg.40035$Hk1.11895@read1.cgocable.net>
Source record: 6653

Daniel Mandic wrote:

> AlbaClause wrote:
>
>> Okay, here's a link to a chart showing power consumption for some
>> recent processors. These are AMD and Intel processors.
>
>
> O.K. embedded 486 operates at 300-1300mA, what makes about 5 watts. The
> lowest P3 (S370) is about 14W (thermal dissipation).
>
>
>
>
> Best Regards,
>
> Daniel Mandic

That sounds about right. Newer processors run hotter... Heat requires energy... The more heat that is dissipated, the more energy that is used. It's a pretty simple follow through... Newer processors run hotter, therefore they use more electricity. Just like a higher wattage lightbulb will get hotter and use more electricity than a lower wattage lightbulb.

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--
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6797. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 20:00:31 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Gfneg.76013$fd.38559@read2.cgocable.net>
Source record: 6654

Daniel Mandic wrote:

>
>
> You write very good English....

My english is not very good, but I like to think that it is fairly straightforward and easy to understand. I don't make abundant use of silly little acronyms, nor do I abbreviate emotions and/or phrases with cryptic punctuation.

I like to believe that my english is sufficiently suited to convey the message I intend. The intellect of the reader or the reader's capacity to comprehend my message, is beyond my control. Basically, it's not my fault if people are stupid.

>
>
> A bit from the observer point of view. I like to be active inmidst all
> happenings on our world.
> My dear, I know (saw) people who do not even change their clothes when
> going out for some cigarettes.
>

Do you change your clothes when you go out for cigarettes? Personally, I don't find a trip to the store to be an occasion worthy of extraneous effort.

> A car gives you a feeling of security, no animal (I am not in Africa),
> no human can damage it so easy (especially not you, who's inside). And
> the compensation is given by the other car-traffic participants.
> Contact with people (johnie Walkers) is not in demand - they are
> weaker. No, they get hooted by 'auto'-horns.
>

A car gives you a feeling of security? In what sense? Nearest I can figure, a car would give you the ability to escape a walker that could do some serious harm to your ass. Other than that, a car provides no additional security for a driver than a pair of shoes provides for a walker.

Quite honestly, I would tend to guess that cars are less secure and more prone to hazardous situations than walkers are. Especially if the driver is drunk and/or an imbecile.

>
>

> No no, there are no parallels.

Right! Just like there are no parallels between the opposing sides of a rectangle. Sorry, just trying not to be overly obtuse.

>
> Compare the 79' ATARI calmness with an actual Computer in the same
> pricelclass as in that time!! [For an ultra-silent you pay almost the
> same amount more, just for the passive-case.]

This makes absolutely no sense. Are you saying that Atari computers from the seventies ran quieter than todays computers? Well, duh! The old Atari computers had no moving parts. Read: No hard drives, no fans, no CDs or DVDs, etc.

The old Atari computers did offer optional floppy drives, but floppy drives only make noise when they are being read from or written to. The floppy drives made absolutely no noise while idle, just as modern floppy drives in modern computers make no noise when idle.

>
> ...I mean a fast Compy with Ultra-GfX and a little faster CPU than the
> usual standard (1.79 to 1 ratio, I do not know in NTSC).

Huh?

>
>
> Compared to a 79' Opel Rekord (4Cyl, 2litres, 8valves) and a 2006 Opel
> (4Cyl, 1.6/1.8litres, 16valves). Hmmm? Does it sound in your ear ;-)

I've honestly never seen an Opel. I can't even recall having ever seen a picture of one. I know absolutely nothing about Opels.

>
>
> Hey... that's totally opposite. In all variables I have given so far.
> And without crank-arm starter :)
>

Your posts are near impossible to understand. Perhaps if you typed in your native language, I could use translation software to read your messages. ;-)

--
--
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6798. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 20:03:32 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447a0214$0$12928$91cee783@newsreader02.highway.telekom.at>
Source record: 6655

AlbaClause wrote:

> That sounds about right. Newer processors run hotter... Heat
> requires energy... The more heat that is dissipated, the more energy
> that is used. It's a pretty simple follow through... Newer
> processors run hotter, therefore they use more electricity. Just
> like a higher wattage lightbulb will get hotter and use more
> electricity than a lower wattage lightbulb.

Huh? Wattage, that word really exists? :-)

Funny, I used it too... more like a sideblow for Voltage.

Best Regards,

Daniel Mandic

6799. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 20:27:46 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447a07c2$0$3886$91cee783@newsreader01.highway.telekom.at>
Source record: 6656

AlbaClause wrote:

> Your posts are near impossible to understand. Perhaps if you typed
> in your native language, I could use translation software to read your
> messages. ;-)

Hi AlbaClause!

In short... I mean a new car is more silent than an old, and it is more
efficient. That's totally opposite to the computer development, IMO.

Say what you want, I like the 8 bitters from various points of view.
ATARI for the nice broad smooth graphics and his unique Sound, the
Sinclair for its High-Res and the unique Atmosphere, the C-64 for the
slow Disk-Drive and the brilliant ZX81/TS1000.

Best Regards,

Daniel Mandic

6800. Re: A BASIC String/Array Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-28 22:13:41 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1148854421.263834.138490@j73g2000cwa.googlegroups.com>
Source record: 6657

The creators of Atari BASIC didn't intend that one would be able to save String or Numeric Array (/) data other than in program lines (e.g. 100 S$="abcdefg..."). But some clever persons looked at how BASIC decides what to SAVE and tricks BASIC into saving beyond the normal end of the program. I found a reference to it in the the Atari BASIC Source Book (Compute! Books), page 139. Like with virtually all systems, programmers have discovered all kinds of tricks to do with A8 BASIC. How about binary loaded BASIC programs?

No, Atari BASIC can't do string arrays. It's fairly easy to simulate string arrays, but it can't do them directly. That's one reson that I really prefer Basic XL (and XE) over Atari BASIC or even Turbo BASIC. Although TB is a very close second.
-Larry

6801. Re: A BASIC String/Array Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 01:27:57 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <D2seg.40052$Hk1.39992@read1.cgocable.net>
Source record: 6658

Larry wrote:

> The creators of Atari BASIC didn't intend that one would be able to
> save String or Numeric Array (/) data other than in program lines (e.g.
> 100 S$="abcdefg..."). But some clever persons looked at how BASIC
> decides what to SAVE and tricks BASIC into saving beyond the normal end
> of the program. I found a reference to it in the the Atari BASIC
> Source Book (Compute! Books), page 139. Like with virtually all
> systems, programmers have discovered all kinds of tricks to do with A8
> BASIC. How about binary loaded BASIC programs?
>
> No, Atari BASIC can't do string arrays. It's fairly easy to simulate
> string arrays, but it can't do them directly. That's one reson that I
> really prefer Basic XL (and XE) over Atari BASIC or even Turbo BASIC.
> Although TB is a very close second.
> -Larry

Turbo Basic was my Basic of choice. I was keen on the compiler, and the
ability to get disk directories quickly and easily within Basic was a plus
as well. There were other reasons for my liking of Turbo Basic, too.
Although it's been a while since I've done anything with it.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6802. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 01:56:03 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Zsseg.76023$fd.47404@read2.cgocable.net>
Source record: 6659

Daniel Mandic wrote:

> Hi AlbaClause!
>
>
>
> In short... I mean a new car is more silent than an old, and it is more
> efficient. That's totally opposite to the computer development, IMO.
>

New computers are much quieter and more efficient than older computers, if you compare apples (the fruit) and apples. If you consider the noisemakers of the older computers (old disk drives, etcetera) they were much louder than those found in newer computers. Try comparing an old Atari 810 or 1050 to a modern 3.5" disk drive.

If you consider the amount of electronic components required in older computers to do very limited tasks, and you compare the amount of components in newer computers, that are capable of performing a much broader range of tasks, you will find that newer computers are much more efficient.

Newer computers only become inefficient when they are more computer than you need. I think that's really the key. The Atari 8-bit computers are not more computer than you really need. Modern computers, in most respects, are more computer than most people need. When you're running computers that can do more than you'll ever need them to, you're going to be experiencing some inefficiencies and higher than necessary operating costs.

Case in point:

I have an old PowerMac 9500/200 that I'm running Linux on and using as a fax server (for a little project I'm doing on the side). It's an old computer, underpowered by today's standards, and still under-utilized.

Basically, I have a computer that sits around and waits for me to send fax jobs to it. While idle, it uses less than 10% of it's total processor power. And this is with an Xserver and Xclient running and Gkrellm constantly displaying what's happening.

To make better use of the 9500's resources, I made the hard drives an NFS fileshare so that I could take advantage of the 9500's disks from other machines on my network. But my 9500 was still under utilized.

I'm building a website for a little project that I have on the side, and I figured that I could utilize some more of the 9500's resources by making it a mySQL server for my website. So I did. And while I haven't really done

too much with mySQL yet, my 9500 is still very much under utilized.

I installed xmms on the old 9500 and accessed my mp3 files, which are
actually stored on the machine that I use as a webserver, and my 9500 is
still under utilized -- even though it's cranking out mp3 tunes.

Now, there are tasks that the old 9500 is not particularly well suited for,
like video playback, for example, but I'm really finding it difficult to
fully utilize this old machine otherwise.

>
> Say what you want, I like the 8 bitters from various points of view.
> ATARI for the nice broad smooth graphics and his unique Sound, the
> Sinclair for its High-Res and the unique Atmosphere, the C-64 for the
> slow Disk-Drive and the brilliant ZX81/TS1000.
>
>
>
>
> Best Regards,
>
> Daniel Mandic

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6803. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 01:58:56 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Gvseg.76024$fd.49325@read2.cgocable.net>
Source record: 6660

Daniel Mandic wrote:

> AlbaClause wrote:
>
>> That sounds about right. Newer processors run hotter... Heat
>> requires energy... The more heat that is dissipated, the more energy
>> that is used. It's a pretty simple follow through... Newer
>> processors run hotter, therefore they use more electricity. Just
>> like a higher wattage lightbulb will get hotter and use more
>> electricity than a lower wattage lightbulb.
>
>
> Huh? Wattage, that word really exists? :-)
>
> Funny, I used it too... more like a sideblow for Voltage.
>

When you're talking about power, the kilowatt hour is the only measurement
that matters. Hydro companies bill you by watts -- not volts.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6804. Factory pressed dvd movies, ps2, psp, xbox backups for sale !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 03:56:05 UTC
From: gadgetzone@time.net.my
Message-ID: <1148874965.095087.100630@g10g2000cwb.googlegroups.com>
Source record: 6661
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.advocacy

We're offering all the latest factory pressed high quality dvd movies, ps2, psp and xbox silvers with factory printed colour inserts at fantastic prices, whether for personal use or reselling. We're shipping worldwide with various shipping methods. For resellers, please contact us for bulk discounts.

For a complete list and prices, please email us at spikes@spankthedonkey.com

(Please state the type of list that you want and tell us your location as the prices varies for different locations. If you're reseller, please state the quantity you wish to order per shipment and we'll quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

6805. Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 05:50:57 UTC
From: PainDeer <paindeer@hotmail.com>
Message-ID: <1148881857.264833.212160@y43g2000cwc.googlegroups.com>
Source record: 6662

Let us not forget these two.

6806. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 09:20:23 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <447abcd7$0$3889$91cee783@newsreader01.highway.telekom.at>
Source record: 6663

AlbaClause wrote:

> New computers are much quieter and more efficient than older
> computers, if you compare apples (the fruit) and apples. If you
> consider the noisemakers of the older computers (old disk drives,
> etcetera) they were much louder than those found in newer computers.
> Try comparing an old Atari 810 or 1050 to a modern 3.5" disk drive.
>
> If you consider the amount of electronic components required in older
> computers to do very limited tasks, and you compare the amount of
> components in newer computers, that are capable of performing a much
> broader range of tasks, you will find that newer computers are much
> more efficient.
>

What broader range of tasks? (electric circuitry?... autotrax? 386!!)

When I turn on my TV-Set, I have Video (deep, colorful, smooth animated
electric pictures). When I take a book I have middle- or large-format
scale taken photographs, reproduced. And all much faster, more reliable
and in better quality than a PC and a 256-coulour-shaded digital256 LCD
TFT 6ms-Fast can support.

You want compare google-video or such, to a beta-quality Tapes
outfitted TV-Station, sending in 16:9? Or a iP4 VS a high-end
DVD-player in picture and sound quality?? hehe :-)))

[Or a micro-pci soundcard with mickey mouse-connectors vs a 40 pound
high-end CD-Player]

Please show!

> To make better use of the 9500's resources, I made the hard drives an
> NFS fileshare so that I could take advantage of the 9500's disks from
> other machines on my network. But my 9500 was still under utilized.
>
>
> I'm building a website for a little project that I have on the side,
> and I figured that I could utilize some more of the 9500's resources
> by making it a mySQL server for my website. So I did. And while I
> haven't really done too much with mySQL yet, my 9500 is still very
> much under utilized.
>
> I installed xmms on the old 9500 and accessed my mp3 files, which are
> actually stored on the machine that I use as a webserver, and my 9500
> is still under utilized -- even though it's cranking out mp3 tunes.

>
> Now, there are tasks that the old 9500 is not particularly well
> suited for, like video playback, for example, but I'm really finding
> it difficult to fully utilize this old machine otherwise.

Nice task.

Best Regards,

Daniel Mandic

6807. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 18:56:46 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1148929006.419203.289480@i40g2000cwc.googlegroups.com>
Source record: 6664

Ok, here the scenario.

A long time ago:

I had modified this one basic program to reduce the file size from ~64 sectors to ~54 sectors. The disk has been in storage for a while. The status of the disk was unknown to be at the time of storage until I dug it out. It may have been damaged before storage.

A couple of days ago:

Couldn't run or the file. The file would seem to load, except I got 2 READY prompts and not able to 'LIST' it. I then had to find out why the file was not loading properly.

When I ran a file trace from Diskey, there were only 53 sectors in the file. The file was not contiguous. I searched each sector for the lost sector. It was not found. I tried to patch the VTOC to reflect the new but incorrect sector count. It is not a bad sector problem, but a FMS or VTOC corruption.

The file is not super critical, but would have liked to see what I had done. If I could find a program to parse and to redirect the file to a text file would fit the bill.

I will check the De Re Bible and see if a utility to be written is in order. The disk is a MyDOS 4,x which might be a DOS 2 variant.

6808. Re: Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 20:11:30 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Szleg.2751$E02.677@newsb.telia.net>
Source record: 6665

"PainDeer" <paindeer@hotmail.com> skrev i meddelandet
news:1148881857.264833.212160@y43g2000cwc.googlegroups.com...
> Let us not forget these two.
Agreed.

Anders

6809. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 21:39:17 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <9SJeg.1052$VE1.704@newssvr14.news.prodigy.com>
Source record: 6666

Probably a BASIC version B problem.
You can use Jindroush Kubic's 'chkbas' program or my
'SALVAGE' program. I don't think it is a disk problem at all,
could be wrong, but it wouldn't hurt to try the salvage or
chkbas programs. And let us know what happens.
Will send in e-mail.

<Rory.A.McMahon@gmail.com> wrote in message
news:1148929006.419203.289480@i40g2000cwc.googlegroups.com...
> Ok, here the scenario.
>
> A long time ago:
>
> I had modified this one basic program to reduce the file size from ~64
> sectors to ~54 sectors. The disk has been in storage for a while. The
> status of the disk was unknown to be at the time of storage until I dug
> it out. It may have been damaged before storage.
>
> A couple of days ago:
>
> Couldn't run or the file. The file would seem to load, except I got 2
> READY prompts and not able to 'LIST' it. I then had to find out why the
> file was not loading properly.
>
> When I ran a file trace from Diskey, there were only 53 sectors in the
> file. The file was not contiguous. I searched each sector for the lost
> sector. It was not found. I tried to patch the VTOC to reflect the new
> but incorrect sector count. It is not a bad sector problem, but a FMS
> or VTOC corruption.
>
> The file is not super critical, but would have liked to see what I had
> done. If I could find a program to parse and to redirect the file to a
> text file would fit the bill.
>
> I will check the De Re Bible and see if a utility to be written is in
> order. The disk is a MyDOS 4,x which might be a DOS 2 variant.
>

6810. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 22:12:23 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <blKeg.1062$VE1.607@newssvr14.news.prodigy.com>
Source record: 6667

Your e-mail doesn't allow .zip or .arc attachments.

You (or anyone) can download the BASIC detokenizer
programs, Kubec's chkbas and my salvage programs
in the my documents folder at:

http://briefcase.yahoo.com/russgilb@sbcglobal.net

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:9SJeg.1052$VE1.704@newssvr14.news.prodigy.com...
> Probably a BASIC version B problem.
> You can use Jindroush Kubic's 'chkbas' program or my
> 'SALVAGE' program. I don't think it is a disk problem at all,
> could be wrong, but it wouldn't hurt to try the salvage or
> chkbas programs. And let us know what happens.
> Will send in e-mail.
>
> <Rory.A.McMahon@gmail.com> wrote in message
> news:1148929006.419203.289480@i40g2000cwc.googlegroups.com...
>> Ok, here the scenario.
>>
>> A long time ago:
>>
>> I had modified this one basic program to reduce the file size from ~64
>> sectors to ~54 sectors. The disk has been in storage for a while. The
>> status of the disk was unknown to be at the time of storage until I dug
>> it out. It may have been damaged before storage.
>>
>> A couple of days ago:
>>
>> Couldn't run or the file. The file would seem to load, except I got 2
>> READY prompts and not able to 'LIST' it. I then had to find out why the
>> file was not loading properly.
>>
>> When I ran a file trace from Diskey, there were only 53 sectors in the
>> file. The file was not contiguous. I searched each sector for the lost
>> sector. It was not found. I tried to patch the VTOC to reflect the new
>> but incorrect sector count. It is not a bad sector problem, but a FMS
>> or VTOC corruption.
>>
>> The file is not super critical, but would have liked to see what I had
>> done. If I could find a program to parse and to redirect the file to a
>> text file would fit the bill.
>>
>> I will check the De Re Bible and see if a utility to be written is in

>> order. The disk is a MyDOS 4,x which might be a DOS 2 variant.
>>
>
>

6811. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 23:04:01 UTC
From: RetroJess <rjh4jhh2@peoplepc.com>
Message-ID: <1148943841.433952.104600@u72g2000cwu.googlegroups.com>
Source record: 6668

MyDos 4.xx is 2.0 file and disk structure compatible; but patching the VTOC just prevents future disk write problems. Updating the directory info might help the load situation... I do not remember what all could cause that double READY symptom. First thing I would do is compare the file size to the pointers in the file's first sector as it looks like Basic
has lost where the end of the statement table is; does it lock up when you attempt a LIST? Any chance someone did the old POKE(PEEK(138)+2... unlistable trick? Does the file's last sector contain text like
D:FILENAME.SAV and fewer than $7D bytes?

e-Mail me an ATR or DCM of the disk if Detoken and Salvage are not successful.

Jess

6812. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 23:13:01 UTC
From: RetroJess <rjh4jhh2@peoplepc.com>
Message-ID: <1148944381.922240.147970@y43g2000cwc.googlegroups.com>
Source record: 6669

Russ:

That link:
http://briefcase.yahoo.com/russg...@sbcglobal.net
basically says 'Oh, no you don't; no authority; get out!'

Jess

6813. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 23:46:11 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <7JLeg.20314$fb2.16395@newssvr27.news.prodigy.net>
Source record: 6670

"RetroJess" <rjh4jhh2@peoplepc.com> wrote in message
news:1148944381.922240.147970@y43g2000cwc.googlegroups.com...
> Russ:
>
> That link:
> http://briefcase.yahoo.com/russg...@sbcglobal.net
> basically says 'Oh, no you don't; no authority; get out!'
>
> Jess
I've heard this complaint before, and then others seem to be
able to access it fine. The URL you quoted, with the
russg.. instead of the full URL results in an ERROR.
I don't know what is going on. Are you sure you're not
having a word wrap problem?
I tried to access the page with someone else's computer
and it did fine. You get the page, and a 'welcome guest'
at the top and you see a My Documents folder.
you click on that folder to see the files.
I dunno.
Just in case you want to try again:
http://briefcase.yahoo.com/russgilb@sbcglobal.net

regards

6814. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-29 23:48:27 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <fLLeg.20316$fb2.7126@newssvr27.news.prodigy.net>
Source record: 6671

You're not trying to sign in are you?

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:7JLeg.20314$fb2.16395@newssvr27.news.prodigy.net...
>
> "RetroJess" <rjh4jhh2@peoplepc.com> wrote in message
> news:1148944381.922240.147970@y43g2000cwc.googlegroups.com...
>> Russ:
>>
>> That link:
>> http://briefcase.yahoo.com/russg...@sbcglobal.net
>> basically says 'Oh, no you don't; no authority; get out!'
>>
>> Jess
> I've heard this complaint before, and then others seem to be
> able to access it fine. The URL you quoted, with the
> russg.. instead of the full URL results in an ERROR.
> I don't know what is going on. Are you sure you're not
> having a word wrap problem?
> I tried to access the page with someone else's computer
> and it did fine. You get the page, and a 'welcome guest'
> at the top and you see a My Documents folder.
> you click on that folder to see the files.
> I dunno.
> Just in case you want to try again:
> http://briefcase.yahoo.com/russgilb@sbcglobal.net
>
> regards
>
>

6815. Re: Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-30 03:51:59 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <AfPeg.21$hp.12@read2.cgocable.net>
Source record: 6672

Anders Skelander wrote:

>
> "PainDeer" <paindeer@hotmail.com> skrev i meddelandet
> news:1148881857.264833.212160@y43g2000cwc.googlegroups.com...
>> Let us not forget these two.
> Agreed.
>
> Anders

I remember Necromancer, but Buried Bucks doesn't ring a bell.
--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6816. Re: Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-30 07:20:26 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <e5grnr$j7h$1@news.al.sw.ericsson.se>
Source record: 6673

"AlbaClause" <you@cogeco.ca> wrote in message
news:AfPeg.21$hp.12@read2.cgocable.net...
> Anders Skelander wrote:
> > ...
> I remember Necromancer, but Buried Bucks doesn't ring a bell.
Buried bucks, a helicopter picking up treasure items, possibly
dollar signs, from the deep. Large blue background playfield and
a yellow helicopter. Smooth movement, simple, but fun to play.

I feel tempted to check by searching the web for screenshots, if
I am correct about how the game looked.

Anders

6817. Advan BASIC to be released as public domain

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-30 16:01:14 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1149004873.954723.170180@r44g2000cwb.googlegroups.com>
Source record: 6674

Hi all,

I have been working with the author of Advan BASIC (William Graziano)
for the last couple of months in preparing the release of Advan BASIC
and the utility disks for public domain. I will be looking for a few
hosting areas for its release sometime this week.

The release will include:

1.) Disk images released for real or emulated Ataris.
2.) Documentation available in plain text, PDF, and M$ Word.

I have a few stipulations for web sites. I will be asking William for
other stipulations, but these come to mind. Just a straight forward
easy webpage will work. If you need an example see:

http://fujiman.no-ip.com/Advan/Advan.htm

We may add a comment area from the author, and other links...

1.) No pop-ups
2.) No advertising
3.) Atari browser compatible site.

I think we will also have a release competition to see what creative
minds can create with Advan BASIC!

Contact me for questions or information.

Thanks,
Rory

6818. Re: Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-30 23:03:23 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <_qadnalcE9OmUuHZRVn-gw@comcast.com>
Source record: 6675

I never played buried bucks but i know it was in my collection (with about
400 others).

I liked necromancer but found it weird and never really figured out what the
point was.

-z-

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:e5grnr$j7h$1@news.al.sw.ericsson.se...
>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:AfPeg.21$hp.12@read2.cgocable.net...
>> Anders Skelander wrote:
>> > ...
>> I remember Necromancer, but Buried Bucks doesn't ring a bell.
> Buried bucks, a helicopter picking up treasure items, possibly
> dollar signs, from the deep. Large blue background playfield and
> a yellow helicopter. Smooth movement, simple, but fun to play.
>
> I feel tempted to check by searching the web for screenshots, if
> I am correct about how the game looked.
>
> Anders
>
>

6819. Re: Advan BASIC to be released as public domain

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 00:03:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.05.31.00.03.38.809511@charter.net>
Source record: 6676

On Tue, 30 May 2006 09:01:14 -0700, Rory.A.McMahon wrote:

> I have a few stipulations for web sites. I will be asking William for
> other stipulations, but these come to mind. Just a straight forward
> easy webpage will work. If you need an example see:
>
> http://fujiman.no-ip.com/Advan/Advan.htm
>
> We may add a comment area from the author, and other links...
>
> 1.) No pop-ups
> 2.) No advertising
> 3.) Atari browser compatible site.
>
> I think we will also have a release competition to see what creative
> minds can create with Advan BASIC!
>
> Contact me for questions or information.
>
> Thanks,
> Rory

How about ftp sites and BBSs? ZERO worry about pop-ups or advertising
here! :-)

--
_/_/_/

6820. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 01:48:16 UTC
From: RetroJess <rjh4jhh2@peoplepc.com>
Message-ID: <1149040096.230170.25430@j55g2000cwa.googlegroups.com>
Source record: 6677

It was the same link in the 1st post as in this most recent:

>You (or anyone) can download the BASIC detokenizer
>programs, Kubec's chkbas and my salvage programs
>in the my documents folder at:
>
>http://briefcase.yahoo.com/russg...@sbcglobal.net
>
>"Russg" <russg...@MUNGEsbcyahoo.net> wrote in message

...and no, did not attempt to sign in.

Jess

6821. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 03:14:34 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <uS7fg.31039$fb2.25230@newssvr27.news.prodigy.net>
Source record: 6678

Ah... OK. I don't know what is happening. That briefcase
is supposed to be publicly accessable. There isn't any
password or 'not allowed' that I'm aware of, but you are
getting.
I guess you tried it again. There's nothing I can do.
I can e-mail it to you if you like, and your ISP allows .zip
and .arc attachments, which McMahon's ISP didn't allow.
OK, I'll e-mail them, here they come, ready or not.

"RetroJess" <rjh4jhh2@peoplepc.com> wrote in message
news:1149040096.230170.25430@j55g2000cwa.googlegroups.com...
> It was the same link in the 1st post as in this most recent:
>
>>You (or anyone) can download the BASIC detokenizer
>>programs, Kubec's chkbas and my salvage programs
>>in the my documents folder at:
>>
>>http://briefcase.yahoo.com/russg...@sbcglobal.net
>>
>>"Russg" <russg...@MUNGEsbcyahoo.net> wrote in message
>
> ...and no, did not attempt to sign in.
>
> Jess
>

6822. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 03:30:24 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <k58fg.31044$fb2.23436@newssvr27.news.prodigy.net>
Source record: 6679

There maybe a java, or activex or one of the other plugins
required? You using Windows? (RetroJess).
Did Rory try it? Anybody try it (the briefcase).
http://briefcase.yahoo.com/russgilb@sbcglobal.net

snip>

6823. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 11:46:12 UTC
From: Matthias Reichl <usenet-200605@hias.horus.com>
Message-ID: <slrne7r0g4.1p8.usenet-200605@camel.hias.horus.com>
Source record: 6680

On Wed, 31 May 2006 03:30:24 GMT, Russg wrote:
> Anybody try it (the briefcase).
> http://briefcase.yahoo.com/russgilb@sbcglobal.net

I just tried it with Mozilla 1.4, Firefox 1.0.4 and lynx 2.8.4 under
Linux and it works fine.

Maybe the problem's caused by a broken webbrowser and/or proxy
that gets confused by the "@" or so.

so long,

Hias

6824. Re: Advan BASIC to be released as public domain

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 12:18:37 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1149077917.155896.219380@i39g2000cwa.googlegroups.com>
Source record: 6681

Hi Rory-

Great! Good job!

Any chance that Mr. Graziano will release the source code? I bought
all these years ago (copy-protected disks), so hopefully these images
will be ATR's and not PRO.

-Larry

Rory.A.McMahon@gmail.com wrote:
> Hi all,
>
> I have been working with the author of Advan BASIC (William Graziano)
> for the last couple of months in preparing the release of Advan BASIC
> and the utility disks for public domain. I will be looking for a few
> hosting areas for its release sometime this week.
>
> The release will include:
>
> 1.) Disk images released for real or emulated Ataris.
> 2.) Documentation available in plain text, PDF, and M$ Word.
(snip...)

6825. [annc] Dis6502 2.2 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 15:36:33 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97D47618BC03Eemuslor@216.196.97.136>
Source record: 6682

```
http://sourceforge.net/project/showfiles.php?group_id=145747

Version 2.2
-----------

No new features

Fixed bugs:
- recent files and recent workspaces did not work in 2.1. Fixed.
- Opcode $96 produced a bad disassembly.
- Version 2.1 did not work on Win98se.

--
James
http://www.slornet.com
```

6826. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 15:40:30 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ONifg.31140$fb2.10397@newssvr27.news.prodigy.net>
Source record: 6683

"Matthias Reichl" <usenet-200605@MUNGEhias.horus.com> wrote in message
Russg wrote:
>> Anybody try it (the briefcase).
>> http://briefcase.yahoo.com/russgilb@sbcglobal.net
>
> I just tried it with Mozilla 1.4, Firefox 1.0.4 and lynx 2.8.4 under
> Linux and it works fine.
>
> Maybe the problem's caused by a broken webbrowser and/or proxy
> that gets confused by the "@" or so.
>
> so long,
>
> Hias
Thanks, Hias.

6827. Re: Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 16:49:45 UTC
From: Helge Sjoestroem <helgesjoestroem@ki.tng.de>
Message-ID: <e5khag$l7n$1@ulric.tng.de>
Source record: 6684

Z.Beeblebrox schrieb:
> I never played buried bucks but i know it was in my collection (with about
> 400 others).
>
> I liked necromancer but found it weird and never really figured out what the
> point was.
>
> -z-
>
> "Anders Skelander" <ansk@hotmail.com> wrote in message
> news:e5grnr$j7h$1@news.al.sw.ericsson.se...
>> "AlbaClause" <you@cogeco.ca> wrote in message
>> news:AfPeg.21$hp.12@read2.cgocable.net...
>>> Anders Skelander wrote:
>>>> ...
>>> I remember Necromancer, but Buried Bucks doesn't ring a bell.
>> Buried bucks, a helicopter picking up treasure items, possibly
>> dollar signs, from the deep. Large blue background playfield and
>> a yellow helicopter. Smooth movement, simple, but fun to play.
>>
>> I feel tempted to check by searching the web for screenshots, if
>> I am correct about how the game looked.
>>
>> Anders

Thats right. Necromancer was a little bit confuse. I never found out,
how ist working....

Helge

6828. Re: Advan BASIC to be released as public domain

Newsgroup: comp.sys.atari.8bit
Date: 2006-05-31 17:46:54 UTC
From: Rory.A.McMahon@gmail.com
Message-ID: <1149097614.153942.221500@u72g2000cwu.googlegroups.com>
Source record: 6685

Larry,

William has asked me not to release the source code yet, but the disk images will be in ATR format. That was the main objective of getting Advan off the copy protected disk and on to a flexible format for laptop/portable 8 bits! Now you can code some cool stuff on the road!

The PDF's are scanned from the manual, the text was then OCR'd (There will be a few typos and missed editing) and then brought into Word.

I also had bought the entire suite from Advan Systems when I first saw it in Antic & Analog. I believed it cost around $100 plus shipping. I've had fun with it. It has everything for a BASIC development kit.

Rory

Larry wrote:
> Hi Rory-
>
> Great! Good job!
>
> Any chance that Mr. Graziano will release the source code? I bought
> all these years ago (copy-protected disks), so hopefully these images
> will be ATR's and not PRO.
>
> -Larry

6829. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-01 02:23:55 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <4dsfg.22849$XV5.21575@fed1read10>
Source record: 6686

```
"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:ONifg.31140$fb2.10397@newssvr27.news.prodigy.net...
>
> "Matthias Reichl" <usenet-200605@MUNGEhias.horus.com> wrote in message
> Russg wrote:
>>> Anybody try it (the briefcase).
>>> http://briefcase.yahoo.com/russgilb@sbcglobal.net
>>
>> I just tried it with Mozilla 1.4, Firefox 1.0.4 and lynx 2.8.4 under
>> Linux and it works fine.
>>
>> Maybe the problem's caused by a broken webbrowser and/or proxy
>> that gets confused by the "@" or so.
>>
>> so long,
>>
>> Hias
> Thanks, Hias.
>
Works good here also, and thanks for sharing files..
RoyE
```

6830. Re: Atari Basic Diskette Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-01 03:15:38 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <uZsfg.89067$H71.62641@newssvr13.news.prodigy.com>
Source record: 6687

"Roy Dean" r-dean@MUNGE cox.net> wrote in message

>Works good here also, and thanks for sharing files..
> RoyE
>
Thanks for trying it also, Roy.
It may not be clear what these (salvage and chkbas) programs do.
If Rory's BASIC file is truly on a bad sector disk, then he can't
copy the file very well, meaning he can't get the file off the disk and
on to a PC directory for chkbas to be run on.
My salvage program, on the other hand, will retrieve the BASIC
program off the disk, as it must read from a file on disk. I'm pretty
sure salvage will trap on error sectors, so at least up to the
error sector will be retrieved. Just in case the salvage program
errors out and exits with an ERROR xx message, it would be
necessary to close the writing channel to save what had been retrieved.
Just a CLOSE #1:CLOSE #2 would do, but I think
it traps and automatically does that.
I suspect that the entire BASIC program can be salvaged, but
if there really is a bad sector, it would require some sector dumps
and appending to the first part of the file to maybe be able to
retrieve more of the program.
Russg

6831. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-01 04:24:34 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1149135871@rtfm.mit.edu>
Source record: 6688
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6832. Re: Necromancer - Buried Bucks

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-01 04:28:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <447ea5121fef630@comcast.net>
Source record: 6689

>Anders Skelander wrote:
>
>>
>> "PainDeer" <paindeer@hotmail.com> skrev i meddelandet
>> news:1148881857.264833.212160@y43g2000cwc.googlegroups.com...
>>> Let us not forget these two.
>> Agreed.
>>
>> Anders
>
>I remember Necromancer, but Buried Bucks doesn't ring a bell.

Yed I just played Necromancer not too long ago. Very good and very hard game.
I love it. Buried Bucks is unfamilar to me.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6833. Focus Gaming (UK) and Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-01 20:08:26 UTC
From: "Focus Gaming (UK)" <info@focusgaming.co.uk>
Message-ID: <IOydnfmFJsJe1-LZRVnyvA@eclipse.net.uk>
Source record: 6690

Hello all Atari fans!

Just to let you know a new website and ebay shop is coming soon (July 1st 2006) and will feature Atari news, reviews and even original retro games in the ebay shop!

To be informed of updates and to be one of the first to join you can sign up for the Focus Gaming (UK) mailing list. Your email address will be only used by us and not by any third parties.

The website will feature reviews, news, forum, classic TV ads, games and much more on 8-Bit, 16-Bit, 32-Bit consoles and computers. Also an ebay shop to buy original copies of games and hardware.

Sign up today at http://www.focusgaming.co.uk

Lee
Focus Gaming (UK)
http://www.focusgaming.co.uk

6834. David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-01 23:36:05 UTC
From: nomorespamever@yahoo.com
Message-ID: <1149204965.316562.309290@g10g2000cwb.googlegroups.com>
Source record: 6691

Was the NTSC XEGS cartridge release in color? i remember this being in color but I can't find my cart at the moment and the rom dump I have is B/W in both the atari++ and atari800 emulators. is this a problem with my rom dump? the emulators? or is it that *my* memory is failing me and it really was in B/W?? any help on this issue would be greatly appreciated. in the meantime i'll keep looking for that cart... it's gotta be here somewhere! :-)

mark.

6835. Re: David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 00:18:51 UTC
From: stephensheppard@hotmail.com
Message-ID: <1149207531.499789.279220@f6g2000cwb.googlegroups.com>
Source record: 6692

nomorespamever@yahoo.com wrote:
> Was the NTSC XEGS cartridge release in color? i remember this being in
> color but I can't find my cart at the moment and the rom dump I have
> is B/W in both the atari++ and atari800 emulators. is this a problem
> with my rom dump? the emulators? or is it that *my* memory is failing
> me and it really was in B/W?? any help on this issue would be greatly
> appreciated. in the meantime i'll keep looking for that cart... it's
> gotta be here somewhere! :-)
>
> mark.

Just a guess but the game probably relied on artifacting for color.

You can enable artifacting in either emulator.

6836. Re: David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 01:58:32 UTC
From: nomorespamever@yahoo.com
Message-ID: <1149213512.639673.315010@u72g2000cwu.googlegroups.com>
Source record: 6693

```
>> nomorespamever@yahoo.com wrote:
>> Was the NTSC XEGS cartridge release in color?

> Just a guess but the game probably relied on artifacting for color.
> You can enable artifacting in either emulator.

yup, that was the problem... is there a reason that you would _not_
want to turn on artifacting in either emulator? thanks
```

6837. Re: David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 02:06:38 UTC
From: stephensheppard@hotmail.com
Message-ID: <1149213998.735288.97360@i40g2000cwc.googlegroups.com>
Source record: 6694

nomorespame...@yahoo.com wrote:
> >> nomorespamever@yahoo.com wrote:
> >> Was the NTSC XEGS cartridge release in color?
>
> > Just a guess but the game probably relied on artifacting for color.
> > You can enable artifacting in either emulator.
>
> yup, that was the problem... is there a reason that you would _not_
> want to turn on artifacting in either emulator? thanks

It's up to you whether you leave artifacting enable/disabled. However,
artifacting is particularly ugly in Graphics Mode 0 (as in BASIC). For
text clarity you will probably choose to leave artifacting disabled.

Most games don't use artifacting and those that do are pretty obvious,
as was the case with David's Midnight Magic.

6838. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 11:22:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606020421140.16234-100000@onyx.spiritone.com>
Source record: 6695
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6839. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 11:26:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606020423030.16234-100000@onyx.spiritone.com>
Source record: 6696
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6840. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 11:29:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606020426400.16234-100000@onyx.spiritone.com>
Source record: 6697
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari. Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or look for Atari games at http://BenSells.Atari.org Games Starting at $5 and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer, Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi, Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6841. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 12:25:38 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <R2Wfg.310$hp.30@read2.cgocable.net>
Source record: 6598
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers wrote:

> ATARI Adoption Agency: Does your Atari need a
> new home? We adopt! Do you need Atari
> Hardware or Software? Info: Ben at (503)256-9974
> http://adoption.atari.org or atari@aracnet.com
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

I suppose, if you want to get technical, Bravo Sierra Computers isn't really an adoption agency, as adoption agencies typically don't sell their adoptees. Perhaps Bravo Sierra Computers would be best described as an Atari Pet Store. A place where you can buy your favourite Atari pets. Although it would probably be even more accurate to describe BSC as an Atari Humane Society -- A shelter unwanted and stray Atari computers and peripherals.

I suppose if you were feeling particularly insane, you could refer to a garbage bag as the Dr. Jack Kevourkian of Atari Computers. And I suppose that would make garbage pickers radical activists that oppose euthanasia.

Hmmm, so what would that make Jack Tramiel? A Doctor Morgentaler? Yeah, I guess it would. That would make Jack Tramiel the man that performed abortions on countless Atari computers in their first trimester.

Hmmm, following that logic, Nolan Bushnell would be the father that walked away from his bastard child before it was born. So Warner Communications would have been the single mother who raised the 400, 800, and XL machines on welfare before abandoning the children at the Tramiel orphanage.

Wow! So dirty old Jack fathered the XEs and had a vasectomy. So Jack Tramiel wouldn't have been the abortion doctor after all. Rather, he was the man that decided XEs would be his only 8-bit children.

Crazy? Yeah, but don't tell anyone. It'll just be our little secret, okay?

--
--

People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6842. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 12:50:30 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <1280d0kkh0mlrfc@corp.supernews.com>
Source record: 6599

As one who has adopted, it ain't free but it is a great bargain! (talking human folk here).

But when it comes to Atari computers, did go through a few, a 1040ST, a Mega ST4 and a couple of STe Mega 4s. Install a program, just a folder with a two or three files.... to remove the program, delete the folder. But now I've advanced to Windows XP Pro and to install a program, 30 or 40 megabits scattering files throughout the hard drive(s) and to remove it... it ain't gonna happen, there will be stains left until the drive is reformatted. But, it's progress! It was basic MREs but it sustained life. <G>

All have a good day.

--
Don
Top posters spend less time in purgatory.

"AlbaClause" <you@cogeco.ca> wrote in message
news:R2Wfg.310$hp.30@read2.cgocable.net...
> Bravo Sierra Computers wrote:
>
>> ATARI Adoption Agency: Does your Atari need a
>> new home? We adopt! Do you need Atari
>> Hardware or Software? Info: Ben at (503)256-9974
>> http://adoption.atari.org or atari@aracnet.com
>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
>> References/
>> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
>> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
>> Received
>> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
>> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>> (503)256-9974!!!
>
> I suppose, if you want to get technical, Bravo Sierra Computers isn't
> really
> an adoption agency, as adoption agencies typically don't sell their
> adoptees. Perhaps Bravo Sierra Computers would be best described as an
> Atari Pet Store. A place where you can buy your favourite Atari pets.
> Although it would probably be even more accurate to describe BSC as an
> Atari Humane Society -- A shelter unwanted and stray Atari computers and
> peripherals.
>
> I suppose if you were feeling particularly insane, you could refer to a

> garbage bag as the Dr. Jack Kevourkian of Atari Computers. And I suppose
> that would make garbage pickers radical activists that oppose euthanasia.
>
> Hmmm, so what would that make Jack Tramiel? A Doctor Morgentaler?
> Yeah,
> I guess it would. That would make Jack Tramiel the man that performed
> abortions on countless Atari computers in their first trimester.
>
> Hmmm, following that logic, Nolan Bushnell would be the father that walked
> away from his bastard child before it was born. So Warner Communications
> would have been the single mother who raised the 400, 800, and XL machines
> on welfare before abandoning the children at the Tramiel orphanage.
>
> Wow! So dirty old Jack fathered the XEs and had a vasectomy. So Jack
> Tramiel wouldn't have been the abortion doctor after all. Rather, he was
> the man that decided XEs would be his only 8-bit children.
>
> Crazy? Yeah, but don't tell anyone. It'll just be our little secret,
> okay?
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

6843. Re: ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 14:04:46 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4480457e$0$3891$91cee783@newsreader01.highway.telekom.at>
Source record: 6600

Hi Don Schmidt!

Yes, the ST/TT line is a straightforward PC. Great in Desktop
Publishing, MIDI and even CAD (1280*960 is not so bad, and higher than
I use on XP :-), 1024x768).

Best Regards,

Daniel Mandic

6844. DarkForce BBS - May winners/June prizes!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-02 20:39:38 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.06.02.20.39.38.974543@charter.net>
Source record: 6601

Okay folks, the May 2006 winners are:

1. PEST mouse interface - Zeptari!

2. 1 mbit flash cart - almostrice!

3. ST Magazine - J_D!

4. Final Frontier II - None, game will continue this
month, with a $50 cash prize!

Congratulations to all our winners! :)

The June 2006 prizes are:

1. ST Magazine - 1 lucky Atari caller will win a free
3 magazine subscription!

2. Final Frontier II - game continues from last month,
cash prize now up to $50.00!

Good luck to all! :)

--
_/_/_/

6845. Re: David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-03 02:58:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <448125da410e12@comcast.net>
Source record: 6602

>Was the NTSC XEGS cartridge release in color? i remember this being in
>color but I can't find my cart at the moment and the rom dump I have
>is B/W in both the atari++ and atari800 emulators. is this a problem
>with my rom dump? the emulators? or is it that *my* memory is failing
>me and it really was in B/W?? any help on this issue would be greatly
>appreciated. in the meantime i'll keep looking for that cart... it's
>gotta be here somewhere! :-)
>
>mark.

I was sure it was in color.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6846. FS: Atari 8-bit to SCART or RCA cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-03 11:47:34 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1149335252.2441.0@proxy01.news.clara.net>
Source record: 6603

Hello All,

I have new batches of Atari 800/XL/XE to SCART or RCA cables. These are currently being sold on eBay at a fixed price. Link is:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

Before anybody has a moan, yes I know people could make these cables themselves. But, there are many who can't for whatever reason.

Dean Garraghty

6847. Re: David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-04 03:42:49 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <yAsgg.511$Uy1.247@read1.cgocable.net>
Source record: 6604

Edward S. Baiz Jr. wrote:

>>Was the NTSC XEGS cartridge release in color? i remember this being in
>>color but I can't find my cart at the moment and the rom dump I have
>>is B/W in both the atari++ and atari800 emulators. is this a problem
>>with my rom dump? the emulators? or is it that *my* memory is failing
>>me and it really was in B/W?? any help on this issue would be greatly
>>appreciated. in the meantime i'll keep looking for that cart... it's
>>gotta be here somewhere! :-)
>>
>>mark.
>
> I was sure it was in color.
>
>

That was a pool game, right? Yeah, it was in color.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6848. Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-04 17:10:09 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1149441009.523716.179600@g10g2000cwb.googlegroups.com>
Source record: 6605

Back in the 80's there was a game that I typed into my 600xl & tape drive (pretty sure it came from Compute!). It used graphics 0 and was a character based puzzle game. You had two windows on the screen, the one on the left showed a pattern of characters (mostly / \ - etc.) and you had to make the right window look like it by moving up and down to select a line and then left and right to scroll the line till it matched what was on the left. There was a timer on the game. Does anyone recall this game?

Bill H www.ts1000.us

6849. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-04 20:47:52 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <tBHgg.716$hp.229@read2.cgocable.net>
Source record: 6606

Bill H wrote:

> Back in the 80's there was a game that I typed into my 600xl & tape
> drive (pretty sure it came from Compute!). It used graphics 0 and was a
> character based puzzle game. You had two windows on the screen, the one
> on the left showed a pattern of characters (mostly / \ - etc.) and you
> had to make the right window look like it by moving up and down to
> select a line and then left and right to scroll the line till it
> matched what was on the left. There was a timer on the game. Does
> anyone recall this game?
>
> Bill H www.ts1000.us

If I'm not mistaken, I believe I have the Compute! issue containing that very game. I'll have to look through my old magazines to be certain, but the game you describe does sound very familiar.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6850. Atarimagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-04 22:32:17 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1149460337.072157.203820@u72g2000cwu.googlegroups.com>
Source record: 6607

Is this site down - it never loads - just hangs

6851. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-04 23:14:59 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1149462899.369708.80150@i39g2000cwa.googlegroups.com>
Source record: 6608

AlbaClause wrote:
> Bill H wrote:
>
> > Back in the 80's there was a game that I typed into my 600xl & tape
> > drive (pretty sure it came from Compute!). It used graphics 0 and was a
> > character based puzzle game. You had two windows on the screen, the one
> > on the left showed a pattern of characters (mostly / \ - etc.) and you
> > had to make the right window look like it by moving up and down to
> > select a line and then left and right to scroll the line till it
> > matched what was on the left. There was a timer on the game. Does
> > anyone recall this game?
> >
> > Bill H www.ts1000.us
>
> If I'm not mistaken, I believe I have the Compute! issue containing that
> very game. I'll have to look through my old magazines to be certain, but
> the game you describe does sound very familiar.
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

I think this is the issue / game:

Compute! Issue 31 - December 1982
Hidden Maze (multiple computers)

The time is right and I remember the issue before it with the laser
blast game. Unfortunately Atarimagazines.com does not have any text for
this issue.

It would have to have come out before October 83 cause I met my ex then
and stopped using the computers for a few years.

6852. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 02:23:33 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <9wMgg.541$Uy1.37@read1.cgocable.net>
Source record: 6609

Bill H wrote:

>
> AlbaClause wrote:
>> Bill H wrote:
>>
>> > Back in the 80's there was a game that I typed into my 600xl & tape
>> > drive (pretty sure it came from Compute!). It used graphics 0 and was a
>> > character based puzzle game. You had two windows on the screen, the one
>> > on the left showed a pattern of characters (mostly / \ - etc.) and you
>> > had to make the right window look like it by moving up and down to
>> > select a line and then left and right to scroll the line till it
>> > matched what was on the left. There was a timer on the game. Does
>> > anyone recall this game?
>> >
>> > Bill H www.ts1000.us
>>
>> If I'm not mistaken, I believe I have the Compute! issue containing that
>> very game. I'll have to look through my old magazines to be certain,
>> but the game you describe does sound very familiar.
>>
>> --
>> --
>> People Against Corruption * Right Always Triumphs
>> Website: http://sarnia.selfip.org
>
> I think this is the issue / game:
>
> Compute! Issue 31 - December 1982
> Hidden Maze (multiple computers)
>
> The time is right and I remember the issue before it with the laser
> blast game. Unfortunately Atarimagazines.com does not have any text for
> this issue.
>
> It would have to have come out before October 83 cause I met my ex then
> and stopped using the computers for a few years.

Sorry, my earliest issue of Compute! is 65. Which is the October 1985
issue. Man, that was a long time ago. I would have been in grade seven in
October 1985, so 1982-1983 would have been before I developed an interest
in computers.

Anyway, I'll look through the issues that I do have, and see if there was a
reprint of the game you mentioned.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6853. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 02:29:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <nBMgg.858$hp.309@read2.cgocable.net>
Source record: 6610

```
Bill H wrote:

>
> AlbaClause wrote:
>> Bill H wrote:
>>
>> > Back in the 80's there was a game that I typed into my 600xl & tape
>> > drive (pretty sure it came from Compute!). It used graphics 0 and was a
>> > character based puzzle game. You had two windows on the screen, the one
>> > on the left showed a pattern of characters (mostly / \ - etc.) and you
>> > had to make the right window look like it by moving up and down to
>> > select a line and then left and right to scroll the line till it
>> > matched what was on the left. There was a timer on the game. Does
>> > anyone recall this game?
>> >
>> > Bill H www.ts1000.us
>>
>> If I'm not mistaken, I believe I have the Compute! issue containing that
>> very game. I'll have to look through my old magazines to be certain,
>> but the game you describe does sound very familiar.
>>
>> --
>> --
>> People Against Corruption * Right Always Triumphs
>> Website: http://sarnia.selfip.org
>
> I think this is the issue / game:
>
> Compute! Issue 31 - December 1982
> Hidden Maze (multiple computers)
>
> The time is right and I remember the issue before it with the laser
> blast game. Unfortunately Atarimagazines.com does not have any text for
> this issue.
>
> It would have to have come out before October 83 cause I met my ex then
> and stopped using the computers for a few years.

I found the game that you mentioned: Hidden Maze - Compute! - Issue 31

You can download it here:
http://www.atarimania.com/detail_soft.php?SYSTEM=8&menu=XL&ADV=0&VERSION_ID=11660&SOFT_ID=
10455
```

But this game doesn't look at all like the game you're describing.
--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6854. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 10:19:30 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1149502770.754650.24680@i39g2000cwa.googlegroups.com>
Source record: 6611

AlbaClause wrote:
> Bill H wrote:
>
> >
> > AlbaClause wrote:
> >> Bill H wrote:
> >>
> >> > Back in the 80's there was a game that I typed into my 600xl & tape
> >> > drive (pretty sure it came from Compute!). It used graphics 0 and was a
> >> > character based puzzle game. You had two windows on the screen, the one
> >> > on the left showed a pattern of characters (mostly / \ - etc.) and you
> >> > had to make the right window look like it by moving up and down to
> >> > select a line and then left and right to scroll the line till it
> >> > matched what was on the left. There was a timer on the game. Does
> >> > anyone recall this game?
> >> >
> >> > Bill H www.ts1000.us
> >>
> >> If I'm not mistaken, I believe I have the Compute! issue containing that
> >> very game. I'll have to look through my old magazines to be certain,
> >> but the game you describe does sound very familiar.
> >>
> >> --
> >> --
> >> People Against Corruption * Right Always Triumphs
> >> Website: http://sarnia.selfip.org
> >
> > I think this is the issue / game:
> >
> > Compute! Issue 31 - December 1982
> > Hidden Maze (multiple computers)
> >
> > The time is right and I remember the issue before it with the laser
> > blast game. Unfortunately Atarimagazines.com does not have any text for
> > this issue.
> >
> > It would have to have come out before October 83 cause I met my ex then
> > and stopped using the computers for a few years.
>
> I found the game that you mentioned: Hidden Maze - Compute! - Issue 31
>
> You can download it here:
> http://www.atarimania.com/detail_soft.php?SYSTEM=8&menu=XL&ADV=0&VERSION_ID=11660&SOFT_ID=10455

>
> But this game doesn't look at all like the game you're describing.
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

Your right - that isn't it. I am pretty sure it was compute!, I don't remember another magazine at that time that had type is for multiple computers, and I remember that there was other versions of the game besides atari (ie commodore, ti99 etc).

6855. Nice Pentecost (Whitsun) godsend

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 10:57:00 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44840dfc$0$12937$91cee783@newsreader02.highway.telekom.at>
Source record: 6612

Hi NG

I have started one of my rare games with a blue Player (I can count
them on one hand). Thinking to Heaven.... it's also blue.

And it was, heavenly. A totally satisfiying game with many exciting
events.
Without supporting the CPU-Player it is not so easy to heft the colony
beyond 100,000 points. But I have been the First Founder, and the
Colony ended with 104,939 :)

Best Regards,

Daniel Mandic

6856. Re: Nice Pentecost (Whitsun) godsend

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 11:00:24 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <44840ec8$0$12928$91cee783@newsreader02.highway.telekom.at>
Source record: 6613

Daniel Mandic wrote:

> Hi NG
>
>
>
> I have started one of my rare games with a blue Player (I can count
> them on one hand). Thinking to Heaven.... it's also blue.

erm... well.

I meant M.U.L.E. (C 1982, Ozark Software, ATARI 400/800)

I cannot praise this game too much.

6857. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 19:03:55 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <X9%gg.549$Uy1.217@read1.cgocable.net>
Source record: 6614

Well, let's see. There was Puzzler in the November 1985 issue of Compute!. It is similar to the game you describe, though it uses color blocks instead of the "/" and "\" characters and it definitely doesn't use graphics mode zero. Aside from that, it draws two boxes on the screen and your task is to match the pattern in one box to the pattern in the other. There is a timer at the bottom of the screen.

That's the only "type-in" program that I could find in my back issues of Compute! that even remotely resembles what you describe. Remember though, that my earliest issue of Compute! is October 1985.

For some reason I do recall having seen or played the game that you describe, if somewhat vaguely, I may have encountered such a game on one of Compute!'s many compendium disks. Or possibly as a file contained on a disk of some long gone Atari public domain library?

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6858. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 19:15:32 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1149534932.849333.246240@g10g2000cwb.googlegroups.com>
Source record: 6615

AlbaClause wrote:
> Well, let's see. There was Puzzler in the November 1985 issue of Compute!.
> It is similar to the game you describe, though it uses color blocks instead
> of the "/" and "\" characters and it definitely doesn't use graphics mode
> zero. Aside from that, it draws two boxes on the screen and your task is
> to match the pattern in one box to the pattern in the other. There is a
> timer at the bottom of the screen.
>
> That's the only "type-in" program that I could find in my back issues of
> Compute! that even remotely resembles what you describe. Remember though,
> that my earliest issue of Compute! is October 1985.
>
> For some reason I do recall having seen or played the game that you
> describe, if somewhat vaguely, I may have encountered such a game on one of
> Compute!'s many compendium disks. Or possibly as a file contained on a
> disk of some long gone Atari public domain library?
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

Just looked through all the screen shots on atarimania and didn't see
it. I may just rewrite it myself, I can remember what it looks like and
how it acted.

6859. Re: Nice Pentecost (Whitsun) godsend

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 19:28:05 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Cw%gg.553$Uy1.35@read1.cgocable.net>
Source record: 6616

Daniel Mandic wrote:

> Daniel Mandic wrote:
>
>> Hi NG
>>
>>
>>
>> I have started one of my rare games with a blue Player (I can count
>> them on one hand). Thinking to Heaven.... it's also blue.
>
>
> erm... well.
>
> I meant M.U.L.E. (C 1982, Ozark Software, ATARI 400/800)
>
>
> I cannot praise this game too much.

And if you use an Atari emulator on a PC, you can play M.U.L.E. over the Internet against other folks. Check out this link:
http://atarimule.neotechgaming.com/index.htm

Funny, I don't recall having ever played M.U.L.E. in days gone by. Wonder if I even have this game in my collection?

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6860. Re: Nice Pentecost (Whitsun) godsend

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 19:43:27 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <4484895e$0$3878$91cee783@newsreader01.highway.telekom.at>
Source record: 6617

AlbaClause wrote:

> And if you use an Atari emulator on a PC, you can play M.U.L.E. over
> the Internet against other folks. Check out this link:
> http://atarimule.neotechgaming.com/index.htm
>
> Funny, I don't recall having ever played M.U.L.E. in days gone by.
> Wonder if I even have this game in my collection?

Yes, I know.

The Homepage is still there.

Seldom. I have the code for mule online but forgot my user-name. I thought to find it in older posts in the forums.

As I suggested all deleted... Seems there are turnovers every week or month.

Best Regards,

Daniel Mandic

--

6861. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-05 19:49:40 UTC
From: stephensheppard@hotmail.com
Message-ID: <1149536980.814963.182730@i39g2000cwa.googlegroups.com>
Source record: 6618

Bill H wrote:
> Back in the 80's there was a game that I typed into my 600xl & tape
> drive (pretty sure it came from Compute!). It used graphics 0 and was a
> character based puzzle game. You had two windows on the screen, the one
> on the left showed a pattern of characters (mostly / \ - etc.) and you
> had to make the right window look like it by moving up and down to
> select a line and then left and right to scroll the line till it
> matched what was on the left. There was a timer on the game. Does
> anyone recall this game?
>
> Bill H www.ts1000.us

Could it be "Mosaic Puzzle"?

I see a reference to Compute!, issue 41, October '83, for this puzzle program in www.Atarimagazines.com's master Compute! index but the article text is not available.

6862. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 00:20:15 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1149553214.899900.297800@h76g2000cwa.googlegroups.com>
Source record: 6619

stephensheppard@hotmail.com wrote:
> Bill H wrote:
> > Back in the 80's there was a game that I typed into my 600xl & tape
> > drive (pretty sure it came from Compute!). It used graphics 0 and was a
> > character based puzzle game. You had two windows on the screen, the one
> > on the left showed a pattern of characters (mostly / \ - etc.) and you
> > had to make the right window look like it by moving up and down to
> > select a line and then left and right to scroll the line till it
> > matched what was on the left. There was a timer on the game. Does
> > anyone recall this game?
> >
> > Bill H www.ts1000.us
>
> Could it be "Mosaic Puzzle"?
>
> I see a reference to Compute!, issue 41, October '83, for this puzzle
> program in www.Atarimagazines.com's master Compute! index but the
> article text is not available.

Sounds like the right time period - I did some seraching and found the
64 version of it in the Dec 83 issue (this page:
http://www.atarimagazines.com/compute/issue43/158_1_64_Mosaic_Puzzle.php
) the screen shot is nothing like it - so no that aint the right game.

Bill H www.ts1000.us

6863. Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 00:31:41 UTC
From: lbaeza@usa.net
Message-ID: <1149553901.658268.29800@c74g2000cwc.googlegroups.com>
Source record: 6620

Hi

Once a fellow lent me an Atari magazine. This magazine had a section,
sort of interactive section. This column featured a BASIC listing, that
you should type in your computer at home. The listing had a bug, and
your mission was to discover where in the listing the bug was.
The magazine I read had a BASIC listing of a program that prompted to
the user both values for a A and B variables, and the program answered
with the sum of both variables. The case is that the result the program
gave was deliberately wrong...The article featured a pretty drawing of
some bugs doing a 'wrong' sum on a chalkboard... something like 2+2=5
....

Anybody rememer this magazine?...I've been looking for this magazine
for *years*.

Regards

6864. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 01:38:59 UTC
From: stephensheppard@hotmail.com
Message-ID: <1149557939.689367.31660@h76g2000cwa.googlegroups.com>
Source record: 6621

```
Bill H wrote:
> stephensheppard@hotmail.com wrote:
> > Bill H wrote:
> > > Back in the 80's there was a game that I typed into my 600xl & tape
> > > drive (pretty sure it came from Compute!). It used graphics 0 and was a
> > > character based puzzle game. You had two windows on the screen, the one
> > > on the left showed a pattern of characters (mostly / \ - etc.) and you
> > > had to make the right window look like it by moving up and down to
> > > select a line and then left and right to scroll the line till it
> > > matched what was on the left. There was a timer on the game. Does
> > > anyone recall this game?
> > >
> > > Bill H www.ts1000.us
> >
> > Could it be "Mosaic Puzzle"?
> >
> > I see a reference to Compute!, issue 41, October '83, for this puzzle
> > program in www.Atarimagazines.com's master Compute! index but the
> > article text is not available.
>
> Sounds like the right time period - I did some seraching and found the
> 64 version of it in the Dec 83 issue (this page:
> http://www.atarimagazines.com/compute/issue43/158_1_64_Mosaic_Puzzle.php
> ) the screen shot is nothing like it - so no that aint the right game.
>
> Bill H www.ts1000.us

Well I don't know anything about Commodore 64. Did it have the ability
to use redefined character sets? Maybe it's just a simplified display.

Was the game in question on a 4 x 4 grid at least?

I can't find that October issue of Compute!. I think I found April,
August, September, and December of '83 but not October. That was the
year I let my subscription lapse so I may never have had the issue.

Oh well. I tried. I'm sure someone will find the puzzle you are
seeking.
```

6865. Editor manual doc's

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 06:07:44 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <WY8hg.23501$XV5.4903@fed1read10>
Source record: 6622

Hi,
I recently started using a small text editor I found on an atr, but can't remember which one. The Editor loads and on the top line. Title is shown screen edges are bordered.
Edit 2.5
I have been able to get the program to load and save files with Cntl+L for Load and Cntl+S for Save. I have been trying different keys to cause the program to delete characters and lines, but today I did something that caused the screen to collapse to less than 10 lines. And the Esc key quits the program. But I am sure there is more to this program, I just need a hint or text file for keys to format the text.. Text does not wrap at 40 columns.

TIA

RoyE

6866. Re: Editor manual doc's

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 11:34:24 UTC
From: KMK <draco@obta.uw.edu.pl>
Message-ID: <4485615a$0$22598$f69f905@mamut2.aster.pl>
Source record: 6623

Roy Dean wrote:
> I have been able to get the program to load and save files with Cntl+L for
> Load and Cntl+S for Save. I have been trying different keys to cause the
> program to delete characters and lines, but today I did something that
> caused the screen to collapse to less than 10 lines. And the Esc key quits
> the program. But I am sure there is more to this program, I just need a
> hint or text file for keys to format the text.. Text does not wrap at 40
> columns.

This is JBW Edit: http://trub.atari8.info/files/ED.ARC

The keys are:

* Ctrl/L - load
* Ctrl/S - save
* Ctrl/U - make "window" smaller (move the lower border up)
* Ctrl/D - make "window" bigger (move the lower border down)
* Ctrl/V - make EOL characters visible
* Ctrl/B - cursor to begin of text
* Ctrl/E - cursor to end of text
* Ctrl/A - cursor to begin of line
* Ctrl/Z - cursot to end of line
* Ctrl/T - tag line
* Ctrl/G - go to tagged line
* Ctrl/Q - escape character (allow to type in all of the above)

The program is ideal for small edits, but if the text file is 6-8k long, it
becomes slow.

KMK

6867. Re: Editor manual doc's

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 13:05:54 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <X4fhg.23506$XV5.1320@fed1read10>
Source record: 6624

"KMK" <draco@obta.uw.edu.pl> wrote in message
news:4485615a$0$22598$f69f905@mamut2.aster.pl...
> Roy Dean wrote:
>> I have been able to get the program to load and save files with Cntl+L
>> for Load and Cntl+S for Save. I have been trying different keys to cause
>> the program to delete characters and lines, but today I did something
>> that caused the screen to collapse to less than 10 lines. And the Esc
>> key quits the program. But I am sure there is more to this program, I
>> just need a hint or text file for keys to format the text.. Text does
>> not wrap at 40 columns.
>
> This is JBW Edit: http://trub.atari8.info/files/ED.ARC
>
> The keys are:
>
> * Ctrl/L - load
> * Ctrl/S - save
> * Ctrl/U - make "window" smaller (move the lower border up)
> * Ctrl/D - make "window" bigger (move the lower border down)
> * Ctrl/V - make EOL characters visible
> * Ctrl/B - cursor to begin of text
> * Ctrl/E - cursor to end of text
> * Ctrl/A - cursor to begin of line
> * Ctrl/Z - cursot to end of line
> * Ctrl/T - tag line
> * Ctrl/G - go to tagged line
> * Ctrl/Q - escape character (allow to type in all of the above)
>
> The program is ideal for small edits, but if the text file is 6-8k long,
> it becomes slow.
>
> KMK
Thanks,
Now I am able to see the full screen again. I have also been able to use a
few shifted control keys:

SHIFT+CTRL+UP ARROW for page up
SHIFT+CTRL+DOWN ARROW for page down

Thanks again
RoyE

6868. Re: Old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 15:02:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <tJghg.669$Uy1.649@read1.cgocable.net>
Source record: 6625

Bill H wrote:

>
> AlbaClause wrote:
>> Well, let's see. There was Puzzler in the November 1985 issue of
>> Compute!. It is similar to the game you describe, though it uses color
>> blocks instead of the "/" and "\" characters and it definitely doesn't
>> use graphics mode
>> zero. Aside from that, it draws two boxes on the screen and your task
>> is
>> to match the pattern in one box to the pattern in the other. There is a
>> timer at the bottom of the screen.
>>
>> That's the only "type-in" program that I could find in my back issues of
>> Compute! that even remotely resembles what you describe. Remember
>> though, that my earliest issue of Compute! is October 1985.
>>
>> For some reason I do recall having seen or played the game that you
>> describe, if somewhat vaguely, I may have encountered such a game on one
>> of
>> Compute!'s many compendium disks. Or possibly as a file contained on a
>> disk of some long gone Atari public domain library?
>>
>> --
>> --
>> People Against Corruption * Right Always Triumphs
>> Website: http://sarnia.selfip.org
>
> Just looked through all the screen shots on atarimania and didn't see
> it. I may just rewrite it myself, I can remember what it looks like and
> how it acted.

Funny as it sounds, this may turn out to be the easiest course of action for
you.
--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6869. Re: Atarimagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-06 23:26:31 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1149636391.580720.117240@h76g2000cwa.googlegroups.com>
Source record: 6626

Bill H wrote:
> Is this site down - it never loads - just hangs <

Hi Bill-
I tried this site after reading your post and then again just now. No problem. I've been at the site several other times recently without incident.

-Larry

6870. Re: Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-07 03:21:43 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <cDrhg.37503$4H.1518@dukeread03>
Source record: 6627

Does XF551 normally speed at 300rpm or 288rpm?

Some IBM style 360K drives work with XF551 board due to power limit. I am curious, how many MAX watt of the drive does XF551 require?

Thanks!
Jack

"Michael Current" <hunmanik@earthlink.net> wrote in message news:7kbf721k18nebbb4pb0shh2hr8fch18qeo@4ax.com...
> On Sat, 20 May 2006 22:07:36 -0400, "Jack Tseng" <tseng4@hotmail.com>
> wrote:
>
>>Mitsumi D503 mechanism is dead. I have two 360K disk drives, Teac FD-55GFR
>>and Weltec wi360-12. D0 is set. Teac cant read Atari Formatted disk. I use
>>Weltec, finally read it. The most boot game disks and any DOS works fine.
>>Test of writing and formatting are ok. But the Flight Simulator II disk
>>boot, but it locks up. Original Conan, copy protected disk, looks
>>scramble.
>>I use Atari 1050, and XF551, FSII and Conan worked prefect! Any reason why
>>Weltec doesnt work wtih FSII Boot and Conan?
>
> I hope this doesn't muddy the issue here, but I wonder if this is related
> to
> this bit I have in the FAQ regarding the XF551:
>
> Rotaton rate: 300RPM. Since all other Atari-specific drives run at
> 288RPM,
> this results in rare compatibility issues. Specifically, these
> commercial
> disks do not load in, and can be damaged by, the XF551:
> - Flight Simulator II (subLOGIC)
> - Blue Max (Synapse)
> - Bank Street Writer (Broderbund). Conflicting reports about this one.
>
> Of these, I have experience with several original Blue Max disks, and two
> XF551 drives. I found that trying to boot Blue Max with the XF551 would
> result in the disk literally being destroyed by the drive. The drive
> somehow
> "scraped" right through the media, so that there was an obvious ring where
> you
> could see right through the disk. Don't ask me how that's possible, but I
> wrecked two or three Blue Max disks that way!
>
> -Michael

>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6871. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-07 04:21:29 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1149654084@rtfm.mit.edu>
Source record: 6628
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 26, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2006.05.26 Eric Parent, Memo Pad Release 1
2006.05.26 Pajero, MagoTrans 1.6 beta
2006.05.15 MadTeam, Graph2Font 3.8.4.5
2005.05.08 removed: Quasimodos (web site gone)
2005.05.08 updated: MyAtari
2005.05.08 updated: MCM
2006.05.08 removed: BeWeSoft
2006.05.07 Lee Hanken, ATASCIIView 1.0
2006.04.30 SquoQuo, Let's Hop
2006.04.26 MadTeam, MADS 1.7.2
2006.04.21 added: SquoQuo, makers of Sh*t Alpin 2005, Ms.Bulimia
2006.04.21 HiassofT, MyPicoDos 4.04
2006.04.21 Thomas Richter, Atari++ CVS Snapshot 1.45, atari++ 1.45 for win32
2006.04.21 Atarimuseum renamed/moved to Rewindgames
2006.04.13 updated: Video 61
2006.04.09 entry for Steven Tucker moved to Atarimax, entry fully updated
2006.04.09 updated: 8-Bit Classics, Sunmark, AtariAge, Pixels Past
2006.04.09 removed: ChildsPlay Software Services
```

2006.04.09 MadTeam, MADS 1.7.0
2006.04.05 Shawn Jefferson live in Victoria, thanks Shawn!
2006.04.01 Tristesse, TRS-Desktop 0.9c alpha
2006.04.01 MadTeam, MADS 1.6.9
2006.03.27 Tristesse, NeoTracker v1.6

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module, TV/Computer Switch

Atari800 Development Team 1/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA), Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),

Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.1 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,
Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage,
Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt,
Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show,
Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing,
BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!,
Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy,
Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler,
Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze
Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's
Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of
Creative Computing volumes 1-3, Machine Language For Beginners, Second Book
of Machine Language, Mapping the Atari, Master Memory Map for the Atari,
De Re Atari, Atari Roots, Assembly Language Programming for the Atari
Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile
Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second
Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second

Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

AV Toolbox 1/04
USA

Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 2/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.1 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

BAKTRA (Michael Kalous) 12/05
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN 1.1 Beta (Data transfer PC > ATARI, generates WAVE sound
file with Turbo 2000 record), Marching Drums (Music in RMT), TETRIS (game for
PC, supports Atari joystick via LPTJOY interface), Ztraceny hornik (game for
PC, remake of Super Miner, supports Atari joystick via LPTJOY interface),
LPTJOY (unit for Turbo Pascal ATARI joystick handling routines),
TURGEN SYSTEM 2 beta (new version of the transfer utility)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon

USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 5/06
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 49 published May 2006)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart (1986-1991), Creative Computing (1974-1985), Creative Computing Video & Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 2/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.08b, SD-Load. for SpartaDOS X: CP v.1.0, TAR v.1.2, mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.10a, FDISK II v.2.3, HDSC v.1.1, KMK/JZ Diag v.1.2, KMK/JZ IDE Interface, mksdfs v.1.1 (MaKe a SpartaDos FileSystem), MNT, NDCHK, RateHD, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.09 (6.IV.2005.), D2D v.0.4, grep, LPOKE/LPEEK, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version), Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom

http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 1/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 0.2.0, xasm 3.0.0, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 3/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/

Developer: Atari800MacX 3.1.1 (version of Atari800 emulator for Mac OS X),
Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Lee Hanken 5/06
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 1.0 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,

VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux
kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC
or APE; atarixfer - a small tool to read/write ATR images to an Atari disk
drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk)
V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b
(write double density ATR-images to Atari floppy disks on your PC; also
create ATR-images of double density floppy disks), MyPicoDos 4.04 (small
"gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik, Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 4/06
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/05
Czech Republic
http://jindroush.atari.org/ or http://www2.asw.cz/~kubecj/
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.02 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), DI78 v0.94 (PCW), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,

Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,

Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 5/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL Paint Max 2.3, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.5 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.2 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland

phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight,

Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 4/05
See also: trub (developer of SIO2IDE Commands (S2I) and S2I JukeBox)
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 4.4 (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari (Matthew Bacon, Shiuming Lai) 5/06
UK
http://www.myatari.net/
Publisher: MyAtari magazine (free online magazine)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620

USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: O

Odsiecz Sobieskiego 11/05
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xunzip2.zip
Developer: XunZip 2.0 (29 August 2005)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 5/06
http://joyfulcoder.com/
Developer: Memo Pad Release 1 (May 21, 2006, ATASCII file viewer and converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari), Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 4/06
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.42, CVS Snapshot 1.45, atari++ 1.45 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy), BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master, Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings, ROBOX, Snow Plow, Snow Plow Editor

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Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,

TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image
system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a
clean .wav file from a Digital Cassette Image), POOLDISK TOO
(PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish,
Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)

ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster / C.P.U.) 2/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.23 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/06
Poland
http://www.atari8.info/

Developer: TRS-Desktop 0.9c alpha, NeoTracker v1.6

trub 8/04
See also: MMSoft (developer of SIO2IDE)
Poland
http://trub.sys.net.pl/
Developer: utilities for the Atari: SIO2IDE Commands (S2I) 0.7,
S2I JukeBox 2.0. Utilities for SpartaDOS X (SDX): TDPL 2.0 (enhanced
TD.COM), XEP.SYS 0.1D (for PAL), TRACE2 (file tracer for SDX executable
files), RWTEST2 and QE (Quick Ed) v.2.0 (both by Draco/KMK/Konrad M.
Kokoszkiewicz, updated by trub for SDX 4.22). Utilities for MSDOS: XLDisk
(manage ATR/XFD images and real DD Atari disks) 2.5

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way

Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

6872. atari++ 1.46 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-07 15:54:50 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4eob6bF1ff395U1@news.dfncis.de>
Source record: 6629

Hi folks,

update time! A new stable release of the Atari++ emulator for Linux and
Win32 has been released. As usual, you'll find it here:

http://www.math.tu-berlin.de/~thor/atari++/

What's new this time:

Many thanks goes to Mark Keates for providing a really detailed
emulation of the AMD flash ROM chips, and thus for making Steve
Trucker's Flash Carts now really flash-able. The emulator is able
to save these carts back to disk as required.

Furthermore, creation of disk images has been simplified a bit. To
create an empty disk, just type in a non-existing file name, then format
this virtual floppy from the DOS of your choice (or the built-in one).

A couple of improvements have been made for the built-in FMS and Os.
For the former, Dos 2.5 directores can now be read fine, and the memory
requirements have been dropped considerably (MORE room for programs).
For the latter, text windows on Gr.9/10/11 have been improved and no
longer flicker during SIO operations.

A couple of other minor problems have been hopefully fixed, more`s in
the README.

So long,
Thomas

6873. Re: Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 01:26:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <o0ve82h78v6e9d078f2ijh9em6a74l7cam@4ax.com>
Source record: 6630

On Tue, 6 Jun 2006 23:21:43 -0400, "Jack Tseng" <tseng4@hotmail.com> wrote:

>Does XF551 normally speed at 300rpm or 288rpm?

300rpm

>Some IBM style 360K drives work with XF551 board due to power limit. I am
>curious, how many MAX watt of the drive does XF551 require?

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6874. Re: Weltec Wi360-12 model works!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 02:12:47 UTC
From: Pete Rittwage <rcade@rittwage.com>
Message-ID: <4487879F.5080701@rittwage.com>
Source record: 6631

```
> "Michael Current" <hunmanik@earthlink.net> wrote in message
> news:7kbf721k18nebbb4pb0shh2hr8fch18qeo@4ax.com...
>
>>On Sat, 20 May 2006 22:07:36 -0400, "Jack Tseng" <tseng4@hotmail.com>
>>wrote:
>>
>>
>>>Mitsumi D503 mechanism is dead. I have two 360K disk drives, Teac FD-55GFR
>>>and Weltec wi360-12. D0 is set. Teac cant read Atari Formatted disk. I use
>>>Weltec, finally read it. The most boot game disks and any DOS works fine.
>>>Test of writing and formatting are ok. But the Flight Simulator II disk
>>>boot, but it locks up. Original Conan, copy protected disk, looks
>>>scramble.
>>>I use Atari 1050, and XF551, FSII and Conan worked prefect! Any reason why
>>>Weltec doesnt work wtih FSII Boot and Conan?
>>
>>I hope this doesn't muddy the issue here, but I wonder if this is related
>>to
>>this bit I have in the FAQ regarding the XF551:
>>
>>Rotaton rate: 300RPM. Since all other Atari-specific drives run at
>>288RPM,
>> this results in rare compatibility issues. Specifically, these
>>commercial
>> disks do not load in, and can be damaged by, the XF551:
>> - Flight Simulator II (subLOGIC)
>> - Blue Max (Synapse)
>> - Bank Street Writer (Broderbund). Conflicting reports about this one.
>>
>>Of these, I have experience with several original Blue Max disks, and two
>>XF551 drives. I found that trying to boot Blue Max with the XF551 would
>>result in the disk literally being destroyed by the drive. The drive
>>somehow
>>"scraped" right through the media, so that there was an obvious ring where
>>you
>>could see right through the disk. Don't ask me how that's possible, but I
>>wrecked two or three Blue Max disks that way!
>>
>>-Michael
>>
>>
>>Michael Current, mailto:hunmanik@earthlink.net
>>8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
>>St. Paul Atari Computer Enthusiasts, http://space.atari.org/
```

>
>
>
>

Hi Michael,

The media that Synapse used back in the 80's doesn't age well. I have a stack of them that had the same problem you describe, but for the Commodore. I think the Mylar coating just doesn't hold up to time on those and it comes right off with normal use. I also have to scrub my disk drive heads off after this to avoid disk errors.

--
-
Pete Rittwage
http://rittwage.com

C64 Preservation Project
http://c64preservation.com

6875. Re: David's Midnight Magic?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 02:45:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4487bb925b8330@comcast.net>
Source record: 6636

>Edward S. Baiz Jr. wrote:
>
>>>Was the NTSC XEGS cartridge release in color? i remember this being in
>>>color but I can't find my cart at the moment and the rom dump I have
>>>is B/W in both the atari++ and atari800 emulators. is this a problem
>>>with my rom dump? the emulators? or is it that *my* memory is failing
>>>me and it really was in B/W?? any help on this issue would be greatly
>>>appreciated. in the meantime i'll keep looking for that cart... it's
>>>gotta be here somewhere! :-)
>>>
>>>mark.
>>
>> I was sure it was in color.
>>
>>
>
>That was a pool game, right? Yeah, it was in color.

No, it is a pinball game, but you were close. <g>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6876. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 02:49:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <4487bb925b8332@comcast.net>
Source record: 6635

>Hi
>
>Once a fellow lent me an Atari magazine. This magazine had a section,
>sort of interactive section. This column featured a BASIC listing, that
>you should type in your computer at home. The listing had a bug, and
>your mission was to discover where in the listing the bug was.
>The magazine I read had a BASIC listing of a program that prompted to
>the user both values for a A and B variables, and the program answered
>with the sum of both variables. The case is that the result the program
>gave was deliberately wrong...The article featured a pretty drawing of
>some bugs doing a 'wrong' sum on a chalkboard... something like 2+2=5
>....
>
>Anybody rememer this magazine?...I've been looking for this magazine
>for *years*.
>
>Regards

Could that have possibly been the old Antic magazine?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

6877. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 08:55:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606080153070.24493-100000@onyx.spiritone.com>
Source record: 6632
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6878. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 08:57:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606080155470.24493-100000@onyx.spiritone.com>
Source record: 6633
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6879. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 09:00:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606080157550.24493-100000@onyx.spiritone.com>
Source record: 6634
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6880. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 21:46:42 UTC
From: "anoneds@netscape.net" <anoneds@netscape.net>
Message-ID: <1149803202.479296.149900@j55g2000cwa.googlegroups.com>
Source record: 6637

lbaeza@usa.net wrote:
> Hi
>
> Once a fellow lent me an Atari magazine. This magazine had a section,
> sort of interactive section. This column featured a BASIC listing, that
> you should type in your computer at home. The listing had a bug, and
> your mission was to discover where in the listing the bug was.
> The magazine I read had a BASIC listing of a program that prompted to
> the user both values for a A and B variables, and the program answered
> with the sum of both variables. The case is that the result the program
> gave was deliberately wrong...The article featured a pretty drawing of
> some bugs doing a 'wrong' sum on a chalkboard... something like 2+2=5
> ....
>
> Anybody rememer this magazine?...I've been looking for this magazine
> for *years*.

ISTR most type-in magazines had this "feature" where each issue they
had type-ins that had hidden bugs for you to find. Then they had a
"Debug" column at the end of the magazine where they fixed their
programs based upon feedback...

6881. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-08 23:00:48 UTC
From: lbaeza@usa.net
Message-ID: <1149807648.212318.51700@h76g2000cwa.googlegroups.com>
Source record: 6638

Hi

IIRC, that listing was part of a mini-contest, if you sent back a
working listing of the program, you won a prize or something....I can't
recall that clear, it was a long time...

Anyway, I've been looking for this article on the Antic archive, with
no results....I'll keep looking for it.

Regards

anoneds@netscape.net ha escrito:

> ISTR most type-in magazines had this "feature" where each issue they
> had type-ins that had hidden bugs for you to find. Then they had a
> "Debug" column at the end of the magazine where they fixed their
> programs based upon feedback...

6882. Re: ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-09 17:26:24 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1149873984.091200.258430@y43g2000cwc.googlegroups.com>
Source record: 6639
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:
> Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.

These get stupider and stupider...

6883. WTB: 1050 Happy Controller Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-10 00:20:20 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <Tboig.82729$iB2.34127@bignews4.bellsouth.net>
Source record: 6640

Anyone happen to have a 1050 Happy Controller for
sale/trade?

USA/Canada only.

If so, e-mail me with price at:
phantomm@bellsouth.net

6884. Re: Destroy Blue Max with the XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-10 01:42:17 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <jh8k829r0knih1rgd37pq6u16tsuj0413a@4ax.com>
Source record: 6641

On Wed, 07 Jun 2006 22:12:47 -0400, Pete Rittwage <rcade@rittwage.com> wrote:

>> "Michael Current" <hunmanik@earthlink.net> wrote in message
>>>Of these, I have experience with several original Blue Max disks, and two
>>>XF551 drives. I found that trying to boot Blue Max with the XF551 would
>>>result in the disk literally being destroyed by the drive. The drive
>>>somehow
>>>"scraped" right through the media, so that there was an obvious ring where
>>>you
>>>could see right through the disk. Don't ask me how that's possible, but I
>>>wrecked two or three Blue Max disks that way!
>
>Hi Michael,
>
>The media that Synapse used back in the 80's doesn't age well. I have a
>stack of them that had the same problem you describe, but for the
>Commodore. I think the Mylar coating just doesn't hold up to time on
>those and it comes right off with normal use. I also have to scrub my
>disk drive heads off after this to avoid disk errors.

Hmm, yet I did not have any problems with these disks when used with an Indus GT drive, even just moments before I wrecked them with the XF551.

Also, I never tried to clean the XF551 drive heads after this happened, the drive still worked fine with everything else.

If anyone else has an original Blue Max disk for Atari, does it still boot with a drive other than an XF551? Can you boot it with an XF551? (Try the non-XF551 boot experiment first!)

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6885. Re: WTB: 1050 Happy Controller Board

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-10 16:49:46 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <31ul82143pin66sffv3g32bp5hmfu0tk89@4ax.com>
Source record: 6642

http://www.8bitclassics.com/index.php?page=shop.product_details&flypage=shop.flypage&product_id=934&category_id=79&manufacturer_id=0&option=com_virtuemart&Itemid=1

On Fri, 9 Jun 2006 20:20:20 -0400, "phantomm" <phantomm@bellsouth.net>
wrote:

>
>Anyone happen to have a 1050 Happy Controller for
>sale/trade?
>
>USA/Canada only.
>
>If so, e-mail me with price at:
>phantomm@bellsouth.net
>
>
>

6886. Re: atari++ 1.46 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-11 00:23:51 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <xjJig.4513$Uy1.1891@read1.cgocable.net>
Source record: 6643

Thomas Richter wrote:

> Hi folks,
>
> update time! A new stable release of the Atari++ emulator for Linux and
> Win32 has been released. As usual, you'll find it here:
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> What's new this time:
>
> Many thanks goes to Mark Keates for providing a really detailed
> emulation of the AMD flash ROM chips, and thus for making Steve
> Trucker's Flash Carts now really flash-able. The emulator is able
> to save these carts back to disk as required.
>
> Furthermore, creation of disk images has been simplified a bit. To
> create an empty disk, just type in a non-existing file name, then format
> this virtual floppy from the DOS of your choice (or the built-in one).
>
> A couple of improvements have been made for the built-in FMS and Os.
> For the former, Dos 2.5 directores can now be read fine, and the memory
> requirements have been dropped considerably (MORE room for programs).
> For the latter, text windows on Gr.9/10/11 have been improved and no
> longer flicker during SIO operations.
>
> A couple of other minor problems have been hopefully fixed, more`s in
> the README.
>
> So long,
> Thomas

I just finished compiling it on a PowerMac 7300/200, and it appears to work
quite well. I haven't managed to get the sound working on this machine
yet, but that's no big deal.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6887. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-11 16:08:22 UTC
From: John Murkerson <jmurkers@nettally.com>
Message-ID: <448c3ff6$0$226$892e0abb@auth.newsreader.octanews.com>
Source record: 6644

On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
> Anybody rememer this magazine?...I've been looking for this magazine
> for *years*.

It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
Here's the code:

```
10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
20 ? #6;" MATH - A - MATIC":POKE 712,178
30 OPEN #1,4,0,"K:":M$="":N$=""
40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
60 GOTO 40
70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
80 X=(LEN(M$)+5)
90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
110 GOTO 90
120 IF M=43 THEN ? #6;" ";CHR$(M);" "
130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
140 POSITION Q,5:? #6;CHR$(M)
150 POSITION Q+2,5:? #6;Z
160 FOR DE=1 TO 1500:NEXT DE:RUN
```

Correct entries made it into a drawing, and the winner got a
Centipede cartridge.

--
John Murkerson
jmurkers@nettally.com

6888. FA: Lots of stuff listed on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-13 02:00:05 UTC
From: Jerry Kurtz <jerrykurtz@earthlink.net>
Message-ID: <1150164005.881227.99430@c74g2000cwc.googlegroups.com>
Source record: 6645
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I've listed a lot of my rarer Atari 8bit stuff on eBay which includes
some Apple and Commodore stuff too.

For the Commodore, there's Pogo Joe and the extremely rare Trolls and
Tribulations.

There's a lot of Broderbund and Datasoft titles listed. My ebay id is
"jkurtz1".

Here's a link:

http://search.ebay.com/_W0QQsassZjkurtz1QQhtZ-1QQfrppZ200QQfsopZ1QQfsooZ1QQrdZ0

If you have any questions, feel free to ask.

Regards,
Jerry Kurtz

6889. XF Turbo and US Doubler Turbo

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-13 02:29:10 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Yppjg.45456$4H.21819@dukeread03>
Source record: 6646

SuperDOS 5.1 and SpartaDOS 3.x have built-in XF turbo and US Doubler 1050 Turbo. I need them for Atari DOS 2.x and MyDOS 4.53. if you find them, please let me know where I download them.

Thanks!
Jack

6890. Re: XF Turbo and US Doubler Turbo

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-13 10:42:06 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1150195326.821599.324490@g10g2000cwb.googlegroups.com>
Source record: 6647

Hi Jack-
I'm not quite sure what you are looking for. A high-speed SIO driver
that will work with the other DOSes you mention?

Jack Tseng wrote:
> SuperDOS 5.1 and SpartaDOS 3.x have built-in XF turbo and US Doubler 1050
> Turbo. I need them for Atari DOS 2.x and MyDOS 4.53. if you find them,
> please let me know where I download them.
>
> Thanks!
> Jack

6891. Re: XF Turbo and US Doubler Turbo

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-13 21:10:09 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <SQFjg.21682$8q.21456@dukeread08>
Source record: 6548

Yes! that s what I am talking about.

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1150195326.821599.324490@g10g2000cwb.googlegroups.com...
> Hi Jack-
> I'm not quite sure what you are looking for. A high-speed SIO driver
> that will work with the other DOSes you mention?
>
> Jack Tseng wrote:
>> SuperDOS 5.1 and SpartaDOS 3.x have built-in XF turbo and US Doubler 1050
>> Turbo. I need them for Atari DOS 2.x and MyDOS 4.53. if you find them,
>> please let me know where I download them.
>>
>> Thanks!
>> Jack
>

6892. Re: XF Turbo and US Doubler Turbo

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 09:05:00 UTC
From: Matthias Reichl <usenet-200606@hias.horus.com>
Message-ID: <slrne8vk9s.1tk.usenet-200606@camel.hias.horus.com>
Source record: 6549

On Tue, 13 Jun 2006 17:10:09 -0400, Jack Tseng wrote:
> Yes! that s what I am talking about.

I wrote a highspeed SIO patch that can be used with the standard
XL OS and with the MyIDE OS. Have a look at the thread
"MyIDE and APE Warp Speed" in the Atarimax forum

http://www.atarimax.com/flashcart/forum/viewtopic.php?t=342

so long,

Hias

6893. Powerplay Cruiser joystick

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 11:47:41 UTC
From: Trystan <newsNOSPAMgroups@pellenys.org.uk>
Message-ID: <xHSjg.388509$tc.1520@fe2.news.blueyonder.co.uk>
Source record: 6550

Hi - after quite some time I've dug out my 800XL and have dived back in with both feet. There's something calming about metal sprung cartridge flaps.

Anyway I found my old joystick and it's somewhat wonky: does anyone have a Powerplay Cruiser they'd be willing to part with? I'm in the UK, although am willing to pay postage from elsewhere. Any colour will do, lovely though the green&pink one was.

Trystan

6894. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 13:19:35 UTC
From: lbaeza@usa.net
Message-ID: <1150291175.147739.66290@y43g2000cwc.googlegroups.com>
Source record: 6551

John Murkerson ha escrito:

```
> It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
> Here's the code:
>
> 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
> 20 ? #6;" MATH - A - MATIC":POKE 712,178
> 30 OPEN #1,4,0,"K:":M$="":N$=""
> 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> 60 GOTO 40
> 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
> 80 X=(LEN(M$)+5)
> 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
> 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
> 110 GOTO 90
> 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> 140 POSITION Q,5:? #6;CHR$(M)
> 150 POSITION Q+2,5:? #6;Z
> 160 FOR DE=1 TO 1500:NEXT DE:RUN
>
> Correct entries made it into a drawing, and the winner got a
> _Centipede_ cartridge.
>
> --
> John Murkerson
> jmurkers@nettally.com
```

Thanks John, that was *exactly* the program I was looking for :-D
Thanks for taking the time to type that BASIC program. Anyway, I found very little info on that Atari Connection magazine on the internet, here are some links:

http://digitize.textfiles.com/items/1983-atari-connection/

http://www.strotmann.de/twiki/bin/view/Infothek/AcFallEightTwo

I thought I could find the OCRed magazines on atarimagazines.com or atariarchives.org, but there's nothing on them...

Anybody knows where can I find some more info about this great magazine?
Anybody has this issue for sale/trade?

Regards

6895. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 14:25:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <u95092d0qu4she1eu6oedotn7a2072ss5g@4ax.com>
Source record: 6552

On 14 Jun 2006 06:19:35 -0700, lbaeza@usa.net wrote:

>Thanks John, that was *exactly* the program I was looking for :-D
>Thanks for taking the time to type that BASIC program. Anyway, I found
>very little info on that Atari Connection magazine on the internet,
>here are some links:
>
>http://digitize.textfiles.com/items/1983-atari-connection/
>
>http://www.strotmann.de/twiki/bin/view/Infothek/AcFallEightTwo
>
>I thought I could find the OCRed magazines on atarimagazines.com or
>atariarchives.org, but there's nothing on them...

I imagine it would be a challenge to get today's Atari, Inc. (Infogrames) to grant permission. Or maybe, no one has tried yet!

Everything at atarimagazines.com is there with permission of the rights holders.

>Anybody knows where can I find some more info about this great
>magazine?

There were 14 issues of Atari Connection, Atari part# CO17668, from Spring 1981 through Summer 1984. Atari Connection was one of the casualties of the 1984 Tramiel takeover, though shortly thereafter Atari Corp. started up a replacement magazine, Atari Explorer. Atari Explorer lasted for 36 issues, from February 1985 through January/February 1993.

Atari Explorer spawned Atari Explorer Online, which started May 1, 1992. AEO became Jaguar Explorer Online with the March 27, 1997 issue. The last issue of JEO was December 31, 2001. AEO and JEO have a (hibernating) home page at http://www.atarihq.com/jeo/ .

>Anybody has this issue for sale/trade?

I'm keeping mine. :)

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6896. CF reader for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 16:32:12 UTC
From: cb meeks <cbmeeks@gmail.com>
Message-ID: <1150302732.248081.307500@p79g2000cwp.googlegroups.com>
Source record: 6553

Anything like this exist? Something that I could plug into my XP machine, transfer an image over to CF, and boot it from the Atari 800XL?

That would rock.

cbmeeks

RETRO COMPUTERS
http://eblarg.com/bbs/retro

6897. Re: CF reader for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 17:45:39 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <7XXjg.46070$4L1.39723@newssvr11.news.prodigy.com>
Source record: 6554

cb meeks wrote:
> Anything like this exist? Something that I could plug into my XP
> machine, transfer an image over to CF, and boot it from the Atari
> 800XL?
>
> That would rock.
>
> cbmeeks

Using a MyIDE+Flash cartridge, CF adapter and Matthias's PC tool
for MyIDE drives you may be able to do this.

There is also SIO2IDE, which I have not tried but I would assume
a IDE->CF adapter would work nicely with as well.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

6898. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-14 20:29:26 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <el_jg.28022$hp.17371@read2.cgocable.net>
Source record: 6555

Michael Current wrote:

> There were 14 issues of Atari Connection, Atari part# CO17668, from Spring
> 1981 through Summer 1984. Atari Connection was one of the casualties of
> the 1984 Tramiel takeover, though shortly thereafter Atari Corp. started
> up a
> replacement magazine, Atari Explorer. Atari Explorer lasted for 36
> issues, from February 1985 through January/February 1993.
>
> Atari Explorer spawned Atari Explorer Online, which started May 1, 1992.
> AEO
> became Jaguar Explorer Online with the March 27, 1997 issue. The last
> issue
> of JEO was December 31, 2001. AEO and JEO have a (hibernating) home page
> at http://www.atarihq.com/jeo/ .
>

I rather liked the old Atari Explorer magazine. Though, it was perhaps the flimsiest of the Atari Magazines available at the time, it was a magazine that had a style that set it apart.

I only ever purchased six issues of Atari Explorer; my magazine budget was rather limited back then, so I had to choose between Antic, Analog, Atari Explorer, Compute!, STart, ST World, ST Action, and Current Notes. Antic and Analog got the nod most of the time, and I became partial to STart and ST World for the brief time that I owned a 520ST.

Seems I was holding out for the Atari Transputer Workstation for a time, and much of my magazine decisions revolved around transputer centric news and articles. Eventually, however, my local Atari magazine source ditched the Atari platform altogether and I was forced to rely on online magazines like Z*Mag for my Atari news.

And the rest, as they say, is history...

--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6899. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-15 11:11:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606150408030.14145-100000@onyx.spiritone.com>
Source record: 6556
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6900. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-15 11:12:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606150411270.14145-100000@onyx.spiritone.com>
Source record: 6557
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6901. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-15 11:15:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606150413100.14145-100000@onyx.spiritone.com>
Source record: 6558
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
Why not, it's paid for! Relax this summer. Stay home and Play Atari! Or
look for Atari games at http://BenSells.Atari.org Games Starting at $5
and Up! The Name everyone knows for Gaming Fun? Have you Played your Atari
Today? For Classic Atari 8 Bit, ST & Jaguar Games! Daily Gaming avoids
Hardening of the Ataris! E-Mail: Atari@aracnet.com or Call (503)256-9974!

$60.00 Software purchase Gets you a $20.00 Game for FREE! Spend $60.00 and
get a FREE GAME for your ST as a FREE GIFT, pretty much your choice! Or a
FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
Gato, Hardball, One on One Basketball, Star Wars-Return of the Jedi,
Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

http://BensCatalogs.Atari.org Ben's Atari WebSite
http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
http://www.aracnet.com/~atari/jaggames.htm Atari Jaguar Games!
http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6902. Atari 2600: S-Video, stereo sound

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-15 13:48:16 UTC
From: cb meeks <cbmeeks@gmail.com>
Message-ID: <1150379296.107694.318010@u72g2000cwu.googlegroups.com>
Source record: 6559

Hope I am in the right group.

Anyway, I have an Atari 2600 Jr. (the small, black one) that I am fixing up. About to add S-Video and stereo sound (well, mono but two channels). I am also going to re-paint and probably install a NICE RCA jack for the video out (seperating the chroma and luma into two RCA plugs)

I thought about doing several of these. Maybe keep 1-2 for myself and try to sell 2-10 of them.

Do you think people would pay for something like this? How much?

Thanks!

cbmeeks

RETRO COMPUTERS
http://eblarg.com/bbs/retro

6903. Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-16 02:30:42 UTC
From: eparent <eparent@gmail.com>
Message-ID: <1150425042.585892.131460@i40g2000cwc.googlegroups.com>
Source record: 6560

Hello,

Release 2 of Memo Pad, my ATASCII file viewer and converter for
Windows, is ready for downloading.

In this release I fixed a scrolling problem that would appear when
viewing files with more than 32767 rows or columns. I also added a
binary view mode.

You can download Memo Pad at
http://joyfulcoder.com/software/memopad/

Thanks,
Eric

6904. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-16 04:22:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1150431727@rtfm.mit.edu>
Source record: 6561
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6905. Re: Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-16 16:16:41 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns97E47CE78F945emuslor@216.196.97.136>
Source record: 6562

Despite all prevention efforts, "eparent" <eparent@gmail.com> wrote in
news:1150425042.585892.131460@i40g2000cwc.googlegroups.com:

> http://joyfulcoder.com/software/memopad/

Nice. :) Any chance I could get an option to display hex offsets when
viewing in binary mode?

Thanks

--
James
http://www.slornet.com

6906. Re: Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-16 16:57:55 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1150477075.832603.319190@y41g2000cwy.googlegroups.com>
Source record: 6563

Slor wrote:
> Nice. :) Any chance I could get an option to display hex offsets when
> viewing in binary mode?
>
> Thanks
>
> --
> James

Hello James,

I will add an option to change the numeric base of the offset values.
Expect it in the next release.

Thanks,
Eric

6907. Trivia Fever

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-17 06:45:54 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <DyNkg.355$PO.93@dukeread03>
Source record: 6564

Do you have Trivia Fever for an Atari? I have the original disk but the disk is bad. Anyone?

Jack

6908. Re: Trivia Fever

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-17 14:43:22 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <lyUkg.49$L15.1@fed1read10>
Source record: 6565

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:DyNkg.355$PO.93@dukeread03...
> Do you have Trivia Fever for an Atari? I have the original disk but the
> disk is bad. Anyone?
>
> Jack
>
I have several Trivia but not Trivia Fever. Mine are named Trivia Quest and
Trivia Quiz. I haven't heard of Trivia Fever.

RoyE

6909. Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-17 15:07:32 UTC
From: Colonel Klink <cklink@hotmail.com>
Message-ID: <Xns97E5714868B4Ecklinkhotmailcom@207.217.125.201>
Source record: 6566

I'm trying to get my 800 to read files from my PC. Anyone have some
software called APE? I hear it does the trick.

6910. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-17 17:42:13 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <0aXkg.55$L15.18@fed1read10>
Source record: 6567

"Colonel Klink" <cklink@hotmail.com> wrote in message
news:Xns97E5714868B4Ecklinkhotmailcom@207.217.125.201...
> I'm trying to get my 800 to read files from my PC. Anyone have some
> software called APE? I hear it does the trick.

Download at www.atarimax.com you will also be able to buy the sio2pc cable
there.

RoyE

6911. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-17 20:57:12 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <31_kg.19885$Uy1.13500@read1.cgocable.net>
Source record: 6568

Colonel Klink wrote:

> I'm trying to get my 800 to read files from my PC. Anyone have some
> software called APE? I hear it does the trick.

Colonel Klink was the dippy Kommandant (spelling?) of Stalog (spelling?) 13.
He was the guy that fooled himself into believing that he was in control.
He was also a spineless Nazi.

The prisoner, Colonel Hogan, had full control over the Kommandant... though
the kommandant believed Hogan to be isolated and contained within the
prison camp. "Never an escape," was the trademark saying of Colonel Klink.
Although, one wonders why anyone would want to escape from Stalog 13...
The prisoners could fight the war much more effectively from within the
prison walls.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6912. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-18 00:31:34 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <%91lg.19896$Uy1.11299@read1.cgocable.net>
Source record: 6569

Roy Dean wrote:

>
> "Colonel Klink" <cklink@hotmail.com> wrote in message
> news:Xns97E5714868B4Ecklinkhotmailcom@207.217.125.201...
>> I'm trying to get my 800 to read files from my PC. Anyone have some
>> software called APE? I hear it does the trick.
>
> Download at www.atarimax.com you will also be able to buy the sio2pc cable
> there.
>
> RoyE

Don't waste your time with these clowns, RoyE. They don't even own Atari computers and APE is very easy to find on the Internet.

As a general rule, when you get somebody asking for something that is very easy to find, you're wasting your time by responding to them with any valuable information. Best bet is to treat them like the imbeciles that they are, or to to just ignore them.
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People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6913. Re: Trivia Fever

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-18 00:32:48 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <ab1lg.19897$Uy1.3941@read1.cgocable.net>
Source record: 6570

Jack Tseng wrote:

> Do you have Trivia Fever for an Atari? I have the original disk but the
> disk is bad. Anyone?
>
> Jack

Google is your friend, Jack. Take a look and tell us what you find.

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People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6914. Searching for driver for Alien Group Voice box

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-18 18:44:36 UTC
From: Andreas <bertelmann@web.de>
Message-ID: <44959f1b@news.arcor-ip.de>
Source record: 6574

i have buy an Alien Group Voice box at ebay, but there is no software
included.

please can any one send me the discs as ATR?
Andreas

6915. Re: Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-18 22:19:10 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <2akb92tivtorf75k62tkrcvio2ce5bc71h@4ax.com>
Source record: 6571

On 15 Jun 2006 19:30:42 -0700, "eparent" <eparent@gmail.com> wrote:

>Hello,
>
>Release 2 of Memo Pad, my ATASCII file viewer and converter for
>Windows, is ready for downloading.
>
>In this release I fixed a scrolling problem that would appear when
>viewing files with more than 32767 rows or columns. I also added a
>binary view mode.
>
>You can download Memo Pad at
>http://joyfulcoder.com/software/memopad/
>
>Thanks,
>Eric

Are you considering allowing text entry (making this an editor as well
as viewer?)

6916. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-18 22:21:10 UTC
From: Colonel Klink <cklink@hotmail.com>
Message-ID: <Xns97E6BAB888F93cklinkhotmailcom@207.217.125.201>
Source record: 6572

AlbaClause <you@cogeco.ca> wrote in
news:%91lg.19896$Uy1.11299@read1.cgocable.net:

> Roy Dean wrote:
>
>>
>> "Colonel Klink" <cklink@hotmail.com> wrote in message
>> news:Xns97E5714868B4Ecklinkhotmailcom@207.217.125.201...
>>> I'm trying to get my 800 to read files from my PC. Anyone have some
>>> software called APE? I hear it does the trick.
>>
>> Download at www.atarimax.com you will also be able to buy the sio2pc
>> cable there.
>>
>> RoyE
>
> Don't waste your time with these clowns, RoyE. They don't even own
> Atari computers and APE is very easy to find on the Internet.
>
> As a general rule, when you get somebody asking for something that is
> very easy to find, you're wasting your time by responding to them with
> any valuable information. Best bet is to treat them like the
> imbeciles that they are, or to to just ignore them.

Geez ow. Sorry to ruffle your feathers!

6917. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 02:10:53 UTC
From: 8-Bit Classics <corey@8bitclassics.com>
Message-ID: <3t1c92d2ktp7a7b3b1r4m2t97vuis9q59n@4ax.com>
Source record: 6573

http://www.atarimax.com

On Sat, 17 Jun 2006 15:07:32 GMT, Colonel Klink <cklink@hotmail.com>
wrote:

>I'm trying to get my 800 to read files from my PC. Anyone have some
>software called APE? I hear it does the trick.

6918. Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 14:11:50 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1150726310.572701.90900@p79g2000cwp.googlegroups.com>
Source record: 6575

I was toying around with an old basic program I never finished from
eons ago.
Then it ran out of variables. You can only have 128 different
variables on my 800xl in basic.
That's a lot....and I swear it seems like I haven't used more than
126.....but I digress....

Is there any nice way of working around that problem? I guess I could
manually rename & re-use variables, making sure I don't step on my own
program. That's a pain.

My second question - somewhat related - there was a program I had in
the old days that would allow you to rename variables, re-number your
program in full or in part, etc....you could manipulate your basic
program. What was that? Does anybody have it in an image file?
um....with instructions?

-Z.B.
[aka Rob]

6919. Re: Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 14:26:31 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1150727191.461293.311130@r2g2000cwb.googlegroups.com>
Source record: 6576

kevin wrote:
> On 15 Jun 2006 19:30:42 -0700, "eparent" <eparent@gmail.com> wrote:
> Are you considering allowing text entry (making this an editor as well
> as viewer?)

Hello Kevin,

Yes, I do plan on making this into an editor. When I started this project I named it Memo Pad because I wanted it to end up being an editor like the memo pad built into the 400 and 800 computers. I then left the project for a few years and just recently was inspired to work on it again. I hope others are finding it useful.

Thanks,
Eric

6920. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 15:56:36 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <UOzlg.7929$lf4.6564@newsread1.news.pas.earthlink.net>
Source record: 6577

Z.Beeblebrox wrote:
> I was toying around with an old basic program I never finished from
> eons ago.
> Then it ran out of variables. You can only have 128 different
> variables on my 800xl in basic.
> That's a lot....and I swear it seems like I haven't used more than
> 126.....but I digress....

I was never really a BASIC programmer, but I seem to recall one of the oddities of Atari BASIC was it saved the variables even if it shouldn't. Just some weirdness like if you used a variable in immediate mode then saved your program, it saved the immediate mode variable too. If you did stuff like
10 Z=0
Then changed your mind to use something more discriptive like
10 ZERO=0
Both Z and ZERO are saved and count against your total.

Anyway I do sorta remember the work around: LIST program to disk, type NEW in immediate mode, ENTER the program. You can then go back to SAVE and it should have the variables cleared up.
>
> Is there any nice way of working around that problem? I guess I could
> manually rename & re-use variables, making sure I don't step on my own
> program. That's a pain.

The concept of local and global variables, while it isn't built into BASIC helps. In BASIC everything is global but if you divide your variables you should cut down on the number you use. For instance, if you can keep track of your nested loops, you only need a couple of loop counters tops. That is lets say you have a bunch of loops in your program like:
10 FOR N=0 to 10; do something
125 FOR X=1 to 3; do something else
200 FOR Y=MSC to MSC+SCREENSZ; do something else

Now unless one of these loops calls one of the other loops, you only need one loop counter. If one of the loops calls another loop, you only need 2.

You can also explicitly state numbers and explain it with comments, for instance line 200
200 FOR N=MSC+24*40: REM 24*40 GR.0 size.

>
> My second question - somewhat related - there was a program I had in

> the old days that would allow you to rename variables, re-number your
> program in full or in part, etc....you could manipulate your basic
> program. What was that? Does anybody have it in an image file?
> um....with instructions?

APX had some utilities like this by White<or Crawford?> IIRC. I think I got them on a PD disk from B&C Computervisions.

BUT I would just create my spagetti code with all the goofy line number then do something like load TURBO BASIC and use that to renumber it. I think the White utility didn't resolve line numbers as targets for GOTO or GOSUB.

6921. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 18:26:49 UTC
From: stephensheppard@hotmail.com
Message-ID: <1150741609.533199.209780@i40g2000cwc.googlegroups.com>
Source record: 6578

Rick Cortese wrote:
> Z.Beeblebrox wrote:
> > I was toying around with an old basic program I never finished from
> > eons ago.
> > Then it ran out of variables. You can only have 128 different
> > variables on my 800xl in basic.
> > That's a lot....and I swear it seems like I haven't used more than
> > 126.....but I digress....
>
> I was never really a BASIC programmer, but I seem to recall one of the
> oddities of Atari BASIC was it saved the variables even if it shouldn't.
> Just some weirdness like if you used a variable in immediate mode then
> saved your program, it saved the immediate mode variable too. If you did
> stuff like
> 10 Z=0
> Then changed your mind to use something more discriptive like
> 10 ZERO=0
> Both Z and ZERO are saved and count against your total.
>
> Anyway I do sorta remember the work around: LIST program to disk, type
> NEW in immediate mode, ENTER the program. You can then go back to SAVE
> and it should have the variables cleared up.
> >
> > Is there any nice way of working around that problem? I guess I could
> > manually rename & re-use variables, making sure I don't step on my own
> > program. That's a pain.
>
> The concept of local and global variables, while it isn't built into
> BASIC helps. In BASIC everything is global but if you divide your
> variables you should cut down on the number you use. For instance, if
> you can keep track of your nested loops, you only need a couple of loop
> counters tops. That is lets say you have a bunch of loops in your
> program like:
> 10 FOR N=0 to 10; do something
> 125 FOR X=1 to 3; do something else
> 200 FOR Y=MSC to MSC+SCREENSZ; do something else
>
> Now unless one of these loops calls one of the other loops, you only
> need one loop counter. If one of the loops calls another loop, you only
> need 2.
>
> You can also explicitly state numbers and explain it with comments, for
> instance line 200
> 200 FOR N=MSC+24*40: REM 24*40 GR.0 size.

>
> >
> > My second question - somewhat related - there was a program I had in
> > the old days that would allow you to rename variables, re-number your
> > program in full or in part, etc....you could manipulate your basic
> > program. What was that? Does anybody have it in an image file?
> > um....with instructions?
>
> APX had some utilities like this by White<or Crawford?> IIRC. I think I
> got them on a PD disk from B&C Computervisions.
>
> *BUT* I would just create my spagetti code with all the goofy line
> number then do something like load TURBO BASIC and use that to renumber
> it. I think the White utility didn't resolve line numbers as targets for
> GOTO or GOSUB.

When out of variable names there were two tricks.

- clean up the variable name table.

Atari BASIC adds names to the VNT but never removes names. For example, If you used a variable Z in your progarm and later discarded it it would still be in the VNT.

The easy way to clean up the VNT is to simply LIST your program to a file then use ENTER to bring it back. VNT will be clean of unused variable names.

- If you genuinely are running out of variable names this is the only trick that I can recall: Use arrays as scalars.

It's very clumbsy but if you are desperate it works.

For example:

Instead of

POLY=coef1*term1^3+coef2*term2^2+coef3^term3+offset

you might use

term(100)=coef(1)*term(3)^3 + coef(2)*term(2)^2+coef(1)*term(1)+term(4)

Instead of 8 variable names, poly, coef1, coef2, coef3, term1, term2, term3, and offset, there are now only 2 variable names, term(and coef(. Note that Atari BASIC makes a distinction between array names and scalar names.

You can have both "term(", meaning array name "term", and simply "term" (scalar).

[Yes, I know Atari BASIC uses only capital letters. I'm too lazy to retype].

Unfortunately, you CAN NOT use code such as:

```
FOR LOOP(1)=1 TO 10
```

or

```
INPUT MYSCALARS(1)
```

It would be nice if you could but you can't.

In conclusion, all of the above using array elements as scalars is a pain and doing so can make for some hard to read code, but like I said, "if you are desperate..."

- Steve Sheppard

6922. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 18:30:27 UTC
From: stephensheppard@hotmail.com
Message-ID: <1150741827.228775.178850@p79g2000cwp.googlegroups.com>
Source record: 6579

[snip]

> The easy way to clean up the VNT is to simply LIST your program to a
> file then use ENTER to bring it back. VNT will be clean of unused
> variable names.
>
>
Oops!

Don't forget to type NEW between LISTing and ENTERing your file.
Otherwise the VNT won't be clean.

> - Steve Sheppard

6923. Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 20:09:26 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0606191526260.15460@furyy1>
Source record: 6580

On Sat, 17 Jun 2006 at 20:31:34 -0400, a poster who shall be name-
less (to protect the guilty) and who didn't take his prozac for the
day scribbled:
->As a general rule, when you get somebody asking for something that
->is very easy to find, you're wasting your time by responding to
->them with any valuable information. Best bet is to treat them like
->the imbeciles that they are, or to to just ignore them.

...which prompted this response from "Colonel Klink" on Sun, 18
Jun 2006 at 22:21 -0000 concerning his earlier posting:
->Geez ow. Sorry to ruffle your feathers!

You shouldn't have had to apologize, "Colonel." The group should
apologize to you for the ill treatment your on-topic posting (and
another by somebody else) got from Mr. Name-withheld.

Apparently Mr. Name-Withheld's rant was motivated by a feeling
that your "handle" is Politically Incorrect. Indeed, in his country
it is. Still, he might do well to consider the moral I wrote for one
of my fables published in another field: "Names don't mean much, and
silly names mean even less."
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

6924. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 22:27:46 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <e778cq08uu@news2.newsguy.com>
Source record: 6582

> I was toying around with an old basic program I never finished from
> eons ago.
> Then it ran out of variables. You can only have 128 different
> variables on my 800xl in basic.
> That's a lot....and I swear it seems like I haven't used more than
> 126.....but I digress....

You could simply create your own variable space. Use a section of memory such as Page 6 ($0600-$06FF) to store values for variables. You would store them with POKE and retrieve them with PEEK.

If they were integers you would break them up into byte values. If they were decimals with a floating point you could copy their value from the Variable Table Pointer for that variable (Note this mirrors an Array storage solution).

You could also store to disk instead of memory for the same effect.

An Alternate method is to use modular programming where you would load in a separate program segment to hand portions of the program where the most variables are needed (or something similar). This would cut the total number of variables in a program segment to at perhaps 50%-75% of your current max out number of variables.

Each of these offer more values to be stored at the cost of processing time.

-Demivec

6925. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 22:35:57 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <e778s509da@news2.newsguy.com>
Source record: 6583

> I was toying around with an old basic program I never finished from
> eons ago.
> Then it ran out of variables. You can only have 128 different
> variables on my 800xl in basic.
> That's a lot....and I swear it seems like I haven't used more than
> 126.....but I digress....

You could simply create your own variable space. Use a section of memory such as the lower part of Page 6 ($0600-$067F) to store values for variables.
You would store them with POKE and retrieve them with PEEK.

If they were integers you would break them up into byte values. If they were decimals with a floating point you could copy their value from the Variable Table Pointer for that variable (Note this mirrors an Array storage solution).

You could also store to disk instead of memory for the same effect.

An Alternate method is to use modular programming where you would load in a separate program segment to hand portions of the program where the most variables are needed (or something similar). This would cut the total number of variables in a program segment to at perhaps 50%-75% of your current max out number of variables.

Each of these offer more values to be stored at the cost of processing time.

-Demivec

6926. Re: Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 22:39:25 UTC
From: Colonel Klink <cklink@hotmail.com>
Message-ID: <Xns97E7BDCAA5DB8cklinkhotmailcom@207.217.125.201>
Source record: 6581

Sid Pacman <8-bitter@atari.old.folks.home> wrote in
news:Pine.GSO.4.61.0606191526260.15460@furyy1:

> On Sat, 17 Jun 2006 at 20:31:34 -0400, a poster who shall be name-
> less (to protect the guilty) and who didn't take his prozac for the
> day scribbled:
> ->As a general rule, when you get somebody asking for something that
> ->is very easy to find, you're wasting your time by responding to
> ->them with any valuable information. Best bet is to treat them like
> ->the imbeciles that they are, or to to just ignore them.
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> ...which prompted this response from "Colonel Klink" on Sun, 18
> Jun 2006 at 22:21 -0000 concerning his earlier posting:
> ->Geez ow. Sorry to ruffle your feathers!
>
> You shouldn't have had to apologize, "Colonel." The group should
> apologize to you for the ill treatment your on-topic posting (and
> another by somebody else) got from Mr. Name-withheld.
>
> Apparently Mr. Name-Withheld's rant was motivated by a feeling
> that your "handle" is Politically Incorrect. Indeed, in his country
> it is. Still, he might do well to consider the moral I wrote for one
> of my fables published in another field: "Names don't mean much, and
> silly names mean even less."

Oh wow. I thought it was merely a reference to a silly TV show
character. I *really* didn't mean to incite any feelings regarding the
holocaust. Sorry.

6927. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 22:59:07 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <6YmdnbyeRc2hsQrZnZ2dnUVZ_s6dnZ2d@comcast.com>
Source record: 6584

Thanks.

Now that you mention it, I do recall the variable name table not being
cleared properly.

But I would never have remebered it, unless I traveled back to 1985.

I will do it.

-z-

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:UOzlg.7929$lf4.6564@newsread1.news.pas.earthlink.net...
> Z.Beeblebrox wrote:
>> I was toying around with an old basic program I never finished from
>> eons ago.
>> Then it ran out of variables. You can only have 128 different
>> variables on my 800xl in basic.
>> That's a lot....and I swear it seems like I haven't used more than
>> 126.....but I digress....
>
> I was never really a BASIC programmer, but I seem to recall one of the
> oddities of Atari BASIC was it saved the variables even if it shouldn't.
> Just some weirdness like if you used a variable in immediate mode then
> saved your program, it saved the immediate mode variable too. If you did
> stuff like
> 10 Z=0
> Then changed your mind to use something more discriptive like
> 10 ZERO=0
> Both Z and ZERO are saved and count against your total.
>
> Anyway I do sorta remember the work around: LIST program to disk, type NEW
> in immediate mode, ENTER the program. You can then go back to SAVE and it
> should have the variables cleared up.
>>
>> Is there any nice way of working around that problem? I guess I could
>> manually rename & re-use variables, making sure I don't step on my own
>> program. That's a pain.
>
> The concept of local and global variables, while it isn't built into BASIC
> helps. In BASIC everything is global but if you divide your variables you
> should cut down on the number you use. For instance, if you can keep track
> of your nested loops, you only need a couple of loop counters tops. That
> is lets say you have a bunch of loops in your program like:
> 10 FOR N=0 to 10; do something
> 125 FOR X=1 to 3; do something else

> 200 FOR Y=MSC to MSC+SCREENSZ; do something else
>
> Now unless one of these loops calls one of the other loops, you only need
> one loop counter. If one of the loops calls another loop, you only need 2.
>
> You can also explicitly state numbers and explain it with comments, for
> instance line 200
> 200 FOR N=MSC+24*40: REM 24*40 GR.0 size.
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>>
>> My second question - somewhat related - there was a program I had in
>> the old days that would allow you to rename variables, re-number your
>> program in full or in part, etc....you could manipulate your basic
>> program. What was that? Does anybody have it in an image file?
>> um....with instructions?
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> APX had some utilities like this by White<or Crawford?> IIRC. I think I
> got them on a PD disk from B&C Computervisions.
>
> *BUT* I would just create my spagetti code with all the goofy line number
> then do something like load TURBO BASIC and use that to renumber it. I
> think the White utility didn't resolve line numbers as targets for GOTO or
> GOSUB.

6928. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 22:59:59 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <g-ednTJkPoDysQrZnZ2dnUVZ_oSdnZ2d@comcast.com>
Source record: 6585

Thanks.

I did consider arrays if I'm really tight.

-z-

<stephensheppard@hotmail.com> wrote in message
news:1150741609.533199.209780@i40g2000cwc.googlegroups.com...
> Rick Cortese wrote:
>> Z.Beeblebrox wrote:
>> > I was toying around with an old basic program I never finished from
>> > eons ago.
>> > Then it ran out of variables. You can only have 128 different
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>> oddities of Atari BASIC was it saved the variables even if it shouldn't.
>> Just some weirdness like if you used a variable in immediate mode then
>> saved your program, it saved the immediate mode variable too. If you did
>> stuff like
>> 10 Z=0
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>> Anyway I do sorta remember the work around: LIST program to disk, type
>> NEW in immediate mode, ENTER the program. You can then go back to SAVE
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>> > Is there any nice way of working around that problem? I guess I could
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>> variables you should cut down on the number you use. For instance, if
>> you can keep track of your nested loops, you only need a couple of loop
>> counters tops. That is lets say you have a bunch of loops in your
>> program like:
>> 10 FOR N=0 to 10; do something
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>>

>> Now unless one of these loops calls one of the other loops, you only
>> need one loop counter. If one of the loops calls another loop, you only
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>>
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>> > program in full or in part, etc....you could manipulate your basic
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>> GOTO or GOSUB.
>
> When out of variable names there were two tricks.
>
> - clean up the variable name table.
>
> Atari BASIC adds names to the VNT but never removes names. For
> example, If you used a variable Z in your progarm and later discarded
> it it would still be in the VNT.
>
> The easy way to clean up the VNT is to simply LIST your program to a
> file then use ENTER to bring it back. VNT will be clean of unused
> variable names.
>
>
> - If you genuinely are running out of variable names this is the only
> trick that I can recall: Use arrays as scalars.
>
> It's very clumbsy but if you are desperate it works.
>
> For example:
>
> Instead of
>
> POLY=coef1*term1^3+coef2*term2^2+coef3^term3+offset
>
> you might use
>
> term(100)=coef(1)*term(3)^3 + coef(2)*term(2)^2+coef(1)*term(1)+term(4)

>
> Instead of 8 variable names, poly, coef1, coef2, coef3, term1, term2,
> term3, and offset, there are now only 2 variable names, term(and
> coef(. Note that Atari BASIC makes a distinction between array names
> and scalar names.
>
> You can have both "term(", meaning array name "term", and simply "term"
> (scalar).
>
> [Yes, I know Atari BASIC uses only capital letters. I'm too lazy to
> retype].
>
> Unfortunately, you CAN NOT use code such as:
>
> FOR LOOP(1)=1 TO 10
>
> or
>
> INPUT MYSCALARS(1)
>
> It would be nice if you could but you can't.
>
> In conclusion, all of the above using array elements as scalars is a
> pain and doing so can make for some hard to read code, but like I said,
> "if you are desperate..."
>
>
> - Steve Sheppard
>

6929. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 23:02:38 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <M_CdnbsfUouTsArZnZ2dnUVZ_tadnZ2d@comcast.com>
Source record: 6586

Now that is slick.
That the sort of thing I would have done 20 years ago when all this stuff
was fresh in my mind.
I forgot about the free/open space I could just POKE.

If it comes down to it, I will poke away.

That range is 1536-1791......

-z-

"Demivec" <likeb4garbage@msn.com> wrote in message
news:e778cq08uu@news2.newsguy.com...
>
>> I was toying around with an old basic program I never finished from
>> eons ago.
>> Then it ran out of variables. You can only have 128 different
>> variables on my 800xl in basic.
>> That's a lot....and I swear it seems like I haven't used more than
>> 126.....but I digress....
>
> You could simply create your own variable space. Use a section of memory
> such as Page 6 ($0600-$06FF) to store values for variables. You would
> store
> them with POKE and retrieve them with PEEK.
>
> If they were integers you would break them up into byte values. If they
> were decimals with a floating point you could copy their value from the
> Variable Table Pointer for that variable (Note this mirrors an Array
> storage
> solution).
>
> You could also store to disk instead of memory for the same effect.
>
> An Alternate method is to use modular programming where you would load in
> a
> separate program segment to hand portions of the program where the most
> variables are needed (or something similar). This would cut the total
> number of variables in a program segment to at perhaps 50%-75% of your
> current max out number of variables.
>
> Each of these offer more values to be stored at the cost of processing
> time.
>
>

> -Demivec

6930. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 23:03:25 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Hc2dndfNWtrcsArZnZ2dnUVZ_qidnZ2d@comcast.com>
Source record: 6587

Hello again.

I counted the varaibles and I've used 80+......not near the 128 max!

-z-

"Rick Cortese" <ricortes@earthlink.net> wrote in message
news:UOzlg.7929$lf4.6564@newsread1.news.pas.earthlink.net...
> Z.Beeblebrox wrote:
>> I was toying around with an old basic program I never finished from
>> eons ago.
>> Then it ran out of variables. You can only have 128 different
>> variables on my 800xl in basic.
>> That's a lot....and I swear it seems like I haven't used more than
>> 126.....but I digress....
>
> I was never really a BASIC programmer, but I seem to recall one of the
> oddities of Atari BASIC was it saved the variables even if it shouldn't.
> Just some weirdness like if you used a variable in immediate mode then
> saved your program, it saved the immediate mode variable too. If you did
> stuff like
> 10 Z=0
> Then changed your mind to use something more discriptive like
> 10 ZERO=0
> Both Z and ZERO are saved and count against your total.
>
> Anyway I do sorta remember the work around: LIST program to disk, type NEW
> in immediate mode, ENTER the program. You can then go back to SAVE and it
> should have the variables cleared up.
>>
>> Is there any nice way of working around that problem? I guess I could
>> manually rename & re-use variables, making sure I don't step on my own
>> program. That's a pain.
>
> The concept of local and global variables, while it isn't built into BASIC
> helps. In BASIC everything is global but if you divide your variables you
> should cut down on the number you use. For instance, if you can keep track
> of your nested loops, you only need a couple of loop counters tops. That
> is lets say you have a bunch of loops in your program like:
> 10 FOR N=0 to 10; do something
> 125 FOR X=1 to 3; do something else
> 200 FOR Y=MSC to MSC+SCREENSZ; do something else
>
> Now unless one of these loops calls one of the other loops, you only need
> one loop counter. If one of the loops calls another loop, you only need 2.

>
> You can also explicitly state numbers and explain it with comments, for
> instance line 200
> 200 FOR N=MSC+24*40: REM 24*40 GR.0 size.
>
>>
>> My second question - somewhat related - there was a program I had in
>> the old days that would allow you to rename variables, re-number your
>> program in full or in part, etc....you could manipulate your basic
>> program. What was that? Does anybody have it in an image file?
>> um....with instructions?
>
> APX had some utilities like this by White<or Crawford?> IIRC. I think I
> got them on a PD disk from B&C Computervisions.
>
> *BUT* I would just create my spagetti code with all the goofy line number
> then do something like load TURBO BASIC and use that to renumber it. I
> think the White utility didn't resolve line numbers as targets for GOTO or
> GOSUB.

6931. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-19 23:06:16 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <hrudne9PIrJ0sArZnZ2dnUVZ_tednZ2d@comcast.com>
Source record: 6588

I think I am remembering Basic A+ by OSS !

-z-

"lp" <gfa-basic@mint.net> wrote in message
news:C0BC593C.70D3%gfa-basic@mint.net...
> in article 1150726310.572701.90900@p79g2000cwp.googlegroups.com,
> Z.Beeblebrox wrote on 6/19/06 10:11 AM:
>
>> I was toying around with an old basic program I never finished from
>> eons ago.
>> Then it ran out of variables. You can only have 128 different
>> variables on my 800xl in basic.
>> That's a lot....and I swear it seems like I haven't used more than
>> 126.....but I digress....
>>
>> Is there any nice way of working around that problem? I guess I could
>> manually rename & re-use variables, making sure I don't step on my own
>> program. That's a pain.
>>
>> My second question - somewhat related - there was a program I had in
>> the old days that would allow you to rename variables, re-number your
>> program in full or in part, etc....you could manipulate your basic
>> program. What was that? Does anybody have it in an image file?
>> um....with instructions?
>
> Turbo Basic XL extends the variable limit to 384 if I remember correctly
> and
> it's token compatible with the built in basic.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
> Hades060]
>
>

6932. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-20 22:51:13 UTC
From: Sid Pacman <8bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0606201802000.22412@furyy1>
Source record: 6589

On Mon, 19 Jun 2006 at 19:03 -0400, Z. Beeblebrox's posting contained this nested "quote" from somebody's earlier posting:
->> APX had some utilities like this by White <or Crawford?> IIRC.

Monkey Wrench may also have done this, but it's been a long time since I used it (or had an 800 set up!). Disk Doctor was another program that changed variable names.

One of my unfinished projects back in the '80s was modifying my copy of the game called Softporn, later known as Leisure Suit Larry, so I wouldn't have to reboot it whenever I made one of the choices the game considered fatal. Since the the entire variable table was hidden, I used Disk Doctor (in a tedious process) to make the variables visible so I could see the Basic code. As I recall, the program used about 99% of available memory, so I had to figure out what I could delete or edit so as to make space for the "improvements" and jokes and stuff I wanted to add. Tricks like invisible variables (which showed up as blank space in printouts), filling up the variable list, and using all the memory, seemed to be intended to prevent hacking & copying. (In my case it worked, because eventually I ran out of patience. <grin>)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

6933. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-21 01:55:08 UTC
From: stephensheppard@hotmail.com
Message-ID: <1150854908.331805.61990@r2g2000cwb.googlegroups.com>
Source record: 6590

Z.Beeblebrox wrote:
> I was toying around with an old basic program I never finished from
> eons ago.
> Then it ran out of variables. You can only have 128 different
> variables on my 800xl in basic.
> That's a lot....and I swear it seems like I haven't used more than
> 126.....but I digress....
>
> Is there any nice way of working around that problem? I guess I could
> manually rename & re-use variables, making sure I don't step on my own
> program. That's a pain.
>
> My second question - somewhat related - there was a program I had in
> the old days that would allow you to rename variables, re-number your
> program in full or in part, etc....you could manipulate your basic
> program. What was that? Does anybody have it in an image file?
> um....with instructions?
>
> -Z.B.
> [aka Rob]

Oh, I didn't notice your second question.

I used to use a utility (type-in I think) called Extended BASIC. Has a renumber utility, Cross Reference (list variables and line numbers), quick reference (just variables), and has variable name replacing.

The renumber utility does not handle the format GOTO X.

I was looking for this program about a year and a half ago. Someone helped me but now I once again forgot in what publication the article appeared.

At least I can still find links!

ftp.spudster.org/CTH/Programming/Doc/ file:EXTBAS.DOC
ftp.spudster.org/CTH/Programming/BASIC/ file:EBASIC.ATR

Works with Atari BASIC only.

- Steve Sheppard

6934. KOOK.....TERRY ORTMAN GOES TO JAIL FOR 31/2 YEARS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-21 03:29:42 UTC
From: GLENN CHARTRAND <desireecousteau2001@yahoo.ca>
Message-ID: <1150860582.316600.228550@y41g2000cwy.googlegroups.com>
Source record: 6591

CONVICTED PEDOPHILE & REGISTERED SEXUAL OFFENDER TERRY ORTMAN OF DECATUR, ILLINOIS .....ALSO KNOWN AS THE 'AFTL-FAQ' WAS SENTENCED TODAY TO 31/2 YEARS IN THE JOLIET STATE PRISON IN JOLIET, ILLINOIS FOR BREAKING HIS 2 YEAR PROBATION ON HIS PLEADING GUILTY TO 5 CHARGES OF CHILD PORNOGRAPHY. HE WAS GIVEN 5 MONTHS CREDIT FOR TIME SERVED IN THE MACON COUNTY JAIL IN DECATUR, ILLINOIS IN 2005 & HE WILL HAVE 2 MORE YEARS OF PROBATION AFTER HIS RELEASE FROM THE JOLIET STATE PRISON!

IT WAS REPORTED THAT THE CONVICT TERRY ORTMAN FAINTED DEAD AWAY & PEED HIS PANTS AFTER BEING SENTENCED!

02/01/06
Illinois Sex Offender Registration Act Notification Form on file cc

02/01/06

04/03/06
First Peititon filing Violation of Probation filed this date.

04/03/06
Cuase allotted for arraignment on Violation.

04/03/06
Disposition hrg set for 4/18/2006 at 01:30 in courtroom 5A.

04/03/06
Probation to give notice.

04/03/06

04/03/06
Notice of Arraignment on Petition Charging Violation of Probation

04/03/06
with Certificate of Service cc

04/03/06

04/03/06

04/18/06
People present by Assistant State's Attorney, Duane Deters.

04/18/06
Defendant present with Attorney, Mr. Massey.

04/18/06
Defendant denies the allegation of First Petition.

04/18/06
Cause allotted for hearing on violation.

04/18/06
Probation/CS/viol set for 5/23/2006 at 01:30 in courtroom 5A.

04/18/06

04/25/06
Re: JUSTIN SIDERS

04/25/06
Notice of Hearing with Certificate of Service on file. (cc)

04/25/06

05/05/06
Re: Justin Siders

05/05/06
Subpoena on file with service on 5/3/06 .(cc)

05/05/06

05/23/06
People present by Assistant State's Attorney, Elizabeth Dobson.

05/23/06
Defendant present with Attorney, Dave Massey.

05/23/06
Cause called for hearing on the First Petition Charging Violation

05/23/06
of_Probation. Evidence and arguments heard.

05/23/06
Finding by the Court that the State has proven the allegations in

05/23/06
the Petition Charging Violation of Probation by a perponderance of

05/23/06
the evidence. Probation Revoked.

05/23/06
Probation office is directed to prepare a Updated Pre-Sentence
Report.

05/23/06
Defendant is directed to report to the Probation Office this date.

05/23/06
Sentencing hearing set for 6/20/2006 at 01:30 in courtroom 5A.

05/23/06

06/14/06
Updated Pre-Sentence Report on file this date. (cp)

06/14/06

06/20/06
People present by Assistant State's Attorney, Elizabeth Dobson.

06/20/06
Defendant present with Attorney, David Massey.

06/20/06
Cause called for sentencing hearing on Violation of Probation as to

06/20/06
Additional Information Count V.

06/20/06
Corrections made to the Pre-Sentence Report.

06/20/06
Evidence in aggravation heard. Evidence in mitigation heard.

06/20/06
Statement in allocution heard. Arguments and recommendations heard.

06/20/06
Probation revoked. The Defendant is sentenced to 42 months in the

06/20/06
Illinois Department of Corrections to be followed by a

06/20/06
2-year period of Mandatory Supervised Release.

06/20/06
Defendant to be given credit for 165 days previously served.

06/20/06
Probation authorized to destroy those materials in their posession,

06/20/06
see written order to be filed.

06/20/06
Defendant admonished as to right to appeal under Supreme Court

06/20/06
Rule 605.

06/20/06
Defendant remanded to the custody of the Macon co. Sheriff.

06/20/06

Top

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6935. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-21 20:15:48 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <UNhmg.9336$o4.69@newsread2.news.pas.earthlink.net>
Source record: 6592

There was probably one from each of the major mags;
I used the one from Compute! which loaded at boot as
an Autorun.Sys and added XREFerence and RENumber
and, I think, REPlace into Basic thru their Wedge method.
The RENumber command was quick and effective except
for some constructs such as ON.. GOSUB/GOTO.

The LIST and ENTER process is good as mentioned to
clean the Variable Name Table of unused entries and you
could also bring the listed file into TextPro and use a
replace to rename every occurance of a variable name.

Jess

<stephensheppard@hotmail.com> wrote in message
news:1150854908.331805.61990@r2g2000cwb.googlegroups.com...
> I used to use a utility (type-in I think) called Extended BASIC. Has a
> renumber utility, Cross Reference (list variables and line numbers),
> quick reference (just variables), and has variable name replacing.
>
> The renumber utility does not handle the format GOTO X.
>
> I was looking for this program about a year and a half ago. Someone
> helped me but now I once again forgot in what publication the article
> appeared.
>
> At least I can still find links!
>
> ftp.spudster.org/CTH/Programming/Doc/ file:EXTBAS.DOC
> ftp.spudster.org/CTH/Programming/BASIC/ file:EBASIC.ATR
>
> Works with Atari BASIC only.
>
>
> - Steve Sheppard
>

6936. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-21 23:29:23 UTC
From: stephensheppard@hotmail.com
Message-ID: <1150932563.578220.175190@r2g2000cwb.googlegroups.com>
Source record: 6593

RetroJess wrote:
> There was probably one from each of the major mags;
> I used the one from Compute! which loaded at boot as
> an Autorun.Sys and added XREFerence and RENumber
> and, I think, REPlace into Basic thru their Wedge method.
> The RENumber command was quick and effective except
> for some constructs such as ON.. GOSUB/GOTO.
>
> The LIST and ENTER process is good as mentioned to
> clean the Variable Name Table of unused entries and you
> could also bring the listed file into TextPro and use a
> replace to rename every occurance of a variable name.
>
> Jess
>
> <stephensheppard@hotmail.com> wrote in message
> news:1150854908.331805.61990@r2g2000cwb.googlegroups.com...
> > I used to use a utility (type-in I think) called Extended BASIC. Has a
> > renumber utility, Cross Reference (list variables and line numbers),
> > quick reference (just variables), and has variable name replacing.
> >
> > The renumber utility does not handle the format GOTO X.
> >
> > I was looking for this program about a year and a half ago. Someone
> > helped me but now I once again forgot in what publication the article
> > appeared.
> >
> > At least I can still find links!
> >
> > ftp.spudster.org/CTH/Programming/Doc/ file:EXTBAS.DOC
> > ftp.spudster.org/CTH/Programming/BASIC/ file:EBASIC.ATR
> >
> > Works with Atari BASIC only.
> >
> >
> > - Steve Sheppard
> >

Your utility sounds just like Extended BASIC!

I think Zaphod can really make use of the XREF and QREF features. It's
far easier to count the number of variables from a straight list than
to scan through the entire source code.

Extended BASIC is pretty seemless. Works fine with the DOSes I use, basically only Atari 2.0D and MyDOS.

Speaking of DOS, Extended Basic provides some basic DOS commands to the BASIC enviorment. You can call up directory listings, format disks, and rename, lock, unlock, or erase files.

Extended BASIC does use about 4K of memory, which means 4K less for BASIC programs.

- Steve Sheppard

6937. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-22 09:13:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606220210420.17550-100000@onyx.spiritone.com>
Source record: 6594
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6938. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-22 09:17:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606220214110.17550-100000@onyx.spiritone.com>
Source record: 6595
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6939. ATARI Vacation. FREE Game!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-22 09:20:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606220217210.17550-100000@onyx.spiritone.com>
Source record: 6596
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Cant afford a vacation? Save Gas and Take a mini-vacation on your Atari.
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FREE GAME for your 8 Bit! For the 8 Bit Choose from 8 Games: Ballblazer,
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Summer Games, Super Breakout & Tennis! NEW in BOX! WHILE THEY LAST!

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http://www.aracnet.com/~atari/8bt_soft.htm Classic Atari Games!
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http://www.aracnet.com/~atari/st_soft.htm Atari ST Games!
http://www.aracnet.com/~atari/specials.htm Today's Atari Special!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6940. Atari Software for Sale (400/800/XE)

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-22 10:56:57 UTC
From: Anthony Beckett <abeckett@au.net.internode>
Message-ID: <129ktrqkt1dc5bc@corp.supernews.com>
Source record: 6597

http://search.ebay.com.au/_W0QQfgtpZ1QQfrppZ25QQsassZthesiliconavatar

Mercenary / Mercenary - Second City
Snowball
Lords of Time
Return to Eden

6941. Re: Trivia Fever

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-22 21:17:36 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <SNDmg.2900$PO.1602@dukeread03>
Source record: 6448

http://www.atarimagazines.com/v4n3/ProductReviews.html

It is very RARE...

Jack

"Roy Dean" <r-dean@ cox.net> wrote in message
news:lyUkg.49$L15.1@fed1read10...
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:DyNkg.355$PO.93@dukeread03...
>> Do you have Trivia Fever for an Atari? I have the original disk but the
>> disk is bad. Anyone?
>>
>> Jack
>>
> I have several Trivia but not Trivia Fever. Mine are named Trivia Quest
> and Trivia Quiz. I haven't heard of Trivia Fever.
>
> RoyE
>
>

6942. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-23 04:32:08 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1151037091@rtfm.mit.edu>
Source record: 6449
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6943. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-23 19:03:54 UTC
From: lbaeza@usa.net
Message-ID: <1151089434.039610.246080@b68g2000cwa.googlegroups.com>
Source record: 6450

Michael Current ha escrito:
> >Anybody has this issue for sale/trade?
>
> I'm keeping mine. :)
>
> -Michael

So...could anybody scan the pages of that little section of the magazine and make those scans available online? I remember the article took a couple of pages, it was not a big article. I'd really appreciate that.

Regards

6944. FS: Atari 8-bit to SCART or RCA Cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-23 20:05:34 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1151093134.14096.0@proxy01.news.clara.net>
Source record: 6451

Hello All,

I have new batches of Atari 800/XL/XE to SCART or RCA cables. These are currently being sold on eBay at a fixed price. Link is:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

Before anybody has a moan, yes I know people could make these cables themselves. But, there are many who can't for whatever reason.

Dean Garraghty

6945. 21 more issues of Compute! at AtariMagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-25 05:59:04 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-7FD125.22590424062006@news.west.cox.net>
Source record: 6452
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga,comp.sys.apple2,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.ibm.pc.classic

AtariMagazines.com has added the full text of 21 more issues of Compute! magazine: Fall 1979 (the first issue!), January 1981, February 1981, March 1981, April 1981, October 1981, December 1981, February 1982, June 1982, July 1982, October 1982, November 1982, January 1983, March 1983, June 1983, August 1983, September 1983, October 1983, September 1989, November 1990, and December 1990.

http://www.AtariMagazines.com/compute/

Published from 1979 through 1994, Compute! was a multiplatform computer magazine covering Atari, Apple, Commodore, Texas Instruments, Timex/Sinclair, and other early personal computers.

Founded in 1996, the Classic Computer Magazine Archive delivers thousands of articles from Antic, STart, Creative _Computing, Compute!, Compute II, Hi-Res, Creative Computing Video & Arcade Games Magazine, and Tandy Whiz Kids comic books.

http://www.AtariMagazines.com

Enjoy,
Kevin

--
Kevin Savetz
Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& FlightSimBooks.com - http://www.FlightSimBooks.com

6946. Re: Atari 8-bit to SCART or RCA Cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-25 11:24:49 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <449e72a0_2@news.bluewin.ch>
Source record: 6453

I have written you two times without answer so I post here.
In your website you advertise an Atari file transfer service.
I have one Atari XL floppy disk (2 sides) to trasfer in atr format.
How much does this service costs?
Thanks
Phil

Remove the X in the email address

6947. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-25 15:08:54 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <aGxng.1043$NP4.704@newsread1.news.pas.earthlink.net>
Source record: 6454

It was never 'mine'; it was a type-in from the May 1986
COMPUTE! by a Gary W. Swanberg called DEBUT for
debugging utility. In addition to the features we have mentioned the FIND
var command would list all lines
which contain variable 'var' and VIEW would list the
contents of all variables; both inquiries accept an optional
line number range parameter.

Jess

<stephensheppard@hotmail.com> wrote in message
news:1150932563.578220.175190@r2g2000cwb.googlegroups.com...
>
> Your utility sounds just like Extended BASIC!
>
> I think Zaphod can really make use of the XREF and QREF features. It's
> far easier to count the number of variables from a straight list than
> to scan through the entire source code.
>
> Extended BASIC is pretty seemless. Works fine with the DOSes I use,
> basically only Atari 2.0D and MyDOS.
>
> Speaking of DOS, Extended Basic provides some basic DOS commands to the
> BASIC enviorment. You can call up directory listings, format disks, and
> rename, lock, unlock, or erase files.
>
> Extended BASIC does use about 4K of memory, which means 4K less for
> BASIC programs.
>
> - Steve Sheppard
>

6948. Re: Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-26 08:17:55 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2006.06.26.08.17.55.95049@strotmann.de>
Source record: 6455

On Thu, 15 Jun 2006 19:30:42 -0700, eparent wrote:

> Hello,
>
> Release 2 of Memo Pad, my ATASCII file viewer and converter for
> Windows, is ready for downloading.
>
> In this release I fixed a scrolling problem that would appear when
> viewing files with more than 32767 rows or columns. I also added a
> binary view mode.
>
> You can download Memo Pad at
> http://joyfulcoder.com/software/memopad/
>
> Thanks,
> Eric

Thanks, works fine even on Linux (using wine) ;)

Ciao

Carsten

6949. Re: Memo Pad - Release 2

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-26 21:39:51 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <90l0a25muci0nqgmi5v6ohefrbcdrn7eng@4ax.com>
Source record: 6456

On 19 Jun 2006 07:26:31 -0700, "eric" <joyfulcoder@gmail.com> wrote:

>
>kevin wrote:
>> On 15 Jun 2006 19:30:42 -0700, "eparent" <eparent@gmail.com> wrote:
>> Are you considering allowing text entry (making this an editor as well
>> as viewer?)
>
>Hello Kevin,
>
>Yes, I do plan on making this into an editor. When I started this
>project I named it Memo Pad because I wanted it to end up being an
>editor like the memo pad built into the 400 and 800 computers. I then
>left the project for a few years and just recently was inspired to work
>on it again. I hope others are finding it useful.
>
>Thanks,
>Eric

Great it would be great to enter text.

6950. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-27 18:57:09 UTC
From: stephensheppard@hotmail.com
Message-ID: <1151434629.679122.162140@b68g2000cwa.googlegroups.com>
Source record: 6457

RetroJess wrote:
> It was never 'mine'; it was a type-in from the May 1986
> COMPUTE! by a Gary W. Swanberg called DEBUT for
> debugging utility. In addition to the features we have mentioned the FIND
> var command would list all lines
> which contain variable 'var' and VIEW would list the
> contents of all variables; both inquiries accept an optional
> line number range parameter.
>
> Jess
>
> <stephensheppard@hotmail.com> wrote in message
> news:1150932563.578220.175190@r2g2000cwb.googlegroups.com...
> >
> > Your utility sounds just like Extended BASIC!
> >
> > I think Zaphod can really make use of the XREF and QREF features. It's
> > far easier to count the number of variables from a straight list than
> > to scan through the entire source code.
> >
> > Extended BASIC is pretty seemless. Works fine with the DOSes I use,
> > basically only Atari 2.0D and MyDOS.
> >
> > Speaking of DOS, Extended Basic provides some basic DOS commands to the
> > BASIC enviorment. You can call up directory listings, format disks, and
> > rename, lock, unlock, or erase files.
> >
> > Extended BASIC does use about 4K of memory, which means 4K less for
> > BASIC programs.
> >
> > - Steve Sheppard
> >

[Correction below]

Yes, thank you. I understood that you were not the author of DEBUT
when you earlier typed, ".. I used the one from Compute!..". However,
since you did not name the utility at that time I simply refered to it
as, "your utility", meaning the one that you were describing.

I now know that "your utility" and "my utility" (but I am not the
author) are not one and the same.

Sorry for the confusion and the re-buff.

Actually, though I never did much BASIC programming, I've always been fascinated by utilities that enhance Atari BASIC, not so much the advanced BASICs like BASIC XL and Turbo BASIC XL, just the enhancements for plain Atari BASIC.

Back in the early 80's I remember wanting, very much, to purchase Monkey Wrench II. I don't recall why I never did but I never forget the fact that I did.

Incidentally I recently discovered that one can simply merge the MW2 image + Atari BASIC image into one 16K cartridge (or cartridge image) . Works great in a real 800XL combined with the BOSSXL 2 OS. Emulators configured similarly also work. So no is there a need for a real 800 and a right-slot MW2 cartridge.

[EDIT - I meant XLBOSS 2.0 OS, not BOSSXL.]

Now I'm going to look for "your" DEBUT because I hadn't recalled hearing that name mentioned until now.

Thanks!

- Steve Sheppard

6951. SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-27 21:59:07 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <44a1a9de$0$3281$a15e20c9@news.newsgroupdirect.com>
Source record: 6458

```
SPOILER:
Do not read below, it contains the answer to this puzzle.

"John Murkerson" <jmurkers@nettally.com> wrote in message
news:448c3ff6$0$226$892e0abb@auth.newsreader.octanews.com...
> On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
>> Anybody rememer this magazine?...I've been looking for this magazine
>> for *years*.
>
> It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
> Here's the code:
>
> 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
> 20 ? #6;" MATH - A - MATIC":POKE 712,178
> 30 OPEN #1,4,0,"K:":M$="":N$=""
> 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> 60 GOTO 40
> 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
> 80 X=(LEN(M$)+5)
> 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
> 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
> 110 GOTO 90
> 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> 140 POSITION Q,5:? #6;CHR$(M)
> 150 POSITION Q+2,5:? #6;Z
> 160 FOR DE=1 TO 1500:NEXT DE:RUN
>
> Correct entries made it into a drawing, and the winner got a
> _Centipede_ cartridge.
>
> --
> John Murkerson
> jmurkers@nettally.com

Looks like the problem is on line 130.
Remove the nonsense garbage (-2*(OP=45)+1)
It should work fine now.

I await my centipede cartridge with great anticipation.

--
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```

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6952. Re: dragged out M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-27 22:30:15 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <44a1b12c$0$3271$a15e20c9@news.newsgroupdirect.com>
Source record: 6459

You played the highest level and usually win?

I've won the highest level, but had to resort to trickery, which often caused the colony to suffer. Basically, I would concentrate 100% on energy and food, and supply the whole colony with all they want (at the bestest price I can get, but always made sure everyone got what they needed). Then the other players would go only to mining stuff, allowing me to supply them wholey with the other essentials.

Then on the last two or three rounds, I would cut off all food and energy (which is always the round they somehow suddenly get the very high gain on me), refusing to give them a single unit.

By that method, I have often won the highest level.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:PuKdnbFSU6BdUfLZRVn-ug@comcast.com...
> yeah, I turned on my Atari 800xl and played a game of MULE against the
> computer.
> I use an SIO2PC cable which is nice plus I have a video converter so I can
> use my PC monitor on the 800xl.
>
> Anyway, this was one of the 1% of the time when I don't WIN. I was so
> annoyed that the computer mechtron beat me.
> But weird events transpired during the game......unseen forces worked
> against me.
> I usually know I'm gonna win so I play with a goal to reach 100,000 for
> the
> colony and 30,000 for me.
> Stupid pirate ship, store burning down at bad times, etc.....thwarted me.
> I came in 2nd by only $300 and about 28,000 total. Colony was just over
> 97,000.
>
> It's one of the fun things about the game - you just don't know whats
> going
> to happen. MULE is a classic!
>
> OK - I gotta go turn on "alternate reality" and pretend it's
> 1986....that'll
> be my personal alternate reality for the evening.
>
> -z-
>
>

--
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6953. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-27 23:06:44 UTC
From: stephensheppard@hotmail.com
Message-ID: <1151449604.700232.296740@m73g2000cwd.googlegroups.com>
Source record: 6460

```
Samsung wrote:
> SPOILER:
> Do not read below, it contains the answer to this puzzle.
>
> "John Murkerson" <jmurkers@nettally.com> wrote in message
> news:448c3ff6$0$226$892e0abb@auth.newsreader.octanews.com...
> > On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
> >> Anybody rememer this magazine?...I've been looking for this magazine
> >> for *years*.
> >
> > It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
> > Here's the code:
> >
> > 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
> > 20 ? #6;" MATH - A - MATIC":POKE 712,178
> > 30 OPEN #1,4,0,"K:":M$="":N$=""
> > 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> > 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> > 60 GOTO 40
> > 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
> > 80 X=(LEN(M$)+5)
> > 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
> > 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
> > 110 GOTO 90
> > 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> > 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> > 140 POSITION Q,5:? #6;CHR$(M)
> > 150 POSITION Q+2,5:? #6;Z
> > 160 FOR DE=1 TO 1500:NEXT DE:RUN
> >
> > Correct entries made it into a drawing, and the winner got a
> > _Centipede_ cartridge.
> >
> > --
> > John Murkerson
> > jmurkers@nettally.com
>
>
>
> Looks like the problem is on line 130.
> Remove the nonsense garbage (-2*(OP=45)+1)
> It should work fine now.
>
> I await my centipede cartridge with great anticipation.
```

>
>
> --
> The Source For Premium Newsgroup Access
> Great Speed, Great Retention
> 1 GB/Day for only $8.95

Nah! I think the expression (-2*(OP=45)+1) is a decoy.

In Atari BASIC (OP=45) is a valid boolean expression. If expression is true the value is 1 if false the value is 0.

So, if OP were equal to 45 then (-2*(OP=45)+1) would evaluate as (-2*(1)+1) or simply -1.

However, in the sample program OP is never defined and in Atari BASIC an undefined var defaults to 0.

The expression, (OP=45) is then false and the whole expression, (-2*(OP=45)+1), evaluates as (-2*(0)+1) which equals 1.

I have to admit I can't solve this puzzle. My BASIC skills might be good enough (barely) but my powers of deduction aren't. I just don't see it.

- Steve Sheppard

6954. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 02:34:37 UTC
From: stephensheppard@hotmail.com
Message-ID: <1151462077.715773.310760@75g2000cwc.googlegroups.com>
Source record: 6461

```
stephensheppard@hotmail.com wrote:
> Samsung wrote:
> > SPOILER:
> > Do not read below, it contains the answer to this puzzle.
> >
> > "John Murkerson" <jmurkers@nettally.com> wrote in message
> > news:448c3ff6$0$226$892e0abb@auth.newsreader.octanews.com...
> > > On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
> > >> Anybody rememer this magazine?...I've been looking for this magazine
> > >> for *years*.
> > >
> > > It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
> > > Here's the code:
> > >
> > > 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
> > > 20 ? #6;" MATH - A - MATIC":POKE 712,178
> > > 30 OPEN #1,4,0,"K:":M$="":N$=""
> > > 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> > > 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> > > 60 GOTO 40
> > > 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
> > > 80 X=(LEN(M$)+5)
> > > 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
> > > 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
> > > 110 GOTO 90
> > > 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> > > 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> > > 140 POSITION Q,5:? #6;CHR$(M)
> > > 150 POSITION Q+2,5:? #6;Z
> > > 160 FOR DE=1 TO 1500:NEXT DE:RUN
> > >
> > > Correct entries made it into a drawing, and the winner got a
> > > _Centipede_ cartridge.
> > >
> > > --
> > > John Murkerson
> > > jmurkers@nettally.com
> >
> >
> >
> > Looks like the problem is on line 130.
> > Remove the nonsense garbage (-2*(OP=45)+1)
> > It should work fine now.
> >
```

> > I await my centipede cartridge with great anticipation.
> >
> >
> > --
> > The Source For Premium Newsgroup Access
> > Great Speed, Great Retention
> > 1 GB/Day for only $8.95
>
> Nah! I think the expression (-2*(OP=45)+1) is a decoy.
>
> In Atari BASIC (OP=45) is a valid boolean expression. If expression is
> true the value is 1 if false the value is 0.
>
> So, if OP were equal to 45 then (-2*(OP=45)+1) would evaluate as
> (-2*(1)+1) or simply -1.
>
> However, in the sample program OP is never defined and in Atari BASIC
> an undefined var defaults to 0.
>
> The expression, (OP=45) is then false and the whole expression,
> (-2*(OP=45)+1), evaluates as (-2*(0)+1) which equals 1.
>
>
> I have to admit I can't solve this puzzle. My BASIC skills might be
> good enough (barely) but my powers of deduction aren't. I just don't
> see it.
>
> - Steve Sheppard

I think I got it but if I say anything I'll give away too much.

If anybody want my hints to what I think is the answer, or the answer itself, please, feel free to email me at STEPHENhatejunkmailSHEPPARD AT HOTnomorespamMAIL D0T C0M. Unmunge, of course.

- Steve Sheppard

6955. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 03:59:41 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0606272346340.28344@furyy1>
Source record: 6462

On Tue, 27 Jun 2006 at 11:57 -0700, stephen sheppard scribbled:
->I've always been fascinated by utilities that enhance Atari BASIC,
->not so much the advanced BASICs like BASIC XL and Turbo BASIC XL,
->just the enhancements for plain Atari BASIC. Back in the early
->80's I remember wanting, very much, to purchase Monkey Wrench II.

As I hinted in my June 20 mention of it earlier in this thread,
that's what Monkey Wrench II was: one of those BASIC enhancements.

->I don't recall why I never did but I never forget the fact that
->I did.

Possibly because it loaded into the right cartridge area of RAM?
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

6956. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 04:04:50 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <Cdnog.13777$o4.5826@newsread2.news.pas.earthlink.net>
Source record: 6463

There are several minor problems in this short program;
beginning with allowing two 30 digit numbers which A8
Basic will only display in "E+" scientific notation and will
not fit on one 20 character GR. 2 line. The OP is for the
math operation probably limited to plus (43) or minus (45);
it should be assigned in line 70 with OP=N and is not needed
in line 120. Then Z would equal A +(-2*(OP=45)+1)*B in
line 130. Multiplying the expression and B would effect an
addition or subtraction of A and B. It still needs some error
checking of user input...

Jess

<stephensheppard@hotmail.com> wrote in message
news:1151449604.700232.296740@m73g2000cwd.googlegroups.com...
>
> Samsung wrote:
> > SPOILER:
> > Do not read below, it contains the answer to this puzzle.
> >
> > "John Murkerson" <jmurkers@nettally.com> wrote in message
> > news:448c3ff6$0$226$892e0abb@auth.newsreader.octanews.com...
> > > On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
> > >> Anybody rememer this magazine?...I've been looking for this magazine
> > >> for *years*.
> > >
> > > It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
> > > Here's the code:
> > >
> > > 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
> > > 20 ? #6;" MATH - A - MATIC":POKE 712,178
> > > 30 OPEN #1,4,0,"K:":M$="":N$=""
> > > 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> > > 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> > > 60 GOTO 40
> > > 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
> > > 80 X=(LEN(M$)+5)
> > > 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
> > > 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
> > > 110 GOTO 90
> > > 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> > > 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> > > 140 POSITION Q,5:? #6;CHR$(M)
> > > 150 POSITION Q+2,5:? #6;Z
> > > 160 FOR DE=1 TO 1500:NEXT DE:RUN

> > >
> > > Correct entries made it into a drawing, and the winner got a
> > > _Centipede_ cartridge.
> > >
> > > --
> > > John Murkerson
> > > jmurkers@nettally.com
> >
> >
> >
> > Looks like the problem is on line 130.
> > Remove the nonsense garbage (-2*(OP=45)+1)
> > It should work fine now.
> >
> > I await my centipede cartridge with great anticipation.
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> > --
> > The Source For Premium Newsgroup Access
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> > 1 GB/Day for only $8.95
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> Nah! I think the expression (-2*(OP=45)+1) is a decoy.
>
> In Atari BASIC (OP=45) is a valid boolean expression. If expression is
> true the value is 1 if false the value is 0.
>
> So, if OP were equal to 45 then (-2*(OP=45)+1) would evaluate as
> (-2*(1)+1) or simply -1.
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> However, in the sample program OP is never defined and in Atari BASIC
> an undefined var defaults to 0.
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> The expression, (OP=45) is then false and the whole expression,
> (-2*(OP=45)+1), evaluates as (-2*(0)+1) which equals 1.
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>
> I have to admit I can't solve this puzzle. My BASIC skills might be
> good enough (barely) but my powers of deduction aren't. I just don't
> see it.
>
> - Steve Sheppard
>

6957. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 06:50:13 UTC
From: stephensheppard@hotmail.com
Message-ID: <1151473616.506178.220070@d56g2000cwd.googlegroups.com>
Source record: 6464

RetroJess wrote:
> There are several minor problems in this short program;
> beginning with allowing two 30 digit numbers which A8
> Basic will only display in "E+" scientific notation and will
> not fit on one 20 character GR. 2 line. The OP is for the
> math operation probably limited to plus (43) or minus (45);
> it should be assigned in line 70 with OP=N and is not needed
> in line 120. Then Z would equal A +(-2*(OP=45)+1)*B in
> line 130. Multiplying the expression and B would effect an
> addition or subtraction of A and B. It still needs some error
> checking of user input...
>
> Jess

Well since it's already spoiled, what I thought was a decoy,
(-2*(OP=45)+1)+B, turned out to be the heart of the solution, providing
all the clues.

I did see the expression error, change "+B" to "*B". BTW, the boolean
expression tests for ASCII code "-" symbol which is 45. "+" is assumed
otherwise.

I would have substituted N for OP right there.

Change two if statements, for example IF N=43... to IF N=43 or N=45..
One test allows the display of the "-" symbol.

I saw a slight formatting problem but I bumbled the fix.

RetroJess, please don't tell me you solved this by simple inspection.

I had to do actual testing and debugging.

I guess the extra credit for the problem would be how to modify code to
perform multiplication and divsion in addition to addition and
subtraction.

- Steve Sheppard

>
> <stephensheppard@hotmail.com> wrote in message
> news:1151449604.700232.296740@m73g2000cwd.googlegroups.com...
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> > Samsung wrote:
> > > SPOILER:
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> > > "John Murkerson" <jmurkers@nettally.com> wrote in message
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> > > > On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
> > > >> Anybody rememer this magazine?...I've been looking for this magazine
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> > > > It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
> > > > Here's the code:
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> > > > 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
> > > > 20 ? #6;" MATH - A - MATIC":POKE 712,178
> > > > 30 OPEN #1,4,0,"K:":M$="":N$=""
> > > > 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> > > > 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> > > > 60 GOTO 40
> > > > 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
> > > > 80 X=(LEN(M$)+5)
> > > > 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
> > > > 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
> > > > 110 GOTO 90
> > > > 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> > > > 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> > > > 140 POSITION Q,5:? #6;CHR$(M)
> > > > 150 POSITION Q+2,5:? #6;Z
> > > > 160 FOR DE=1 TO 1500:NEXT DE:RUN
> > > >
> > > > Correct entries made it into a drawing, and the winner got a
> > > > _Centipede_ cartridge.
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> > > > John Murkerson
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> > > Looks like the problem is on line 130.
> > > Remove the nonsense garbage (-2*(OP=45)+1)
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> > Nah! I think the expression (-2*(OP=45)+1) is a decoy.
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> > true the value is 1 if false the value is 0.
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> > So, if OP were equal to 45 then (-2*(OP=45)+1) would evaluate as
> > (-2*(1)+1) or simply -1.
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> > good enough (barely) but my powers of deduction aren't. I just don't
> > see it.
> >
> > - Steve Sheppard
>

6958. Re: Too many variables error & basic question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 07:37:10 UTC
From: stephensheppard@hotmail.com
Message-ID: <1151480229.950689.44300@i40g2000cwc.googlegroups.com>
Source record: 6465

Sid Pacman wrote:
> On Tue, 27 Jun 2006 at 11:57 -0700, stephen sheppard scribbled:
> ->I've always been fascinated by utilities that enhance Atari BASIC,
> ->not so much the advanced BASICs like BASIC XL and Turbo BASIC XL,
> ->just the enhancements for plain Atari BASIC. Back in the early
> ->80's I remember wanting, very much, to purchase Monkey Wrench II.
>
> As I hinted in my June 20 mention of it earlier in this thread,
> that's what Monkey Wrench II was: one of those BASIC enhancements.
>
Yes you did :)

> ->I don't recall why I never did but I never forget the fact that
> ->I did.
>
> Possibly because it loaded into the right cartridge area of RAM?

I had an 800, still do, so MW2 would have been OK.

I'm guessing that giving up the extra 8K of user memory was too big a
penalty or my enthusiasm simply wore off.

- Steve Sheppard

6959. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 16:05:06 UTC
From: Anonymous <Anonymous@NoneNone.Com>
Message-ID: <44a2a82d$0$3278$a15e20c9@news.newsgroupdirect.com>
Source record: 6466

Problem is, there is no variable OP anywhere else in the program, so why should one be looking for OP=45 if it will always equal 0?

That would be like saying, -2 * 0 = 0, or 0 + 1

Thus, the +1 would always give the correct answer, then add another +1 to it.

I tried a number of additions on this program, and it always seemed to give the answer, plus one.

Can anyone find a scenario in the program where if you take out the (-2*(OP=45)+1 where it would give an incorrect answer?

<stephensheppard@hotmail.com> wrote in message news:1151449604.700232.296740@m73g2000cwd.googlegroups.com...
>
> Samsung wrote:
>> SPOILER:
>> Do not read below, it contains the answer to this puzzle.
>>
>> "John Murkerson" <jmurkers@nettally.com> wrote in message
>> news:448c3ff6$0$226$892e0abb@auth.newsreader.octanews.com...
>> > On 2006-06-06, lbaeza@usa.net <lbaeza@usa.net> wrote:
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>> > It's from _The Atari Connection_, volume 2, number 3 from fall 1982.
>> > Here's the code:
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>> > 10 GRAPHICS 18:X=2:DIM M$(30),N$(30)
>> > 20 ? #6;" MATH - A - MATIC":POKE 712,178
>> > 30 OPEN #1,4,0,"K:":M$="":N$=""
>> > 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
>> > 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
>> > 60 GOTO 40
>> > 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
>> > 80 X=(LEN(M$)+5)
>> > 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
>> > 100 N$(LEN(N$)+1)=CHR$(M):B=VAL(N$):? #6;B
>> > 110 GOTO 90
>> > 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
>> > 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
>> > 140 POSITION Q,5:? #6;CHR$(M)
>> > 150 POSITION Q+2,5:? #6;Z
>> > 160 FOR DE=1 TO 1500:NEXT DE:RUN

>> >
>> > Correct entries made it into a drawing, and the winner got a
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> Nah! I think the expression (-2*(OP=45)+1) is a decoy.
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> In Atari BASIC (OP=45) is a valid boolean expression. If expression is
> true the value is 1 if false the value is 0.
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> So, if OP were equal to 45 then (-2*(OP=45)+1) would evaluate as
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> However, in the sample program OP is never defined and in Atari BASIC
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> I have to admit I can't solve this puzzle. My BASIC skills might be
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> see it.
>
> - Steve Sheppard
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6960. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 18:52:17 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <BdAog.4083$ii.139@newsread3.news.pas.earthlink.net>
Source record: 6467

```
One thing I missed was line 120 where M=61 would
produce an equal sign in formatting the output.

Jess

<stephensheppard@hotmail.com> wrote in message
news:1151472169.163382.78760@75g2000cwc.googlegroups.com...
>
> RetroJess wrote:
> > There are several minor problems in this short program;
> > beginning with allowing two 30 digit numbers which A8
> > Basic will only display in "E+" scientific notation and will
> > not fit on one 20 character GR. 2 line. The OP is for the
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> > it should be assigned in line 70 with OP=N and is not needed
> > in line 120. Then Z would equal A +(-2*(OP=45)+1)*B in
> > line 130. Multiplying the expression and B would effect an
> > addition or subtraction of A and B. It still needs some error
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> Well since it's already spoiled, what I thought was a decoy,
> (-2*(OP=45)+1)+B, turned out to be the heart of the solution, providing
> all the clues.
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> I did see the expression error, change "+B" to "*B". BTW, the boolean
> expression tests for ASCII code "-" symbol which is 45. "+" is assumed
> otherwise.
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> I would have substituted N for OP right there.
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> Change two if statements, for example IF N=43... to IF N=43 or N=45..
> One test allows the display of the "-" symbol.
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> I saw a slight formatting problem but I bumbled the fix.
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> RetroJess, please don't tell me you solved this by simple inspection.
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> I had to do actual testing and debugging.
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> I guess the extra credit for the problem would be how to modify code to
> perform multiplication and divsion in addition to addition and
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```
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> > > > > 40 GET #1,N:POSITION X,5:IF N<48 OR N>57 THEN 70
> > > > > 50 M$(LEN(M$)+1)=CHR$(N):A=VAL(M$):? #6;A
> > > > > 60 GOTO 40
> > > > > 70 IF N=43 THEN POSITION (LEN(M$)+2),5:? #6;"";CHR$(N);""
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> > > > > 90 GET #1,M:POSITION X,5:IF M<48 OR M>57 THEN 120
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> > > > > 110 GOTO 90
> > > > > 120 IF M=43 THEN ? #6;" ";CHR$(M);" "
> > > > > 130 Q=(LEN(M$)+(LEN(N$)+6)):Z=A+(-2*(OP=45)+1)+B
> > > > > 140 POSITION Q,5:? #6;CHR$(M)
> > > > > 150 POSITION Q+2,5:? #6;Z
> > > > > 160 FOR DE=1 TO 1500:NEXT DE:RUN
> > > > >
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> > > see it.
> > >
> > > - Steve Sheppard
> >
>

6961. Re: SPOILER: No Not Read If You Want To Find The Answer Yourself

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 20:10:36 UTC
From: stephensheppard@hotmail.com
Message-ID: <1151525436.673034.268410@p79g2000cwp.googlegroups.com>
Source record: 6468

```
Anonymous wrote:
> Problem is, there is no variable OP anywhere else in the program, so why
> should one be looking for OP=45 if it will always equal 0?
>
> That would be like saying, -2 * 0 = 0, or 0 + 1
>
> Thus, the +1 would always give the correct answer, then add another +1 to
> it.
>
> I tried a number of additions on this program, and it always seemed to give
> the answer, plus one.
>
> Can anyone find a scenario in the program where if you take out the
> (-2*(OP=45)+1 where it would give an incorrect answer?
>
>
If you remove the that expression from the statement to read Z=A+B the
calculator can only perform addition.

If you correct the two errors so that Z=A+(-2*(N=45)+1)*B (don't forget
it's *B not +B) now the calculator performs addition OR subtraction.

Fix the IF statement by adding "OR N=45" and you display the minus
symbol during a subtraction calculation.

- Steve Sheppard

> <stephensheppard@hotmail.com> wrote in message
> news:1151449604.700232.296740@m73g2000cwd.googlegroups.com...
> >
> > Samsung wrote:
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6962. possible bug in Temple of Apshai Trilogy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-28 21:45:19 UTC
From: Scott S <scottith@earthlink.net>
Message-ID: <PLCog.4164$ii.4117@newsread3.news.pas.earthlink.net>
Source record: 6469

It seems in Curse of Ra, level 4, rooms 36 and 37 are missing, along with treasures #10 and #12. Descriptions for these are in the manual, so I'm wondering if they're just well-hidden, or they're actually missing.

I wonder if they're missing from other versions as well...?

A text version of the manual can be found at:
http://project64.c64.org/games/m-z/Temple%20of%20Apshai%20Trilogy.txt

6963. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-29 14:06:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606290703520.12579-100000@onyx.spiritone.com>
Source record: 6470
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6964. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-29 14:08:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0606290706240.12579-100000@onyx.spiritone.com>
Source record: 6471
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6965. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 03:10:35 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <mf59a25fk8poijcaubcsmfc189jjav7kea@4ax.com>
Source record: 6472

On 23 Jun 2006 12:03:54 -0700, lbaeza@usa.net wrote:

>So...could anybody scan the pages of that little section of the
>magazine and make those scans available online? I remember the article
>took a couple of pages, it was not a big article. I'd really appreciate
>that.

Try this: http://home.centurytel.net/hunmanik/ataritemp/

I hope rather large scans are ok!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

6966. IRC channel dedicated to atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 04:00:48 UTC
From: mgladson@gmail.com
Message-ID: <1151640048.887813.189660@x69g2000cwx.googlegroups.com>
Source record: 6473

Please join us for atari 8bit chat on newnet in channel #atari_8bit

I look forward to getting a regular group together to discuss these
great machines

6967. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 04:34:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1151642051@rtfm.mit.edu>
Source record: 6474
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

6968. Advan BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 14:15:24 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1151676924.288280.307170@b68g2000cwa.googlegroups.com>
Source record: 6475

Hi All!

William Graziano and I wish to announce the release of Advan BASIC compiler suite to public domain as of July 1st, 2006. He has removed the copy protection from the disks which are now available in ATR format (for diskettes and emulation). The documentation is available in text, ms word, and pdf.

Files are available from me via email, or off the webpage http://fujiman.no-ip.com/Advan.htm AFTER July 1st. I'd prefer to email it, as the web page is on my home computer.

There will be Advan BASIC competition for the best software written with Advan BASIC. If anyone would like to donate prizes please contact me. We need 1st-3rd prizes and 2 runners up.

Rules are simple:

Contest from July 1st to Sep 1st (1wk extension if necessary)
Written in Advan Basic using any utilities included. Source must be included and in the PD.
Must run on any stock machine. Atari 400->130xe. Advan allows 4 drives max.
It can be any kind of software (Game, Utility, Productivity, Educational, etc)
Any number of people can work on it.
?? -- To be added if needed.

Submisisions will be judged by 5 judges (William (the author), Rory(me), and 3 others to be determined) on a rating of 1 to 10 for the following:

Originality: How original (this means no font editors - We have waaaay to many of those)
Design: How modular is code? Can it be easily modified?
Graphics: How well is it laid out?
Working: Does it function properly?
?? -- To be added if needed.

Please email me with submission ideas for your submission ASAP. I will post them so we dont have duplicate submissions and we have a wide range of choices.

If I have left out the obvious, let me know.

Thanks,
Rory

6969. Re: possible bug in Temple of Apshai Trilogy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 19:38:31 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1151696311.077374.200520@p79g2000cwp.googlegroups.com>
Source record: 6476

LOL,

manuals, we dont need no stinkin' manuals...

At that age, the only manual perusing was to figure out which keyboard
key did what. I paid no attention to what treasures were there, I just
wanted to play. Now you've done it...

I'll have to go play it...

Rory

Scott S wrote:
> It seems in Curse of Ra, level 4, rooms 36 and 37 are missing, along
> with treasures #10 and #12. Descriptions for these are in the manual, so I'm
> wondering if they're just well-hidden, or they're actually missing.
>
> I wonder if they're missing from other versions as well...?
>
> A text version of the manual can be found at:
> http://project64.c64.org/games/m-z/Temple%20of%20Apshai%20Trilogy.txt

6970. Re: Advan BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 20:10:00 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1151698200.001578.160490@d56g2000cwd.googlegroups.com>
Source record: 6477

Hi all (again),

Slor has graciously donated webspace for the Advan Suite. I will have
it all up tonight (Fri) at:

http://advan.oldos.net

This will be mirrored from fuji.no-ip.com site. After all is added,
link will replace the fuji site.

This will also be the site for any donated source code, apps and utils.

If this happens to get poplar, webforum for support.

Rory

FujiMan wrote:

> Files are available from me via email, or off the webpage
> http://fujiman.no-ip.com/Advan.htm AFTER July 1st. I'd prefer to email
> it, as the web page is on my home computer.
>
> Thanks,
> Rory

6971. Re: Disk loading sounds

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 21:33:29 UTC
From: nickb@eris.io.com
Message-ID: <AoqdndmaBZY0BTjZnZ2dnUVZ_vednZ2d@io.com>
Source record: 6478

In article <f2302$43ad5111$50ab5446$11807@news1.surfino.com>,
fsh <bgtzhn@NoSPAM.gmx.de> wrote:
>Merry Chirstmas, all (-;
>
>
>I was just wondering why Atari decided to have a disk loading sound. Or is
>it because the POKEY handels disk access as well as sound output?

Other posts probably address this more accurately. I wonder if there's
any connection between this and the way cassettes work. Cassettes also
have a loading sound that can be muted, though the saving sound can't be
muted.

>Secondly - I can only speak of PAL systems, though - even when those sounds
>are muted by setting $41 (dec. 65) to 0 they are still audible, at least
>with all the TV sets and monitors I've used my Ataris with.

It seems to me it just turns the volume way down. When I had an
XM301 modem, you could hear the phone dialing through the TV, and
when it connected, it silenced it much the same way. But over time,
as my 130XE started to die, the sound would leech through a little
more. At one point the modem caused a hum whenever it was plugged
in, and you could hear the data in the 300-baud signal. Near the
end, the disk drive would only work if the modem was unplugged, so
it's a good thing I had that 64K ramdisk.

I rather liked the loading sound. It was a happy sound, like the
Atari was excited about what it was loading.

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

6972. Re: IRC channel dedicated to atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 21:35:33 UTC
From: nickb@eris.io.com
Message-ID: <AoqdndiaBZa4BDjZnZ2dnUVZ_vednZ2d@io.com>
Source record: 6479

In article <1151640048.887813.189660@x69g2000cwx.googlegroups.com>,
<mgladson@gmail.com> wrote:
>Please join us for atari 8bit chat on newnet in channel #atari_8bit
>
>I look forward to getting a regular group together to discuss these
>great machines

On what network? We need to know which servers to use.

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

6973. Re: IRC channel dedicated to atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-06-30 22:54:29 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1151708068.016706.35250@d30g2000cwa.googlegroups.com>
Source record: 6480

Nick and all,

try irc.penguinmeat.com

Rory

Nick Bensema wrote:

> On what network? We need to know which servers to use.

> Nick Bensema <nickb@io.com> AIM: NBensema

6974. Re: IRC channel dedicated to atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-01 01:15:19 UTC
From: mgladson@gmail.com
Message-ID: <1151716519.173879.104810@m73g2000cwd.googlegroups.com>
Source record: 6481

Sorry for the confusion, i should have posted this in the original
notice. here is a list of all newnet servers:

http://www.newnet.net/newnewnet/serverlist.php

please feel free to join anytime, look forware to seeing ou there!

6975. Re: Advan BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-01 04:46:59 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1151729219.890940.127900@h44g2000cwa.googlegroups.com>
Source record: 6482

lp,

Yeshhh, I schtarted drinking before finishinging codeining. Naht a good
ideea. Hic!

I was also having transfer issues to the server.

If there are any other things I broke or that is missing let me know.
I'll try to fix'em soon as possible. I will be updating it often as
stuff appears.

Yes the pdf are big and zipped to keep from loading into browser pdf
viewers. The BASIC manual itself it over 5mb.

Rory

lp wrote:

> > Cool stuff, but this link fails:
> >
> > The requested URL /Manuals/Advan Basic Manual/Advan Basic Manual PDF.zip was
> > not found on this server.
>
> Also the manual as *.DOC results
> in:http://advan.oldos.net/Manuals/Utility%20Programs%20Manual/Utility%20Prog
> rams%20Manual.doc
>
> Two links to the same path. Oops. ;-))
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [Free your mind...]
> Atari Team http://setiathome.berkeley.edu/team_display.php?teamid=30472
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic, Hades060]

6976. Re: Advan BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-02 18:15:31 UTC
From: RED <redodd@NO_SPAMcomcast.net>
Message-ID: <Vt-dnbXKIJ2jkDXZnZ2dnUVZ_vOdnZ2d@comcast.com>
Source record: 6483

"FujiMan" <Rory.A.McMahon@gmail.com> wrote in message
news:1151676924.288280.307170@b68g2000cwa.googlegroups.com...
> Hi All!
>
> William Graziano and I wish to announce the release of Advan BASIC
> compiler suite to public domain as of July 1st, 2006. He has removed
> the copy protection from the disks which are now available in ATR
> format (for diskettes and emulation). The documentation is available in
> text, ms word, and pdf.
>
> Files are available from me via email, or off the webpage
> http://fujiman.no-ip.com/Advan.htm AFTER July 1st. I'd prefer to email
> it, as the web page is on my home computer.
>
> There will be Advan BASIC competition for the best software written
> with Advan BASIC. If anyone would like to donate prizes please contact
> me. We need 1st-3rd prizes and 2 runners up.
>
> Rules are simple:
>
> Contest from July 1st to Sep 1st (1wk extension if necessary)
> Written in Advan Basic using any utilities included. Source must be
> included and in the PD.
> Must run on any stock machine. Atari 400->130xe. Advan allows 4 drives
> max.
> It can be any kind of software (Game, Utility, Productivity,
> Educational, etc)
> Any number of people can work on it.
> ?? -- To be added if needed.
>
> Submisisions will be judged by 5 judges (William (the author),
> Rory(me), and 3 others to be determined) on a rating of 1 to 10 for the
> following:
>
> Originality: How original (this means no font editors - We have waaaay
> to many of those)
> Design: How modular is code? Can it be easily modified?
> Graphics: How well is it laid out?
> Working: Does it function properly?
> ?? -- To be added if needed.
>
> Please email me with submission ideas for your submission ASAP. I will
> post them so we dont have duplicate submissions and we have a wide
> range of choices.

>
> If I have left out the obvious, let me know.
>
> Thanks,
> Rory

Thanks a lot. I'm sure that many people appreciate your efforts.

Ralph

6977. June winners/July prizes...

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-02 19:16:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.02.19.16.19.207293@charter.net>
Source record: 6484

Greetings everyone!

Here are the lucky, the few, the proud winners of this months prizes at
The DarkForce! BBS:

June 2006
1. Final Frontier 2 - none (game rolled over to next month)!
2. ST Magazine - Doctor Clu wins the free 3 mag. subscription!

Congratulations to our winners!

Also, here are next months prizes:

July 2006
1. Final Frontier II - one lucky winner, or *team* will win the $75.00
prize. Team members will divide up winnings. If the game goes into more
than one month, that months prize money will be included. As sysop, I will
be playing, but am exempt from winning, or joining any team. 2. ST
Magazine - some lucky Atari caller will win a free 3 mag. subscription.

Good luck to all! :-)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

6978. Re: Just another old type-in for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-02 20:01:20 UTC
From: lbaeza@usa.net
Message-ID: <1151870480.106365.68890@j8g2000cwa.googlegroups.com>
Source record: 6485

Thanks Michael!

That's the article, exactly as I remember!
Thank you very much for taking your time on scanning those pages.

And yes, rather large scans are ALWAYS ok !!!

Regards

> Michael Current ha escrito:

> Try this: http://home.centurytel.net/hunmanik/ataritemp/
>
> I hope rather large scans are ok!
>
> -Michael

6979. 1050 Mod identification

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 03:28:18 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1151983698.825930.59120@j8g2000cwa.googlegroups.com>
Source record: 6486

Hi all,

I have a non-functioning1050 drive with PCB mod (Happy type) that needs to be identified. I want to guess a Duplicator, but it does not match the pictures on Patchells site.

It has 2 DPDT switches, one has a transistor (2n3906) and another component not identified, mounted on it. This switch is hooked to the JP jumpers and U6 on the 1050 board. The other switch, is hooked to the PCB to solder pads, and this could've probably used a SPDT instead.

It has a slow down mod of some sort (2719 to variable resistor to the 6532.. no diode though)

The board has the following chips:

65C02,HM6264LP-15, 27128 EEprom, 74LS00, LS133, LS138, LS257, LS74, LS27 all socketed.

All this plugs into U9. U10 and U13 nothing in socket. U8 has been scratched

Any help identifying this thing or installation/instruction manual is greatly appreciated.

FujiMan

6980. BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 14:05:16 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <MdadnZp5s5AB6DfZnZ2dnUVZ_qCdnZ2d@comcast.com>
Source record: 6487

hi kids -

I'm trying to figure out a really slick way of handing out a set of random numbers without duplicating.
I'lll explain:

I want to generate random numbers from, say, 8 to 16, handing EACH number out until the range is exhausted....
So the output could be 8,9,10,11,12,13,14,15,16.....or any combination thereof. As long as each number was used once and only once...

I've tried a few methods, and am trying to balance speed & memory used.

I can use (rnd(0)*9)+8 then store the result in an array, like num(1) then num(2), num(3), etc.....then have a "for next" loop to make sure no duplicates are given out. But that is kind of slow, especially when its down to the last few digits. It keeps picking then checking, then re-picking....as I said, slow.

I also tried a "less random" method where I have a handful of DATA statements with the number set defined.
Like "10 DATA 8,9,10,11,12,13,14,15,16" or "20 DATA 16,8,15,9,14,10,13,11,12" etc... but it takes up a lot of space, and isn't quite as random as I'd like. What I do here is randomly restore to a line number, then begin to read the line of numbers.

Any suggestions for a quick method of doing this? Thanks!

-z-

6981. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 15:47:03 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <clSdnRb-BZLqEDfZnZ2dnUVZ_sGdnZ2d@comcast.com>
Source record: 6488

Here's an example of one method I've tried. This *seems* to work OK.

This stores the random number[s] in an array, then goes back and checks the array to make sure the number wasn't used already. It also uses a "hi" and "lo" variable, which helps quicken the process (I think) because after it picks the top number or bottom number, it removes it from the random number generating line.

This picks numbers from 1-10, randomly, and stores into N( )

```
10 DIM N(10):HI=10:LO=1
15 FOR Q=1 TO 10
20 Z=INT(RND(0)*HI)+LO
30 IF NOT C THEN 70
40 FOR X=1 TO C
50 IF N(X)=Z THEN 20
60 NEXT X
70 C=C+1
80 N(C)=Z
85 IF Z=HI+LO-1 THEN HI=HI-1:GOTO 95
90 IF Z=LO THEN HI=HI-1:LO=LO+1
95 NEXT Q
100 REM DONE - PRINT RESULTS BELOW
110 FOR Y=1 TO 10:?N(Y):NEXT Y
120 ?:?:RUN
```

So, you think that's pretty efficient?

-z-

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:MdadnZp5s5AB6DfZnZ2dnUVZ_qCdnZ2d@comcast.com...
> hi kids -
>
> I'm trying to figure out a really slick way of handing out a set of random
> numbers without duplicating.
> I'lll explain:
>
> I want to generate random numbers from, say, 8 to 16, handing EACH number
> out until the range is exhausted....
> So the output could be 8,9,10,11,12,13,14,15,16.....or any combination
> thereof. As long as each number was used once and only once...
>
> I've tried a few methods, and am trying to balance speed & memory used.
>
> I can use (rnd(0)*9)+8 then store the result in an array, like num(1) then

> num(2), num(3), etc.....then have a "for next" loop to make sure no
> duplicates are given out. But that is kind of slow, especially when its
> down to the last few digits. It keeps picking then checking, then
> re-picking....as I said, slow.
>
> I also tried a "less random" method where I have a handful of DATA
> statements with the number set defined.
> Like "10 DATA 8,9,10,11,12,13,14,15,16" or "20 DATA
> 16,8,15,9,14,10,13,11,12" etc... but it takes up a lot of space, and isn't
> quite as random as I'd like. What I do here is randomly restore to a line
> number, then begin to read the line of numbers.
>
> Any suggestions for a quick method of doing this? Thanks!
>
> -z-
>
>

6982. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 16:15:54 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <_uwqg.2929$PE1.2885@newsread2.news.pas.earthlink.net>
Source record: 6489
Body handling: HTML body converted to readable text

Z.Beeblebrox wrote:
> Here's an example of one method I've tried. This *seems* to work OK.

There's an old Wilkinson artical in Compute where I think he did
something like a random card shuffle. You should try and find that one
for a clear explaination of a fast shuffle.

BUT I wouldn't go about it the way you are. You should use BASIC
strings because they are thing BASIC handles fast.

Procedure should be ~

Have a fixed string like "12345678". Use this to assign your working
string since the copy is faster then assignment.

Have your random number be an index into your string. For instance if
your first random number is 3 then RESULT$=WORK$(3,3)

Now use the fast string copy to reduce slide the string so your original
work string is now "1245678"

Reduce the seed for your random number by 1 so it stays in the range of
numbers not chosen. You could use it as the loop counter.

When your loop gets to one, just pull the last number to avoid the
random number generator which is kind of slow.

I'm not sure exactly what you want for the result. For instance if you
wanted random numbers in the range of 16-24 you could just add 16 to the
result or use WORK$(1,1)=CHR$(16) type assignments.

6983. TECH: fix Atari 800 start button

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 17:57:49 UTC
From: joe3@grisaffi.com
Message-ID: <1152035869.869526.31000@m73g2000cwd.googlegroups.com>
Source record: 6490

Hi Everyone,

I am new to this newsgroup.

The start button on my childhood Atari 800 stopped working. Is this a simple fix, or should I just look for another working machine?

If it is a simple fix, where do I look for intructions on the fix? Or where do I find the part?

Thanks!
Joe G.
Houston TX

6984. Re: fix Atari 800 start button

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 18:08:02 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <68yqg.60009$Lm5.4481@newssvr12.news.prodigy.com>
Source record: 6491

<joe3@grisaffi.com> wrote in message news:
> Hi Everyone,
>
> I am new to this newsgroup.
>
> The start button on my childhood Atari 800 stopped working. Is this a
> simple fix, or should I just look for another working machine?
>
> If it is a simple fix, where do I look for intructions on the fix? Or
> where do I find the part?
>
> Thanks!
> Joe G.
> Houston TX
I wonder do the SELECT and OPTION keys work?
A simple BASIC program could be used to test the CONSOL keys.
```
10 X=PEEK(53279)
20 ? X;",";
30 GOTO 10
```
If SELECT and OPTION work, then it is probably the button
for START. Maybe you could figure how to clean the contact.
If SELECT and OPTION don't work, then maybe the POKEY
chip could be replaced.
Oh, the values for CONSOL.
0 All three CONSOL buttons
1 OPTION and SELECT
2 OPTION and START
3 OPTION
4 SELECT and START
5 SELECT
6 START
7 No Keys
Russg

6985. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 18:14:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1152036888.181885.194700@m79g2000cwm.googlegroups.com>
Source record: 6492

```
Z.Beeblebrox wrote:
> Here's an example of one method I've tried. This *seems* to work OK.
>
> This stores the random number[s] in an array, then goes back and checks the
> array to make sure the number wasn't used already. It also uses a "hi" and
> "lo" variable, which helps quicken the process (I think) because after it
> picks the top number or bottom number, it removes it from the random number
> generating line.
>
> This picks numbers from 1-10, randomly, and stores into N( )
>
> 10 DIM N(10):HI=10:LO=1
> 15 FOR Q=1 TO 10
> 20 Z=INT(RND(0)*HI)+LO
> 30 IF NOT C THEN 70
> 40 FOR X=1 TO C
> 50 IF N(X)=Z THEN 20
> 60 NEXT X
> 70 C=C+1
> 80 N(C)=Z
> 85 IF Z=HI+LO-1 THEN HI=HI-1:GOTO 95
> 90 IF Z=LO THEN HI=HI-1:LO=LO+1
> 95 NEXT Q
> 100 REM DONE - PRINT RESULTS BELOW
> 110 FOR Y=1 TO 10:?N(Y):NEXT Y
> 120 ?:?:RUN
>
> So, you think that's pretty efficient?
>
> -z-
>
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:MdadnZp5s5AB6DfZnZ2dnUVZ_qCdnZ2d@comcast.com...
> > hi kids -
> >
> > I'm trying to figure out a really slick way of handing out a set of random
> > numbers without duplicating.
> > I'lll explain:
> >
> > I want to generate random numbers from, say, 8 to 16, handing EACH number
> > out until the range is exhausted....
> > So the output could be 8,9,10,11,12,13,14,15,16.....or any combination
> > thereof. As long as each number was used once and only once...
```

> >
> > I've tried a few methods, and am trying to balance speed & memory used.
> >
> > I can use (rnd(0)*9)+8 then store the result in an array, like num(1) then
> > num(2), num(3), etc.....then have a "for next" loop to make sure no
> > duplicates are given out. But that is kind of slow, especially when its
> > down to the last few digits. It keeps picking then checking, then
> > re-picking....as I said, slow.
> >
> > I also tried a "less random" method where I have a handful of DATA
> > statements with the number set defined.
> > Like "10 DATA 8,9,10,11,12,13,14,15,16" or "20 DATA
> > 16,8,15,9,14,10,13,11,12" etc... but it takes up a lot of space, and isn't
> > quite as random as I'd like. What I do here is randomly restore to a line
> > number, then begin to read the line of numbers.
> >
> > Any suggestions for a quick method of doing this? Thanks!
> >
> > -z-
> >
> >

I came up a little program before I saw Rick Cortese's post which gives
me something to think about.

Anyway this is fast.

Example 1

```
10 DIM USED$(9),CHECK$(9),SUCCESS$(9),SHUFFLE(9)
20 CHECK$=" ": rem pad with 9 spaces
30 SUCCESS$="123456789"
40 FOR COUNT=1 TO 9
50 USED$=CHECK$
60 I=INT(RND(0)*9+1)
70 CHECK$(I,I)=STR$(I)
80 IF USED$=CHECK$ THEN 50
90 SHUFFLE(COUNT)=I+7: rem +7 for the example range 8-16.
100 IF CHECK$=SUCCESS$ THEN 200
110 NEXT COUNT
200 FOR I=1 TO 9
210 ? I,SHUFFLE(I)
220 NEXT I
```

Here I used digits and STR$ function to illustrate what the program. In
example 2 I used ATASCII codes and the CHR$ function to expand to 255
items. A string of CHR$(0)'s is used to pad CHECK$ instead of spaces,
giving the range of 1 to 255.

As each item is used it's position is filled in CHECK$.

IF USED$=$CHECK this indicates an item has already been used. No need to check array elements one by one.

This method gets pretty slow after about 220 items. Especially the very last item (which Rick already pointed out regarding shuffle methods).

Example 2

```
5 REM GENERAL PURPOSE SHUFFLE
10 DIM USED$(255),CHECK$(255),SUCCESS$(255),SHUFFLE(255)
20 FOR I=1 TO 255
30 CHECK$=CHR$(0)
40 SHUFFLE(I)=0
50 SUCCESS$(I,I)=CHR$(I)
60 NEXT I
70 FOR COUNT=1 TO 255
80 USED$=CHECK$
90 I=INT(RND(0)*255+1)
100 CHECK$(I,I)=STR$(I)
110 IF USED$=CHECK$ THEN 90
120 SHUFFLE(COUNT)=I
130 IF CHECK$=SUCCESS$ THEN 150
140 NEXT COUNT
200 FOR I=1 TO 255
210 ? I,SHUFFLE(I)
220 NEXT I
```

- Steve Sheppard

6986. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 18:27:07 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <_pyqg.60016$Lm5.1055@newssvr12.news.prodigy.com>
Source record: 6493

I don't have a suggestion of how to do it, but I do suggest you don't
try all possible DATA statements. That would be 9*8*7*6*5*4*3*2
or 362880 permutations.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:MdadnZp5s5AB6DfZnZ2dnUVZ_qCdnZ2d@comcast.com...
> hi kids -
>
> I'm trying to figure out a really slick way of handing out a set of random
> numbers without duplicating.
> I'lll explain:
>
> I want to generate random numbers from, say, 8 to 16, handing EACH number
> out until the range is exhausted....
> So the output could be 8,9,10,11,12,13,14,15,16.....or any combination
> thereof. As long as each number was used once and only once...
>
> I've tried a few methods, and am trying to balance speed & memory used.
>
> I can use (rnd(0)*9)+8 then store the result in an array, like num(1) then
> num(2), num(3), etc.....then have a "for next" loop to make sure no
> duplicates are given out. But that is kind of slow, especially when its
> down to the last few digits. It keeps picking then checking, then
> re-picking....as I said, slow.
>
> I also tried a "less random" method where I have a handful of DATA
> statements with the number set defined.
> Like "10 DATA 8,9,10,11,12,13,14,15,16" or "20 DATA
> 16,8,15,9,14,10,13,11,12" etc... but it takes up a lot of space, and isn't
> quite as random as I'd like. What I do here is randomly restore to a line
> number, then begin to read the line of numbers.
>
> Any suggestions for a quick method of doing this? Thanks!
>
> -z-
>
>

6987. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 18:28:20 UTC
From: stephensheppard@hotmail.com
Message-ID: <1152037700.131285.185490@a14g2000cwb.googlegroups.com>
Source record: 6494
Body handling: HTML body converted to readable text

Rick Cortese wrote:
> Z.Beeblebrox wrote:
> > Here's an example of one method I've tried. This *seems* to work OK.
>
> There's an old Wilkinson artical in Compute where I think he did
> something like a random card shuffle. You should try and find that one
> for a clear explaination of a fast shuffle.
>
> *BUT* I wouldn't go about it the way you are. You should use BASIC
> strings because they are thing BASIC handles fast.
>
> Procedure should be ~
>
> Have a fixed string like "12345678". Use this to assign your working
> string since the copy is faster then assignment.
>
> Have your random number be an index into your string. For instance if
> your first random number is 3 then RESULT$=WORK$(3,3) how BASIC does it>
>
> Now use the fast string copy to reduce slide the string so your original
> work string is now "1245678"
>
> Reduce the seed for your random number by 1 so it stays in the range of
> numbers not chosen. You could use it as the loop counter.
>

Now that is slick!

Only n-1 calls of the random number generator and the same number of
assignments!

Makes my method looks silly :(

Kudos!

> When your loop gets to one, just pull the last number to avoid the
> random number generator which is kind of slow.
>
> I'm not sure exactly what you want for the result. For instance if you
> wanted random numbers in the range of 16-24 you could just add 16 to the
> result or use WORK$(1,1)=CHR$(16) type assignments.

6988. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 18:41:41 UTC
From: stephensheppard@hotmail.com
Message-ID: <1152038501.407880.171830@b68g2000cwa.googlegroups.com>
Source record: 6495
Body handling: HTML body converted to readable text

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
> > Z.Beeblebrox wrote:
> > > Here's an example of one method I've tried. This *seems* to work OK.
> >
> > There's an old Wilkinson artical in Compute where I think he did
> > something like a random card shuffle. You should try and find that one
> > for a clear explaination of a fast shuffle.
> >
> > *BUT* I wouldn't go about it the way you are. You should use BASIC
> > strings because they are thing BASIC handles fast.
> >
> > Procedure should be ~
> >
> > Have a fixed string like "12345678". Use this to assign your working
> > string since the copy is faster then assignment.
> >
> > Have your random number be an index into your string. For instance if
> > your first random number is 3 then RESULT$=WORK$(3,3) > how BASIC does it>
> >
> > Now use the fast string copy to reduce slide the string so your original
> > work string is now "1245678"
> >
> > Reduce the seed for your random number by 1 so it stays in the range of
> > numbers not chosen. You could use it as the loop counter.
> >
>
> Now that is slick!
>
> Only n-1 calls of the random number generator and the same number of
> assignments!
>
> Makes my method looks silly :(
>
> Kudos!
>

...And more importantly, no validity tests!!!!!

oops, I guess it's n-1 RND calls and n assignments.

- Steve Sheppard

> > When your loop gets to one, just pull the last number to avoid the
> > random number generator which is kind of slow.
> >
> > I'm not sure exactly what you want for the result. For instance if you
> > wanted random numbers in the range of 16-24 you could just add 16 to the
> > result or use WORK$(1,1)=CHR$(16) type assignments.

6989. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 18:52:39 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <s5-dneTw3_dqJTfZnZ2dnUVZ_qydnZ2d@comcast.com>
Source record: 6496

Hi Russ -

I don't truly need all permutations, so having a small handful of data
statements was actually OK.
Not fantastic, but OK.

-thanks
z

"Russ Gilbert" <russgilb@MUNGEsbcglobal.net> wrote in message
news:_pyqg.60016$Lm5.1055@newssvr12.news.prodigy.com...
>I don't have a suggestion of how to do it, but I do suggest you don't
> try all possible DATA statements. That would be 9*8*7*6*5*4*3*2
> or 362880 permutations.
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:MdadnZp5s5AB6DfZnZ2dnUVZ_qCdnZ2d@comcast.com...
>> hi kids -
>>
>> I'm trying to figure out a really slick way of handing out a set of
>> random
>> numbers without duplicating.
>> I'lll explain:
>>
>> I want to generate random numbers from, say, 8 to 16, handing EACH number
>> out until the range is exhausted....
>> So the output could be 8,9,10,11,12,13,14,15,16.....or any combination
>> thereof. As long as each number was used once and only once...
>>
>> I've tried a few methods, and am trying to balance speed & memory used.
>>
>> I can use (rnd(0)*9)+8 then store the result in an array, like num(1)
>> then
>> num(2), num(3), etc.....then have a "for next" loop to make sure no
>> duplicates are given out. But that is kind of slow, especially when its
>> down to the last few digits. It keeps picking then checking, then
>> re-picking....as I said, slow.
>>
>> I also tried a "less random" method where I have a handful of DATA
>> statements with the number set defined.
>> Like "10 DATA 8,9,10,11,12,13,14,15,16" or "20 DATA
>> 16,8,15,9,14,10,13,11,12" etc... but it takes up a lot of space, and
>> isn't
>> quite as random as I'd like. What I do here is randomly restore to a line
>> number, then begin to read the line of numbers.

>>
>> Any suggestions for a quick method of doing this? Thanks!
>>
>> -z-
>>
>>
>
>

6990. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 19:39:55 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <E8qdnQ6Q7aeWWTfZnZ2dnUVZ_rmdnZ2d@comcast.com>
Source record: 6497
Body handling: HTML body converted to readable text

thanks!
I'm not sure if or how that differs from steven sheppard's suggestion.
I'll try it.
-z-

"Rick Cortese" wrote in message
news:_uwqg.2929$PE1.2885@newsread2.news.pas.earthlink.net...
> Z.Beeblebrox wrote:
>> Here's an example of one method I've tried. This *seems* to work OK.
>
> There's an old Wilkinson artical in Compute where I think he did something
> like a random card shuffle. You should try and find that one for a clear
> explaination of a fast shuffle.
>
> *BUT* I wouldn't go about it the way you are. You should use BASIC strings
> because they are thing BASIC handles fast.
>
> Procedure should be ~
>
> Have a fixed string like "12345678". Use this to assign your working
> string since the copy is faster then assignment.
>
> Have your random number be an index into your string. For instance if your
> first random number is 3 then RESULT$=WORK$(3,3) BASIC does it>
>
> Now use the fast string copy to reduce slide the string so your original
> work string is now "1245678"
>
> Reduce the seed for your random number by 1 so it stays in the range of
> numbers not chosen. You could use it as the loop counter.
>
> When your loop gets to one, just pull the last number to avoid the random
> number generator which is kind of slow.
>
> I'm not sure exactly what you want for the result. For instance if you
> wanted random numbers in the range of 16-24 you could just add 16 to the
> result or use WORK$(1,1)=CHR$(16) type assignments.

6991. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 19:45:44 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1pudnRwLuv70WDfZnZ2dnUVZ_oKdnZ2d@comcast.com>
Source record: 6498

thanks, I'll try that.
I guess this is just like Rick Cortese's solution? Rick didn't print any
code so I'm not too sure.
If you hadn't included the basic code, I would not have been able to figure
it out. So thanks again.
I wish I didn't have to dim 3 more strings to do the random #s though.

Speed-wise it runs more or less as fast as the code I printed. But mine
doesn't have to dim those strings.
I'm tight on resources.....

Well I'll see if it works better anyway. I'll give it a shot.

-regards,
z

<stephensheppard@hotmail.com> wrote in message
news:1152036888.181885.194700@m79g2000cwm.googlegroups.com...
>
> Z.Beeblebrox wrote:
>> Here's an example of one method I've tried. This *seems* to work OK.
>>
>> This stores the random number[s] in an array, then goes back and checks
>> the
>> array to make sure the number wasn't used already. It also uses a "hi"
>> and
>> "lo" variable, which helps quicken the process (I think) because after it
>> picks the top number or bottom number, it removes it from the random
>> number
>> generating line.
>>
>> This picks numbers from 1-10, randomly, and stores into N( )
>>
>> 10 DIM N(10):HI=10:LO=1
>> 15 FOR Q=1 TO 10
>> 20 Z=INT(RND(0)*HI)+LO
>> 30 IF NOT C THEN 70
>> 40 FOR X=1 TO C
>> 50 IF N(X)=Z THEN 20
>> 60 NEXT X
>> 70 C=C+1
>> 80 N(C)=Z
>> 85 IF Z=HI+LO-1 THEN HI=HI-1:GOTO 95
>> 90 IF Z=LO THEN HI=HI-1:LO=LO+1
>> 95 NEXT Q

>> 100 REM DONE - PRINT RESULTS BELOW
>> 110 FOR Y=1 TO 10:?N(Y):NEXT Y
>> 120 ?:?:RUN
>>
>> So, you think that's pretty efficient?
>>
>> -z-
>>
>>
>> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
>> news:MdadnZp5s5AB6DfZnZ2dnUVZ_qCdnZ2d@comcast.com...
>> > hi kids -
>> >
>> > I'm trying to figure out a really slick way of handing out a set of
>> > random
>> > numbers without duplicating.
>> > I'lll explain:
>> >
>> > I want to generate random numbers from, say, 8 to 16, handing EACH
>> > number
>> > out until the range is exhausted....
>> > So the output could be 8,9,10,11,12,13,14,15,16.....or any combination
>> > thereof. As long as each number was used once and only once...
>> >
>> > I've tried a few methods, and am trying to balance speed & memory used.
>> >
>> > I can use (rnd(0)*9)+8 then store the result in an array, like num(1)
>> > then
>> > num(2), num(3), etc.....then have a "for next" loop to make sure no
>> > duplicates are given out. But that is kind of slow, especially when
>> > its
>> > down to the last few digits. It keeps picking then checking, then
>> > re-picking....as I said, slow.
>> >
>> > I also tried a "less random" method where I have a handful of DATA
>> > statements with the number set defined.
>> > Like "10 DATA 8,9,10,11,12,13,14,15,16" or "20 DATA
>> > 16,8,15,9,14,10,13,11,12" etc... but it takes up a lot of space, and
>> > isn't
>> > quite as random as I'd like. What I do here is randomly restore to a
>> > line
>> > number, then begin to read the line of numbers.
>> >
>> > Any suggestions for a quick method of doing this? Thanks!
>> >
>> > -z-
>> >
>> >
>
> I came up a little program before I saw Rick Cortese's post which gives

> me something to think about.
>
> Anyway this is fast.
>
> Example 1
>
> 10 DIM USED$(9),CHECK$(9),SUCCESS$(9),SHUFFLE(9)
> 20 CHECK$=" ": rem pad with 9 spaces
> 30 SUCCESS$="123456789"
> 40 FOR COUNT=1 TO 9
> 50 USED$=CHECK$
> 60 I=INT(RND(0)*9+1)
> 70 CHECK$(I,I)=STR$(I)
> 80 IF USED$=CHECK$ THEN 50
> 90 SHUFFLE(COUNT)=I+7: rem +7 for the example range 8-16.
> 100 IF CHECK$=SUCCESS$ THEN 200
> 110 NEXT COUNT
> 200 FOR I=1 TO 9
> 210 ? I,SHUFFLE(I)
> 220 NEXT I
>
> Here I used digits and STR$ function to illustrate what the program. In
> example 2 I used ATASCII codes and the CHR$ function to expand to 255
> items. A string of CHR$(0)'s is used to pad CHECK$ instead of spaces,
> giving the range of 1 to 255.
>
> As each item is used it's position is filled in CHECK$.
>
> IF USED$=$CHECK this indicates an item has already been used. No need
> to check array elements one by one.
>
> This method gets pretty slow after about 220 items. Especially the
> very last item (which Rick already pointed out regarding shuffle
> methods).
>
> Example 2
>
> 5 REM GENERAL PURPOSE SHUFFLE
> 10 DIM USED$(255),CHECK$(255),SUCCESS$(255),SHUFFLE(255)
> 20 FOR I=1 TO 255
> 30 CHECK$=CHR$(0)
> 40 SHUFFLE(I)=0
> 50 SUCCESS$(I,I)=CHR$(I)
> 60 NEXT I
> 70 FOR COUNT=1 TO 255
> 80 USED$=CHECK$
> 90 I=INT(RND(0)*255+1)
> 100 CHECK$(I,I)=STR$(I)
> 110 IF USED$=CHECK$ THEN 90
> 120 SHUFFLE(COUNT)=I

```
> 130 IF CHECK$=SUCCESS$ THEN 150
> 140 NEXT COUNT
> 200 FOR I=1 TO 255
> 210 ? I,SHUFFLE(I)
> 220 NEXT I
>
>
> - Steve Sheppard
>
```

6992. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 19:56:35 UTC
From: stephensheppard@hotmail.com
Message-ID: <1152042995.698760.190160@75g2000cwc.googlegroups.com>
Source record: 6499
Body handling: HTML body converted to readable text

Z.Beeblebrox wrote:
> thanks!
> I'm not sure if or how that differs from steven sheppard's suggestion.
> I'll try it.
> -z-

Rick's suggestion is huge. The shuffle only needs one pass.

for example

A source string is used to create a set of the items to be shuffled

"123456789"

as you take each random item from the set you leave a shorter set.
Continuing Rick's example, he started with "3".

The Shuffled string now becomes "3" and the sources is reduced to
"12456789"

if the next random item were "7" you get

Shuffle="37" and the source="1245689"

If "1" is next then you have

Shuffle="371" and source="245689"

Notice as the shuffle set gets larger the source set to draw from gets
smaller.

When the source is down to 1 you add the last item to the the Shuffle
set and you are done.

AND, at no time was any testing done. You should move each member of
one set to the other in random order. Just 8 RND calls and 9
assigments (plus string initialization) to shuffle the entire list.

- Steve Sheppard

>
> "Rick Cortese" wrote in message
> news:_uwqg.2929$PE1.2885@newsread2.news.pas.earthlink.net...
> > Z.Beeblebrox wrote:
> >> Here's an example of one method I've tried. This *seems* to work OK.
> >
> > There's an old Wilkinson artical in Compute where I think he did something
> > like a random card shuffle. You should try and find that one for a clear

> > explaination of a fast shuffle.
> >
> > *BUT* I wouldn't go about it the way you are. You should use BASIC strings
> > because they are thing BASIC handles fast.
> >
> > Procedure should be ~
> >
> > Have a fixed string like "12345678". Use this to assign your working
> > string since the copy is faster then assignment.
> >
> > Have your random number be an index into your string. For instance if your
> > first random number is 3 then RESULT$=WORK$(3,3) > BASIC does it>
> >
> > Now use the fast string copy to reduce slide the string so your original
> > work string is now "1245678"
> >
> > Reduce the seed for your random number by 1 so it stays in the range of
> > numbers not chosen. You could use it as the loop counter.
> >
> > When your loop gets to one, just pull the last number to avoid the random
> > number generator which is kind of slow.
> >
> > I'm not sure exactly what you want for the result. For instance if you
> > wanted random numbers in the range of 16-24 you could just add 16 to the
> > result or use WORK$(1,1)=CHR$(16) type assignments.

6993. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-04 22:23:51 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <ReCdnXiA3v_odzfZnZ2dnUVZ_sKdnZ2d@comcast.com>
Source record: 6500
Body handling: HTML body converted to readable text

Yes, I see what you mean.

I'll try to figure it out - writing the code I mean.
I guess I can take what you supplied & modify it.

-thanks!
z

wrote in message
news:1152042995.698760.190160@75g2000cwc.googlegroups.com...
>
> Z.Beeblebrox wrote:
>> thanks!
>> I'm not sure if or how that differs from steven sheppard's suggestion.
>> I'll try it.
>> -z-
>
> Rick's suggestion is huge. The shuffle only needs one pass.
>
> for example
>
> A source string is used to create a set of the items to be shuffled
>
> "123456789"
>
> as you take each random item from the set you leave a shorter set.
> Continuing Rick's example, he started with "3".
>
> The Shuffled string now becomes "3" and the sources is reduced to
> "12456789"
>
> if the next random item were "7" you get
>
> Shuffle="37" and the source="1245689"
>
> If "1" is next then you have
>
> Shuffle="371" and source="245689"
>
> Notice as the shuffle set gets larger the source set to draw from gets
> smaller.
>
> When the source is down to 1 you add the last item to the the Shuffle
> set and you are done.

>
> AND, at no time was any testing done. You should move each member of
> one set to the other in random order. Just 8 RND calls and 9
> assigments (plus string initialization) to shuffle the entire list.
>
> - Steve Sheppard
>
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>> "Rick Cortese" wrote in message
>> news:_uwqg.2929$PE1.2885@newsread2.news.pas.earthlink.net...
>> > Z.Beeblebrox wrote:
>> >> Here's an example of one method I've tried. This *seems* to work OK.
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>> > There's an old Wilkinson artical in Compute where I think he did
>> > something
>> > like a random card shuffle. You should try and find that one for a
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>> > *BUT* I wouldn't go about it the way you are. You should use BASIC
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>> > first random number is 3 then RESULT$=WORK$(3,3) > > BASIC does it>
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>> > numbers not chosen. You could use it as the loop counter.
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>> > I'm not sure exactly what you want for the result. For instance if you
>> > wanted random numbers in the range of 16-24 you could just add 16 to
>> > the
>> > result or use WORK$(1,1)=CHR$(16) type assignments.
>

6994. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 00:01:09 UTC
From: stephensheppard@hotmail.com
Message-ID: <1152057669.739026.266080@m79g2000cwm.googlegroups.com>
Source record: 6501
Body handling: HTML body converted to readable text

```
Z.Beeblebrox wrote:
> Yes, I see what you mean.
>
> I'll try to figure it out - writing the code I mean.
> I guess I can take what you supplied & modify it.
>
> -thanks!
> z
>
> wrote in message
> news:1152042995.698760.190160@75g2000cwc.googlegroups.com...
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> > Z.Beeblebrox wrote:
> >> thanks!
> >> I'm not sure if or how that differs from steven sheppard's suggestion.
> >> I'll try it.
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> > Rick's suggestion is huge. The shuffle only needs one pass.
> >
> > for example
> >
> > A source string is used to create a set of the items to be shuffled
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> > as you take each random item from the set you leave a shorter set.
> > Continuing Rick's example, he started with "3".
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> > The Shuffled string now becomes "3" and the sources is reduced to
> > "12456789"
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> > Shuffle="37" and the source="1245689"
> >
> > If "1" is next then you have
> >
> > Shuffle="371" and source="245689"
> >
> > Notice as the shuffle set gets larger the source set to draw from gets
> > smaller.
> >
```

> > When the source is down to 1 you add the last item to the the Shuffle
> > set and you are done.
> >
> > AND, at no time was any testing done. You should move each member of
> > one set to the other in random order. Just 8 RND calls and 9
> > assigments (plus string initialization) to shuffle the entire list.
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> > - Steve Sheppard
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> >> > wanted random numbers in the range of 16-24 you could just add 16 to
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[typos corrected]

Rick's idea is elegant but being rusty at BASIC programming,
implementing Rick's idea was quite a challenge for me.

I'm sure Rick can do it better.

```
10 MAX=100:REM BOUNDS OF SHUFFLE
20 DIM ITEM$(MAX),SOURCE$(MAX),SHUFFLE$(MAX)
30 FOR I=1 TO MAX:SOURCE$(I)=CHR$(I):SHUFFLE$(I)=CHR$(0):NEXT I
40 MPLY=MAX:COUNT=1
50 RAND=INT(RND(0)*MPLY+1)
60 MPLY=MPLY-1
70 SHUFFLE$(COUNT)=SOURCE$(RAND,RAND)
80 COUNT=COUNT+1
90 TRAP 110
100 ITEM$="":ITEM$=SOURCE$(RAND+1)
110 TRAP 32768:REM DISABLE TRAP
120 SOURCE$(RAND)=ITEM$
130 IF COUNT>MAX THEN 150
140 GOTO 50
150 FOR I=1 TO MAX
160 ? I,ASC(SHUFFLE$(I,I))
170 NEXT I
```

I've got the shuffle set at 100 items but you can change it to anything
you want (up to 255 elements).

255 items takes about 20 seconds to complete.

Lines 90 through 110 are bit awkward. I was too lazy to do the upper
bounds checking.

If you are concerned with resources, as in using up variable names, you
could try to implement this all with substrings within one string but
that would be tricky, IMO

If you are concerned with space, three strings, size 10 (30 bytes
total), uses only half the space of one array with 10 elements (60
bytes).

I learned three new things today, or rather two new things and was
reminded of one thing which I had forgotten.

- Rick's slick shuffle
- Atari BASIC allows variables as the size for DIM elements,
array/strings.
- Strings can be any length. (This is the one I had forgotten)

- Steve Sheppard

6995. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 00:24:13 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <xOidnZHGuawzmzbZnZ2dnUVZ_tqdnZ2d@comcast.com>
Source record: 6502
Body handling: HTML body converted to readable text

```
COMPUTE!

Fast Shuffle here:

http://www.atarimagazines.com/compute/issue37/atari_fast_shuffle.php

-z-

wrote in message
news:1152057669.739026.266080@m79g2000cwm.googlegroups.com...
>
> Z.Beeblebrox wrote:
>> Yes, I see what you mean.
>>
>> I'll try to figure it out - writing the code I mean.
>> I guess I can take what you supplied & modify it.
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> reminded of one thing which I had forgotten.
>
> - Rick's slick shuffle
> - Atari BASIC allows variables as the size for DIM elements,
> array/strings.
> - Strings can be any length. (This is the one I had forgotten)
>
> - Steve Sheppard
>

6996. Re: Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 01:12:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <PkEqg.44092$Uy1.12682@read1.cgocable.net>
Source record: 6503

Sid Pacman wrote:

> On Sat, 17 Jun 2006 at 20:31:34 -0400, a poster who shall be name-
> less (to protect the guilty) and who didn't take his prozac for the
> day scribbled:
> ->As a general rule, when you get somebody asking for something that
> ->is very easy to find, you're wasting your time by responding to
> ->them with any valuable information. Best bet is to treat them like
> ->the imbeciles that they are, or to to just ignore them.
>
> ...which prompted this response from "Colonel Klink" on Sun, 18
> Jun 2006 at 22:21 -0000 concerning his earlier posting:
> ->Geez ow. Sorry to ruffle your feathers!
>
> You shouldn't have had to apologize, "Colonel." The group should
> apologize to you for the ill treatment your on-topic posting (and
> another by somebody else) got from Mr. Name-withheld.
>
> Apparently Mr. Name-Withheld's rant was motivated by a feeling
> that your "handle" is Politically Incorrect. Indeed, in his country
> it is. Still, he might do well to consider the moral I wrote for one
> of my fables published in another field: "Names don't mean much, and
> silly names mean even less."

Actually, I didn't have a problem with his handle. I just thought he was a troll because when I searched for APE on Google, I found it right away. I figured, if something is that easy to find on Google, and somebody goes to the trouble of typing a usenet post, it must be a troll.

If you're not a troll, I apologize. If you are a troll, my comments stand.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

6997. Re: Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 01:51:15 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1152064275.630246.241150@75g2000cwc.googlegroups.com>
Source record: 6504

AlbaClause wrote:
> Sid Pacman wrote:
>
> > On Sat, 17 Jun 2006 at 20:31:34 -0400, a poster who shall be name-
> > less (to protect the guilty) and who didn't take his prozac for the
> > day scribbled:
> > ->As a general rule, when you get somebody asking for something that
> > ->is very easy to find, you're wasting your time by responding to
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> > of my fables published in another field: "Names don't mean much, and
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> Actually, I didn't have a problem with his handle. I just thought he was a
> troll because when I searched for APE on Google, I found it right away. I
> figured, if something is that easy to find on Google, and somebody goes to
> the trouble of typing a usenet post, it must be a troll.
>
> If you're not a troll, I apologize. If you are a troll, my comments stand.
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> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

Odds are he probably could have found it by googling, but there are
always others who read theses posts and may not even think of looking
for such a think as "ape" and by reading an informative post would then
be pointed into a new direction they didn't know about before.

Bill H www.ts1000.us

6998. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 04:46:25 UTC
From: stephensheppard@hotmail.com
Message-ID: <1152074785.589760.39000@b68g2000cwa.googlegroups.com>
Source record: 6505
Body handling: HTML body converted to readable text

```
Z.Beeblebrox wrote:
> COMPUTE!
>
> Fast Shuffle here:
>
> http://www.atarimagazines.com/compute/issue37/atari_fast_shuffle.php
>
> -z-
>

LOL! I guess we've been trying to re-invent the wheel!

No point and messing with perfection.

Here's the same shuffle adapted to strings. (I kept my variables and
strings, lazy again)

10 MAX=52:REM BOUNDS OF SHUFFLE
20 DIM ITEM$(1),SOURCE$(MAX)
30 FOR I=1 TO MAX:SOURCE$(I)=CHR$(I):NEXT I
40 FOR I=MAX TO 1 STEP -1
50 RAND=INT(RND(0)*I+1)
60 ITEM$=SOURCE$(I,I)
70 SOURCE$(I,I)=SOURCE$(RAND,RAND)
80 SOURCE$(RAND,RAND)=ITEM$
90 NEXT I
100 FOR I=1 TO MAX
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- Steve Sheppard

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> > 20 DIM ITEM$(MAX),SOURCE$(MAX),SHUFFLE$(MAX)
> > 30 FOR I=1 TO MAX:SOURCE$(I)=CHR$(I):SHUFFLE$(I)=CHR$(0):NEXT I
> > 40 MPLY=MAX:COUNT=1
```

```
> > 50 RAND=INT(RND(0)*MPLY+1)
> > 60 MPLY=MPLY-1
> > 70 SHUFFLE$(COUNT)=SOURCE$(RAND,RAND)
> > 80 COUNT=COUNT+1
> > 90 TRAP 110
> > 100 ITEM$="":ITEM$=SOURCE$(RAND+1)
> > 110 TRAP 32768:REM DISABLE TRAP
> > 120 SOURCE$(RAND)=ITEM$
> > 130 IF COUNT>MAX THEN 150
> > 140 GOTO 50
> > 150 FOR I=1 TO MAX
> > 160 ? I,ASC(SHUFFLE$(I,I))
> > 170 NEXT I
> >
> > I've got the shuffle set at 100 items but you can change it to anything
> > you want (up to 255 elements).
> >
> > 255 items takes about 20 seconds to complete.
> >
> > Lines 90 through 110 are bit awkward. I was too lazy to do the upper
> > bounds checking.
> >
> > If you are concerned with resources, as in using up variable names, you
> > could try to implement this all with substrings within one string but
> > that would be tricky, IMO
> >
> > If you are concerned with space, three strings, size 10 (30 bytes
> > total), uses only half the space of one array with 10 elements (60
> > bytes).
> >
> > I learned three new things today, or rather two new things and was
> > reminded of one thing which I had forgotten.
> >
> > - Rick's slick shuffle
> > - Atari BASIC allows variables as the size for DIM elements,
> > array/strings.
> > - Strings can be any length. (This is the one I had forgotten)
> >
> > - Steve Sheppard
> >
```

6999. PORTABLE ATARI 2600 KIT

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 08:05:46 UTC
From: "D.mobster" <d.mobster@gmail.com>
Message-ID: <1152086746.728597.31450@b68g2000cwa.googlegroups.com>
Source record: 6506

Has anyone tried to build a portable Atari from one of these kit's?

http://inet.phpnet.us/index.php?d=05&m=07&y=06&category=6

-David
moderated.gg@gmail.com

7000. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 10:43:39 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4h1jerF1pt1vqU1@news.dfncis.de>
Source record: 6507

Z.Beeblebrox wrote:

> I'm trying to figure out a really slick way of handing out a set of random
> numbers without duplicating.

IOW, you'll try to get a random permutation of given data. One way of doing that is to have an array containing a flag whether a specific digit/item has been picked already. If you have n elements, pick a random number 1..n and check whether the item has been picked. If so, roll the dice again. Alternatively, roll a random number x in 1..n-m, where m is the number of items drawed already, and then advance in the array to the x-th not yet drawn element. Both methods are equivalent, but you definitely need additional storage.

Best reference for this kind of thing: Donald Knuth, The Art of Programming, Volume II: Numerical and Seminumerical Algorithms.

So long,
Thomas

7001. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 12:56:59 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1152104219.648093.212070@j8g2000cwa.googlegroups.com>
Source record: 6508

The fast shuffle on compute is pretty slick! Neat string version you
have too.
When I saw the compute article, I thought to myself, "i should have
come up with that!"....just swapping while using a temp storage
area....I've done that before for sorting routines. of course!

I'm amused that a 1983 compute just helped me out. I definitely could
have used that during the 1980s! I could also have really used the
internet in the 1980s! ha ha! Back then, I had nobody to bounce
questions off of or articles to "google"....I'd read my antic magazine
and buy a few books and hope I understood them.

well, I digress....

If it weren't for Rick, I would not have know the phrase "fast shuffle"
which was *key* in searching google for the compute article.

Thanks stephen & everyone else too!

-z-

stephensheppard@hotmail.com wrote:

> LOL! I guess we've been trying to re-invent the wheel!
>
> No point and messing with perfection.
>
> Here's the same shuffle adapted to strings. (I kept my variables and
> strings, lazy again)
>
> 10 MAX=52:REM BOUNDS OF SHUFFLE
> 20 DIM ITEM$(1),SOURCE$(MAX)
> 30 FOR I=1 TO MAX:SOURCE$(I)=CHR$(I):NEXT I
> 40 FOR I=MAX TO 1 STEP -1
> 50 RAND=INT(RND(0)*I+1)
> 60 ITEM$=SOURCE$(I,I)
> 70 SOURCE$(I,I)=SOURCE$(RAND,RAND)
> 80 SOURCE$(RAND,RAND)=ITEM$
> 90 NEXT I
> 100 FOR I=1 TO MAX
> 110 ? I,ASC(SOURCE$(I,I))
> 120 NEXT I
>
> - Steve Sheppard
>

7002. G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-05 17:54:05 UTC
From: puritan_2076@yahoo.com
Message-ID: <1152122045.724732.325700@m73g2000cwd.googlegroups.com>
Source record: 6509

It looks like I will *finaly* be getting an Atari 800 next week! I've only wanted one for about 15 years.

Is the 800 compatible with Sparta DOS X, Snapshot, and G.O.E.?

On my other computer, a Tandy CoCo 3, (which I haven't even had as long as I've wanted an atari 800!) it seems like only ameture programmers (some of them were pretty good!) used Tandy's own G.U.I., Multi-Vue. Even Tandy's own app's had their own user interface, and each mouse-operated program has it's own menus, all similar (but then all g.u.i. stuff seems pretty standard) but not all the same.

I was wondering if it's the same situation with Atari. I'm shure there must be mouse-based applications like word processors, data bases, and spreadsheets for the 800 - aren't there?

If so, are any of these programs compatable?

I really don't care if they use a "consistent" user interface; I'm used to each one being a little different. Diamond, G.E.O.S., Multi-Vue, and MouseDesk are all different, but no more different than any two CoCo/OS-9 programs. The main thing is that I get a complete set of integrated or integratable applications, including or compatible with VisiCalc/Multiplan and an ASCII word processor, and it would be nice if they all used a (relatively) "standard" mouse-based environment.

Thanks!

7003. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-06 02:22:28 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Et_qg.62214$fb2.44175@newssvr27.news.prodigy.net>
Source record: 6510

<puritan_2076@yahoo.com> wrote in message news:
> It looks like I will *finaly* be getting an Atari 800 next week! I've
> only wanted one for about 15 years.
>
> Is the 800 compatible with Sparta DOS X, Snapshot, and G.O.E.?

SpartaX cart will work, SpartaDOS disk based will not work.
'Snapshot' is a program to capture memory by Tom Hunt I think,
don't know if that will work. GOE? If you're talking Diamond
GOS graphical interface, I don't know that either.
Atari 8-bits aren't/weren't much graphical interface, and
you can't use a mouse with Visicalc. Some people have
played with a ST mouse with the 8-bit, but I don't think you're
going to get a text editor/spreadsheet/data base that work 'together'
or with a mouse. Visicalc was very good, but strictly keyboard
interface, not even the joystick.
Summary, don't think about a GUI, it is a novelty and not
very likely to do much, like Diamond GOS I think was basically
just put icons on the screen and use a joystick to run whatever
icon you push the firebutton on.
> On my other computer, a Tandy CoCo 3, (which I haven't even had as long
> as I've wanted an atari 800!) it seems like only ameture programmers
> (some of them were pretty good!) used Tandy's own G.U.I., Multi-Vue.
> Even Tandy's own app's had their own user interface, and each
> mouse-operated program has it's own menus, all similar (but then all
> g.u.i. stuff seems pretty standard) but not all the same.
>
> I was wondering if it's the same situation with Atari. I'm shure there
> must be mouse-based applications like word processors, data bases, and
> spreadsheets for the 800 - aren't there?
>
> If so, are any of these programs compatable?
>
> I really don't care if they use a "consistent" user interface; I'm used
> to each one being a little different. Diamond, G.E.O.S., Multi-Vue, and
> MouseDesk are all different, but no more different than any two
> CoCo/OS-9 programs. The main thing is that I get a complete set of
> integrated or integratable applications, including or compatible with
> VisiCalc/Multiplan and an ASCII word processor, and it would be nice if
> they all used a (relatively) "standard" mouse-based environment.
>
> Thanks!
>

7004. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-06 05:42:46 UTC
From: Scott S <scottith@earthlink.net>
Message-ID: <qp1rg.3907$ye3.122@newsread1.news.pas.earthlink.net>
Source record: 6511

There was something called the "Rat", which put a mouse on the 8-bits, and I
think Antic was selling some kind of GUI program at one point...

<puritan_2076@yahoo.com> wrote in message
news:1152122045.724732.325700@m73g2000cwd.googlegroups.com...
> It looks like I will *finaly* be getting an Atari 800 next week! I've
> only wanted one for about 15 years.
>
> Is the 800 compatible with Sparta DOS X, Snapshot, and G.O.E.?
>
> On my other computer, a Tandy CoCo 3, (which I haven't even had as long
> as I've wanted an atari 800!) it seems like only ameture programmers
> (some of them were pretty good!) used Tandy's own G.U.I., Multi-Vue.
> Even Tandy's own app's had their own user interface, and each
> mouse-operated program has it's own menus, all similar (but then all
> g.u.i. stuff seems pretty standard) but not all the same.
>
> I was wondering if it's the same situation with Atari. I'm shure there
> must be mouse-based applications like word processors, data bases, and
> spreadsheets for the 800 - aren't there?
>
> If so, are any of these programs compatable?
>
> I really don't care if they use a "consistent" user interface; I'm used
> to each one being a little different. Diamond, G.E.O.S., Multi-Vue, and
> MouseDesk are all different, but no more different than any two
> CoCo/OS-9 programs. The main thing is that I get a complete set of
> integrated or integratable applications, including or compatible with
> VisiCalc/Multiplan and an ASCII word processor, and it would be nice if
> they all used a (relatively) "standard" mouse-based environment.
>
> Thanks!
>

7005. Re: New hobby electronics community and shop!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-06 09:10:08 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1152177008.771347.30310@m79g2000cwm.googlegroups.com>
Source record: 6512

Does registering allowed ones from the States?

denard.springle@gmail.com wrote:
> Hey Folks,
>
> Just wanted to drop a quick note in here to tell everyone about a
> new website community for electronics hobbyists some friends and I have
> started and the associated shop. Our primary focus will be on
> microcontroller projects using the PIC and/or BasicStamp. We'd like to
> cover multiple topics including robotics, automation, control, etc. We
> also have an online store where we sell the surplus components from/for
> our projects and from bulk buys we pick up now and again. We're eager
> to get more people interested in participating on the site and welcome
> anyone who would like to contribute to the growth of the site in any
> way :) I now return you to your regularly scheduled programming :)
>
> http://www.electronichobbyshop.com/ and/or
> http://shop.electronichobbyshop.com/
>
> Thanks,
> Denny Springle

7006. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-06 15:49:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607060847370.28465-100000@onyx.spiritone.com>
Source record: 6514
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7007. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-06 15:52:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607060849400.28465-100000@onyx.spiritone.com>
Source record: 6513
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7008. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-06 15:56:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607060853080.28465-100000@onyx.spiritone.com>
Source record: 6515
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

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http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
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7009. Re: PORTABLE ATARI 2600 KIT

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-07 03:59:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44ae0c3c5b7d31@comcast.net>
Source record: 6519

>Has anyone tried to build a portable Atari from one of these kit's?
>
>http://inet.phpnet.us/index.php?d=05&m=07&y=06&category=6
>
>-David
> moderated.gg@gmail.com

No, but it looks interesting. Too bad I am not technically inclined to do something like that. I would not mind having one. I saw a portable 2600 at one of the CGE's when they held it in Vegas and it was so cool.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7010. Re: TECH: fix Atari 800 start button

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-07 04:01:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44ae0c3c5b7d32@comcast.net>
Source record: 6518

>Hi Everyone,
>
>I am new to this newsgroup.
>
>The start button on my childhood Atari 800 stopped working. Is this a
>simple fix, or should I just look for another working machine?
>
>If it is a simple fix, where do I look for intructions on the fix? Or
>where do I find the part?
>
>Thanks!
>Joe G.
>Houston TX

Try Best Electronics. They have just about anything for the Atari line of computers. B&C Computers and APX Computers are other places to looks. It could be that the connections for that particular key just need a little cleaning.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7011. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-07 04:37:21 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1152247020@rtfm.mit.edu>
Source record: 6516
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7012. d3signer.com - an online dairy about my classic game development efforts

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-07 09:00:43 UTC
From: Martijn Wenting <info@vectrexnews.com>
Message-ID: <8l8sa2pnuef9mh138e38ujdbv9blsc3i4d@4ax.com>
Source record: 6517

hi everyone,

just wanted to let you all know i recently started an online blog with my daily classic gaming development efforts. I develop for various systems (basically anything from 2600 to nextgen consoles), but i'm mostly working on vectrex, coleco and 2600 stuff.

the blog is updated almost daily with new findings and previews, so if you're interested, take a look at:

http://www.d3signer.com

kind regards,

Martijn

7013. NTSC 130XE in UK!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-07 22:24:17 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1152311053.14714.0@proxy00.news.clara.net>
Source record: 6520

Guys,
First post on here, hope someone can help.
I live in the UK and have just bought a US 130XE - I have been after an NTSC Atari for a few years and have an 800XL from when I was a kid, plus a PAL 130XE I picked up a few years later, I have plenty of software on both tape and disk.
I have a few questions...

1) There is no power supply with the machine I have bought. I am assuming the pinout on both PAL and NTSC 130XE is the same, and as it is an external supply, I can just plug my UK one into the US machine without step-down - Is this right?!
2) Will my UK 810 Drive work on the US system?
3) How many problems am I likely to encounter with PAL software on this machine? I have plenty of US coded games (Boulderdash, Goonies, Ghostbusters etc.) but wonder if these were re-coded for the UK PAL market? Is it just a case of see what works?
I had a few backups (from disk to tape) back in the day and transdisked these back to disk in the early 90's, if they still work I assume these will be OK on the NTSC machine.
4) Will the SCART cables bought off eBay these days work OK from the monitor out port?

Any help appreciated!
Cheers,
Paul

7014. Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-07 22:31:41 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1152311497.15341.0@proxy00.news.clara.net>
Source record: 6521

Guys,
All my 8 and 16-Bits were packed in foam to move and left in the loft, now the lot have gone yellow!!!
Anyone know how to clean yellowing cases and keys?
I have heard you need to use a product like CIF, but guess this may not be ideal as it is abrasive and this could scrub off letter on keys and logos etc.
Any ideas?
Cheers,
Paul

7015. Re: Advan BASIC Competition

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 01:20:06 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1152321606.906030.261410@s13g2000cwa.googlegroups.com>
Source record: 6522

Hi all,

Web site has been updated for competition officially starts today.

http://advan.oldos.net

If you have any questions, please ask...

I am looking for judges and prize donations/ideas...

Thanks
FujiMan

7016. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 02:24:05 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1152325445.716371.295270@35g2000cwc.googlegroups.com>
Source record: 6523

Paul,

Get out your masking tape, spray mask and visit the hardware store. Get
crazy with a brush and stencils and pin-striping from the auto store.

http://www.krylon.com/main/product_template.cfm?levelid=5&sub_levelid=10&content=product_list

Spray paint for plastic. No prep work!

Rory

Paul Cawley wrote:
> Guys,
> All my 8 and 16-Bits were packed
> the lot have gone yellow!!!
> Any ideas?
> Cheers,
> Paul

7017. Re: NTSC 130XE in UK!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 02:29:27 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1152325767.112780.318740@35g2000cwc.googlegroups.com>
Source record: 6524

Paul Cawley wrote:

> 1) There is no power supply with the machine I have bought. I am assuming
> the pinout on both PAL and NTSC 130XE is the same, and as it is an external
> supply, I can just plug my UK one into the US machine without step-down - Is
> this right?!

The 130XE's from the US needs 5 volts DC, about 1.5 Amps and 60 Hz. You
may or may not need to mod the machine for PAL TV/Monitors. I dont know
what that would entail. Might be easier to buy a international power
adapter if you can.

> Any help appreciated!
> Cheers,
> Paul

7018. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 12:26:42 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1152361602.268102.66230@h48g2000cwc.googlegroups.com>
Source record: 6525

Paul Cawley wrote:
> Guys,
> All my 8 and 16-Bits were packed in foam to move and left in the loft, now
> the lot have gone yellow!!! ...

Unless they have been in a smoking environment, it is more than likely
chemical deterioration, usually hastened by temperature and/or UV
exposure. I've never had any luck with other than spray paint. I use
an "especially for plastics" base coat followed by an almost perfectly
matching top coat for my XF-551 drives. I've never had to do a
computer case, though. -Larry

7019. Re: Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 14:02:34 UTC
From: Colonel Klink <cklink@hotmail.com>
Message-ID: <Xns97FA6628F79FDcklinkhotmailcom@207.217.125.201>
Source record: 6526

```
"Bill H" <bill@ts1000.us> wrote in
news:1152064275.630246.241150@75g2000cwc.googlegroups.com:

>
> AlbaClause wrote:
>> Sid Pacman wrote:
>>
>> > On Sat, 17 Jun 2006 at 20:31:34 -0400, a poster who shall be
>> > name-
>> > less (to protect the guilty) and who didn't take his prozac for the
>> > day scribbled:
>> > ->As a general rule, when you get somebody asking for something
>> > that ->is very easy to find, you're wasting your time by responding
>> > to ->them with any valuable information. Best bet is to treat
>> > them like ->the imbeciles that they are, or to to just ignore them.
>> >
>> > ...which prompted this response from "Colonel Klink" on Sun, 18
>> > Jun 2006 at 22:21 -0000 concerning his earlier posting:
>> > ->Geez ow. Sorry to ruffle your feathers!
>> >
>> > You shouldn't have had to apologize, "Colonel." The group
>> > should
>> > apologize to you for the ill treatment your on-topic posting (and
>> > another by somebody else) got from Mr. Name-withheld.
>> >
>> > Apparently Mr. Name-Withheld's rant was motivated by a feeling
>> > that your "handle" is Politically Incorrect. Indeed, in his
>> > country it is. Still, he might do well to consider the moral I
>> > wrote for one of my fables published in another field: "Names don't
>> > mean much, and silly names mean even less."
>>
>> Actually, I didn't have a problem with his handle. I just thought
>> he was a troll because when I searched for APE on Google, I found it
>> right away. I figured, if something is that easy to find on Google,
>> and somebody goes to the trouble of typing a usenet post, it must be
>> a troll.
>>
>> If you're not a troll, I apologize. If you are a troll, my comments
>> stand.
>>
>> --
>> --
>> People Against Corruption * Right Always Triumphs
>> Website: http://sarnia.selfip.org
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>
> Odds are he probably could have found it by googling, but there are
> always others who read theses posts and may not even think of looking
> for such a think as "ape" and by reading an informative post would
> then be pointed into a new direction they didn't know about before.
>
> Bill H www.ts1000.us
>
>

Actually, upon reading the APE site I'm confused. It seems expensive. Does it come with old software, too? I bought some sort of cable on eBay that's supposed to hook between the 800 and a PC. So I guess I just need some sort of program that works on the PC that tricks the 800 into thinking there's a big hard drive attached. Of course, then I need to find a way to transfer my few remaining working floppies over to the PC to store forever. I'd love to find some old software online, too. I fondly recall Jumpman and Jumpman Jr, but those disks don't work any more.

7020. Re: NTSC 130XE in UK!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 15:19:02 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <G1Qrg.4766$PE1.177@newsread2.news.pas.earthlink.net>
Source record: 6527

Uhmm... 5 V DC should NOT have any Hz...? Unless I am missing
something about DC potentials changing polarities.

-Jess

"FujiMan" <Rory.A.McMahon@gmail.com> wrote in message
news:1152325767.112780.318740@35g2000cwc.googlegroups.com...
>
> Paul Cawley wrote:
>
> > 1) There is no power supply with the machine I have bought. I am
assuming
> > the pinout on both PAL and NTSC 130XE is the same, and as it is an
external
> > supply, I can just plug my UK one into the US machine without
step-down - Is
> > this right?!
>
> The 130XE's from the US needs 5 volts DC, about 1.5 Amps and 60 Hz. You
> may or may not need to mod the machine for PAL TV/Monitors. I dont know
> what that would entail. Might be easier to buy a international power
> adapter if you can.
>
> > Any help appreciated!
> > Cheers,
> > Paul
>

7021. Re: NTSC 130XE in UK!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 17:55:21 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4ha9r5F1r421iU1@news.dfncis.de>
Source record: 6528

Paul Cawley wrote:

> 1) There is no power supply with the machine I have bought. I am assuming
> the pinout on both PAL and NTSC 130XE is the same, and as it is an external
> supply, I can just plug my UK one into the US machine without step-down - Is
> this right?!

Yes. The power supply delivers +5V DC for NTSC and PAL machines. No
difference.

> 2) Will my UK 810 Drive work on the US system?

AFAIK, yes. I see no reason why it shouldn't.

> 3) How many problems am I likely to encounter with PAL software on this
> machine? I have plenty of US coded games (Boulderdash, Goonies, Ghostbusters
> etc.) but wonder if these were re-coded for the UK PAL market? Is it just a
> case of see what works?

Phew, depends. Software had a chance to detect on which system they were
running, but it's questionable how well this feature has been used. I
would bet that some less-solid software will break on NTSC. This is
because the VBI is shorter on NTSC. Some polish demos are likely to break.

> I had a few backups (from disk to tape) back in the day and transdisked
> these back to disk in the early 90's, if they still work I assume these will
> be OK on the NTSC machine.

Possibly. Depends. The timing is different, and not all software will be
able to deal with that.

> 4) Will the SCART cables bought off eBay these days work OK from the monitor
> out port?

The cables itself yes, but the rest depends on the monitor. For a TV,
this TV should then support 60Hz input in addition to the PAL standard
50Hz. Ditto for the monitor. Not all do. The pin-out is AFAIK identical.

Greetings,
Thomas

7022. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-08 23:04:32 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <ZQWrg.77452$hp.27636@read2.cgocable.net>
Source record: 6529

FujiMan wrote:

> Paul,
>
> Get out your masking tape, spray mask and visit the hardware store. Get
> crazy with a brush and stencils and pin-striping from the auto store.
>
>
http://www.krylon.com/main/product_template.cfm?levelid=5&sub_levelid=10&content=product_list
>
> Spray paint for plastic. No prep work!
>
> Rory
>
> Paul Cawley wrote:
>> Guys,
>> All my 8 and 16-Bits were packed
>> the lot have gone yellow!!!
>> Any ideas?
>> Cheers,
>> Paul

Desperate times call for desperate measures, and a yellowed computer case is hardly a desperate time. VIM is what you want. VIM, a rag, and plenty of water.

Thoroughly dismantle your entire Atari computer, removing all metal and electronics. Once you have reduced your machine to yellowed plastic, grab yourself a bottle of VIM and a rag. Squirt some VIM on to the rag and vigorously rub the yellowed plastic. It will be kind of gross, but don't be in a hurry to rinse the stuff off.

Once you've finished scouring the surface with a VIM soaked cloth, soak the plastic in water and continue to scrub the case with a clean rag. When you're satisfied that you've cleaned the case sufficiently, remove the case from the water, towel dry, and allow the case to thoroughly air dry. Put the case back together, and voila... You are now the proud owner of a clean Atari computer.

VIM works especially well on plastics that have been kept in a confined space with a chain smoker. I had an old Mac that was literally "browned" by cigarette smoke, and VIM worked magic in restoring it to it's original beige color.

To clean the keyboard, follow the same steps, but carefully pry each key from the keyboard and clean them individually. I would suggest that you either remove and clean one key at a time, draw a diagram of each key's location as you remove it, or have a picture of an Atari keyboard handy, or another keyboard for that matter, so you will know where each key goes, as you reassemble the keyboard.

I know this sounds like a lot of work, but once you start seeing the "yellowing" melt away, you'll find that you're actually having some fun. You may even end up searching your residence for other yellowed plastics to clean. :-P

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Website: http://sarnia.selfip.org

7023. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 01:34:15 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-16727C.21341508072006@news.isp.giganews.com>
Source record: 6530

In article <ZQWrg.77452$hp.27636@read2.cgocable.net>,
AlbaClause <you@cogeco.ca> wrote:

> FujiMan wrote:
>
> > Paul,
> >
> > Get out your masking tape, spray mask and visit the hardware store. Get
> > crazy with a brush and stencils and pin-striping from the auto store.
> >
> >
> http://www.krylon.com/main/product_template.cfm?levelid=5&sub_levelid=10&conte
> nt=product_list
> >
> > Spray paint for plastic. No prep work!
> >
> > Rory
> >
> > Paul Cawley wrote:
> >> Guys,
> >> All my 8 and 16-Bits were packed
> >> the lot have gone yellow!!!
> >> Any ideas?
> >> Cheers,
> >> Paul
>
> Desperate times call for desperate measures, and a yellowed computer case is
> hardly a desperate time. VIM is what you want. VIM, a rag, and plenty
> of water.
>
> Thoroughly dismantle your entire Atari computer, removing all metal and
> electronics. Once you have reduced your machine to yellowed plastic, grab
> yourself a bottle of VIM and a rag. Squirt some VIM on to the rag and
> vigorously rub the yellowed plastic. It will be kind of gross, but don't
> be in a hurry to rinse the stuff off.
>
> Once you've finished scouring the surface with a VIM soaked cloth, soak the
> plastic in water and continue to scrub the case with a clean rag. When
> you're satisfied that you've cleaned the case sufficiently, remove the case
> from the water, towel dry, and allow the case to thoroughly air dry. Put
> the case back together, and voila... You are now the proud owner of a
> clean Atari computer.
>
> VIM works especially well on plastics that have been kept in a confined

> space with a chain smoker. I had an old Mac that was literally "browned"
> by cigarette smoke, and VIM worked magic in restoring it to it's original
> beige color.
>
> To clean the keyboard, follow the same steps, but carefully pry each key
> from the keyboard and clean them individually. I would suggest that you
> either remove and clean one key at a time, draw a diagram of each key's
> location as you remove it, or have a picture of an Atari keyboard handy, or
> another keyboard for that matter, so you will know where each key goes, as
> you reassemble the keyboard.
>
> I know this sounds like a lot of work, but once you start seeing the
> "yellowing" melt away, you'll find that you're actually having some fun.
> You may even end up searching your residence for other yellowed plastics to
> clean. :-P

What is VIM?

I dont see anything ever 'cleaning' the surface of a yellowed case,
unless it was caused by smoke, which you can clean off if its not too
bad.

Its a chemical reaction due to heat and ultraviolet light, not 'dirt'
that causes the yellowness (in most situations) and if you DO get it
off, you are stripping away the outer layer of plastic.

7024. Re: BASIC programming, random# and arrays.

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 02:04:10 UTC
From: Sc0rpi0 <sc0rpi0@free.polbox.pl>
Message-ID: <e8pmr9$cg6$1@srv.cyf-kr.edu.pl>
Source record: 6531

Z.Beeblebrox:

> I want to generate random numbers from, say, 8 to 16, handing EACH number
> out until the range is exhausted....
> So the output could be 8,9,10,11,12,13,14,15,16.....or any combination
> thereof. As long as each number was used once and only once...

You don't have to check numers itself. For example something like:

```
dim t(8)
for x=0 to 8:t(x)=x+8:next x
for x=0 to 8:y=int(9*rnd(0)/9):z=t(y):t(y)=t(x):t(x)=z:next x
```

--
Sc0rpi0
I hated going to weddings.
All the grandmas would poke me saying "You're next".
They stopped that when I started doing it to them at funerals.

7025. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 07:22:59 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <f82sg.46120$Uy1.8759@read1.cgocable.net>
Source record: 6532

ziggy wrote:

>
> What is VIM?
>
> I dont see anything ever 'cleaning' the surface of a yellowed case,
> unless it was caused by smoke, which you can clean off if its not too
> bad.
>
> Its a chemical reaction due to heat and ultraviolet light, not 'dirt'
> that causes the yellowness (in most situations) and if you DO get it
> off, you are stripping away the outer layer of plastic.

VIM is a cleaning product that you can buy almost anywhere in North America. It is yellow in color, and is distributed in a yellow squeeze bottle. Not to be confused with mustard, which is a foodstuff. VIM is not edible.

Heat and ultraviolet light? Sort of reminds me of a pair of pants I once purchased from a store in Point Edward (Sharkskin). The clothing in the store sat on racks adjacent to an uncovered window. With the Sun beaming in on the fabric everyday, the clothing became Sun bleached.

As for the yellowing of the OP's Atari computers, I believe he said that the machines were packed away in the loft. If a loft is what I think it is, then I don't believe ultraviolet light would have been a principle cause of the discoloration. Most likely, the cause was just dust and dirt that has bonded to the plastic due to temperatures and poor air circulation. If this is the case, a cleaning product like VIM would probably go a long way in cleaning the plastic.

It would certainly be a better idea to attempt a cleaning prior to pulling out the spray paints. Don't ya think? :-P

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7026. Re: Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 10:09:53 UTC
From: p <ns@nospamthankyou.com>
Message-ID: <44b0d5f0$0$22126$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 6533

"Colonel Klink" <cklink@hotmail.com> wrote in message
news:Xns97FA6628F79FDcklinkhotmailcom@207.217.125.201...
> Actually, upon reading the APE site I'm confused. It seems expensive.

You can download and use APE for free - there is just a delay on loading
unless you register.

> Does it come with old software, too? I bought some sort of cable on eBay
> that's supposed to hook between the 800 and a PC. So I guess I just need
> some sort of program that works on the PC that tricks the 800 into
> thinking there's a big hard drive attached. Of course, then I need to
> find a way to transfer my few remaining working floppies over to the PC

why else would you have bought "some kind of cable"?

> to store forever. I'd love to find some old software online, too. I
> fondly recall Jumpman and Jumpman Jr, but those disks don't work any
> more.

Online disk images are incredibly easy to find with Google. You could start
with www.atarimania.com

7027. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 12:27:21 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1152448041.045951.193970@h48g2000cwc.googlegroups.com>
Source record: 6534

I'll have to check into VIM -- had never heard of it before.

Incidently, my badly yellowed XF-551 was never exposed to sunlight.
But it did sit about 12" under a flourescent lamp -- the screw-in
incandescant replacement type. I've never used a flourescent bulb in
my computer desk lamp since. -Larry

7028. Re: NTSC 130XE in UK!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 13:06:55 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1152450413.3781.0@despina.uk.clara.net>
Source record: 6535

Paul,

I can help on question 4 because I sell them! Both NTSC and PAL machines have the same pinouts on the monitor ports. Only the French SECAM versions use a different style of socket. However, your TV will indeed need to be multi-standard to handle the NTSC signals. Virtually all recent TVs (even the cheap 50quid portables) will be able to do this. Generally any TV made within the last 5 years will be multi-standard. Before this, only 'top-of-the-range' models would do it. You will most certainly need to connect the machine by SCART/RCA via the monitor socket, because even multi-standard TVs won't be able to accept NTSC over RF because the RF tuners won't be able to tune to the NTSC carrier frequency. I currently have SCART and RCA cables available at:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

On question 2, I would say you should have no problems. I actually run US 1050 drives on UK power supplies with PAL machines with no problems.

Dean Garraghty

"Paul Cawley" <paul.cawley@clara.co.uk> wrote in message
news:1152311053.14714.0@proxy00.news.clara.net...
> Guys,
> First post on here, hope someone can help.
> I live in the UK and have just bought a US 130XE - I have been after an
NTSC
> Atari for a few years and have an 800XL from when I was a kid, plus a PAL
> 130XE I picked up a few years later, I have plenty of software on both
tape
> and disk.
> I have a few questions...
>
> 1) There is no power supply with the machine I have bought. I am assuming
> the pinout on both PAL and NTSC 130XE is the same, and as it is an
external
> supply, I can just plug my UK one into the US machine without step-down -
Is
> this right?!
> 2) Will my UK 810 Drive work on the US system?
> 3) How many problems am I likely to encounter with PAL software on this
> machine? I have plenty of US coded games (Boulderdash, Goonies,
Ghostbusters
> etc.) but wonder if these were re-coded for the UK PAL market? Is it just
a
> case of see what works?

> I had a few backups (from disk to tape) back in the day and transdisked
> these back to disk in the early 90's, if they still work I assume these
will
> be OK on the NTSC machine.
> 4) Will the SCART cables bought off eBay these days work OK from the
monitor
> out port?
>
> Any help appreciated!
> Cheers,
> Paul
>
>

7029. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 13:20:29 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1152451227.4492.0@despina.uk.clara.net>
Source record: 6536

Hello All,

Folks are forgetting Screen Aided Management (SAM) from PPP Germany. I still have the license to sell this (English version), and I have it available on disk for the Atari, and as part of our DGS Atari CD-ROM. SAM won't work on the 800, though. It needs an 800XL minimum. It's an 80-column (done if software) GUI using an ST mouse or joystick to operate. Also ships with a spreadsheet, wordprocessor, and desktop publisher package all of which are integrated and use the mouse. Full details over at our website:

http://www.dgs.clara.net

Dean Garraghty

<puritan_2076@yahoo.com> wrote in message
news:1152122045.724732.325700@m73g2000cwd.googlegroups.com...
> It looks like I will *finaly* be getting an Atari 800 next week! I've
> only wanted one for about 15 years.
>
> Is the 800 compatible with Sparta DOS X, Snapshot, and G.O.E.?
>
> On my other computer, a Tandy CoCo 3, (which I haven't even had as long
> as I've wanted an atari 800!) it seems like only ameture programmers
> (some of them were pretty good!) used Tandy's own G.U.I., Multi-Vue.
> Even Tandy's own app's had their own user interface, and each
> mouse-operated program has it's own menus, all similar (but then all
> g.u.i. stuff seems pretty standard) but not all the same.
>
> I was wondering if it's the same situation with Atari. I'm shure there
> must be mouse-based applications like word processors, data bases, and
> spreadsheets for the 800 - aren't there?
>
> If so, are any of these programs compatable?
>
> I really don't care if they use a "consistent" user interface; I'm used
> to each one being a little different. Diamond, G.E.O.S., Multi-Vue, and
> MouseDesk are all different, but no more different than any two
> CoCo/OS-9 programs. The main thing is that I get a complete set of
> integrated or integratable applications, including or compatible with
> VisiCalc/Multiplan and an ASCII word processor, and it would be nice if
> they all used a (relatively) "standard" mouse-based environment.
>
> Thanks!
>

7030. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 15:07:06 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <lX8sg.77613$hp.48730@read2.cgocable.net>
Source record: 6537

Larry wrote:

> I'll have to check into VIM -- had never heard of it before.
>
> Incidently, my badly yellowed XF-551 was never exposed to sunlight.
> But it did sit about 12" under a flourescent lamp -- the screw-in
> incandescant replacement type. I've never used a flourescent bulb in
> my computer desk lamp since. -Larry

Check out these links. This one is from homebasics.ca and offers some VIM cleaning tips: http://www.homebasics.ca/viewarticle.asp?articleid=2365

Here is the website of the Canadian distributer, Unilever: http://www.unilever.ca/ourbrands/homecare/vim.asp

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7031. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 15:09:25 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <wZ8sg.46139$Uy1.34782@read1.cgocable.net>
Source record: 6538

Larry wrote:

> I'll have to check into VIM -- had never heard of it before.
>
> Incidently, my badly yellowed XF-551 was never exposed to sunlight.
> But it did sit about 12" under a flourescent lamp -- the screw-in
> incandescant replacement type. I've never used a flourescent bulb in
> my computer desk lamp since. -Larry

VIM is distributed in Canada by Unilever. You can check out their website
at this link: http://www.unilever.ca/ourbrands/homecare/vim.asp

And here's some VIM cleaning tips from the homebasics.ca website:
http://www.homebasics.ca/viewarticle.asp?articleid=2365

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Website: http://sarnia.selfip.org

7032. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 15:39:36 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Yq9sg.168095$F_3.129589@newssvr29.news.prodigy.net>
Source record: 6539

I looked up VIM. There are about 8 versions, one with
bleach. I guess one of the Oxy kinds you're talking about.
Sounds good. I like 409 cleaner for cleaning old computer
stuff, monitors. It seems very good on the tobacco yellowing.

"AlbaClause" <you@cogeco.ca> wrote in message
news:wZ8sg.46139$Uy1.34782@read1.cgocable.net...
> Larry wrote:
>
>> I'll have to check into VIM -- had never heard of it before.
>>
>> Incidently, my badly yellowed XF-551 was never exposed to sunlight.
>> But it did sit about 12" under a flourescent lamp -- the screw-in
>> incandescant replacement type. I've never used a flourescent bulb in
>> my computer desk lamp since. -Larry
>
> VIM is distributed in Canada by Unilever. You can check out their
> website
> at this link: http://www.unilever.ca/ourbrands/homecare/vim.asp
>
> And here's some VIM cleaning tips from the homebasics.ca website:
> http://www.homebasics.ca/viewarticle.asp?articleid=2365
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

7033. Re: Seeking APE software [and o.t. rants]

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 16:53:32 UTC
From: Colonel Klink <cklink@hotmail.com>
Message-ID: <Xns97FB837D6FBcklinkhotmailcom@207.217.125.201>
Source record: 6540

> Online disk images are incredibly easy to find with Google. You could
> start with www.atarimania.com
>
>
>

Awesome! Thank you for the link!

7034. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 18:59:38 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0607091452020.8156@furyy1>
Source record: 6541

"Colonel Klink" scribbled:
->> So I guess I just need some sort of program that works on the
->>PC that tricks the 800 into thinking there's a big hard drive
->>attached.

....to which on Sun, 9 Jul 2006 at 11:09 +0100, "p" replied:
->why else would you have bought "some kind of cable"?

Because he wants to use the "PC" as a big hard drive for the
Atari!?? <grin!>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

7035. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-09 20:37:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <IMdsg.46150$Uy1.1728@read1.cgocable.net>
Source record: 6542

Russg wrote:

> I looked up VIM. There are about 8 versions, one with
> bleach. I guess one of the Oxy kinds you're talking about.
> Sounds good. I like 409 cleaner for cleaning old computer
> stuff, monitors. It seems very good on the tobacco yellowing.
>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:wZ8sg.46139$Uy1.34782@read1.cgocable.net...
>> Larry wrote:
>>
>>> I'll have to check into VIM -- had never heard of it before.
>>>
>>> Incidently, my badly yellowed XF-551 was never exposed to sunlight.
>>> But it did sit about 12" under a flourescent lamp -- the screw-in
>>> incandescant replacement type. I've never used a flourescent bulb in
>>> my computer desk lamp since. -Larry
>>
>> VIM is distributed in Canada by Unilever. You can check out their
>> website
>> at this link: http://www.unilever.ca/ourbrands/homecare/vim.asp
>>
>> And here's some VIM cleaning tips from the homebasics.ca website:
>> http://www.homebasics.ca/viewarticle.asp?articleid=2365
>>
>> --
>> --
>> People Against Corruption * Right Always Triumphs
>> Website: http://sarnia.selfip.org

Actually, I've had good success with the cream cleaner. It's a little
messier to use, but it works exceptionally well. I used it on cigarette
smoke stains.

The name of the company that manufactures and distributes it is kind of
interesting as well. UniLever! If you take 'Uni' to mean 'one', and I
think you know what a lever is. So if you think back to the ancient
Greek, Archimedes, and his line, "GIVE ME A PLACE TO STAND AND I WILL MOVE
THE EARTH." You get some interesting perspective.

One lever to move the Earth. In this particular case, the lever is the
product VIM, and the Earth is a metaphor for dirt. So VIM from UniLever
moves the dirt from whatever it is you're cleaning.

I'm sure there is no relation between the distributer of VIM, and the
ancient Greek, Archimedes, but this little association will help me

remember this useless trivia. :-P

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

7036. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-10 01:26:08 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-27F7C8.21260809072006@news.isp.giganews.com>
Source record: 6543

In article <f82sg.46120$Uy1.8759@read1.cgocable.net>,
AlbaClause <you@cogeco.ca> wrote:

> ziggy wrote:
>
> >
> > What is VIM?
> >
> > I dont see anything ever 'cleaning' the surface of a yellowed case,
> > unless it was caused by smoke, which you can clean off if its not too
> > bad.
> >
> > Its a chemical reaction due to heat and ultraviolet light, not 'dirt'
> > that causes the yellowness (in most situations) and if you DO get it
> > off, you are stripping away the outer layer of plastic.
>
> VIM is a cleaning product that you can buy almost anywhere in North America.
> It is yellow in color, and is distributed in a yellow squeeze bottle. Not
> to be confused with mustard, which is a foodstuff. VIM is not edible.
>
> Heat and ultraviolet light? Sort of reminds me of a pair of pants I once
> purchased from a store in Point Edward (Sharkskin). The clothing in the
> store sat on racks adjacent to an uncovered window. With the Sun beaming
> in on the fabric everyday, the clothing became Sun bleached.
>
> As for the yellowing of the OP's Atari computers, I believe he said that the
> machines were packed away in the loft. If a loft is what I think it is,
> then I don't believe ultraviolet light would have been a principle cause of
> the discoloration. Most likely, the cause was just dust and dirt that has
> bonded to the plastic due to temperatures and poor air circulation. If
> this is the case, a cleaning product like VIM would probably go a long way
> in cleaning the plastic.
>
> It would certainly be a better idea to attempt a cleaning prior to pulling
> out the spray paints. Don't ya think? :-P

In my attic, heat would be the culprit..

But i might try this VIM stuff on an extra apple II duo drive i have
that had some yellowing before i even got it, so i don't know if its
smoke or light/heat..

7037. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-10 06:49:00 UTC
From: "DunxUK@aol.commercial" <dunxuk@aol.com>
Message-ID: <1152514140.077036.56450@h48g2000cwc.googlegroups.com>
Source record: 6544

I was at a wedding recently in Bolton and the service was held at a
church in Little Lever where William Hesketh Lever, founder of Unilever
and a Bolton man, was buried.

>
> The name of the company that manufactures and distributes it is kind of
> interesting as well. UniLever! If you take 'Uni' to mean 'one', and I
> think you know what a lever is. So if you think back to the ancient
> Greek, Archimedes, and his line, "GIVE ME A PLACE TO STAND AND I WILL MOVE
> THE EARTH." You get some interesting perspective.
>
> One lever to move the Earth. In this particular case, the lever is the
> product VIM, and the Earth is a metaphor for dirt. So VIM from UniLever
> moves the dirt from whatever it is you're cleaning.
>
> I'm sure there is no relation between the distributer of VIM, and the
> ancient Greek, Archimedes, but this little association will help me
> remember this useless trivia. :-P
>
> --
> --
> People Against Corruption * Right Always Triumphs
> Website: http://sarnia.selfip.org

7038. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-10 08:00:13 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <5Nnsg.77675$hp.28657@read2.cgocable.net>
Source record: 6545

DunxUK@aol.commercial wrote:

> I was at a wedding recently in Bolton and the service was held at a
> church in Little Lever where William Hesketh Lever, founder of Unilever
> and a Bolton man, was buried.
>
>

We're really getting a nice little symbolic story line going here. From yellow computers to cleaning products, company names to ancient Greece, and from ancient Greece to weddings in Bolton.

Man and woman join as one, in a building that is home of the Lord, in a town that is the gravesite of the founder of UniLever. Weird! One union... One Lever... And a lot of Earth having been moved. Dirt from a yellow computer... and dirt from the ground where the founder of UniLever is buried.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

7039. Re: Seeking APE software

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-10 18:04:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.10.18.04.28.400018@charter.net>
Source record: 6546

On Sun, 09 Jul 2006 14:59:38 -0400, Sid Pacman wrote:

> Because he wants to use the "PC" as a big hard drive for the
> Atari!?? <grin!>

We all knew that someday, all the others would be slaves to Atari...

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7040. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-11 17:55:55 UTC
From: puritan_2076@yahoo.com
Message-ID: <1152640555.584970.27880@p79g2000cwp.googlegroups.com>
Source record: 6547

> 'Snapshot' is a program to capture memory by Tom Hunt I think,
> don't know if that will work.

I heard it was a multitasker.

> GOE? If you're talking Diamond GOS graphical interface, I don't know that either.

No, I'm talking about G.O.E., apparently a G.U.I. for Sparta Dos X,
formerly Diamond G.O.E., and before that, Diamond G.O.S. Apparently the
program went through several changes.

> text editor/spreadsheet/data base

I said *Word Processor* not text editor.

7041. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-11 18:01:33 UTC
From: puritan_2076@yahoo.com
Message-ID: <1152640892.958786.315070@75g2000cwc.googlegroups.com>
Source record: 6398

> Folks are forgetting Screen Aided Management (SAM) from PPP Germany.

Atari people seem to forget everything about Atari computers.
> I still
> have the license to sell this (English version), and I have it available on
> disk for the Atari, and as part of our DGS Atari CD-ROM. SAM won't work on
> the 800, though. It needs an 800XL minimum. It's an 80-column (done if
> software) GUI using an ST mouse or joystick to operate. Also ships with a
> spreadsheet, wordprocessor, and desktop publisher package all of which are
> integrated and use the mouse. Full details over at our website:

Can you sell it on a floppy? It will be a while before I get a CD-ROM
drive for the Atari or Commodore, and I'm having a lot of trouble with
the CoCo's SCSI drivers.

> http://www.dgs.clara.net

The web site says the manuals are all in pdf format, but it doesn't say
where to get the pdf reader. Is it 800 compatible, or does it also
require an XL/XE?

7042. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-11 19:39:58 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1152646795.61798.0@demeter.uk.clara.net>
Source record: 6399

You seem to be reading just the CD-ROM section of the website. If you click 'Product Catalogue' at the top of the screen, you will see the main catalogue. It is still available on disk with a printed manual. It needs an XL/XE.

Dean Garraghty

<puritan_2076@yahoo.com> wrote in message news:1152640892.958786.315070@75g2000cwc.googlegroups.com...
> > Folks are forgetting Screen Aided Management (SAM) from PPP Germany.
>
> Atari people seem to forget everything about Atari computers.
> > I still
> > have the license to sell this (English version), and I have it available on
> > disk for the Atari, and as part of our DGS Atari CD-ROM. SAM won't work on
> > the 800, though. It needs an 800XL minimum. It's an 80-column (done if
> > software) GUI using an ST mouse or joystick to operate. Also ships with a
> > spreadsheet, wordprocessor, and desktop publisher package all of which are
> > integrated and use the mouse. Full details over at our website:
>
> Can you sell it on a floppy? It will be a while before I get a CD-ROM
> drive for the Atari or Commodore, and I'm having a lot of trouble with
> the CoCo's SCSI drivers.
>
> > http://www.dgs.clara.net
>
> The web site says the manuals are all in pdf format, but it doesn't say
> where to get the pdf reader. Is it 800 compatible, or does it also
> require an XL/XE?
>

7043. FS eBay: Atari 800/XL/XE SCART and RCA Cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-11 19:43:19 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1152646994.61988.0@demeter.uk.clara.net>
Source record: 6400

Hello All,

I have new batches of Atari 800/XL/XE to SCART or RCA cables. These are currently being sold on eBay at a fixed price. Link is:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

Before anybody has a moan, yes I know people could make these cables themselves. But, there are many who can't for whatever reason.

Dean Garraghty

7044. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-11 21:00:36 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <UjUsg.118788$H71.77844@newssvr13.news.prodigy.com>
Source record: 6401

<puritan_2076@yahoo.com> wrote in message news:
>> 'Snapshot' is a program to capture memory by Tom Hunt I think,
>> don't know if that will work.
>
> I heard it was a multitasker.

Right, multitasker, not memory capture. I believe it didn't
allow multiprograms to be running at once, it just took a
'snapshot' of memory and alternated which program would
be running in the foreground. I believe it required 256 or 128k,
so no 800.
>> GOE? If you're talking Diamond GOS graphical interface, I don't know
>> that either.
>
> No, I'm talking about G.O.E., apparently a G.U.I. for Sparta Dos X,
> formerly Diamond G.O.E., and before that, Diamond G.O.S. Apparently the
> program went through several changes.
>
>> text editor/spreadsheet/data base
>
> I said *Word Processor* not text editor.
Text editor, word processor, desktop publishing, integrated
publishing/spreadsheet/database, in that order. A text editor
will edit text and have limited capabilities, a word processor
for the A8 was like Atariwriter/Paperclip, with these you could
do underline, italics, bold, change the pitch and maybe even
select a font, move text ie. the capablities of a 9 or 24 pin printer, a
desktop publisher added the ability to put bit image pictures in the text.
Most A8 'word processors' didn't have spell check. Today's
'word processor' eg. MS Word are desktop publishing and
more features.
You seem to be thinking the A8 will do what MS Word will
do, with a GUI and mouse. Maybe Garrahty's software and
a ST mouse will do some.

7045. Re: Yellowing 8-Bit Cases

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-12 01:23:44 UTC
From: soularinfluxe@aol.com
Message-ID: <1152667424.039342.285080@75g2000cwc.googlegroups.com>
Source record: 6402

there are for sale the throw away wipes, they are made by chlorox. use
them a few times and you can get your cases nice again. BUt like i
read and have done.. take it apart and paint it up custom..i have a red
800.. a greeen 130xe..
soularinfluxe

7046. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-12 03:19:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.12.03.19.59.917074@charter.net>
Source record: 6403

On Tue, 11 Jul 2006 21:00:36 +0000, Russg wrote:

> You seem to be thinking the A8 will do what MS Word will
> do, with a GUI and mouse.

You mean crash? <lol>

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7047. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-12 13:35:47 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <TU6tg.3316$2v.2847@newssvr25.news.prodigy.net>
Source record: 6404

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.07.12.03.19.59.917074@charter.net...
> On Tue, 11 Jul 2006 21:00:36 +0000, Russg wrote:
>
>> You seem to be thinking the A8 will do what MS Word will
>> do, with a GUI and mouse.
>
> You mean crash? <lol>

Ha Ha Ha, The A8 can crash, does sometimes, maybe not as
annoyingly as MS Windows. But A8 mainly crash when you
know you're doing something stupid, like programming in
assembler.

> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
> The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org
>

7048. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-12 22:40:05 UTC
From: puritan_2076@yahoo.com
Message-ID: <1152744005.222846.58450@s13g2000cwa.googlegroups.com>
Source record: 6405

> Right, multitasker, not memory capture. I believe it didn't
> allow multiprograms to be running at once, it just took a
> 'snapshot' of memory and alternated which program would
> be running in the foreground.

I heard you could download while playing a game, etc. The CoCo can do
that, Commodore could but doesn't, Atari should but might not.

> I believe it required 256 or 128k, so no 800.

I haven't heard from the guy yet, so I might end up getting a 130XE.

> Most A8 'word processors' didn't have spell check.

Are you serious!? Most CoCo & Commodore word processors do. Does
AtariWriter? I'm pretty shure Paper Clip did.

> Today's 'word processor' eg. MS Word are desktop publishing and more features.
> You seem to be thinking the A8 will do what MS Word will do, with a GUI and
> mouse. Maybe Garrahty's software and a ST mouse will do some.

Why not? GeoWrite for the Commodore 64/128 does. Max-10 for the CoCo 3
does. The Atari 800 is a much better machine than the C=64, so why
shouldn't it have better software? Why shouldn't I expect the 130XE to
be at least as good as the C=128 and CoCo 3? They both run
multi-program windowing environments, graphical user interfaces, and
mouse-based software.

Every time I ask a question on comp.sys.atari.8bit, if I get an answer,
it's vague, incomplete, inaccurate, or just "I don't know but I don't
think so". What happened to all the nerds, experts, and programmers
from the Atari world? did they all go to another newsgroup or something?

7049. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-12 23:52:00 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <AWftg.64117$Lm5.47692@newssvr12.news.prodigy.com>
Source record: 6406

<puritan_2076@yahoo.com> wrote in message > I heard you could download while
playing a game, etc. The CoCo can do
> that, Commodore could but doesn't, Atari should but might not.
>
>> I believe it required 256 or 128k, so no 800.
>
> I haven't heard from the guy yet, so I might end up getting a 130XE.
>
>> Most A8 'word processors' didn't have spell check.
>
> Are you serious!? Most CoCo & Commodore word processors do. Does
> AtariWriter? I'm pretty shure Paper Clip did.
>
>> Today's 'word processor' eg. MS Word are desktop publishing and more
>> features.
>> You seem to be thinking the A8 will do what MS Word will do, with a GUI
>> and
>> mouse. Maybe Garrahty's software and a ST mouse will do some.
>
> Why not? GeoWrite for the Commodore 64/128 does. Max-10 for the CoCo 3
> does. The Atari 800 is a much better machine than the C=64, so why
> shouldn't it have better software? Why shouldn't I expect the 130XE to
> be at least as good as the C=128 and CoCo 3? They both run
> multi-program windowing environments, graphical user interfaces, and
> mouse-based software.
>
> Every time I ask a question on comp.sys.atari.8bit, if I get an answer,
> it's vague, incomplete, inaccurate, or just "I don't know but I don't
> think so". What happened to all the nerds, experts, and programmers
> from the Atari world? did they all go to another newsgroup or something?
I dunno.
It might be that you can do a download while playing a game
with snapshot.
I believe Atariwriter Plus, the disk one, had a separate spell
checker that you had to boot separately and run it on your
text file. I used a ANALOG one called speller. It was only
good if you had a dictionary for it. I believe somebody made
a good dictionary for it. I made my own dictionary for scientific
terms.
I used Paper Clip a lot, and I don't think it had a spell check.
Part of the vagueness is we're talking 20 years since I used
this stuff, and memory may not serve so good.

7050. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-13 13:12:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607130610050.876-100000@onyx.spiritone.com>
Source record: 6407
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7051. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-13 13:15:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607130612480.876-100000@onyx.spiritone.com>
Source record: 6408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7052. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-13 13:18:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607130615340.876-100000@onyx.spiritone.com>
Source record: 6409
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7053. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-13 17:39:55 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Lzvtg.130362$dW3.108501@newssvr21.news.prodigy.com>
Source record: 6410

Talking word processors.
I just spent 10 minutes typing a response. Starting with
the fact there is a spell checker for Paper Clip, must be
the later one, a separate boot disk like Atariwriter.
My point is, this GUI, pointer using interface for newsgroups
I'm using right now (Outlook Express) mysteriously dumped
my typing, I don't know where it went, I start over.

7054. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-13 17:40:53 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <FAvtg.130363$dW3.79917@newssvr21.news.prodigy.com>
Source record: 6411

WAIT! Here is my typing! It disappeared behind the OE
screen somehow.

I looked in my archives and indeed, there is a Paper Clip
spell checker. Like Atariwriter Plus, it is a separate boot
disk. At the time of these 'word processors', they were really
just a little more than text editors. They could send underline,
italics, and bold codes, 'printer drivers', and you could enter
codes to change the fonts and pitch for your dot matrix printer.
You could
'select and move or delete' sections of text. But no mouse, I
can't think of a joystick feature either.
"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:AWftg.64117$Lm5.47692@newssvr12.news.prodigy.com...
>
> <puritan_2076@yahoo.com> wrote in message > I heard you could download
> while playing a game, etc. The CoCo can do
>> that, Commodore could but doesn't, Atari should but might not.
>>
>>> I believe it required 256 or 128k, so no 800.
>>
>> I haven't heard from the guy yet, so I might end up getting a 130XE.
>>
>>> Most A8 'word processors' didn't have spell check.
>>
>> Are you serious!? Most CoCo & Commodore word processors do. Does
>> AtariWriter? I'm pretty shure Paper Clip did.
>>
>>> Today's 'word processor' eg. MS Word are desktop publishing and more
>>> features.
>>> You seem to be thinking the A8 will do what MS Word will do, with a GUI
>>> and
>>> mouse. Maybe Garrahty's software and a ST mouse will do some.
>>
>> Why not? GeoWrite for the Commodore 64/128 does. Max-10 for the CoCo 3
>> does. The Atari 800 is a much better machine than the C=64, so why
>> shouldn't it have better software? Why shouldn't I expect the 130XE to
>> be at least as good as the C=128 and CoCo 3? They both run
>> multi-program windowing environments, graphical user interfaces, and
>> mouse-based software.
>>
>> Every time I ask a question on comp.sys.atari.8bit, if I get an answer,
>> it's vague, incomplete, inaccurate, or just "I don't know but I don't
>> think so". What happened to all the nerds, experts, and programmers

>> from the Atari world? did they all go to another newsgroup or something?
> I dunno.
> It might be that you can do a download while playing a game
> with snapshot.
> I believe Atariwriter Plus, the disk one, had a separate spell
> checker that you had to boot separately and run it on your
> text file. I used a ANALOG one called speller. It was only
> good if you had a dictionary for it. I believe somebody made
> a good dictionary for it. I made my own dictionary for scientific
> terms.
> I used Paper Clip a lot, and I don't think it had a spell check.
> Part of the vagueness is we're talking 20 years since I used
> this stuff, and memory may not serve so good.
>

7055. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-13 21:34:12 UTC
From: kevin <kevnospam242@gmail.com>
Message-ID: <snedb2l6vk8oadivl7mrphq5gb66a4ec1j@4ax.com>
Source record: 6412

On 12 Jul 2006 15:40:05 -0700, puritan_2076@yahoo.com wrote:

> I heard you could download while playing a game, etc. The CoCo can do
>that, Commodore could but doesn't, Atari should but might not.

You could do this with a program called Bobterm. It had a built in
game like breakout..

>> Most A8 'word processors' didn't have spell check.
>
>Are you serious!? Most CoCo & Commodore word processors do. Does
>AtariWriter? I'm pretty shure Paper Clip did.

Atariwriter plus had a spellcheck... I dont rem what other word pro
programs did.

>Why not? GeoWrite for the Commodore 64/128 does. Max-10 for the CoCo 3
>does. The Atari 800 is a much better machine than the C=64, so why
>shouldn't it have better software?

It depends on what you want to do. You have to remember that
development for the Atari 8bit slowed down in the mid to late 80's
while the Commdore 64/128 was still going full steam. There was a GUI
for the atari called Diamond OS and there is productivity software for
it but because of the lackluster demand for a GUI on the Atari8 it is
buggy and not very good. There have been other GUI's that have come
out for the Atari over the years, but Im not sure what the status is
on desktop publ software, prob not much.

Snapshot allowed you to use the extra memory of a 130xe or expanded
800xl to literally take a "snapshot" of what you were running, you can
then switch back and forth between different snapshots. It didnt
really multitask per say. Im not sure what use it would have
nowadays.

I hope this helps.

7056. Re: 1050 Mod identification

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-14 01:19:50 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1152839990.444783.298890@m73g2000cwd.googlegroups.com>
Source record: 6413

Did I stump everyone?

I'm still not sure exactly what that is.

7057. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-14 08:56:48 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1152867408.086137.91430@s13g2000cwa.googlegroups.com>
Source record: 6414

kevin wrote:
> On 12 Jul 2006 15:40:05 -0700, puritan_2076@yahoo.com wrote:
There have been other GUI's that have come
> out for the Atari over the years, but Im not sure what the status is
> on desktop publ software, prob not much.

As I mentioned in a previous post I still distribute the English language version of Screen Aided Management (SAM) which is an 80-col mouse-driven GUI. This ships with a word processor, spreadsheet, graphics package, character set editor, and a DTP package called Designer. They're all designed to work together, so you can edit a document with the word processor and import the text into Designer. It can also be operated with a joystick.

It's available either on 2 disks with a printed manual, or as part of our CD-ROM collection (costs as little as $8.50 delivered to the US) which also includes all our other commercial software. For prices and info, see our site:

http://www.dgs.clara.net

Dean Garraghty

7058. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-14 10:42:51 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <44b7752b$0$22089$ed2619ec@ptn-nntp-reader01.plus.net>
Source record: 6415

> What happened to all the nerds, experts, and programmers
> from the Atari world? did they all go to another newsgroup or something?

Mostly, yes they did ;)

http://www.atariage.com/forums/index.php?showforum=12

7059. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-14 15:57:09 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <p9Ptg.172164$F_3.146360@newssvr29.news.prodigy.net>
Source record: 6416

"Dean Garraghty" <dgs@clara.net> wrote in message news:
> kevin wrote:
>> On 12 Jul 2006 15:40:05 -0700, puritan_2076@yahoo.com wrote:
> There have been other GUI's that have come
>> out for the Atari over the years, but Im not sure what the status is
>> on desktop publ software, prob not much.
>
>
> As I mentioned in a previous post I still distribute the English
> language version of Screen Aided Management (SAM) which is an 80-col
> mouse-driven GUI. This ships with a word processor, spreadsheet,
> graphics package, character set editor, and a DTP package called
> Designer. They're all designed to work together, so you can edit a
> document with the word processor and import the text into Designer. It
> can also be operated with a joystick.
>
> It's available either on 2 disks with a printed manual, or as part of
> our CD-ROM collection (costs as little as $8.50 delivered to the US)
> which also includes all our other commercial software. For prices and
> info, see our site:
>
> http://www.dgs.clara.net
>
> Dean Garraghty
So.... there you have it, an integrated word processor, spreadsheet
and graphics publisher, with mouse or joystick interface.
All new and modern, from across the pond (assuming you are
on the west side of the pond.) And for $8.50 US dellivered
right to your door! Hmm.. I'd buy it, but I wouldn't respect
the copyright, probably, I'm such a wimp.

7060. Bonus Commodore Chapter Now Available

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-14 16:58:08 UTC
From: Variant Press <variant@commodorebook.com>
Message-ID: <p2Qtg.9003$w6.8772@newsfe18.lga>
Source record: 6417

This email is to inform buyers of "On the Edge" that the first bonus chapter is now freely available online. This chapter fits somewhere between Chapter One and Chapter Two, right after the 6502 development and before the Commodore acquisition. The content includes the early development computers by MOS Technology (and later Commodore) and the beginning of the personal software industry. You can download the chapter from www.commodorebook.com in the bonus section.

Readers of "On the Edge" can also benefit from an exclusive 10% discount on the brand new Amiga Forever 2006. The DVD set that is part of the Premium Edition of Amiga Forever has some incredible footage from the early Amiga days. To take advantage of this offer, which applies to all editions of Amiga Forever, order from www.amigaforever.com before July 31st, 2006, and enter "AFCBM" in the Discount Coupon field of the order form.

Variant Press

7061. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 04:05:37 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <mQZtg.10104$PO.8962@dukeread03>
Source record: 6418

do you have program that using direct drive to drive copy for Indus GT ?

Thanks!
Jack

"Daniel Ko&#65533;mi&#65533;ski" <dely@GIN.SPAMERZE.tkdami.net> wrote in message
news:dvpqu0$j66$1@inews.gazeta.pl...
> John Selck napisa&#65533;(a):
>
>> No, because the Atari drives are not programmable.
>
> They are. For example: LDW 2000, CA 2001, Indus GT.
>
> dely/blowjobb+taquart

7062. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 04:38:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1152938283@rtfm.mit.edu>
Source record: 6419
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7063. AtariMagazines.com needs source material

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 07:40:56 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-4F8D5B.00405615072006@news.west.cox.net>
Source record: 6420

Hi gang.

Some exciting new material will be available at the Classic Computer Magazine Archive (www.AtariMagazines.com) soon, and I need some help finding source material to make it happen quickly.

First, I need archives of the ST-Log magazine software disks - specifically issues 18 through 36. If anyone has these or can point me to them online, I'd be grateful. (To clarify: I don't want physical disks - I need digital versions.)

Second, I need some issues of ANALOG Computing to scan (physical copies). These need to be issues that you don't want back, because I am going to tear them up to feed to a high-speed scanner. I need these issues: 60, 61, 65, 68, 70, 71, and 73-77.

If you have any of this, please contact me at www.savetz.com/contact/

Thanks
Kevin

--
Kevin Savetz
Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& FlightSimBooks.com - http://www.FlightSimBooks.com

7064. FS eBay: Atari XL/XE SAM 80-col GUI (reduced cost)

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 14:22:45 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1152973364.14856.0@proxy01.news.clara.net>
Source record: 6421

Hello All,

There seems to be some interest in a GUI for the Atari 8-bit, and as I've mentioned in other posts I am still able to supply Screen Aided Management (SAM). This is an 80-col environment (done in software), which can be controlled by an ST compatible mouse (or a joystick) and includes a word processor, spreadsheet, DTP, graphics editor, character set editor, a game, and some other stuff. I have put together a package including the manuals on a CD-ROM (in PDF format) rather than printed, which has reduced the cost of the package (2 disks and the CD-ROM) down to just 3.99pounds (+shipping: 1pound UK, 1.75pounds Europe, and 2.00pounds US/everywhere else). These are available on eBay now. Link:

http://search.ebay.co.uk/_W0QQsassZdeangarraghty

It is also available as part of our DGS CD-ROM software collection, which includes stacks of other software too. This costs from just $6.00 delivered to the US. I'm not allowed to sell these on eBay (they're convinced it contains pirated software, and won't let me offer evidence that they're not), so you can buy those directly from my site (using PayPal):
http://www.dgs.clara.net

Dean Garraghty

7065. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 15:29:25 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <pR7ug.172416$F_3.109383@newssvr29.news.prodigy.net>
Source record: 6422

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:mQZtg.10104$PO.8962@dukeread03...
> do you have program that using direct drive to drive copy for Indus GT ?
>
> Thanks!
> Jack
>
I'm guessing you want a sector copy from one GT to a second
GT. You can use Disk Wizard II Backup for that.

7066. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 17:40:27 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1152985227.203340.194820@b28g2000cwb.googlegroups.com>
Source record: 6423

Jack Tseng wrote:
> do you have program that using direct drive to drive copy for Indus GT ?
>
> Thanks!
> Jack
>

Hi Jack-

Perhaps one of our European friends could comment if this was ever done with any drives such as Tom's or others were not marketed in the US? In theory, two US drives could probably be programmed to do that: the Indus GT *with the Supercharger add-on board* and the ATR 8000. But you would have to be very knowledgable about a Z80 cpu for either one. The closest thing that I am aware of for a drive operating in stand-alone mode is that a Rana in diagnostic mode can format disks without intervention of the cpu. -Larry

7067. Re: Atari 8-bit to SCART or RCA Cables

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 19:33:15 UTC
From: Philsan <XXXfilsanXXX@XXXtiscaliXXX.it>
Message-ID: <44b944ee_3@news.bluewin.ch>
Source record: 6424

Floppy quickly and perfectly transferred and returned to me.
Thank you very much

7068. Re: 1050 Mod identification

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 21:42:07 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <vidug.4140$IB.2149@bignews1.bellsouth.net>
Source record: 6425

"FujiMan" <Rory.A.McMahon@gmail.com> wrote in message
news:1152839990.444783.298890@m73g2000cwd.googlegroups.com...
> Did I stump everyone?
>
> I'm still not sure exactly what that is.
>

I am not 100% sure, but it sounds like a Happy Controller.
Does it have a LED as well?

The Happy Controller had a yellow LED attached to a small board
with the two toggle switches.

These had 2 toggle switches and allowed you to use the back
side of a floppy without putting a notch in the disk and allow
you to turn off/on write protect mode, also allowed you to
manually alter the speed of the drive if memory serves.

If you happen to want to get rid of it, then I may be interested.
I have a few 1050 Happy Drives and would like to get the
controller.

Mind you that everything the controller does, can be done with
software.
phantomm@bellsouth.net

7069. Re: 1050 Mod identification

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-15 21:47:15 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <jndug.4141$IB.531@bignews1.bellsouth.net>
Source record: 6426

"FujiMan" <Rory.A.McMahon@gmail.com> wrote in message
news:1152839990.444783.298890@m73g2000cwd.googlegroups.com...
> Did I stump everyone?
>
> I'm still not sure exactly what that is.
>

I should have mentioned that it could be a Happy Board with the
Happy Controller connected.

The Controller was optional and just plugged in with 2-3 connections.

Contact me if you happen to want to get rid of the whole thing.

phantomm@bellsouth.net

7070. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-16 17:47:53 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <dZuug.37651$u11.4631@tornado.ohiordc.rr.com>
Source record: 6427

"Mark Keates" <atari@mkeates.force9.co.uk> wrote in message
news:44b7752b$0$22089$ed2619ec@ptn-nntp-reader01.plus.net...
>> What happened to all the nerds, experts, and programmers
>> from the Atari world? did they all go to another newsgroup or something?
>
> Mostly, yes they did ;)
>
> http://www.atariage.com/forums/index.php?showforum=12
>
I still read through this group but use Atari Age forums instead of
newgroups for no
spam and the ability to attach binaries and pictures without having to post
in binaries
group or a link. Also if trolling or flame wars get to bad, topics can get
locked and
people can get booted. That doesnt seem to happen too much though.

my 2 cents,
Ken

7071. 19 issues of ST-Log Magazine at AtariMagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-17 21:59:47 UTC
From: Kevin Savetz <savetz-remove@gmail.com>
Message-ID: <savetz-remove-0187A8.14594717072006@news.west.cox.net>
Source record: 6428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.folklore.computers

July 27 will be the 10th anniversary of the Classic Computer Magazine Archive (www.atarimagazines.com). In celebration, today we're announcing that the site now offers the full text of 19 issues of ST-Log Magazine. This includes more than 600 articles and a gallery of the magazine's covers.
http://www.atarimagazines.com/st-log/

ST-Log was devoted to Atari's 16-bit ST line of computers. It began as an insert in ANALOG Computing magazine in 1986. It spun off as a separate magazine for about three years, before being folded back into ANALOG again in 1989. ANALOG and ST-Log were sold to Larry Flynt Publishing in 1988. The Classic Computer Magazine Archive has permission to share the 19 issues published by L.F.P., from April 1988 until ST-Log ceased publication in 1989.

In addition, AtariMagazines.com recently added a cover image gallery for Compute! magazine, with a nearly complete collection of covers from 1980 through 1988. (The site offers the full text of nearly 100 issues of Compute!.)
http://www.atarimagazines.com/compute/

The site launched July 27, 1996 as "The Digital Antic Project" with the full text of two issues of Antic magazine. The site was later renamed to The Classic Computer Magazine Archive and added articles from STart, Creative Computing, Compute II, Hi-Res, Creative Computing Video & Arcade Games Magazine, and Tandy Whiz Kids comic books.

Enjoy!
--Kevin

--
Kevin Savetz
Classic Computer Magazine Archive - http://www.atarimagazines.com
& AtariArchives.org - http://www.atariarchives.org
& FlightSimBooks.com - http://www.FlightSimBooks.com

7072. Re: 19 issues of ST-Log Magazine at AtariMagazines.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-18 14:20:54 UTC
From: Brian Sturk <bsturk@news1.news.adelphia.net>
Message-ID: <ZIednXNYCvjbcyHZnZ2dnUVZ_oydnZ2d@adelphia.com>
Source record: 6429

> July 27 will be the 10th anniversary of the Classic Computer Magazine
> Archive (www.atarimagazines.com). In celebration, today we're announcing
> that the site now offers the full text of 19 issues of ST-Log Magazine.
> This includes more than 600 articles and a gallery of the magazine's
> covers.
> http://www.atarimagazines.com/st-log/

<snip awesome news about ST LOG && Compute!>

Congratulations and thanks for all of your (and others?) hard work! It's amazing how much content you've been able to digitize in such a short amount of time. You are ensuring this stuff will be around for future generations when the hard copies of this stuff have been lost.

~brian

--
.---,--------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ | .>)\,^a__
|-------------------------. bsturk<AT>adelphia.net | Python |(_ _)/ /-."~
| http://www.telengard.com `-----------------------`-------| `( )_)/
| Telengard Technologies Inc. - NT/*nix UI & device drivers |_<_s_<_s
`---'

7073. 800 XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-18 15:07:59 UTC
From: mixingbliss@yahoo.com
Message-ID: <1153235279.183542.283540@h48g2000cwc.googlegroups.com>
Source record: 6430

Hello, fellow 8-bit users.

I have a well-preserved 800 XL system for sale, including a 1050 Drive, 1030 Modem, and 1027 Printer plus loads of software and accessories. I didn't know this usenet group existed or I'd have tried offering it here first. Unfortunately, I already set up an eBay auction for it:

http://cgi.ebay.com/Atari-800-XL-computer-system-w-drive-printer-modem_W0QQitemZ200008213722QQihZ010QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem.

I've had a number of offers from people who only want the processor or only want the games, but I'm hesitant to split up the whole package. I'd much rather see it go to a serious collector who would appreciate it.

Write to me with any questions.

Chad

7074. Re: G.U.I. based Atari Applications

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-18 17:40:13 UTC
From: puritan_2076@yahoo.com
Message-ID: <1153244413.481640.195210@b28g2000cwb.googlegroups.com>
Source record: 6431

> >> What happened to all the nerds, experts, and programmers
> >> from the Atari world? did they all go to another newsgroup or something?

By the way, I didn't mean to insult anyone by inplying that Atari users
don't know anything.

> > Mostly, yes they did ;)

> > http://www.atariage.com/forums/index.php?showforum=12
> >
> I still read through this group but use Atari Age forums instead of
> newgroups for no spam and the ability to attach binaries and pictures without having to
> post in binaries group or a link. Also if trolling or flame wars get to bad, topics can
get
> locked and people can get booted. That doesnt seem to happen too much though.

I should have figured it was something like that. bit.listserv.coco was
spammed to death and abandoned. Now we talk about the world's best os
and second best hardware on a gmane group. comp.sys.cbm usualy has at
least one flamewar going on. I don't see why they put up with it.

7075. Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-18 19:19:50 UTC
From: puritan_2076@yahoo.com
Message-ID: <1153250390.351522.283690@h48g2000cwc.googlegroups.com>
Source record: 6432

```
Who sells Atari 800's, 130XE's, hardware, software, books, magazines,
etc.?
```

7076. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 01:16:58 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <eKfvg.174283$F_3.71256@newssvr29.news.prodigy.net>
Source record: 6433

<puritan_2076@yahoo.com> wrote in message
news:1153250390.351522.283690@h48g2000cwc.googlegroups.com...
> Who sells Atari 800's, 130XE's, hardware, software, books, magazines,
> etc.?
Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.htm

Above is a pretty comprehensive list. It may be difficult to
determine which one(s) have the items you mention, so,
I'll mention a few vendors:
Video 61, Bravo Sierra, B&C Computervisions, Best
Electronics all pretty extensive selections (google them).
And, ebaY has most of those items as well.

7077. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 01:46:27 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1153273587.498129.41690@m73g2000cwd.googlegroups.com>
Source record: 6434

Don't feed the troll.

7078. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 03:52:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <44bdda2ac58403@comcast.net>
Source record: 6436

>Who sells Atari 800's, 130XE's, hardware, software, books, magazines,
>etc.?

There is actaully a lot of places that sell Atari computers, but the main ones
are Best Electronics, B&C Computers, ATY Computers and Video 61.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram - Atari Clone

7079. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 09:27:50 UTC
From: Matthias Reichl <usenet-200607@hias.horus.com>
Message-ID: <slrnebruom.1ge.usenet-200607@camel.hias.horus.com>
Source record: 6435

On 15 Jul 2006 10:40:27 -0700, Larry wrote:
> Perhaps one of our European friends could comment if this was ever done
> with any drives such as Tom's or others were not marketed in the US?

I'm from Europe, but don't have a Toms or any other 3rd party drives.
Only 1050s (with various extensions, Speedy, Happy, Turbo) and a
XF551.

With the original Atari-drives you can't do a direct drive-to-drive
copy, since you'd need to switch some of the SIO pins from input
to output (so that a drive can take over control of the SIO bus).

> In theory, two US drives could probably be programmed to do that: the
> Indus GT *with the Supercharger add-on board* and the ATR 8000.

Do you have any more information about that? This would be quite
tricky IMO, not because of the programming but electrically. If
a drive takes over control of the SIO bus this will most certainly
interfere with the Atari connected to the bus (eg the Atari driving
DataOut high and another drive trying to drive this line to low).

> The closest thing that I am aware of for a drive operating in
> stand-alone mode is that a Rana in diagnostic mode can format disks
> without intervention of the cpu.

The Speedy 1050 supports a similar command and, IIRC, even supports
writing a blank DOS2.5 directory. This command is used by the
Speedy HSS sector copier if you've got more than one drive: before
reading of the source drive starts an "unattended format" command
is sent to the destination drive. So reading and formatting are
running in parallel.

The drawback of this command is that you don't get any feedback about
bad sectors on disk. OTOH, the Speedy also supported a "fast format"
command that didn't do any sector verifies and thus finished in
9 seconds (instead of 18). Fast, but you'll have to really trust
your floppy disks :-)

so long,

Hias

7080. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 19:12:21 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <puvvg.1669$bP5.952@newsread1.news.pas.earthlink.net>
Source record: 6437

Matthias Reichl wrote:
> On 15 Jul 2006 10:40:27 -0700, Larry wrote:
>
>>Perhaps one of our European friends could comment if this was ever done
>>with any drives such as Tom's or others were not marketed in the US?
>
>
> I'm from Europe, but don't have a Toms or any other 3rd party drives.
> Only 1050s (with various extensions, Speedy, Happy, Turbo) and a
> XF551.
>
> With the original Atari-drives you can't do a direct drive-to-drive
> copy, since you'd need to switch some of the SIO pins from input
> to output (so that a drive can take over control of the SIO bus).
>
>
>>In theory, two US drives could probably be programmed to do that: the
>>Indus GT *with the Supercharger add-on board* and the ATR 8000.
>
>
> Do you have any more information about that? This would be quite
> tricky IMO, not because of the programming but electrically. If
> a drive takes over control of the SIO bus this will most certainly
> interfere with the Atari connected to the bus (eg the Atari driving
> DataOut high and another drive trying to drive this line to low).

The ST had a cable to do this IIRC: Printer cable that controlled the somewhat standard mechanism ~34 pin edge card connector of the 3.5" or 5.25" drive. You needed two drives to use it. The stepping from track to track was done with signals sent from the printer while the data out line from one drive was sent to the data in line of the other. Not sure about !Write lines or whatever.

It would be a tough nut to crack on an 8-bit. Maybe use the J/S port to do the timing/stepping with a couple of RANA drives but you would have to deal with the RPM difference.

7081. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 21:36:05 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <il3rb2d88knjmrogss7lne5sqpfrkogo6l@4ax.com>
Source record: 6438

On Wed, 19 Jul 2006 01:16:58 GMT, "Russg" <russgilb@MUNGEsbcyahoo.net> wrote:

>
><puritan_2076@yahoo.com> wrote in message
>news:1153250390.351522.283690@h48g2000cwc.googlegroups.com...
>> Who sells Atari 800's, 130XE's, hardware, software, books, magazines,
>> etc.?
>Atari 8-Bit Computers: Vendors and Developers (Michael Current)
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.htm

Need to add an 'l' to the end of that link:

http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Thanks,

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7082. Re: direct drive to drive copy?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-19 22:44:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.19.22.44.25.673226@charter.net>
Source record: 6439

On Wed, 19 Jul 2006 19:12:21 +0000, Rick Cortese wrote:

> The ST had a cable to do this IIRC: Printer cable that controlled the
> somewhat standard mechanism ~34 pin edge card connector of the 3.5" or
> 5.25" drive. You needed two drives to use it. The stepping from track to
> track was done with signals sent from the printer while the data out
> line from one drive was sent to the data in line of the other. Not sure
> about !Write lines or whatever.

Sure does - I've got one. The software/cable combo works like a charm. You
can back up just about any floppy disk - even copy protected ones. It
bypasses the floppy disk controller, if I remember right. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7083. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-20 10:07:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607200305110.6502-100000@onyx.spiritone.com>
Source record: 6440
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7084. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-20 10:08:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607200307280.6502-100000@onyx.spiritone.com>
Source record: 6441
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7085. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-20 10:12:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607200309080.6502-100000@onyx.spiritone.com>
Source record: 6442
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7086. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-20 16:58:49 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <dDOvg.51961$VE1.3394@newssvr14.news.prodigy.com>
Source record: 6443

```
"Michael Current" <hunmanik@earthlink.net> wrote in message
news:il3rb2d88knjmrogss7lne5sqpfrkogo6l@4ax.com...
> On Wed, 19 Jul 2006 01:16:58 GMT, "Russg" <russgilb@MUNGEsbcyahoo.net>
> wrote:
>
>>
>><puritan_2076@yahoo.com> wrote in message
>>news:1153250390.351522.283690@h48g2000cwc.googlegroups.com...
>>> Who sells Atari 800's, 130XE's, hardware, software, books, magazines,
>>> etc.?
>>Atari 8-Bit Computers: Vendors and Developers (Michael Current)
>> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.htm
>
> Need to add an 'l' to the end of that link:
>
> http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
>
> Thanks,
>
> -Michael
>
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/
It is even case sensitive, a capital "L" won't do either, only
a "l".
```

7087. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-21 10:51:00 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0607210648020.22444@shell1>
Source record: 6444

Jay, who runs a retro-game/computer storefront in Pittsburg, California,
and who has a website at http://www.4jays.net Not all of what he has is
listed on the website; if you need something, ask. He has a huge storage
basement full of 8-bit and 16-bit computer goodies.

CommVEx info at http://www.commodore.ca/forum
and click on ComVEX,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7088. Re: AtariMagazines.com needs source material

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-21 15:08:28 UTC
From: lbaeza@usa.net
Message-ID: <1153494508.679707.12330@p79g2000cwp.googlegroups.com>
Source record: 6445

Hi Kevin

Glad to read you're after some ANALOGs. I always dream of ANALOG being
added to Atarimagazines.com.

Will some good photocopies of the missing issues do it OK for you?
Instead of tearing them...

Regards

> Second, I need some issues of ANALOG Computing to scan (physical
> copies). These need to be issues that you don't want back, because I am
> going to tear them up to feed to a high-speed scanner. I need these
> issues: 60, 61, 65, 68, 70, 71, and 73-77.

7089. IRC #atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-21 17:16:48 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1153502208.858527.289530@b28g2000cwb.googlegroups.com>
Source record: 6446
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

just for kicks i created an #atari room here:

irc.rageirc.com (port 6667 i think)

it's up now.

7090. Re: IRC #atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-21 23:41:20 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1153525280.188921.76840@i3g2000cwc.googlegroups.com>
Source record: 6447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

sorry, didn't realize the moderated bit was set. :-)

ProteanThread wrote:
> just for kicks i created an #atari room here:
>
> irc.rageirc.com (port 6667 i think)
>
> it's up now.

7091. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-23 04:43:17 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1153629771@rtfm.mit.edu>
Source record: 6348
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7092. report on Midwest Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-23 23:25:55 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0607231923040.11571@furyy1>
Source record: 6349

Here's a report on the second annual Midwest Computer Festival that took place last weekend at Purdue University.

A small crowd of about three dozen people attended on Saturday, July 15, a far cry from the prediction of 100 posted by VCF founder Sellam Ismail on the event website. It appears this show could use a lot more publicity.

On the plus side the Purdue campus and the library building where the computer show was held were easy to find. West Lafayette, Indiana, is near I-65, midway between Chicago and Indianapolis. The location is ideal and the one-day format well-suited for this event. Seminars were held during the first three hours, and the display & sales room opened at 1 p.m.

Having traveled for four hours from Columbus, Ohio (about 250 miles away), I appreciated the late starting time for displays. However, on the minus side of the event's organizing was an apparent deficiency in coordinating the event with campus authorities. After arriving in the library building itself, I lost 30 to 45 minutes because the exact room location wasn't posted anywhere: no signs in the building lobbies; no signs on the doors; no mention in the large events listing kiosk of the student union building; unknown to the library staff itself; and not listed in the library reference department's events calendar. (As a longtime organizer of hundreds of events, I notice things like this.) Worse, because of security reasons (for the books) some of the passage-ways and stairwells in the library building don't lead to where the signs imply, making matters more confusing for visitors. If this event is held again in the future, I hope the organizers will put up some signs to aid first-time visitors and late-arriving travelers.

I can't comment on the pre-noon seminar(s) since I missed all that, but the final seminar featured four people who talked mainly about their experiences with "big irons" computers dating back to the 1960s as well as amassing huge collections of old hardware. One said he collected "everything" and now had 24,000 cubic feet of "stuff." "Big irons" and purposeful collecting left their mark as the themes of this show.

Perhaps the most interesting and significant of the speakers was Jay West, who runs a website and "list" devoted to classic computers. The address is: www.classiccmp.org. He told this writer that there are 40 to 70 messages per day posted on the "list" (somewhat similar to this newsgroup). He also has a functioning HP2000 system running on original hardware, which he thinks may be unique. Based in St. Louis, he told the meeting that his goal is to set up a museum that actually runs the old systems.

Two other notes from the seminar: The website bitsavers.org was said to have lots of manuals and technical info on old systems. An amusing acronym was CACHE, which stood for Chicago Area Computer Hobby Exchange.

Moving on to the exhibits, Michael Lee had a great display of historical computing equipment, ranging from the abacus and slide rules of hundreds (or thousands) of years ago, to electronic computing and game-playing items from the early days of conveniently portable hardware for individual users in the 1970s and '80s. I also give him the best-dressed award for a T-shirt (found on E-bay, he said) which appeared to have the complete history of computing on it in the form of historical tidbits, cartoons, equations, and whatnot. His website is: www.geekmuseum.org.

Rory McMahon of the Chicago Atari club had an Atari Falcon 030 in a see-thru, clear-plastic case modded (that's his verb) with a CT60 accelerator. Unfortunately, he couldn't run it because it came close to burning out! Another cool mod (running an Atari 8-bit cartridge) had what looked like a 130XE keyboard and motherboard in a 130XE case, hooked to a flash memory card, and with a small color LCD screen attached to the case. If the Atari company were still around and putting out 8-bits, this is what they should look like! This nifty mod earned praise from several people. The website for the Chicago group is: www.scatarians.org.

In other 8-bit highlights, there was a music-player program (similar to Atari) running on a Commodore. One guy had an Apple 2 on the inside of a case Apple made for use in schools for students to use, but on the outside the case read "Hewlett-Packard." Since Apples weren't sanctioned by schools (or were considered toys), at one point the Apple company made a deal with H-P to sell Apple 2s this way. Also on display were upgraded Tandy CoCos, a NeXT Cube system (remember that? It was put out by Steve Jobs circa 1985 after leaving Apple), and the very first VT-100 computer.

Julian Wolfe had IBM's first "P.C." -- an IBM 5155 Portable PC, which came out in 1981 several months prior to the model called the "IBM PC." This display had a 2 MB EMS memory card, SCSI hard disk, EGA video board, and AdLib sound card running PC DOS 2000 and Windows 3.0.

Other exhibits included VAXstation 4000/60 and 3100/76, an Alpha Personal Workstation 433au running VMS with DECnet connected to a PDP11, a DECmate III based on PDP-8 architecture, an Atari STE, and KIM-1 6502 single-board computers and peripherals. (Don't ask me to explain any of this. I only speak Atari. <grin!> No, seriously, I also speak Unix, MS-DOS, and Windoze, and heard about ENIAC and Univac and Sperry and many other names back in the last century, but I take in a lot of this as merely ambiance.) There was also a lot of really old hardware and peripherals, much of it giant-sized (remember those!?), which was labeled as free for the taking! (It was still mostly there when I left.)

Now for the review: I would say this show was worth going to once, but I'm hard-pressed to come up with reasons to go back. A newsgroup like this one, for example, might decide to organize an annual meeting at an event like this since it's about as geographically centralized as

one could hope for. That could serve as an excuse to bring Atari people together in person. As I say, this is just an example. (It's also a hint!)

Other than that, my feeling is "Been there, done it." What's the point of future shows? What can be done to try to attract more people to show up, not to mention to attract back again those who've already seen it? What new themes can be devised for the future? What new displays can be rounded up? What new speakers or topics for seminars can be found? The organizers need to think about these questions and try to come up with answers.

--

>>>---<<<

>>> david moeser -- erasmus39 on yahoo <<<

>>> Censornati, Ohio - USA <<<

>>>---<<<

* ATARI -- Love it or leave it! *

7093. whither nerds? (was: G.U.I. based Atari Applications)

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-23 23:51:38 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0607231927100.11571@furyy1>
Source record: 6350

On Wed, 12 Jul 2006 at 15:40 -0700, puritan_2076 scribbled:
->Every time I ask a question on comp.sys.atari.8bit, if I get an
->answer, it's vague, incomplete, inaccurate, or just "I don't know
->but I don't think so". What happened to all the nerds, experts,
->and programmers from the Atari world? did they all go to another
->newsgroup or something?

In itself, this is a fair question, altho the resident experts (those who are still around these days) are likely to bristle a little bit at your labeling their answers as "vague" or "incomplete" or "inaccurate." If you are so knowledgable as to be able to label their answers this way, one wonders why you asked any questions in the first place.

But let's get back to the point, which I labeled as a fair question in its own right. Well, obviously, many gurus of the past have left the Atari 8-bit scene now. Only a relative few have made old computers into a permanent hobby. (For that subject, see my other posting today on the Midwest VCF show.) As time passes, people will inevitably drift away from hobbies, especially if the subject of the hobby is considered obsolete.

There's also the reality (which has been pretty obvious on this newsgroup for many years) that almost everybody now does their Atari 8-bitting by emulation. That poses some practical limits on how exact they can be in answering certain questions.

The activity on this newsgroup goes up and down. But every question that's posted still gets answered by somebody. There's still a modicum of activity. Overall, I think the situation is okay. If questions are asked politely, they'll get polite answers.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

7094. whither nerds? (was: G.U.I. based Atari Applications)

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-23 23:57:13 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0607231952020.11571@furyy1>
Source record: 6351

On Tue, 18 Jul 2006 at 10:40 -0700, puritan_2076 scribbled:
->By the way, I didn't mean to insult anyone by inplying that Atari
->users don't know anything.

You could be a mite more tactful. (BTW, it's 'imply' not
'inply'. But hey, what do I know?!)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

7095. Re: report on Midwest Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-24 07:17:53 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0607240316180.22403@shell1>
Source record: 6352

Thanks for your report! Of course, I was reading to find things other
than Atari. ;-)

CommVEx info at http://www.commodore.ca/forum
and click on ComVEX,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7096. Re: report on Midwest Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-24 23:04:03 UTC
From: Snogpitch <snogpitch@prodigy.net>
Message-ID: <C0EACA1E.DBD%snogpitch@prodigy.net>
Source record: 6353
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

3 Dozen? That had to be smaller than last year's show. I did attend last year's show and decided against going to this year's show based on what I saw back in 2005. When I heard it announced this year, I went to the website to find out what they were planning. Seemed to be no information to tempt me this year...had little reason to check the website the closer it got to show time.

The publicity seems to be about the same, I remember having a hard time trying to find the building it was in, let alone what floor it was on. For a student at that college, it might have been easy to know where you were going. For someone out of town who never stepped foot on this campus before, you had to be pretty desperate to search this festival out. That's even with the directions that they had on the website.

Will I go next year? If they tempt me, I might.

in article Pine.GSO.4.61.0607231923040.11571@furyy1, Sid Pacman at 8-bitter@atari.old.folks.home wrote on 7/23/06 7:25 PM:

> Here's a report on the second annual Midwest Computer Festival that
> took place last weekend at Purdue University.
>
> A small crowd of about three dozen people attended on Saturday, July
> 15, a far cry from the prediction of 100 posted by VCF founder Sellam
> Ismail on the event website. It appears this show could use a lot more
> publicity.
>
> Now for the review: I would say this show was worth going to once,
> but I'm hard-pressed to come up with reasons to go back. A newsgroup
> like this one, for example, might decide to organize an annual meeting
> at an event like this since it's about as geographically centralized as
> one could hope for. That could serve as an excuse to bring Atari people
> together in person. As I say, this is just an example. (It's also a
> hint!)
>
> Other than that, my feeling is "Been there, done it." What's the
> point of future shows? What can be done to try to attract more people
> to show up, not to mention to attract back again those who've already
> seen it? What new themes can be devised for the future? What new dis-
> plays can be rounded up? What new speakers or topics for seminars can
> be found? The organizers need to think about these questions and try to
> come up with answers.

7097. Re: report on Midwest Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-24 23:16:44 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.07.24.23.16.43.667825@charter.net>
Source record: 6354

On Mon, 24 Jul 2006 23:04:03 +0000, Snogpitch wrote:

> Will I go next year? If they tempt me, I might.

Guys, I'm not slammin' on anyone, and I guess its just my humble opinion, but I'd love to have gone last year, the year before that, the year before that, etc, etc,...

I work in a hospital and its hard to get off work. If there was one close I'd find some way to attend it, and I've been seriously thinking about trying to drive to one, say Ohio or so...

Just me, but the chance to talk and be with other Atari users...well, thats a golden opportunity if you ask me.

I remember one year actually getting off work, setting up the details (hotel, trip etc), for attending one of the ToadFests way back when. A co-worker was in a car wreck and I had to cancel my plans. Of course, they closed not too long after that. You'll never know how much I grieve not being able to attend at least one of those shows. Jennifer and Dave Troy were (are) the best.

Just a thought... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7098. Re: report on Midwest Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-24 23:26:50 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-28A41E.19265024072006@news.isp.giganews.com>
Source record: 6355

In article <Pine.GSO.4.61.0607231923040.11571@furyy1>,
Sid Pacman <8-bitter@atari.old.folks.home> wrote:

> Here's a report on the second annual Midwest Computer Festival that
> took place last weekend at Purdue University.
>

Ack.. is there a mailing list or something? Id have gone if i had known.
Im only a couple hours away from lafayette myself.

7099. Tuesday Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-26 00:52:48 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <A1zxg.75591$Lm5.46225@newssvr12.news.prodigy.com>
Source record: 6356

Tuesday 9PM Eastern (2AM GMT I think). Usually lasts until
10PM or so.
telnet://www.atarinews.org

usr: bbs
pass: bbs
(T)alk
(C)hat
TONITE<->@#*

7100. Re: report on Midwest Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-27 00:45:52 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0607262033160.12567@furyy1>
Source record: 6357

On Mon, 24 Jul 2006 at 19:26 -0400, ziggy scribbled:
->Ack.. is there a mailing list or something? Id have gone if i had
->known.

In addition to Jay West's 'list' which I mentioned in the news
report, there's an e-mail mailing list maintained by Sellam Ismail,
the founder of the VCF. Contact him at: sellam@vintage.org.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

7101. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-27 09:09:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607270207320.24034-100000@onyx.spiritone.com>
Source record: 6359
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7102. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-27 09:12:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607270209500.24034-100000@onyx.spiritone.com>
Source record: 6358
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It helps me figure out your Atari needs and Interests. Feel free to fill out the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7103. CHRISTMAS in JULY!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-27 09:15:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0607270212310.24034-100000@onyx.spiritone.com>
Source record: 6360
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

FREE GAMES! BUY 8 BIT OR ST, GET FREE GAME! OR 2 FREE JAG GAMES! READ ON!

25% off Games/Software-Hardware & Books for Classic Atari 8 Bit & Atari ST Computer lines plus Jaguar Consoles & Games!Catalogs are ASCII files!Order by Downloading Catalogs off my website, load them into your text editor, choose your order items, delete the rest, save your order as ASCII text & E-Mail the rest with your Mailing address so I can figure Shipping! Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st Come, 1st Serve! All July Long!

Spend $100.00 on 8 Bit or ST, Get ANY FREE GAME! Spend $120.00 on Jaguar, Get 2 FREE Jag Games! Such as: Bruce Lee, Bubsy, DooM, Pitfall & Wolf 3D!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7104. Family-Net BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-28 08:36:01 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004cb7e@familynet-international.org>
Source record: 6361

FamilyNet International Newsgate

Ok at the last Atari Chat I mentioned that I didn't think that the Family BBS was still up (a place where you can telnet out of and has all the Atari newsgroups as well E-mail... great for the real Atari Computer users surfing the net out there.)

Well, happy to let you know the Family BBS is still out there, and what I am writing from. The new IP is 70.104.17.96

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7105. Tuesday Atari Chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-28 08:36:01 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0004cb7d@familynet-international.org>
Source record: 6362

FamilyNet International Newsgate

Thanks for posting this Russg!!

Doc Clu

> From: "Russg" <russgilb@MUNGEsbcyahoo.net>

> Tuesday 9PM Eastern (2AM GMT I think). Usually lasts until
> 10PM or so.
> telnet://www.atarinews.org

> usr: bbs
> pass: bbs
> (T)alk
> (C)hat
> TONITE<->@#*

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7106. Re: Family-Net BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-28 16:59:46 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0607281255440.7262@furyy1>
Source record: 6363

On Fri, 28 Jul 2006 at 08:36 -0000, Greg Goodwin scribbled
-> Well, happy to let you know the Family BBS is still out there,
->and what I am writing from. The new IP is 70.104.17.96
-> Doc Clu

Tried it & didn't get anything. For a test I telnetted to the
Dark Force BBS & got connected right away.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

7107. FA : Black Box, M.U.L.E., AR: The City, The Dungeon, Ultima 3, 4 ...

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-29 13:53:33 UTC
From: rinaldus_drybone@lycos.de
Message-ID: <1154181213.402800.36880@p79g2000cwp.googlegroups.com>
Source record: 6364

I'm selling my collection , take a look at this :

http://search.ebay.com/_W0QQsassZpanamajoe2005QQhtZ-1QQfrppZ50QQfsopZ1QQfsooZ1QQrdZ0?

I can offer

- a Black Box + instructions, power supply
- 810 Floppy
- Stereo Blaster
- CX-85 Pad
- a sound sampler
- ...

Games

- M.U.L.E.
- Alternate Reality the City and the Dungeon
- Ultima 3 and 4
- Zork I, Ballyhoo, Moonmist and Seastalker by Infocom
- Plastron on Disk
- Dropzone on Disk
- Boulder Dash Construction Set on Disk
- a few rare EPYX games on cassettes, like Curse of Ra, Hellfire
Warrior, Jumpman
- a few SSI strategy games like Gettyburg

plus many more ATARI XL games and ATARI ST games

7108. Re: IRC #atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-29 16:33:47 UTC
From: Ken Ames <spambegonekenames99@yahoo.com>
Message-ID: <L5Myg.190113$mF2.161295@bgtnsc04-news.ops.worldnet.att.net>
Source record: 6365
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

ProteanThread wrote:
> sorry, didn't realize the moderated bit was set. :-)
>
>
>
> *ProteanThread* wrote:
>
>>just for kicks i created an #atari room here:
>>
>>irc.rageirc.com (port 6667 i think)
>>
>>it's up now.
>
>
well whatever you did made it so I cannot connect to rageirc.com server.
can you fix it? thanks

Ken

7109. Old Atari Type In - Compute: Mindbusters

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-30 20:49:25 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1154292565.182354.316100@m79g2000cwm.googlegroups.com>
Source record: 6366

I am looking for a copy of the game that was printed in the April 1985 copy of Compute called Mindbusters for the Atari. I remember typing in this simple game and enjoying it alot when I was younger. I posted about this a few months ago and finally found the title (and the cover of the compute article it was from at: http://tinyurl.com/ouy8e)

Bill H www.ts1000.us

7110. Fujiama 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-31 00:52:27 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-EA8AD1.02522731072006@azure.qinip.net>
Source record: 6367

Howdy folks

To my surprise, nobody has posted a link here to pictures of the Fujiama 2006 in Lengenfeld, Vogtland, Germany that was held from the 21st untill the 23th of July this year.

Have a look at these pictures:

http://krupkaj.wz.cz/galerie.php?show=Fujiama

CU Mathy

7111. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-07-31 04:52:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1154321540@rtfm.mit.edu>
Source record: 6368
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7112. Re: IRC #atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-01 03:05:30 UTC
From: *ProteanThread* <rtdos@rtdos.com>
Message-ID: <1154400416.923108.156140@p79g2000cwp.googlegroups.com>
Source record: 6369
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

changed servers to:

irc.openirc.net same ports same channel #atari

Ken Ames wrote:
> *ProteanThread* wrote:
> > sorry, didn't realize the moderated bit was set. :-)
> >
> >
> >
> > *ProteanThread* wrote:
> >
> >>just for kicks i created an #atari room here:
> >>
> >>irc.rageirc.com (port 6667 i think)
> >>
> >>it's up now.
> >
> >
> well whatever you did made it so I cannot connect to rageirc.com server.
> can you fix it? thanks
>
> Ken

7113. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 13:46:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030642130.11525-100000@onyx.spiritone.com>
Source record: 6370
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
```

7114. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 13:49:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030647080.11525-100000@onyx.spiritone.com>
Source record: 6372
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7115. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 13:51:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030649280.11525-100000@onyx.spiritone.com>
Source record: 6371
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm converting my Atari catalogs to 80 columns across! I'm still doing this and may not complete my work! I may not convert certain catalogs, such as hardware catalogs. Still, checkout my NEW UPDATED catalogs!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7116. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 13:54:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608030651480.11525-100000@onyx.spiritone.com>
Source record: 6373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7117. July/August Winners/Prizes!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 14:27:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.03.14.27.30.712058@charter.net>
Source record: 6374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings, fellow Atarians! :)

Here are the winners for July 2006:

Final Frontier II - Almostrice wins the $75.00 prize!

ST Magazine - Pantera wins the 3 mag. sub. to ST Magazine!

Next months prize includes a free 3 mag. subscription to
ST Magazine, for some lucky Atari caller!

Congratulations to our winners, and good luck to all who
call for next months prizes. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives!"
The DarkForce BBS Sysop-DarkLord Telnet bbs.darkforce.org

7118. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 16:02:30 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <B3pAg.53990$Uy1.11706@read1.cgocable.net>
Source record: 6375

Tarkin wrote:

> Don't feed the troll.

Do you really think this person is a troll? Why do you think that? Is it because he/she posted a message asking about Atari vendors in a newsgroup that is flooded with spam from a particular Atari vendor? Or possibly because the message was posted in a newsgroup that regularly offers a rather comprehensive listing of Atari vendors?

Although, I suppose the dude could be legit. It's highly possible that this person is using a filter that prevents him/her from ever receiving the Bravo Sierra spam posts. And maybe the vendor list posted by Micheal Current is too long and difficult for Puritan to read.

Oh, maybe the item this person wants is not available at any of the vendors listed in Micheal's directory. Maybe this person is looking for other more obscure vendors that might have that rare and difficult to find Atari product?

Maybe it's an Atari vendor just checking to see if the Atari community is aware of his/her service? Or maybe he/she is just a troll.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

7119. write enable switch

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 19:28:55 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <X7sAg.26$WK6.19@newsfe5-win.ntli.net>
Source record: 6376

I am looking for plans to make a switch with a flashing led to enable or protect writing on the 1050 drive, can anyone help or point me towards them. I have misplaced my paper copies.

thanks

7120. Re: write enable switch

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 21:20:59 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <2NtAg.10495$RD.6886@fed1read08>
Source record: 6377

"richard daley" <richard.daley3@ntlworld.com> wrote in message
news:X7sAg.26$WK6.19@newsfe5-win.ntli.net...
>I am looking for plans to make a switch with a flashing led to enable or
>protect writing on the 1050 drive, can anyone help or point me towards
>them. I have misplaced my paper copies.
>
> thanks
>Hi,
This one worked for me, tho not sure of the blinky led.....
http://www.atariland.com/members/oldatarian/sparky.htm
I like paper copies.
np :)

7121. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-03 23:03:58 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1154646238.199857.307360@s13g2000cwa.googlegroups.com>
Source record: 6378

AlbaClause wrote:
> Tarkin wrote:
>
> > Don't feed the troll.
>
> Do you really think this person is a troll? Why do you think that?

The fact that he posted this question, changing 'atari', to
several different groups. And has not, to my knowledge,
acknowledged any of the replies.

Cheerios,
Tarkin

7122. Gold Mine?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-04 02:11:41 UTC
From: nobair <dwight.noble@hotmail.com>
Message-ID: <1154657501.122335.225420@m79g2000cwm.googlegroups.com>
Source record: 6379

Hi! I just moved into a new house and while cleaning found lots of old ('82-'83) video game stuff in very good condition. Mostly Atari games (10 w/ instruction manuals), one Coleco Donky Kong, a pair of Coleco controllers, two Radio Shack TRS-80 Color Computer 2, one Radio Shack TRS-80 Canyon Climber game, a flip top Atari game case and some misc catalogs, promo posters and a DC Comics Centipede mini-comic book. I am not familiar with the market popularity, but am sure I can get at least some peanuts for this stuff. ? I see Atari games on ebay for $.25 - $5, haven't checked on anything else yet. Can anyone help me determine worth? Is there a better marketplace for this than eBay? Any tips? I'd like to get it to the people that would enjoy/value it most.

Thanks,
Dwight

7123. Re: NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-04 03:05:47 UTC
From: Ghost <juno@flysarecool.com>
Message-ID: <cQyAg.11689$RD.8562@fed1read08>
Source record: 6380
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Holy exclamation point batman!

7124. Re: Gold Mine?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-04 05:04:26 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <uzAAg.3277$xp2.1796@newsread1.news.pas.earthlink.net>
Source record: 6381

nobair wrote:
> Hi! I just moved into a new house and while cleaning found lots of old
> ('82-'83) video game stuff in very good condition. Mostly Atari games
> (10 w/ instruction manuals), one Coleco Donky Kong, a pair of Coleco
> controllers, two Radio Shack TRS-80 Color Computer 2, one Radio Shack
> TRS-80 Canyon Climber game, a flip top Atari game case and some misc
> catalogs, promo posters and a DC Comics Centipede mini-comic book. I am
> not familiar with the market popularity, but am sure I can get at least
> some peanuts for this stuff. ? I see Atari games on ebay for $.25 - $5,
> haven't checked on anything else yet. Can anyone help me determine
> worth? Is there a better marketplace for this than eBay? Any tips? I'd
> like to get it to the people that would enjoy/value it most.

To get a fair value for your carts you would need to register with eBay
and then use the 'search completed items' option.

Most of the games, unless they are rare, probably won't sell for much.
Couple of disk based ones like a mint Ultima III sell for ~$100 if
everything is there.

If you can boot the computer and check for modifcations it might add
value to the system price. Things like modified operating system or
memory expansion are a definate plus.

There are some things that are valuble either because they make the
system work well, like a MIO or Black Box. Other things, like an
original Atari 800 with a Covus drive hooked up through the joystick
ports would probably be like hitting the lottery.

7125. Re: Old Atari Type In - Compute: Mindbusters

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-04 16:13:08 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <omKAg.3398$xp2.2805@newsread1.news.pas.earthlink.net>
Source record: 6382

Hey, Bill;
I recognize that cover...; and I might have that issue. I am certain,
unfortunately, that I never typed in that program. If I have the magazine
and nobody sends you the file maybe I can scan the pages for you...

Got to go check into some old boxes.
-Jess

"Bill H" <bill@ts1000.us> wrote in message
news:1154292565.182354.316100@m79g2000cwm.googlegroups.com...
> I am looking for a copy of the game that was printed in the April 1985
> copy of Compute called Mindbusters for the Atari. I remember typing in
> this simple game and enjoying it alot when I was younger. I posted
> about this a few months ago and finally found the title (and the cover
> of the compute article it was from at: http://tinyurl.com/ouy8e)
>
> Bill H www.ts1000.us
>

7126. Re: write enable switch

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-04 16:18:29 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <prKAg.3400$xp2.1478@newsread1.news.pas.earthlink.net>
Source record: 6383

The blinking depends on the LED used; I used Sparky's
method with a flashing LED and it works fine.

-Jess

"Roy Dean" <r-dean@ cox.net> wrote in message
news:2NtAg.10495$RD.6886@fed1read08...
>
> "richard daley" <richard.daley3@ntlworld.com> wrote in message
> news:X7sAg.26$WK6.19@newsfe5-win.ntli.net...
> >I am looking for plans to make a switch with a flashing led to enable or
> >protect writing on the 1050 drive, can anyone help or point me towards
> >them. I have misplaced my paper copies.
> >
> > thanks
> >Hi,
> This one worked for me, tho not sure of the blinky led.....
> http://www.atariland.com/members/oldatarian/sparky.htm
> I like paper copies.
> np :)
>
>

7127. Re: Old Atari Type In - Compute: Mindbusters

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-04 17:37:03 UTC
From: stephensheppard@hotmail.com
Message-ID: <1154713023.082162.254090@s13g2000cwa.googlegroups.com>
Source record: 6384

RetroJess wrote:
> Hey, Bill;
> I recognize that cover...; and I might have that issue. I am certain,
> unfortunately, that I never typed in that program. If I have the magazine
> and nobody sends you the file maybe I can scan the pages for you...
>
> Got to go check into some old boxes.
> -Jess
>
I sent Bill the ATR. I found it in the Holmes collection.

I guess I should have posted earlier so that no one duplicates the
effort.

Sorry!

> "Bill H" <bill@ts1000.us> wrote in message
> news:1154292565.182354.316100@m79g2000cwm.googlegroups.com...
> > I am looking for a copy of the game that was printed in the April 1985
> > copy of Compute called Mindbusters for the Atari. I remember typing in
> > this simple game and enjoying it alot when I was younger. I posted
> > about this a few months ago and finally found the title (and the cover
> > of the compute article it was from at: http://tinyurl.com/ouy8e)
> >
> > Bill H www.ts1000.us
> >

7128. Instruction Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-05 03:57:37 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1154750257.401805.224410@s13g2000cwa.googlegroups.com>
Source record: 6385

Anyone have a working url with some instruction manuals to our beloved 8bit games? I have my original Ultima II disk, and many more sitting in front of me, but the instruction manuals are buried in a closet. A really large closet...

I know there used to be a couple of sites. I would be willing to set something up if someone has a stack of docs sitting around and nowhere to put them.
Isaac

7129. Re: Instruction Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-05 05:56:57 UTC
From: Helge Sjoestroem <helgesjoestroem@ki.tng.de>
Message-ID: <eb1bjrjln1@ulric.tng.de>
Source record: 6386

mr_i_davis@hotmail.com schrieb:
> Anyone have a working url with some instruction manuals to our beloved
> 8bit games? I have my original Ultima II disk, and many more sitting in
> front of me, but the instruction manuals are buried in a closet. A
> really large closet...
>
> I know there used to be a couple of sites. I would be willing to set
> something up if someone has a stack of docs sitting around and nowhere
> to put them.
> Isaac
>

http://www.atari-spielanleitungen.de/
-it`s in german -

Helge

7130. pictures needed

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-06 00:47:10 UTC
From: chris <chris.baranowski@gmail.com>
Message-ID: <1154825230.869628.293580@p79g2000cwp.googlegroups.com>
Source record: 6387

I am a proud owned of an abused 800. I am looking for picts of an OEM 800 motherboard. Mine has been hacked, powers on but gets no display. I want to compare the picts to figure out where everything is suppost to be.

7131. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-06 04:56:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1154840185@rtfm.mit.edu>
Source record: 6388
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2006.07.07 BAKTRA, TURGEN SYSTEM 2, mmSAP
2006.06.28 Mark Grebe, Atari800MacX 3.3
2006.06.28 Eric Parent, Memo Pad Release 2
2006.06.23 Draco, SysInfo 2.11
2006.06.23 MadTeam, MADS 1.7.3
2006.06.19 added: Ludovic Jacomme (Zx-81), PSPATARI 1.0.2
2006.06.19 Atari800 Development Team, Atari800 2.0.2
2006.06.09 added: Outland Quest Software
2006.06.07 Thomas Richter, atari++ 1.46
2006.06.07 Eric Bacher, Dis6502 2.2
2006.06.07 Draco, many updates
2006.05.29 removed: Jindrich Kubec (Jindroush)

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web address.

No email addresses are listed due to spam consequences.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
USA
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436

USA
tel: (805) 736-4624
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA

http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari
Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari
Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break
Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart
(1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB
Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way

El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

BAKTRA (Michael Kalous) 7/06
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 2 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.0sl1.54 (SAP player for
GNU/Linux)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,

MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
USA
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 5/06
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714

http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 49 published May 2006)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189

http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine (1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info

Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual, Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep, LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version), Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster

DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 6/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.3 (version of Atari800 emulator for Mac OS X), Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany

http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin St Apt 2508
Overland Park KS 66210-3651
USA
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Lee Hanken 5/06
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 1.0 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -

Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik,
Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Ludovic Jacomme (Zx-81) 6/06
France
http://zx81.zx81.free.fr/
Developer: PSPATARI 1.0.2 (port of Atari800 emulator for PSP - PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 4/06
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995

http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 7/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL Paint Max 2.3, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.8 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.3 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia

http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland

http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 4/04
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" - Atari A8 Computer Audio & Video Breakout Box featuring phono connectors for composite video, chroma, luminance, and mono audio, plus s-video providing chroma and luminance

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari (Matthew Bacon, Shiuming Lai) 5/06
UK
http://www.myatari.net/
Publisher: MyAtari magazine (free online magazine)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: O

Odsiecz Sobieskiego 11/05
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xunzip2.zip
Developer: XunZip 2.0 (29 August 2005)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/

Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and
analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 6/06
http://joyfulcoder.com/
Developer: Memo Pad Release 2 (June 15, 2006, ATASCII file viewer and
converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/

paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn

Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 6/06
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.46, CVS Snapshot 1.46, atari++ 1.46 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/

Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire, Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons, zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping, TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II. XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint, MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster / C.P.U.) 2/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) 1.23 - cross-plaftorm XL/XE music maker for PC, RMT1PLAY 1.04 (Atari XE/XL player of RMT module files), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.). games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch), The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'
Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj
'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz,
Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/06
Poland
http://www.atari8.info/

Developer: TRS-Desktop 0.9c alpha, NeoTracker v1.6

trub 6/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way

Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

7132. Re: Advan BASIC Competition

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 01:16:53 UTC
From: JitTerS <billmcbrineNOSPAMMM@yahoo.com>
Message-ID: <Xns9817BA0EE7F49b@198.80.55.250>
Source record: 6389

Has anyone entered this contest? I see no updates on the webpage a
month after it opened. I would hope there would be some people
interested in it, but I know there are Very few ppl here that
are still interested in programming on the atari...

I used to program a lot using TBas and others; late 80s early 90s..
I conceptually like the idea of a programming contest and hope
there are some who are interested... tho some actual prizes would
be nice even if they are fairly simple in stature. Maybe first prize
would go to a fairly simple stature program?

.peace.
William

"FujiMan" <Rory.A.McMahon@gmail.com> wrote in
news:1152321606.906030.261410@s13g2000cwa.googlegroups.com:

> Hi all,
>
> Web site has been updated for competition officially starts today.
>
> http://advan.oldos.net
>
> If you have any questions, please ask...
>
> I am looking for judges and prize donations/ideas...
>
> Thanks
> FujiMan
>

7133. Best way to connect 800XL to this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 12:58:15 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1154955495.284253.306850@h48g2000cwc.googlegroups.com>
Source record: 6390

Hi,

I have a Dell UltraSharp 2407WFP 24-inch Wide-Screen Flat Panel
Monitor. Here is a link to the tech specs.
http://accessories.us.dell.com/sna/productdetail.aspx?c=us&l=en&s=bsdr&cs=04S2&sku=2407W4Y
.
It has single composite video port and three component video ports.

Is it possible to connect an Atari 800XL to the monitor?

Thanks,
John

7134. Re: Best way to connect 800XL to this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 14:19:59 UTC
From: vas.jozsef@karatnet.hu
Message-ID: <1154960399.361965.113100@h48g2000cwc.googlegroups.com>
Source record: 6391

I think by using the composite video in is the easiest.

JohnH. wrote:
> Hi,
>
> I have a Dell UltraSharp 2407WFP 24-inch Wide-Screen Flat Panel
> Monitor. Here is a link to the tech specs.
> http://accessories.us.dell.com/sna/productdetail.aspx?c=us&l=en&s=bsdr&cs=04S2&sku=2407W
4Y.
> It has single composite video port and three component video ports.
>
> Is it possible to connect an Atari 800XL to the monitor?
>
> Thanks,
> John

7135. Re: Best way to connect 800XL to this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 15:26:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1154964392.872507.40660@n13g2000cwa.googlegroups.com>
Source record: 6392

JohnH. wrote:
> Hi,
>
> I have a Dell UltraSharp 2407WFP 24-inch Wide-Screen Flat Panel
> Monitor. Here is a link to the tech specs.
> http://accessories.us.dell.com/sna/productdetail.aspx?c=us&l=en&s=bsdr&cs=04S2&sku=2407W
4Y.
> It has single composite video port and three component video ports.
>
> Is it possible to connect an Atari 800XL to the monitor?
>
> Thanks,
> John

The easiest solution for you is to use an Atari to composite video cable. I'm sure there are more vendors but below shows the type of cable I mean (see lower left of image).

http://www.best-electronics-ca.com/power%20guide.htm

Your monitor provides you with another option. That is an S-Video connection. This would provide a better picture than composite video. For the Atari 800, 1200XL, 130XE, and some others this is also and easy connection. One such way to get it is to use A8 A/V BOB, a video breakout device. It has typical audio, composite video, and S-Video connectors. One also needs patch cables, not included.

http://www.a8maestro.com/sites/mtgcat/proda8/advert-e1.htm

Unfortunately, there is a problem. You own an 800XL. Reportedly, 800XLs do not have one the signals at the monitor port necessary to an produce S-Video output. (Well, a few 800XLs might but most don't, AFAIK. Mine didn't).

This problem can be easily fixed but it requires a little soldering.

Below is a link to an article which describes how to improve the video quality of an 800XL (which is well worth doing in my opinion). Step 7 describes how to restore the chrominance signal (the missing signal). If you don't care about improving video quality then step 7 is all you need.

http://sog.com/atarimods/supervid2.html

Some people don't even bother with the resistor. (Personally, I'm curious why a 100 ohm resistor is used vs a 75 ohm resistor but that's an issue for another time).

Looking at the bottom of the 800XL motherboard you will know if the chrominance signal is not connected because one pin of the monitor connector does not have a trace leading to any circuitry.

Here is my advice.

- purchase A8 A/V BOB! This will give you Composite Video and Audio connections at the very least.

- Test the S-Video connection. If it works then great! You are done.

- If you get a black screen, a black & white only image, or a scrambled picture then most likely the chrominance pin on your 800XL is not connected.

- Fix the chrominance signal or just use Composite Video.

Good luck.

- Steve Sheppard

Homepage links for products mentioned above.

http://www.best-electronics-ca.com
http://www.a8maestro.com

7136. Re: Best way to connect 800XL to this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 15:43:11 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1154965391.504340.267810@h48g2000cwc.googlegroups.com>
Source record: 6393

Wow, Stephen. Thanks for all of the information. Your response is
REALLY helpful!!!

7137. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 16:11:39 UTC
From: puritan_2076@yahoo.com
Message-ID: <1154967099.444670.109690@75g2000cwc.googlegroups.com>
Source record: 6394

> The fact that he posted this question, changing 'atari', to
> several different groups.

I use a Tandy Color Computer 3 and a Commodore 128 (including CP/M) and I like Atari and want a 130XE. Why shouldn't I post the same question about all I'm interested in now that I have something (not much, but something) other than lint in my pocket?

> And has not, to my knowledge, acknowledged any of the replies.

I don't yet have the hardware to get Contiki into my C=128 or 130XE,or to connect them to the internet, or even a 130XE to connect. I have a job and don't get over here to use these public computers every day or have much time while i'm here.

And I'm no more of a troll than you are.

7138. Re: Advan BASIC Competition

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 16:41:40 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <83KBg.5164$xp2.2417@newsread1.news.pas.earthlink.net>
Source record: 6395

JitTerS wrote:
> Has anyone entered this contest? I see no updates on the webpage a
> month after it opened. I would hope there would be some people
> interested in it, but I know there are Very few ppl here that
> are still interested in programming on the atari...

A generalization: Atari programmers, while intelligent and competent, are not a very flexible lot. All getting a bit older too so learning a new language, even if it is only an added 'compile' step is not their style. The label Prima Donna comes to mind.

Bill Wilkinson once said one of the problems with his business was fewer then 5% of the people with Ataris programmed so his market for tools like MAC/65 was really limited. When I reminded him of his estimate once he revised it down. I think it was something along the lines of only 5% of the 5% program in anything other then Atari BASIC. Apply that to the newsgroup and you can see why there is the lack of interest in Advan. Nothing against Advan, just the way things are and have always been.
>
> I used to program a lot using TBas and others; late 80s early 90s..
> I conceptually like the idea of a programming contest and hope
> there are some who are interested... tho some actual prizes would
> be nice even if they are fairly simple in stature. Maybe first prize
> would go to a fairly simple stature program?

I'm kind of a Prima Donna myself. IMNSHO: All the "must have" type programs have already been done. Hard to come up with a better terminal program then BobTerm. We have several editors, spreadsheets, data base programs to chose from. There is no shortage of good games or demos.

I'm also pretty good in Action! and assembly. It would be hard to convince me to write in a slower language that needs to be there in some form on someone else's computer for them to run it. This was ~the same problem Turbo BASIC had. For that matter just about every language on the 8 bit had the same problem with a fairly large run time needed to execute even a 'hello world' type program. The ability to write stand alone programs and easy interface to assembly language was what tipped me in favor of Action!

7139. Copyright

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 20:34:35 UTC
From: Helge Sjoestroem <helgesjoestroem@ki.tng.de>
Message-ID: <eb87p5$j7k$1@ulric.tng.de>
Source record: 6396

Hello,

I have a question about Copyright.

Do you know, if the companies from the older Atari 800 Day have any
copyrights of their old games, e.g.
Lucasart for Rescue on Fractalus
Activision for Pitfall 2
and so on and on....

Are there any copyright for the music in these games ?

Is it prohibited, if these Files are offered to be downloaded in a
web-Site ?

Atarian Greeting

Helge

7140. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 21:41:55 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1154986915.539919.277060@i42g2000cwa.googlegroups.com>
Source record: 6397

> And I'm no more of a troll than you are.

I am the MEGA MEGA troll.
I am thread killer, mighty in deed.
I am to threads what Raid is to roaches.

Very few indeed, are the threads which survive
my sprinklings [1].

But, now thay you have replied, I vanish to
underneath my bridge from whence I came.

(You have to admit, posting to 4 or 5 groups,
with a yahoo addy, and not replying for a
month, is durn suspicious. Still, apologies
if you lost any sleep over being called a
troll by a troll 8^))

[1] Unless I am posting on-topic or otherwise trying
to be helpful.

Cheerios,
Tarkin

7141. Re: Copyright

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 22:00:46 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1154988043.78011.0@demeter.uk.clara.net>
Source record: 6298

In theory, copyright does still exist in all this software. The question is whether the copyright holders would be interested in pursuing a claim for breach of copyright. In reality, copyright (at least in the UK) has always been a surprisingly informal affair. It really comes down to money. If a few people decided to copy a 25 year old game, how much revenue would the copyright holder loose? Basically none, because the asset would have been written off years ago. However, the company involved may still have an interest in the game concept, in so far as it may be looking to release it again for a new format. In this case, they may be stricter about the 'old' versions. You will find that in many cases, the publishers didn't actually own the copyrights at all and merely sold the game under license. In other cases, the publisher only had a publishing license for a fixed period, after which the rights would revert to the original author. Finding out who exactly owns the copyright now could prove tricky. If a publisher has ceased trading, the copyright may in some cases revert back to the author, or in other cases it would be seen as an asset and would be used as so if the company were involved in liquidation/administration. It would then be sold to help cover any company debts. Again, finding out who owns it now would be tricky.

One thing is for sure: Assuming that the original publisher has no interest in the games, and that they would allow them to be copied isn't a good idea. You would need written permission and most likely a lawyer would need to draw up transfer of ownership papers. I believe some games have been offered for sale for as little as $100, but then their lawyers would want paying to do the transfer of ownership which would make it stupidly expensive. Posting games on a website would be illegal, but whether the copyright holder would want to pursue it is another matter.

Dean Garraghty

"Helge Sjoestroem" <helgesjoestroem@ki.tng.de> wrote in message
news:eb87p5$j7k$1@ulric.tng.de...
> Hello,
>
> I have a question about Copyright.
>
> Do you know, if the companies from the older Atari 800 Day have any
> copyrights of their old games, e.g.
> Lucasart for Rescue on Fractalus
> Activision for Pitfall 2
> and so on and on....
>
> Are there any copyright for the music in these games ?
>

> Is it prohibited, if these Files are offered to be downloaded in a
> web-Site ?
>
>
> Atarian Greeting
>
> Helge

7142. Re: Best way to connect 800XL to this monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-07 23:36:46 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <ssadnfAtguUSU0rZnZ2dnUVZ_rydnZ2d@comcast.com>
Source record: 6299

well, i think all the information you got says it all.....

I have an 800xl and I pipe the video out to my 21" monitor.
I bought something called a "cheesebox" which converts video from/to
multiple formats.

Anyway, looks good - I'm satisfied. Are you just going to output the audio
to speakers?

-z-

"JohnH." <john@jrcc.net> wrote in message
news:1154955495.284253.306850@h48g2000cwc.googlegroups.com...
> Hi,
>
> I have a Dell UltraSharp 2407WFP 24-inch Wide-Screen Flat Panel
> Monitor. Here is a link to the tech specs.
> http://accessories.us.dell.com/sna/productdetail.aspx?c=us&l=en&s=bsdr&cs=04S2&sku=2407W
4Y.
> It has single composite video port and three component video ports.
>
> Is it possible to connect an Atari 800XL to the monitor?
>
> Thanks,
> John
>

7143. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 04:22:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1155010931@rtfm.mit.edu>
Source record: 6300
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7144. Re: Advan BASIC Competition

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 12:22:14 UTC
From: Matthias Reichl <usenet-200608@hias.horus.com>
Message-ID: <slrnedh0fm.66f.usenet-200608@camel.hias.horus.com>
Source record: 6301

On Mon, 07 Aug 2006 16:41:40 GMT, Rick Cortese wrote:
> I'm also pretty good in Action! and assembly. It would be hard to
> convince me to write in a slower language that needs to be there in some
> form on someone else's computer for them to run it. This was ~the same
> problem Turbo BASIC had.

I'd say this depended on where you lived :-) Here in Europe (especially
in the german-speaking parts) TurboBasic rapidly became a de-facto
standard. It was published in 1986 as a type-in listing in a special
issue of the german magazine "Happy Computer". A lot of people either
took the time to type it in or just bought the magazine disks to save
a few hours (like me :-).

So, basically, there was a very nice, new programming language that
was compatible to the standard Atari Basic (so everyone could just
switch to Turbo Basic without having to learn a new language)
but had a lot of extensions, was significantly faster and also came
with a compiler - and all that available almost for free.

OTOH Basic XL/XE, Action, ... - which are also very nice products -
were available but rather expensive. Only very few people bought
one of these carts but rather used TurboBasic instead - or just
went on and programmed in assembler.

Just checked: the special issue cost 14 German Marks whereas
MAC/65, Basic XE and Action (also reviewed in that issue) cost
some 250-300 German Marks (back in 1986, the good old times...)

so long,

Hias

7145. Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 17:03:46 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9819853BE2F98emuslor@216.196.97.136>
Source record: 6302

Is there any difference in the software between these two Atari carts?
From what I can tell, it appears that the Editor Assembler cart (no
copyright date or part number) is simply the original release of the
Assembler Editor cart. Can anyone confirm or correct this assumption?

Thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7146. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 17:44:16 UTC
From: stephensheppard@hotmail.com
Message-ID: <1155059056.397056.319740@i3g2000cwc.googlegroups.com>
Source record: 6303

Slor wrote:
> Is there any difference in the software between these two Atari carts?
> From what I can tell, it appears that the Editor Assembler cart (no
> copyright date or part number) is simply the original release of the
> Assembler Editor cart. Can anyone confirm or correct this assumption?
>
> Thanks
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.
I didn't know there was such a cart. I purchased the "Assembler
Editor" cartridge, CXL4003, in 1980. The copyright notice is listed as
1979.

There is an earlier cart?

- Steve Sheppard

7147. DarkForce BBS IP address problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 18:35:31 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.08.18.35.31.152273@charter.net>
Source record: 6304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well folks, my ISP is killing me. I've got a dynamic IP address, which has been very stable for 2 years. Maybe 3 address changes in that time. Now, for some reason (techs are clueless as to why, but generally opinion is that its *my* fault), I've had multiple IP address changes in the last 3 or 4 days.

I asked about a business account, looking for a static ip address. I'm still waiting for the rep to return my call about that.

I've created an account with dyndns. I've got a perl script (ddclient) setup on my main linux box thats supposed to retrieve my ip address everytime I boot up, and every 5 mins thereafter, and update dyndns. Assuming I've got everything setup correctly.

SO if everything is working like its supposed to, everyone should be able to telnet into:

darkforce-bbs.dyndns.org

Please let me know if there are any problems.

Thanks everyone, and sorry for any inconvenience.

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7148. Re: DarkForce BBS IP address problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 20:06:06 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1155067566.039464.216150@p79g2000cwp.googlegroups.com>
Source record: 6305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> I've created an account with dyndns. I've got a perl script (ddclient)
> setup on my main linux box thats supposed to retrieve my ip address
> everytime I boot up, and every 5 mins thereafter, and update dyndns.

I dont know the TOS of dyndns, but make sure your ip has actually
changed before updating... Someone had told me if you keep submitting
an unchanged address, it somehow violates TOS, which may or not create
connection problems for you and users.

Rory

7149. Re: DarkForce BBS IP address problems...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 20:48:18 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.08.20.48.17.991998@charter.net>
Source record: 6306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tue, 08 Aug 2006 13:06:06 -0700, FujiMan wrote:

> I dont know the TOS of dyndns, but make sure your ip has actually
> changed before updating... Someone had told me if you keep submitting
> an unchanged address, it somehow violates TOS, which may or not create
> connection problems for you and users.
>
> Rory

Yes, dyndns mentions that - its considered "abuse". The perl script I'm
using is only supposed to send an update to dyndns if there is an actual
IP address change.

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7150. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 21:46:39 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <3D7Cg.6234$0e5.5092@newsread4.news.pas.earthlink.net>
Source record: 6307

stephensheppard@hotmail.com wrote:
> Slor wrote:
>
>>Is there any difference in the software between these two Atari carts?
>>From what I can tell, it appears that the Editor Assembler cart (no
>>copyright date or part number) is simply the original release of the
>>Assembler Editor cart. Can anyone confirm or correct this assumption?
>>
>>Thanks
>>
>>--
>>James
>>http://www.e-host-direct.com
>>Reliable web hosting from $12/year.
>
> I didn't know there was such a cart. I purchased the "Assembler
> Editor" cartridge, CXL4003, in 1980. The copyright notice is listed as
> 1979.
>
> There is an earlier cart?

FWIW: When I picked up an ASM/ED cart at San Jose Computer they had revision A for ~$5 and revision B for ~$20. I'm pretty sure they were both bare bones circuit board with ROMs and no case.

I bought the rev A of course, being a notorious cheapskate. When one of the 4k ROMs started going south on me I managed to get a clean copy and burn it into a 8k ROM.

It would be hard to imagine a slower assembler then my rev A. Seems to sit there thinking for a few seconds then proceed with what looks like a 300 BAUD compile.

7151. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-08 22:47:24 UTC
From: stephensheppard@hotmail.com
Message-ID: <1155077244.532771.116210@n13g2000cwa.googlegroups.com>
Source record: 6308

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > Slor wrote:
> >
> >>Is there any difference in the software between these two Atari carts?
> >>From what I can tell, it appears that the Editor Assembler cart (no
> >>copyright date or part number) is simply the original release of the
> >>Assembler Editor cart. Can anyone confirm or correct this assumption?
> >>
> >>Thanks
> >>
> >>--
> >>James
> >>http://www.e-host-direct.com
> >>Reliable web hosting from $12/year.
> >
> > I didn't know there was such a cart. I purchased the "Assembler
> > Editor" cartridge, CXL4003, in 1980. The copyright notice is listed as
> > 1979.
> >
> > There is an earlier cart?
>
> FWIW: When I picked up an ASM/ED cart at San Jose Computer they had
> revision A for ~$5 and revision B for ~$20. I'm pretty sure they were
> both bare bones circuit board with ROMs and no case.
>
> I bought the rev A of course, being a notorious cheapskate. When one of
> the 4k ROMs started going south on me I managed to get a clean copy and
> burn it into a 8k ROM.
>
> It would be hard to imagine a slower assembler then my rev A. Seems to
> sit there thinking for a few seconds then proceed with what looks like a
> 300 BAUD compile.

ASM/ED is dog slow!

I didn't do much assembly programming but if I wrote anything larger
than say 100 lines of code I was probably using Synapse SynAssember
which was very fast.

7152. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 01:15:38 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9819D8A05B672emuslor@216.196.97.136>
Source record: 6309

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1155077244.532771.116210@n13g2000cwa.googlegroups.com:

>
> Rick Cortese wrote:
>> stephensheppard@hotmail.com wrote:
>> > Slor wrote:
>> >
>> >>Is there any difference in the software between these two Atari carts?
>> >>From what I can tell, it appears that the Editor Assembler cart (no
>> >>copyright date or part number) is simply the original release of the
>> >>Assembler Editor cart. Can anyone confirm or correct this assumption?
>> >>

Here's the cart in question:

http://www.slor.net/a8/edasm.jpg

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7153. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 12:13:16 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1155125596.387138.141200@n13g2000cwa.googlegroups.com>
Source record: 6310

Any chance of a ROM dump?

7154. Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 13:45:53 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1155131153.272024.30630@i3g2000cwc.googlegroups.com>
Source record: 6311

Hi,
Is there a good solution for using a PC keyboard with an Atari
Emulator. I've search and can't seem to find a keyboard template or
overlay. I must be missing something. Any suggestions.

Thanks,
John

7155. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 14:43:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1155134612.202668.149260@m73g2000cwd.googlegroups.com>
Source record: 6312

JohnH. wrote:
> Hi,
> Is there a good solution for using a PC keyboard with an Atari
> Emulator. I've search and can't seem to find a keyboard template or
> overlay. I must be missing something. Any suggestions.
>
> Thanks,
> John

What do you need your keyboard to do?

If you are using Atari800Win Plus you can call up any template and edit it to your liking. There should be a couple sample templates under the \atari800Win\keyboard folder.
Granted, it's a lot of work to edit a template and the Atari800Win Plus keyboard editor is not very user friendly.

Personally, I prefer to opt for NO template since after all these years I'm most familiar with a PC keyboard. One nicety I like is the Atari800Win plus option to use CTRL + arrow keys. This allows me to use the PC cursor control keys instead of trying to remember that CTRL + '=' is the down arrow, CTRL + '-' is the up arrow, etc.

- Steve Sheppard

7156. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 15:41:37 UTC
From: stephensheppard@hotmail.com
Message-ID: <1155138097.061284.55190@i3g2000cwc.googlegroups.com>
Source record: 6313

Slor wrote:
> Despite all prevention efforts, stephensheppard@hotmail.com wrote in
> news:1155077244.532771.116210@n13g2000cwa.googlegroups.com:
>
> >
> > Rick Cortese wrote:
> >> stephensheppard@hotmail.com wrote:
> >> > Slor wrote:
> >> >
> >> >>Is there any difference in the software between these two Atari carts?
> >> >>From what I can tell, it appears that the Editor Assembler cart (no
> >> >>copyright date or part number) is simply the original release of the
> >> >>Assembler Editor cart. Can anyone confirm or correct this assumption?
> >> >>
>
> Here's the cart in question:
>
> http://www.slor.net/a8/edasm.jpg
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

Interesting! I'm very suspicious of the wording "for all 8 bit Atari*
Computers"!

I can't imagine anyone, Atari or otherwise, using that phrase until
after the existence of the 520ST, at which time Atari would have both
8-bit and 16-bit computers.

I think the cart is knockoff, and a bad one at that. Open it! There is
probably an EPROM in it.

- Steve Sheppard

7157. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 17:02:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns981A84F06812emuslor@216.196.97.136>
Source record: 6314

Despite all prevention efforts, "Rybags" <rybags@tpg.com.au> wrote in
news:1155125596.387138.141200@n13g2000cwa.googlegroups.com:

> Any chance of a ROM dump?
>

I'll see what I can do. I'll also open up the cart and see how the rom
chips are labelled.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7158. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 17:59:30 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <6opCg.6491$0e5.5023@newsread4.news.pas.earthlink.net>
Source record: 6315

```
stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
<snip>
>>It would be hard to imagine a slower assembler then my rev A. Seems to
>>sit there thinking for a few seconds then proceed with what looks like a
>>300 BAUD compile.
>
>
> ASM/ED is dog slow!
>
> I didn't do much assembly programming but if I wrote anything larger
> than say 100 lines of code I was probably using Synapse SynAssember
> which was very fast.
>

The silver lining was it created some good habits in me. I used to test
code after just about every line entered. After working with the ASM/ED
cart I started writing routines that actually did stuff before I would
test them for a clean compile. Amount of code I wrote before I would
compile usually dovetailed closely with bathroom breaks or getting
something to eat. I'm still the Oscar Madison of programming but I
forced myself to write cleaner code to avoid all the errors I used to
let in.
```

7159. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 18:28:52 UTC
From: stephensheppard@hotmail.com
Message-ID: <1155148132.185396.64450@75g2000cwc.googlegroups.com>
Source record: 6316

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > Rick Cortese wrote:
> <snip>
> >>It would be hard to imagine a slower assembler then my rev A. Seems to
> >>sit there thinking for a few seconds then proceed with what looks like a
> >>300 BAUD compile.
> >
> >
> > ASM/ED is dog slow!
> >
> > I didn't do much assembly programming but if I wrote anything larger
> > than say 100 lines of code I was probably using Synapse SynAssember
> > which was very fast.
> >
>
> The silver lining was it created some good habits in me. I used to test
> code after just about every line entered. After working with the ASM/ED
> cart I started writing routines that actually did stuff before I would
> test them for a clean compile. Amount of code I wrote before I would
> compile usually dovetailed closely with bathroom breaks or getting
> something to eat. I'm still the Oscar Madison of programming but I
> forced myself to write cleaner code to avoid all the errors I used to
> let in.
LOL! The "Oscar Madison" of programming, I don't know about that?
However, you are a creative writer. Not many would have combined the
words, "compile", "dovetail", "bathroom break", and "eating" all in one
sentence.

Anyway for me it was compile (or assemble) and get a cup of coffee.

There were far fewer coffee breaks when using SynAssembler and Action!
(and Turbo Pascal on the PC). Just not enough time! Darn, those fast
compilers!

- Steve Sheppard

7160. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 18:30:14 UTC
From: puritan_2076@yahoo.com
Message-ID: <1155148214.798914.5830@h48g2000cwc.googlegroups.com>
Source record: 6317

> I am the MEGA MEGA troll.
> I am thread killer, mighty in deed.
> I am to threads what Raid is to roaches.

In other words a complete pain in the butt.

> But, now thay you have replied, I vanish to
> underneath my bridge from whence I came.

This would be a good time for a flash flood.

> (You have to admit, posting to 4 or 5 groups,
> with a yahoo addy, and not replying for a
> month, is durn suspicious.

I never thought so.

> Still, apologies
> if you lost any sleep over being called a
> troll by a troll 8^))

Sorry to dissapoint you, but people like you never bother me.

> Cheerios,

You're British, aren't you? Your country deserves better.

7161. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 18:42:25 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <l0qCg.1727$Sn3.1539@newsread3.news.pas.earthlink.net>
Source record: 6318

Rybags wrote:

> Any chance of a ROM dump?
>

REV A or just any version? I'm pretty sure there are ones up on some of the current web pirate/archive sites.

I know I eventually made mine into a binary run file which I am pretty sure my son uploaded to a pirate BBS to ingraciate himself with the owner back in the day.

My load file was set up right, should run on anything. If you pick one off the archives that doesn't work on an XL but does on an 800 it was probably made with CARTCOPY. Still usable with either an 800 or emulator in 800 mode of course, but if you want to fix it, it's just a couple of bytes different.

7162. Selling Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 21:34:02 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <fxsCg.15448$PO.1984@dukeread03>
Source record: 6319

http://cgi.ebay.com/Atari-130XE_W0QQitemZ300016171653QQihZ020QQcategoryZ82631QQrdZ1QQcmdZViewItem

anyone is interested in Atari 130XE. Good luck!

7163. Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-09 21:47:35 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <44da5797$0$5812$a15e20c9@news.newsgroupdirect.com>
Source record: 6320

Is it just me, or do the old Atari Joysticks actually seem much easier to use, especially on fast action shoot 'em games?

One would think that someone out there would have created a nice small atari style joystick for the PC now days, but all I see are those big clunky pilot style joysticks which seem to slow the rapid movement needed in fast games.

I know of the adapter to make an Atari Joystick work for a PC, but are there actually any simple and small atari-style joysticks out there for the PC?

--
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7164. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 01:20:02 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1155172801.964503.56850@m79g2000cwm.googlegroups.com>
Source record: 6321

Let me stop you here. It was a joke. Maybe
you don't think your posts were suspicious,
but they were, at least to me.

> > Cheerios,

> You're British, aren't you? Your country deserves better.

Check out my ramblings on comp.sys.sinclair
in threads:
"OT: Philosophical Ramblings" &
"OT: Penny in plural"

Most of time, when I start blathering on in a thread,
it grinds to a halt. Thus my joke about being the
'thread killer' [note: mostly only is c.s.s anyway]

Besides that, Cheerios is an American breakfast
cereal; few, if any, Brits under 70 would ever actually
say 'cheerio', never mind 'cheerios'.

So, if you're jobless, how do you propose to pay
for the hardware you're asking these nice people
about?

Guten Aben,
Tarkin

7165. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 01:36:22 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <c1wCg.66753$Uy1.44581@read1.cgocable.net>
Source record: 6322

Samsung wrote:

> Is it just me, or do the old Atari Joysticks actually seem much easier to
> use, especially on fast action shoot 'em games?
>
> One would think that someone out there would have created a nice small
> atari style joystick for the PC now days, but all I see are those big
> clunky pilot style joysticks which seem to slow the rapid movement needed
> in fast games.
>
> I know of the adapter to make an Atari Joystick work for a PC, but are
> there actually any simple and small atari-style joysticks out there for
> the PC?
>
>

I used to love those old Atari joysticks. The last one I had, had a broken plastic ring around the base of the stick. So when I really got into playing, the rubber would keep sliding off. It was quite a spectacle. The rubber would move up and down the stick if I motioned the stick with too much force in any given direction.

The fire button on those sticks were a thumb killer though. I remember getting cramps in my thumb from pushing my car to the gas pump in Great American Cross Country Road Race.

All in all, the old Atari joysticks were probably the best I've ever had. When I purchased my Mac and bought a Gravis Mousestick for it, the feel just wasn't quite right. So I know what you mean when you say that modern joysticks just don't offer the same playability. Oh well...

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

7166. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 02:30:00 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns981AE53C6A715emuslor@216.196.97.136>
Source record: 6323

Despite all prevention efforts, stephensheppard@hotmail.com wrote in
news:1155138097.061284.55190@i3g2000cwc.googlegroups.com:

>
> Interesting! I'm very suspicious of the wording "for all 8 bit Atari*
> Computers"!
>
> I can't imagine anyone, Atari or otherwise, using that phrase until
> after the existence of the 520ST, at which time Atari would have both
> 8-bit and 16-bit computers.
>
> I think the cart is knockoff, and a bad one at that. Open it! There
> is probably an EPROM in it.
>
> - Steve Sheppard
>

Here's a look inside:

http://www.slor.net/a8/edasmopen.jpg

Looks pretty typical. What's the best utility for getting an exact dump of
the cart? I've tried a couple different utilities I've found in my
archives, but the ones that work seem to add header crap and such to the
images. There must be one out there that will simply dump the 8192 bytes
exactly as the are on the cart.

--
James
http://www.e-host-direct.com
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7167. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 02:55:41 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <NexCg.9635$gY6.8392@newssvr11.news.prodigy.com>
Source record: 6324

"Slor" <semaj@MUNGErols.ten> wrote in message news:> Despite all prevention
efforts, stephensheppard@hotmail.com wrote in
> news:> >
> Here's a look inside:
>
> http://www.slor.net/a8/edasmopen.jpg
>
> Looks pretty typical. What's the best utility for getting an exact dump
of
> the cart? I've tried a couple different utilities I've found in my
> archives, but the ones that work seem to add header crap and such to the
> images. There must be one out there that will simply dump the 8192 bytes
> exactly as the are on the cart.
I would have used omnimon to dump it. But I think DOS 2.5 just use
the BINARY SAVE option, and specify A000,BFFF. It will put
a 6 byte header on it FF,FF,00,A0,FF,BF I think, which you can
just delete from BASIC like so:

```
10 CLOSE #1:CLOSE #2
20 OPEN #1,4,0,"D:DUMP.FLE
30 OPEN #2,8,0,"D:ROM.FLE"
40 TRAP 100
50 FOR N=1 TO 6:GET #1,X:NEXT N
60 GET #1,X
70 PUT #2,X
80 GOTO 60
100 TRAP 40000
110 CLOSE #1:CLOSE #2
```

That should give you just the ROM dump, 8192 bytes. Of course
the binary saved file wouldn't work because screen memory and
display list needs to be moved below A000 before loading A000-BFFF.

7168. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 03:05:02 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns981AEB2D126F8emuslor@216.196.97.136>
Source record: 6325

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in
news:NexCg.9635$gY6.8392@newssvr11.news.prodigy.com:

> I would have used omnimon to dump it.

I actually have omnimon installed in my 32-in-1 machine I believe. If you
can tell me easily how to do that, I'd love to learn something new. :)

--
James
http://www.e-host-direct.com
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7169. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 04:36:01 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns981B676229FBemuslor@216.196.97.136>
Source record: 6326

Despite all prevention efforts, "Russ Gilbert"
<russgilb@MUNGEsbcglobal.net> wrote in
news:NexCg.9635$gY6.8392@newssvr11.news.prodigy.com:

> I would have used omnimon to dump it. But I think DOS 2.5 just use
> the BINARY SAVE option, and specify A000,BFFF.

I dumped it using DOS 2.5 as suggested and then removed the first 6 bytes
in a hex editor, and here's what I found:

- Compared with my Assembler Editor cart (single chip variety), almost all
bytes of the image differ (over 7336 mismatches).
- Compared with the "Assembler Editor (1981)(Atari).rom" that is included
in the TOSEC cart set (also found in the Holmes archive), only one byte
differs: offset 1B52 contains 43 instead of A2.

I would compare with another 2-chip Assembler Editor cart, but the only one
I have is broken. I'm assuming my 1-chip Assembler Editor cart would be
the later version of Assembler Editor and the image I already had would be
the earlier one. Any idea what the single byte difference would be between
the existing image and this cart?

--
James
http://www.e-host-direct.com
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7170. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 06:24:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1155191072.168725.218970@h48g2000cwc.googlegroups.com>
Source record: 6327

Slor wrote:
> Despite all prevention efforts, "Russ Gilbert"
> <russgilb@MUNGEsbcglobal.net> wrote in
> news:NexCg.9635$gY6.8392@newssvr11.news.prodigy.com:
>
> > I would have used omnimon to dump it. But I think DOS 2.5 just use
> > the BINARY SAVE option, and specify A000,BFFF.
>
> I dumped it using DOS 2.5 as suggested and then removed the first 6 bytes
> in a hex editor, and here's what I found:
>
> - Compared with my Assembler Editor cart (single chip variety), almost all
> bytes of the image differ (over 7336 mismatches).
> - Compared with the "Assembler Editor (1981)(Atari).rom" that is included
> in the TOSEC cart set (also found in the Holmes archive), only one byte
> differs: offset 1B52 contains 43 instead of A2.
>
> I would compare with another 2-chip Assembler Editor cart, but the only one
> I have is broken. I'm assuming my 1-chip Assembler Editor cart would be
> the later version of Assembler Editor and the image I already had would be
> the earlier one. Any idea what the single byte difference would be between
> the existing image and this cart?
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

Check your mail!

- Steve Sheppard

7171. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 10:56:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100352540.10279-100000@onyx.spiritone.com>
Source record: 6329
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7172. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 10:59:40 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100356200.10279-100000@onyx.spiritone.com>
Source record: 6328
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

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7173. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 11:03:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100400100.10279-100000@onyx.spiritone.com>
Source record: 6330
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm converting my Atari catalogs to 80 columns across! I'm still doing this and may not complete my work! I may not convert certain catalogs, such as hardware catalogs. Still, checkout my NEW UPDATED catalogs!

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http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

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7174. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 11:05:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608100403190.10279-100000@onyx.spiritone.com>
Source record: 6331
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7175. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 18:00:01 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <BuKCg.5328$o27.5002@newssvr21.news.prodigy.com>
Source record: 6332

"Slor" <semaj@MUNGErols.ten> wrote in message news:> Despite all prevention
efforts, "Russ Gilbert"
> <russgilb@MUNGEsbcglobal.net> wrote in
> news:
>
> > I would have used omnimon to dump it.
>
> I actually have omnimon installed in my 32-in-1 machine I believe. If you
> can tell me easily how to do that, I'd love to learn something new. :)
>
> --
> James
Paul Irvine compiled the complete Omnimon documentation, thanks
to him from across the big water. But here's a command summary
that can get you started. I'm not sure where to get Irvine's MS word
and ASCII text documentation. I have it. But here's the synopsis.
(Ah but wait, you use the W command, just jump down there and
read it. BUT, it doesn't tell you how to get the sectors you dump
off the floppy. That requires a utility to dump sectors to a file.
I also have my own utility to do that. In short it isn't all easy and
straightforward. But wait... again. If you want a simple binary load
file of the ASMED cart from your dump, you need to pre-pend a
brief ML file to move the display list and screen memory and HIMEM
down under A000 before you load A000-BFFF.)
Finally:
Omnimon Basics
Enter Omnimon:
SELECT/RESET
OPTION/SELECT/RESET (always use this
if entering from BASIC)
JSR $C001 or X=USR(49152)
Will enter Omnimon upon any encounter
with a BRK instruction.

Once in Omnimon:
PC NV-BDIZC AC X Y SP
Program counter, status registers,
Accumulator, X reg, Y reg, Stack
pointer.

Leave Omnimon, return to program:
Hold START, hit RETURN, use D to
set PC first.

```
Command Summary:
A: Alter Memory: A addr byte byte... -
Used to change 1 or more contiguous
bytes of memory.
B: Boot Disk B - Will boot off of the
selected drive.
C: CPU Registers: C - Used to
display and alter the registers.
D: Display Memory: D (start addr) (
End addr) - Used to view memory data.
To alter memory, position cursor and
type change.
E: Execute Memory: E (option/=steps)
- Will execute one or more
instructions at a time and display
intermediate results.
F: Fill Prgm Buffer: F addr - Teach
monitor a sequence of commands for
later execution with the 'O' command.
G: Get File: G (filespec) (addr) = A
full binary load function, single or
double density. Doubles as disk
directory command.
H: Hex Arithmetic: H= (= oper) (=
oper) ... - Hex conversion allowing
addition, subtraction, multiplication
and division.
J: Jump Subroutine: J (addr) - Go
execute subroutine.
L: Link Drive: L (drv=) - Select
drive = and linked or sequential
sector modes. All disk I/O will go to
the selected drive.
M: Move Memory: M addr0 addr1 addr2
= Move a block of memory from anywhere
in memory to anywhere else.
N: Relocate Memory: N addr0 addr1
addr2 (addr3) (addr4) = Adjust 6502
code that it will execute in another
location.
O: Operate Prgm Buffer: O addr =
Execute the commands stored earlier
with the 'F' Command.
P: Printer Control: P - Screen I/O
and be echoed to a printer.
R: Read Disk: R (sect=) (buff addr)
(=sects) = Read one or more sectors
from selected disk drive into a
specified buffer area. See W for eg.
S: Search Memory: S addr byte byte
... = Search memory for and print out
```

occurrences of a sequence of bytes.
T: Toggle Format : T = Toggle between hex and character formats.
V: Verify Memory: V addr0 addr1 addr2 = Compare 2 blocks of memory and print out the differences.
W: Write disk: W (sect=) (buff addr) (=sects) - Write one or more sectors to disk from a specified buffer address. eg. W 1 A000 40 (writes 64 decimal sectors, dumping $A000 to $BFFF to sectors 1 to 64)
X: Disassembler: X (addr0) (addr1) = Translate machine code into assembly language. Can be used to create a source file.
Y: Assembler: Y addr instr - Translate assbly lang. into machine code one line at a time. Usefull for patching programs.

7176. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 18:33:54 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <m_KCg.5335$o27.4732@newssvr21.news.prodigy.com>
Source record: 6333

```
Not HIMEM, but RAMTOP, location 106 decimal needs a A0 in it,
if I recall. Here's my asm to move.
What it does is BASIC equivalent:
10 CLOSE #1
20 POKE 106,160:REM $A0
30 OPEN #1,8,0,"E:"
40 CLOSE #1

10 CIOV=$E456
20 IOCB=$350
30 RAMTOP=$6A
32 *=$600
40 LDA #$0C
50 STA IOCB+2
52 LDX #$10
60 JSR CIOV
70 LDA #$A0
80 STA RAMTOP
0110 LDA #03
0120 STA IOCB+2
0130 L1
0140 LDA EDITOR
0150 LDA L1+1
0160 STA IOCB+4
0170 LDA L1+2
0180 STA IOCB+5
0190 LDA #$08
0200 STA IOCB+$0A
0210 LDX #$10
0220 JSR CIOV
0230 LDA #$0C
0240 STA IOCB+2
0250 LDX #$10
0260 JSR CIOV
0262 LDA #$A0
0264 STA $6A
0270 RTS
0280 EDITOR
0290 .BYTE "E:",155
0310 *=$2E2
0320 .BYTE 0,6
0330 .END
```

7177. Complete Vintage to Modern Game Console Site!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 19:12:08 UTC
From: ihatzi@hotmail.com
Message-ID: <1155237128.319096.63450@p79g2000cwp.googlegroups.com>
Source record: 6334

Hey all.

Check this site out. Great compilation of vintage to modern game consoles.

http://www.thegameconsole.com/

Ion

7178. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 19:48:10 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4k1gqlFa4l1iU1@news.dfncis.de>
Source record: 6335

Samsung wrote:

> Is it just me, or do the old Atari Joysticks actually seem much easier to
> use, especially on fast action shoot 'em games?

That, plus the kids today are somehow wrong-handed. I'm used to fire
with my left thumb, controlling the motion with the stick in my right.
Now see what a modern controller looks like.

Oh well, right, shooting is of course more important than
controlling.... =:-)

> One would think that someone out there would have created a nice small atari
> style joystick for the PC now days, but all I see are those big clunky pilot
> style joysticks which seem to slow the rapid movement needed in fast games.

I'm still with my atari joysticks here. Actually, Competition Pro's, one
of the best ever made, IMHO. I've them connected to the PCI, it's a tiny
little adapter, plus some software to be patched into the Linux kernel.
Works very well.

> I know of the adapter to make an Atari Joystick work for a PC, but are there
> actually any simple and small atari-style joysticks out there for the PC?

If I remember this correctly, I've seen something like a Competition Pro
with a USB connector, probably.

So long,
Thomas

7179. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 19:50:46 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4k1gvhFa4l1iU2@news.dfncis.de>
Source record: 6336

JohnH. wrote:

> Is there a good solution for using a PC keyboard with an Atari
> Emulator. I've search and can't seem to find a keyboard template or
> overlay. I must be missing something. Any suggestions.

Well, state what you need and I'll consider this with the next release of Atari++. My current solution is to map the alphanumeric keys to the equivalent atari keys, the Fn keys to the console keys and the cursor keys to the corresponding CTRL-combinations of the Atari, so you can type just natural.

Thus, lemme know some ideas.

So long,
Thomas

7180. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-10 22:33:39 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <44dbb3e5$0$5826$a15e20c9@news.newsgroupdirect.com>
Source record: 6337

Thank you. It looks like that would be the joystick I am looking for.

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:4k1gqlFa4l1iU1@news.dfncis.de...
> Samsung wrote:
>
>> Is it just me, or do the old Atari Joysticks actually seem much easier to
>> use, especially on fast action shoot 'em games?
>
> That, plus the kids today are somehow wrong-handed. I'm used to fire with
> my left thumb, controlling the motion with the stick in my right. Now see
> what a modern controller looks like.
>
> Oh well, right, shooting is of course more important than controlling....
> =:-)
>
>> One would think that someone out there would have created a nice small
>> atari style joystick for the PC now days, but all I see are those big
>> clunky pilot style joysticks which seem to slow the rapid movement needed
>> in fast games.
>
> I'm still with my atari joysticks here. Actually, Competition Pro's, one
> of the best ever made, IMHO. I've them connected to the PCI, it's a tiny
> little adapter, plus some software to be patched into the Linux kernel.
> Works very well.
>
>> I know of the adapter to make an Atari Joystick work for a PC, but are
>> there actually any simple and small atari-style joysticks out there for
>> the PC?
>
> If I remember this correctly, I've seen something like a Competition Pro
> with a USB connector, probably.
>
> So long,
> Thomas
>

--
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7181. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-11 00:13:46 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <EVPCg.67058$Uy1.40770@read1.cgocable.net>
Source record: 6338

Tarkin wrote:

> So, if you're jobless, how do you propose to pay
> for the hardware you're asking these nice people
> about?
>
> Guten Aben,
> Tarkin

Actually, I believe he said that he was no longer penniless. More accurately, he said that he now had more than lint in his pocket -- but not much more than lint. In other words, he has a bit of spare change jingling around in his pocket, and he wants to spend it on some 8-bit kit. ;-)

Gute nacht,

Linux User

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

7182. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-11 02:22:27 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1155262947.292582.280930@b28g2000cwb.googlegroups.com>
Source record: 6339

> Actually, I believe he said that he was no longer penniless. More
> accurately, he said that he now had more than lint in his pocket -- but not
> much more than lint. In other words, he has a bit of spare change
> jingling around in his pocket, and he wants to spend it on some 8-bit
> kit. ;-)

Which is why he shall remain jobless: instead of investing in a
nice crisp Oxford shirt and slacks, and using those public
(library?) computers to search job listings, he chooses instead
to shop for 8-bit kits. Perhaps I am too critical. Perhaps not.

Still, I believe c.s.a.8 periodically posts it's vendor's list, and
also
includes said list in it's FAQ. Which still makes the posting
suspicious.
Of course, I'm no web-saint 8^p

All of youse guys are so nice. That's why I like ya'.
Hmmmm.....it might be time for me to post on topic, instead
being a reactionary pr*ck :^)

Ciao,
Tarkin

7183. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-11 05:02:12 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <08UCg.67140$Uy1.63590@read1.cgocable.net>
Source record: 6340

Tarkin wrote:

> Which is why he shall remain jobless: instead of investing in a
> nice crisp Oxford shirt and slacks, and using those public
> (library?) computers to search job listings, he chooses instead
> to shop for 8-bit kits. Perhaps I am too critical. Perhaps not.

Ah yes, and the public (library?) computers could also be used to search Google for Atari vendors, browse eBay for Atari items, or post a 'wanted' message to c.s.a.8.

> Still, I believe c.s.a.8 periodically posts it's vendor's list, and
> also
> includes said list in it's FAQ. Which still makes the posting
> suspicious.
> Of course, I'm no web-saint 8^p

'tis true. Micheal Current does indeed post the Atari Vendors list to the group with some regularity. Bravo Sierra, an actual Atari vendor, even spams the group from time to time with commercial solicitations. Bravo Sierra is even mentioned in said vendors list, and maintains a website that is easily located via Google or MSN Search.

--
--
People Against Corruption * Right Always Triumphs
Website: http://sarnia.selfip.org

7184. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-11 10:48:28 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <0gZCg.12576$E02.4626@newsb.telia.net>
Source record: 6341

"Slor" <semaj@rols.ten> skrev i meddelandet
news:Xns9819853BE2F98emuslor@216.196.97.136...
> Is there any difference in the software between these two Atari carts?
> From what I can tell, it appears that the Editor Assembler cart (no
> copyright date or part number) is simply the original release of the
> Assembler Editor cart. Can anyone confirm or correct this assumption?

The order of the words "Editor" and "Assembler" sounds as if it was French
of something. I do not speak French, but I could imagine the phrase

assembler editor

could be something like

l'editor d'assembler

in French. I suppose you see what I mean. Since the other printed text on
the cartridge label is in English according to a follow-up post in this
thread, the connection to French is probably just a speculation.

Anyway, here is a couple of links to lists with software items among which
one can find both "Assembler Editor" and "Editor Assembler".

http://www.4jays.com/atari8bit.html
http://community-2.webtv.net/AT2600COLLECTOR/RicksnonAtari2600/index.html

Anders

7185. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-11 16:35:14 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1155314114.569857.11990@b28g2000cwb.googlegroups.com>
Source record: 6342

The best way to get a RAM resident ASMED is to just leave BASIC enabled so far as the system is concerned.

I wrote a binary header which sat just under the DList. It used CASINI and used Shift to switch between ASM/BASIC.

Aside from that, you just need a throw-away routine at the start of the file which switches out BASIC for the load operation.

pre-XL would be trickier, have to retain a copy of $BC00-$BFFF somewhere.

Before I had a disk drive, I wrote a custom SIO routine which did a high baud-rate save of the 8K in a single block (after single block boot-code). Sped the load time up by about 50%.

I wasn't really after the image to use, just interested as to any differences.

7186. Re: Assembler Editor vs. Editor Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-12 01:33:19 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <zdaDg.6299$1f6.911@newssvr27.news.prodigy.net>
Source record: 6343

```
Oh. Then you might have to append an init and run address, init
found at BFFE,F and run at BFFA,B. For asmed i don't think
an init, and probably a run (2e0-2e1) at A000.
```

7187. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-12 11:53:44 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <djjDg.15674$PO.5884@dukeread03>
Source record: 6344

http://cgi.ebay.com/Atari-130XE_W0QQitemZ300016171653QQihZ020QQcategoryZ82631QQrdZ1QQcmdZViewItem

"Robert Bernardo" <rbernardo@iglou.com> wrote in message
news:Pine.GSO.4.61.0607210648020.22444@shell1...
> Jay, who runs a retro-game/computer storefront in Pittsburg, California,
> and who has a website at http://www.4jays.net Not all of what he has is
> listed on the website; if you need something, ask. He has a huge storage
> basement full of 8-bit and 16-bit computer goodies.
>
> CommVEx info at http://www.commodore.ca/forum
> and click on ComVEX,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

7188. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-12 21:00:49 UTC
From: Mystic <cabalistic.mystic@removethis.hotmail.com>
Message-ID: <5krDg.381349$IK3.164794@pd7tw1no>
Source record: 6345

The only joystick I've ever liked, to somewhat replace a beloved atari joystick, is the original Gravis gamepads. Nothing funky or elaborate. Too bad Atari never converted the simple joystick for PC gamers.

- Mystic

7189. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-12 23:23:59 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <QmtDg.103644$hp.1357@read2.cgocable.net>
Source record: 6346

Mystic wrote:

> The only joystick I've ever liked, to somewhat replace a beloved atari
> joystick, is the original Gravis gamepads. Nothing funky or elaborate.
> Too bad Atari never converted the simple joystick for PC gamers.
>
>
> - Mystic

I agree with you on the latter. On the former, liking the Gravis gamepads, I can not offer any semblance of agreement. I have never liked gamepads at all. Although, I will admit that the original NES gamepads were kind of interesting. I'm not saying that I liked them, just that they were interesting.

The controllers that Atari released with the Jaguar, were a disaster. I cannot, for the life of me, fathom how any serious game playing could be accomplished with those oversized burdensome button-laden devices. The Xbox controller is another that I find to be much too cumbersome. But that's just one man's opinion. :-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7190. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 02:54:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.13.02.54.25.211751@charter.net>
Source record: 6347

On Sat, 12 Aug 2006 19:23:59 -0400, AlbaClause wrote:

> The controllers that Atari released with the Jaguar, were a disaster. I
> cannot, for the life of me, fathom how any serious game playing could be
> accomplished with those oversized burdensome button-laden devices. The
> Xbox controller is another that I find to be much too cumbersome. But
> that's just one man's opinion. :-)

U gotta be kidding, right? The Jag controllers rule...

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7191. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 03:38:00 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Y4xDg.103773$hp.5158@read2.cgocable.net>
Source record: 6198

Ronald J. Hall wrote:

> On Sat, 12 Aug 2006 19:23:59 -0400, AlbaClause wrote:
>
>> The controllers that Atari released with the Jaguar, were a disaster. I
>> cannot, for the life of me, fathom how any serious game playing could be
>> accomplished with those oversized burdensome button-laden devices. The
>> Xbox controller is another that I find to be much too cumbersome. But
>> that's just one man's opinion. :-)
>
> U gotta be kidding, right? The Jag controllers rule...
>

Perhaps we're not talking about the same controller? I'm talking about the
one depicted here:
http://www.atariage.com/controller_page.html?ControllerID=21&SystemID=LYNX

A picture's worth a thousand words, I hear. This picture has disaster
written all over it. As a matter of disclosure, I will admit that I've
only ever held the Jaguar controller in my hand once. I didn't play with
it for very long, and I found it to be most awkward and cumbersome. But
like I said in my OP, this is just one man's opinion.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7192. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 05:43:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.13.05.43.42.409254@charter.net>
Source record: 6199

On Sat, 12 Aug 2006 23:38:00 -0400, AlbaClause wrote:

> Perhaps we're not talking about the same controller? I'm talking about the
> one depicted here:
> http://www.atariage.com/controller_page.html?ControllerID=21&SystemID=LYNX

Yep, that be it...

> A picture's worth a thousand words, I hear. This picture has disaster
> written all over it. As a matter of disclosure, I will admit that I've
> only ever held the Jaguar controller in my hand once. I didn't play with
> it for very long, and I found it to be most awkward and cumbersome. But
> like I said in my OP, this is just one man's opinion.

Well, I've got 2, for my Jaguar, even works with the STe and Falcon for
certain games. I guess its like you said, its just opinion, but I just
love mine. Always loved playing Doom with it, and many others.... :)

--
Welcome To DarkForce.Org! www.darkforce.org "The Fuji Lives...!"
The DarkForce BBS Sysop-DarkLord Telnet darkforce-bbs.dyndns.org

7193. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 14:09:58 UTC
From: Velcro_SP <NOdaclmi@cavtel.netSPAM>
Message-ID: <ifcud2tu0ti50mk212l1srnr2ug9mb2gbu@4ax.com>
Source record: 6200

I see where Samsung says he knows about the Atari joystick-to-USB adapter but it is probably worth linking to PixelsPast (who make it I think) and to lik-sang.com (who sell it). Here are the links:

http://www.lik-sang.com/info.php?category=0&products_id=7899&
http://www.pixelspast.com/products/

AtariAge used to sell it but it's not listed there anymore that I can find.

Note: I am not recommending this product because I haven't used it (it looks good though).

7194. Re: Atari Joysticks For PC

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 18:55:17 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <SwKDg.103804$hp.23404@read2.cgocable.net>
Source record: 6201

Ronald J. Hall wrote:

> Well, I've got 2, for my Jaguar, even works with the STe and Falcon for
> certain games. I guess its like you said, its just opinion, but I just
> love mine. Always loved playing Doom with it, and many others.... :)
>

And that's all that really matters. As long as you're happy with what you have, what other people think is really of little consequence. For the longest time I had to endure the condescending comments of PC users about my Macintosh preference. In high school, I was a staunch supporter of the Atari ST computers, though everyone I "evangelized" -- to steal a term from the Apple world -- maintained that the ST was crap.

To my credit, I did manage to convert two people to the ST way of doing things. One of these two people even went out and got himself an 800XL as well. I suppose, realistically, you could say that I converted three people, as I sold my own 520ST to a person that had not previously used or owned an Atari computer.

I even managed to convince one Commodore crony that the ST had better graphics than the Amiga. How I managed to do that, I'll never know... but what the hay? Only wish he had chosen to buy an ST over an Amiga. :-(

I don't do much evangelizing anymore. When I made the switch from Atari to Macintosh, I just sort of wallowed in my own knowledge that I was using superior technology, so I didn't get too much into the "convincing" mode as Macintosh user. Though I did manage to convince one person to buy a Performa 580.

Now I've pretty much abandoned the Macintosh OS in favour of GNU/Linux. I'm quite happy with Linux, even though I'm running it on an Intel-based machine -- something that I once maintained I would never own. ;-)

Ah, but the times they are a-changin'... As Bob Dylan once wrote, and Steve Jobs once quoted...

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7195. CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 21:48:56 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <44df9e45$0$6978$9b4e6d93@newsspool1.arcor-online.net>
Source record: 6202

Howdy *,

I heard that there was in an old issue of Analog or Antic a tool which
was like a MyDos dup.sys replacement. I don't like the menu-driven
approach very much, so I prefer to have a powerfull command line.

does such a programm exist?

\twh

7196. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 23:24:46 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <2xODg.7991$kO3.2961@newssvr12.news.prodigy.com>
Source record: 6203

"Thomas 'twh' Havemeister" <twh1@
> Howdy *,
>
> I heard that there was in an old issue of Analog or Antic a tool which
> was like a MyDos dup.sys replacement. I don't like the menu-driven
> approach very much, so I prefer to have a powerfull command line.
>
> does such a programm exist?
>
I never heard of a CLI for MyDOS. You don't want SpartaDOS/FTeDOS?
There are a few others BWE DOS and maybe another CLI one.

7197. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-13 23:39:36 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1155512376.245471.37250@m79g2000cwm.googlegroups.com>
Source record: 6204

Thomas 'twh' Havemeister wrote:
> Howdy *,
>
> I heard that there was in an old issue of Analog or Antic a tool which
> was like a MyDos dup.sys replacement. I don't like the menu-driven
> approach very much, so I prefer to have a powerfull command line.
>
> does such a programm exist?
>
>

why not just get a copy of Spartados?

7198. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 08:14:29 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <44e030e1$0$20037$9b4e6d93@newsspool4.arcor-online.net>
Source record: 6205

Russ Gilbert wrote:

>>I heard that there was in an old issue of Analog or Antic a tool which
>>was like a MyDos dup.sys replacement. I don't like the menu-driven
>>approach very much, so I prefer to have a powerfull command line.
>>
>>does such a programm exist?
> I never heard of a CLI for MyDOS. You don't want SpartaDOS/FTeDOS?
> There are a few others BWE DOS and maybe another CLI one.

I'm currently using SpartaDOS and I feel it is too incompatible for my
requirements (music, graphics, demos).

Somebody told me to use Tom's Navigator as a replacement, but I prefer a
80 column bash-like command line. Would be cool to have something like this.

\twh

7199. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 12:02:53 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1155556973.687446.5400@b28g2000cwb.googlegroups.com>
Source record: 6206

Hi Thomas,

Hmmm... I guess what I was thinking more along the lines of a physical solution, a PC keyboard with custom key caps, a way to use an actual Atari keyboard, or simply an overly template for a PC keyboard.

The actual Atari keyboard is the idea I like the most from an aesthetics standpoint. I've seen the MacFalkner web page that outlines how to connect a PC keyboard to a 130XE. I have not seen anything that goes the other way and lets you interface an Atari keyboard to a PC Emulator. That may seem backwards, but using an Atari emulator saves you a lot of desk real estate.

Anyway, I was just curious to see if anybody had any thoughts on this.

John

7200. Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 12:24:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608140519160.675-100000@onyx.spiritone.com>
Source record: 6207
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is there someone out there in Baltimore, Maryland?

If so, E-Mail me.

7201. Re: Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 14:04:32 UTC
From: Joe Iron <vas.jozsef@karatnet.hu>
Message-ID: <1155564272.811688.15550@b28g2000cwb.googlegroups.com>
Source record: 6208
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have friends there...

Bravo Sierra Computers wrote:
> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.

7202. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 15:26:57 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <uz0Eg.103878$hp.93981@read2.cgocable.net>
Source record: 6209

Russ Gilbert wrote:

>
> "Thomas 'twh' Havemeister" <twh1@
>> Howdy *,
>>
>> I heard that there was in an old issue of Analog or Antic a tool which
>> was like a MyDos dup.sys replacement. I don't like the menu-driven
>> approach very much, so I prefer to have a powerfull command line.
>>
>> does such a programm exist?
>>
> I never heard of a CLI for MyDOS. You don't want SpartaDOS/FTeDOS?
> There are a few others BWE DOS and maybe another CLI one.

In the last box of Atari 8-bit stuff that I bought, there was a DOS from...
Actually, I can't remember the name of it offhand, but the tan colored
manual was for the Apple II and Atari 8-bit computers. I think it was
OS/A+ or something like that. I think it was a CLI DOS, but it was old.

I'm not familiar with the dup.sys replacement that you're referring to.
Sorry.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7203. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 15:28:29 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <WA0Eg.67464$Uy1.3312@read1.cgocable.net>
Source record: 6210

Thomas 'twh' Havemeister wrote:

> Russ Gilbert wrote:
>
>>>I heard that there was in an old issue of Analog or Antic a tool which
>>>was like a MyDos dup.sys replacement. I don't like the menu-driven
>>>approach very much, so I prefer to have a powerfull command line.
>>>
>>>does such a programm exist?
>> I never heard of a CLI for MyDOS. You don't want SpartaDOS/FTeDOS?
>> There are a few others BWE DOS and maybe another CLI one.
>
> I'm currently using SpartaDOS and I feel it is too incompatible for my
> requirements (music, graphics, demos).
>
> Somebody told me to use Tom's Navigator as a replacement, but I prefer a
> 80 column bash-like command line. Would be cool to have something like
> this.
>
> \twh

An 80-column BASH like command line for MyDOS? Good luck. But let me know
if you find one. Is MyDOS even scriptable?

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7204. Re: Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 15:30:02 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <nC0Eg.103879$hp.3470@read2.cgocable.net>
Source record: 6211
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.

Have you tried MapQuest? You should be able to find Baltimore Maryland on
just about any map of the USA. :p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7205. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 15:38:55 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1155569935.049409.116130@m79g2000cwm.googlegroups.com>
Source record: 6212

AlbaClause wrote:

> In the last box of Atari 8-bit stuff that I bought, there was a DOS from...
> Actually, I can't remember the name of it offhand, but the tan colored
> manual was for the Apple II and Atari 8-bit computers. I think it was
> OS/A+ or something like that. I think it was a CLI DOS, but it was old.
>

I remember this DOS it came standard with Percom drives. It was CLI
based, and i believe (tho
I am not 100% sure) the next version was called DOS XL or something
like that... anyway I rem
it wasnt as good as Spartados, but I believe it did support double
density since Percom had one of the first DD drives for the Atari

7206. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 17:47:17 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <FG2Eg.12408$gY6.7333@newssvr11.news.prodigy.com>
Source record: 6213

"AlbaClause" <you@> wrote in message news:
> Thomas 'twh' Havemeister wrote:
>
> >>>I heard that there was in an old issue of Analog or Antic a tool which
> >>>was like a MyDos dup.sys replacement. I don't like the menu-driven
> >>>approach very much, so I prefer to have a powerfull command line.
>
> >>>does such a programm exist?
> >> I never heard of a CLI for MyDOS. You don't want SpartaDOS/FTeDOS?
> >> There are a few others BWE DOS and maybe another CLI one.
> >
> > I'm currently using SpartaDOS and I feel it is too incompatible for my
> > requirements (music, graphics, demos).
> >
> > Somebody told me to use Tom's Navigator as a replacement, but I prefer a
> > 80 column bash-like command line. Would be cool to have something like
> > this.
> >
> > \twh
SpartaDOS incompatible..... The main incompatiblilty I can think of
is you can't use the RAM under the OS, which eliminated classic
Turbo Basic, but I would guess you're using some assembler or
Action!-like development program. I don't know 'bash-like', sounds
like maybe something from Linux. Have you thought of a cross-assembler?
You can develop on a PC with it, that would give you your 80 columns.
80 columns on an Atari has never been very satisfactory.

7207. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 18:16:22 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <uNOdnWkqjZFtIH3ZnZ2dnUVZ_s-dnZ2d@comcast.com>
Source record: 6214

Thomas 'twh' Havemeister wrote:
> Howdy *,
>
> I heard that there was in an old issue of Analog or Antic a tool which
> was like a MyDos dup.sys replacement. I don't like the menu-driven
> approach very much, so I prefer to have a powerfull command line.
>
> does such a programm exist?
>
> \twh

There is one program I know of called MyDOS "Batchfile Enhancement" by Torsten Karwoth. It was mainly designed to allow you to run batch files from MyDos similar to MSDOS, but it does actually function as a somewhat usable but limited CLI as well. If you can't find it online, send me your email address and I can send you a copy (but I will be leaving town tomorrow and may not be able to reply until this weekend.)

7208. Re: Looking for BALTIMORE MARYLAND!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 19:42:06 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1155584526.920220.15680@b28g2000cwb.googlegroups.com>
Source record: 6215
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

There are about 5,600,388 someones in Baltimore, Maryland according to:
http://quickfacts.census.gov/qfd/states/24000.html

One of them should surely be able to email you....

HTH,
Tarkin

7209. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 19:59:42 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <OC4Eg.7873$xp2.1743@newsread1.news.pas.earthlink.net>
Source record: 6216

Thomas 'twh' Havemeister wrote:
> Howdy *,
>
> I heard that there was in an old issue of Analog or Antic a tool which
> was like a MyDos dup.sys replacement. I don't like the menu-driven
> approach very much, so I prefer to have a powerfull command line.
>
> does such a programm exist?
>
> \twh

One or both of the guys that were BBK did a CLI: Bryan Schappel, Barry Kolbe. I don't know if it was for MyDos or Atari DOS only.

http://www.schappel.com/8bit/ If you want to try it.

7210. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 20:37:14 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <m65Eg.2$dB.0@read2.cgocable.net>
Source record: 6217

Russ Gilbert wrote:

>
> "AlbaClause" <you@> wrote in message news:
>> Thomas 'twh' Havemeister wrote:
>>
>> >>>I heard that there was in an old issue of Analog or Antic a tool which
>> >>>was like a MyDos dup.sys replacement. I don't like the menu-driven
>> >>>approach very much, so I prefer to have a powerfull command line.
>>
>> >>>does such a programm exist?
>> >> I never heard of a CLI for MyDOS. You don't want SpartaDOS/FTeDOS?
>> >> There are a few others BWE DOS and maybe another CLI one.
>> >
>> > I'm currently using SpartaDOS and I feel it is too incompatible for my
>> > requirements (music, graphics, demos).
>> >
>> > Somebody told me to use Tom's Navigator as a replacement, but I prefer
>> > a 80 column bash-like command line. Would be cool to have something
>> > like this.
>> >
>> > \twh
> SpartaDOS incompatible..... The main incompatiblilty I can think of
> is you can't use the RAM under the OS, which eliminated classic
> Turbo Basic, but I would guess you're using some assembler or
> Action!-like development program. I don't know 'bash-like', sounds
> like maybe something from Linux. Have you thought of a cross-assembler?
> You can develop on a PC with it, that would give you your 80 columns.
> 80 columns on an Atari has never been very satisfactory.

Yes, BASH is the Borne-Again SHell in Linux, BSD, or any of the other Unix
derivatives.
--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7211. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-14 20:43:42 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <qc5Eg.90$sM1.26@read1.cgocable.net>
Source record: 6218

JohnH. wrote:

> Hi Thomas,
>
> Hmmm... I guess what I was thinking more along the lines of a
> physical solution, a PC keyboard with custom key caps, a way to use an
> actual Atari keyboard, or simply an overly template for a PC keyboard.
>
>
> The actual Atari keyboard is the idea I like the most from an
> aesthetics standpoint. I've seen the MacFalkner web page that
> outlines how to connect a PC keyboard to a 130XE. I have not seen
> anything that goes the other way and lets you interface an Atari
> keyboard to a PC Emulator. That may seem backwards, but using an Atari
> emulator saves you a lot of desk real estate.
>
> Anyway, I was just curious to see if anybody had any thoughts on
> this.

Connecting your Atari 8-bit to a PC just to use the Atari keyboard would be somewhat defeating the purpose of using an Atari emulator in the first place. If you're going to have a real Atari 8-bit on your desk, why not just use the real McCoy instead of the emulator?

Of course, the XEGS did have the detachable keyboard that you could probably somehow interface to your PC. I would guess that you'd just need some means of converting the XEGS keyboards keypresses to PC understandable scancodes. But that would seem like an awful lot of bother for very little benefit. Oh, and you wouldn't get the extended Atari keys, like Select, Option, etcetera.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7212. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-15 04:49:14 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1155617336@rtfm.mit.edu>
Source record: 6219
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7213. Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-15 06:15:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608142240240.20877-100000@onyx.spiritone.com>
Source record: 6220
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx! ==Ben==

---------- Forwarded message ----------
Date: Mon, 14 Aug 2006 05:24:31 -0700

Is there someone out there in Baltimore, Maryland?

If so, E-Mail me.

7214. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-15 17:19:38 UTC
From: puritan_2076@yahoo.com
Message-ID: <1155662378.560135.114090@i3g2000cwc.googlegroups.com>
Source record: 6221

> Check out my ramblings on comp.sys.sinclair

Now I'm really suspisious of *you*! Some british jerk keeps starting
vulgar flamewars between comp.sys.sinclair and comp.sys.cbm . This
wouldn't happen to be one of your little friends would it?

7215. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-15 17:29:53 UTC
From: puritan_2076@yahoo.com
Message-ID: <1155662993.812055.280290@p79g2000cwp.googlegroups.com>
Source record: 6222

Tarkin wrote:
> > Actually, I believe he said that he was no longer penniless. More
> > accurately, he said that he now had more than lint in his pocket -- but not
> > much more than lint. In other words, he has a bit of spare change
> > jingling around in his pocket, and he wants to spend it on some 8-bit
> > kit. ;-)

The nice thing about spare change is that it's spare. Unfortunately not
every american is a corporate executive with a thousand dolars in spare
change.

> Which is why he shall remain jobless: instead of investing in a
> nice crisp Oxford shirt and slacks, and using those public
> (library?) computers to search job listings, he chooses instead
> to shop for 8-bit kits. Perhaps I am too critical. Perhaps not.

I am not penieless or jobless. I have a pretty good job, not perfect
but good. I said I didn't have much more than lint in my pocket so
people who had cool stuff to sell would'nt think they coud get hundreds
of dollars for it. I'm not so rich I can just throw money away on
collectors items, so I made it clear I'm looking for stuff thats
reasonably priced. Like a near-new condition 130XE with an 850, two
XF551's and some software.

So go back under your bridge and leave those poor people on
comp.sys.cbm alone. Even Atari-wannabee users deserve to live in peace.

7216. Add money to your Paypal account with OPRAH ypG.K

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-15 22:52:43 UTC
From: NSI <af.irani@afyhpami.com>
Message-ID: <KIuEg.44298$vj1.31591@bignews5.bellsouth.net>
Source record: 6223

Read this message until the end, and you will find out how the money flows in easy !!!!.
Follow the steps and it WILL work. Trust me !!!!!.

It's NOT illegal and it is NOT a scam !!!!!.

PROVEN ON OPRAH! Reported in the Wall Street Journal!!!!

The only thing you need is : - E-MAIL ACCOUNT
- PREMIER (FREE) or BUSINESS PAYPAL ACCOUNT
- $6 on this account (The only investment)
- 30 minutes of your time

There is no limit on how much money you can recieve, and you haven't got anything to lose with this Business program. I will explain how it works !!!!!.

Follow these 4 easy steps and it WILL work !!!!!.

STEP 1 : SIGN UP FOR A FREE PAYPAL ACCOUNT !!!!!.

Paypal is a free and safe way to pay and receive money on the Internet.
Creating a account is as easy as creating a MSN account.
Copy and paste the next line in your Internet browser and sign up.
HTTP://WWW.PAYPAL.COM

Be sure to sign up for a FREE Premier or Business account and not for a Personal account. You cannot receive CREDITCARD payments with a Personal account and we can't have that. Do we !!!!!.

STEP 2 : SENT $6 TO YOUR PAYPAL ACCOUNT

This is your only investment to receive the money with ease.

With your Paypal account, send $1 to each e-mailadres listed below.
!!!!! IMPORTANT !!!!! Be sure to use this SUBJECT : *PLEASE PUT ME ON YOUR EMAIL LIST* when you send the money.

1) martine@pilote.net
2) dexxatol@netcourrier.com
3) armygirl8568@hotmail.com
4) comjii@starband.net
5) sinnek@bellsouth.net
6) nsi@nelasat.com

STEP 3 : PUT YOUR E-MAIL ADDRESS ON THE BOTTOM OF THE LIST

After you have send $1 to each e-mail address, put your e-mail address on the 6th place.
Remove e-mail address number 1, and move each e-mail address 1 step up the ladder.
!!!!! IMPORTANT !!!!! BE SURE THAT THE E-MAIL ADDRESS YOU USE IS THE SAME AS YOU USED TO SIGN UP AT PAYPAL.

Remember that this is LEGAL. You are creating a service : an e-mail servicelist.

STEP 4 : UPLOAD OR COPY THIS MESSAGE TO NEWSGROUPS, FORUMS ETC AND EMAIL IT TO ALL YOUR FRIENDS!

There are 32,000 newsgroups. Upload or copy this message to at least 200 newsgroups or forums etc, but ..... remember that the more your upload the more people will see your message and the MORE MONEY WILL FLOW IN.

How to upload to newsgroups and forums? :

After you have followed step 1,2,3 and 4, save this message (and copy so you can use it again).
Use your Internet browser and Outlook Express or another newsreader and try to find FORUMS, NEWSGROUPS,
BULLETIN BOARDS, DISCUSSION GROUPS, CHAT SITES and ONLINE COMMUNITIES. Use GOOGLE or use a NEWSERVER.
Use every option to post this message. Download PostXpert to send 1 message to more NEWSGROUPS at the
same time.

!!!!! REMEMBER !!!!! The more you post this message the more MONEY WILL FLOW IN.

Why does this Business program work so well !!!!!.

Lets asume that from the 200 (or more) messages that you have posted, only 5 people respond, you will have your
$6 back that you have invested. Those 5 people will each send at least 200 messages with your e-mailadres on
number 4. That's 6 x 6 x $1 = $36. The next 25 people will also send 200 messages with your adres on number 3. That's 36 x 6 x $1 = $216. The next 216 people also send 200 messages with your name on number 2. That's 216 x 6
x $1 = $1296!. Those 1296 people again also send 200 messages with your name on number 1. That will give us a total of 1296 x 6 x $1 = $7,776.

Now the last tier! 7776 x 6 x $1 = $46,656!!!!!!

This is only a EXAMPLE with 6 reactions. You WILL get MORE responses than that.

Remember that most newsservers will leave the posted messages on there servers for about 2 weeks. If you will post your message again, it WILL again start from the beginning. So you can repeat this over and over again.

Everyday MILLIONS of people are ONLINE and reading these messages, JUST LIKE YOU RIGHT NOW. I also was sceptical in the beginning and have read a lot of these messages. I also thought that it was bullshit.
Until I thought : What the hell!, only $6. What's $6 and a couple of minutes of my time to solve my money problems.

!!!!! REMEMBER !!!!! Follow every step, and IT WILL WORK, TRUST ME. !!!!!

!!!!! BEST WISHES AND GOOD LUCK !!!!!

w)O>+;)<9UVS;F>qaGL<Uq#v`V6(F]- rM;$g+!4IIQ*827?H4

7217. Re: Selling Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 03:09:49 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <10wEg.16083$PO.8327@dukeread03>
Source record: 6224

hurry up! 18 hours left to go!

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:fxsCg.15448$PO.1984@dukeread03...
> http://cgi.ebay.com/Atari-130XE_W0QQitemZ300016171653QQihZ020QQcategoryZ82631QQrdZ1QQcmd
ZViewItem
>
> anyone is interested in Atari 130XE. Good luck!
>
>

7218. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 15:35:23 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <hTGEg.512$sM1.335@read1.cgocable.net>
Source record: 6225

puritan_2076@yahoo.com wrote:

>> Check out my ramblings on comp.sys.sinclair
>
> Now I'm really suspisious of *you*! Some british jerk keeps starting
> vulgar flamewars between comp.sys.sinclair and comp.sys.cbm . This
> wouldn't happen to be one of your little friends would it?

Uh, I'm not british. I live in a little town called Sarnia. It is located in the southwest portion of Ontario, Canada, and borders Port Huron, Michigan. With a population of approximately 73,000 people, Sarnia is well known for its "chemical valley" and petrochemical industry.

During the second world war, Polymer Corporation was built in Sarnia to produce synthetic rubber for the war effort. Several major oil companies also have refineries in Sarnia. Among the major oil companies that operate refineries in Sarnia, are: Imperial Oil (Which is majority owned and controlled by Exxon/Mobil), Shell, and Suncor. Nova Chemicals, Bayer, and Dow Chemical also have operations in Sarnia.

Sarnia is one of the main economic arteries that facilitate trade between Canada and the United States. There are two international bridges spanning the St. Clair river linking Sarnia and Port Huron. Additionally, there is a rail tunnel that is used for both passenger and freight movement beneath the St. Clair river.

Several bingo halls once operated in Sarnia that attracted many Americans looking to win easy money. However, many of these bingo halls have gone out of business since the opening of the casino in Point Edward and the addition of slot machines at Hiawatha horsepark.

Sarnia was once home to NASA astronaut Chris Hadfield and one-time PGA Masters champion, Mike Weir. Sarnia also hosts the annual Bayfest Music festival and the annual winter Celebration of Lights.

About the only true negative that Sarnia stubbornly tolerates, is the operation of our three local radio stations by the facist Blackburn Radio Incorporated regime. Efforts are underway to have this regime removed from the community.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7219. Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 18:58:05 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.16.18.58.05.264342@charter.net>
Source record: 6226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well folks, I've got some bad news.

The DarkForce! BBS is down until further
notice.

The Mega STe that I've been using to run
the board has apparently suffered another
power supply failure. Thats the 2nd one
in about 4 months. I had replaced the
first one with a used one off Ebay. As
far as I can tell, thats the problem.

The Mega ST that I usually use is down
until I get the MFP chip socketed so I
can try the RSVE upgrade I've got.

So I'm left without an operational ST to
run the board for now. As soon as I get
enough funds saved up, I'll either get
the Mega ST repaired, or get a new P/S
for the Mega STe.

I'm sorry for any inconvenience... :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7220. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 19:01:52 UTC
From: techie_alison <techie_alison@yahoo.co.uk>
Message-ID: <BrSdnUbzg9cA9n7ZRVnyqQ@bt.com>
Source record: 6227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.16.18.58.05.264342@charter.net...
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>

Is there anything we can do to help?

Chris (Exxos) and I maybe able to repair your PSU's. Find out how much
they'd cost to ship to the UK??

Mmmm. You might be able to codge an PC ATX power supply even.

7221. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 20:34:01 UTC
From: Jammer <2006@mevagissey.net>
Message-ID: <44e4d24f@news.greennet.net>
Source record: 6228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Ronald J. Hall wrote:
> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(
>
Check out the hardware section of Atari Forum, Simbo has written a
series of articles about overhauling PSU's that might help.
```

7222. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 21:41:45 UTC
From: Mark D <mducksub@nosspamatari-source.com>
Message-ID: <pan.2006.08.16.21.41.45.864433@nosspamatari-source.com>
Source record: 6229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 14:58:05 -0400, Ronald J. Hall wrote:

> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(

Hrmm..
I might have some donations I can make. Let me check my stock. Remind me
if I never follow up on this as I'm forgetful as you can get :-P

Thanks,
Mark

7223. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-16 23:45:29 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <t6OEg.13289$rP1.5552@news-server.bigpond.net.au>
Source record: 6230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Ronald J. Hall wrote:
> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(
>

If you get stuck you can use an AT PSU.

Mark
```

7224. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 02:23:45 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1155781425.780559.258480@h48g2000cwc.googlegroups.com>
Source record: 6231

puritan_2076@yahoo.com wrote:
> Tarkin wrote:
> > > Actually, I believe he said that he was no longer penniless. More
> > > accurately, he said that he now had more than lint in his pocket -- but not
> > > much more than lint. In other words, he has a bit of spare change
> > > jingling around in his pocket, and he wants to spend it on some 8-bit
> > > kit. ;-)
>
> The nice thing about spare change is that it's spare. Unfortunately not
> every american is a corporate executive with a thousand dolars in spare
> change.
>

So noted. I apologize. Note that I am not a 'corporate executive', and,
now that you have more precisely elocuted your situation, I can tell
you
I am in the same boat. I've needed a new Pokey and keyboard for my
'stock' (well, +48K ram) A800, but it's 50 bucks... and I don't have
50 bucks to spare most weeks. Michigan's economy is currently
the second worst in the country right now. So, upon further reflection,

I feel your pain.

> > Which is why he shall remain jobless: instead of investing in a
> > nice crisp Oxford shirt and slacks, and using those public
> > (library?) computers to search job listings, he chooses instead
> > to shop for 8-bit kits. Perhaps I am too critical. Perhaps not.
>
> I am not penieless or jobless. I have a pretty good job, not perfect
> but good. I said I didn't have much more than lint in my pocket so
> people who had cool stuff to sell would'nt think they coud get hundreds
> of dollars for it. I'm not so rich I can just throw money away on
> collectors items, so I made it clear I'm looking for stuff thats
> reasonably priced. Like a near-new condition 130XE with an 850, two
> XF551's and some software.
>

Depends on your definition of 'reasonably priced'. Those items, with
shipping, would be a luxury I could ill-afford. Certainly not to be
covered
by 'spare change'. I believe the phrase you're looking for is 'a few
spare
bucks'.

> so people who had cool stuff to sell would'nt think they coud get hundreds
> of dollars for it.

Market pressures and trends tend to affect prices. As a buyer, you can always
refuse to purchase an item from someone you believe is gouging you. Being
disingenous, however, will nearly always cost you in the end. Honesty is
virtue sorely lacking in today's modern world of wonders.

>Even Atari-wannabee users deserve to live in peace.

Everybody deserves to live in peace. Learn to communicate effectively,
and perhaps others won't be so hasty in misjudging you.

Not to mention my previous points about the FAQ and vendor's list
being posted regularly, but...hmmm...would two minutes of Google
hurt you? You sound like a lot of the desperate students on any of
a hundred programming forums, who wan't others to do their homework
for them. "But I don't wanna get ripped off...": then ask for people's
recommendations on reputable vendors. See above about honesty,
being disingenuous, and effective communication.

> So go back under your bridge and leave those poor people on
> comp.sys.cbm alone.

?? WTF are you talking about? I've posted little or nothing on
c.s.cbm, and what little I did yielded a great 128 + 1571,
mine for shipping (Thanks, Ed G.!!!!). How? Honesty, being
genuine, and effective communication. There was an element
of risk on both our parts, but it worked out great.

I only use one account to post to usenet, and I only
'harass' one group (c.s.sinclair). But I think at least some of
them find a post or two of mine funny. And I've found it a valuable
resource for information about just how crappy my TS1000 is :^p

I got b*tched at one time for exceeding five newgroups in a reply
header... and promptly paid more attention to the "To:" line.
The troll thing was a joke. Ha ha. Funny funny.

Once again, I apologize, and now grasp the sincerity of your inquiry.

TTFN,
Tarkin

7225. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 09:18:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170216510.21102-100000@onyx.spiritone.com>
Source record: 6232
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7226. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 09:21:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170219040.21102-100000@onyx.spiritone.com>
Source record: 6233
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7227. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 09:23:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170222010.21102-100000@onyx.spiritone.com>
Source record: 6234
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm still converting my Atari catalogs to 80 columns across! Checkout my NEW UPDATED catalogs! Cut & Paste Catalogs & E-Mail your order with your Shipping Address so I can figure S & H! 1st come, 1st served, 1st sold!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7228. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 09:25:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608170223510.21102-100000@onyx.spiritone.com>
Source record: 6235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7229. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 14:35:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.35.50.574387@charter.net>
Source record: 6236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 23:45:29 +0000, Mark Bedingfield wrote:

> If you get stuck you can use an AT PSU.
>
> Mark

There's a thought.

Got a spare one (older) here right now. Its one of those that the 2 white connectors plug in side by side on at PC motherboard.

I've cut off one of the dead Mega STe's power supply harnesses.

All the red (+5v) matched up (3 leads)
All the black matched up (4 leads)
A single white lead matches up

That leaves a yellow, blue, and orange on each.

My understanding is that blue on Atari P/S's is +12v, and that yellow on the PC power supply is +12v.

So I can't just color-code connect, straight across.

On my Falcon, before I hooked my CT60 up to it, I had to hook the blue lead (+12v) from the Falcons harness to the yellow on the ATX power supply. I'm assuming (dangerous!) that I have to do that here as well.

Which leaves the PC side blue and orange leads.
Which leaves the Mega STe side yellow and orange leads.

Anyone done this before and can tell me for sure, what goes where before I actually connect and attempt powering up?

Thanks much gang! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7230. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 14:37:04 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.37.04.416826@charter.net>
Source record: 6237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 17:41:45 -0400, Mark D wrote:

> Hrmm..
> I might have some donations I can make. Let me check my stock. Remind me
> if I never follow up on this as I'm forgetful as you can get :-P
>
> Thanks,
> Mark

Mark, thats a generous offer and I sure do appreciate it. :)

Let me try getting this spare PC power supply wired up first though. If I
can get it to work, it should do until I can get a real Mega STe P/S.

Thanks again! :)

--
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7231. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 14:38:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.38.34.964791@charter.net>
Source record: 6238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 21:34:01 +0100, Jammer wrote:

> Check out the hardware section of Atari Forum, Simbo has written a
> series of articles about overhauling PSU's that might help.

Thanks, there is a ton of useful info there. Probably a bit too advanced
for what I can do though... :(

I'm gonna try to get the spare PC power supply I have here hooked up, just
to tide me over.

Thanks again.

--
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7232. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 14:41:30 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.14.41.30.20534@charter.net>
Source record: 6239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 16 Aug 2006 20:01:52 +0100, techie_alison wrote:

> Is there anything we can do to help?
>
> Chris (Exxos) and I maybe able to repair your PSU's. Find out how much
> they'd cost to ship to the UK??

I've got 2, already hacked the harness off the (really!) dead one. If you guys think you can repair the other one, I'll be glad to send it to you!

> Mmmm. You might be able to codge an PC ATX power supply even.

Thats the direction I'm going to try first. Others have suggested it as well. I did wire up an ATX power supply with my Falcon, when I recased it, before I got my CT60. It wasn't that hard. I'd be happy to have this working until I can get a real Mega STe P/S again.

I'm not sure about the connections on the Mega STe's harness though. (see my other post)

Anyone have experience with this, done it before? Thanks! :)

--
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An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7233. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 18:46:56 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1155840416.727725.13520@h48g2000cwc.googlegroups.com>
Source record: 6240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers wrote:

> I cant read your mind,

Are you kidding??? We tell you straight to your face that these ads
aren't wanted, and you don't get THAT message!!!

So it's 4 this month then, and from now on right?

7234. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 19:00:04 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <12e9f5jk9cnlm0d@corp.supernews.com>
Source record: 6241
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Are you saying you know the message is from and you open it and read it
anyway? Or, you don't know how to block mail? I think you win the peroxide
prize for the month.

--
Don
Vancouver, USA

"Coda" <smeg_007@hotmail.com> wrote in message
news:1155840416.727725.13520@h48g2000cwc.googlegroups.com...
>
> Bravo Sierra Computers wrote:
>
>> I cant read your mind,
>
> Are you kidding??? We tell you straight to your face that these ads
> aren't wanted, and you don't get THAT message!!!
>
> So it's 4 this month then, and from now on right?
>

7235. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 20:26:45 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <W5CdnaT1-oBJTXnZRVny1Q@pipex.net>
Source record: 6242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Didn't you have this problem not to long ago about the psu giving up ?
wonder if its just overheating ? updating the drive fets for something of
more today spec could be the way to go. Low ESR caps would improve things a
great deal also. If the transformer is giving out then theres not much that
can be done. Have you any idea on whats failed ?

chris

7236. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 20:59:39 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <nr-dnbsg2IBDS3nZRVnytA@bt.com>
Source record: 6243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"exxos" <exxos@home.co.uk> wrote in message
news:W5CdnaT1-oBJTXnZRVny1Q@pipex.net...
>
> Didn't you have this problem not to long ago about the psu giving up ?
> wonder if its just overheating ? updating the drive fets for something of
> more today spec could be the way to go. Low ESR caps would improve things
a
> great deal also. If the transformer is giving out then theres not much
that
> can be done. Have you any idea on whats failed ?
>
> chris
>
>
>
>

Are we in a position to repair his PSUs? Do you still have a variac to get
110v??

I do have a 240v Mega STE back home.... And if you give me a week or two I
can come back with the pinouts from the power supply connector.

Don't worry Ron, help is on the way :) Quite impressed with how you do this
for the Atari community and I'm sure others are too. :-)

7237. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:03:14 UTC
From: techie_alison <retro@dial.pipex.com>
Message-ID: <b5Cdna_qYLgpSnnZRVnyhA@bt.com>
Source record: 6244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.17.14.35.50.574387@charter.net...
> Anyone done this before and can tell me for sure, what goes where before I
> actually connect and attempt powering up?
>

I'll try to have this information for you by this coming Monday from my MSTE
back home.

7238. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:25:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.21.25.28.950726@charter.net>
Source record: 6245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 17 Aug 2006 21:59:39 +0100, techie_alison wrote:

> Don't worry Ron, help is on the way :) Quite impressed with how you do this
> for the Atari community and I'm sure others are too. :-)

Gosh, thank you very much! Personally, I'm just glad to be able to return
a little bit of what the Atari community has given/done for me over the
years... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7239. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:28:49 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.17.21.28.49.176206@charter.net>
Source record: 6246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 17 Aug 2006 21:26:45 +0100, exxos wrote:

>
> Didn't you have this problem not to long ago about the psu giving up ?
> wonder if its just overheating ? updating the drive fets for something of
> more today spec could be the way to go. Low ESR caps would improve things a
> great deal also. If the transformer is giving out then theres not much that
> can be done. Have you any idea on whats failed ?
>
> chris

Hi Chris.

I replaced the first P/S with a used Mega STe P/S that I won in an
auction off Ebay and everything started working again, so I assumed the
first one was dead.

What it did at that time was give a white screen, or sometimes a white
screen with rows of yellow blocks on it.

It did the same thing this time... so I'm assuming the same. But I don't
really know for sure what exactly has failed...

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7240. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:38:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Sh5Fg.844$dB.702@read2.cgocable.net>
Source record: 6247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> Well folks, I've got some bad news.
>
> The DarkForce! BBS is down until further
> notice.
>
> The Mega STe that I've been using to run
> the board has apparently suffered another
> power supply failure. Thats the 2nd one
> in about 4 months. I had replaced the
> first one with a used one off Ebay. As
> far as I can tell, thats the problem.
>
> The Mega ST that I usually use is down
> until I get the MFP chip socketed so I
> can try the RSVE upgrade I've got.
>
> So I'm left without an operational ST to
> run the board for now. As soon as I get
> enough funds saved up, I'll either get
> the Mega ST repaired, or get a new P/S
> for the Mega STe.
>
> I'm sorry for any inconvenience... :(
>

Huh? I figured you were floating in cash, being that you were offering
$25/month prizes to callers of your bbs. That's $300 per annum just tossed
away.
--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7241. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:44:12 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Xm5Fg.846$dB.622@read2.cgocable.net>
Source record: 6248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:

> On Wed, 16 Aug 2006 23:45:29 +0000, Mark Bedingfield wrote:
>
>> If you get stuck you can use an AT PSU.
>>
>> Mark
>
> There's a thought.
>
> Got a spare one (older) here right now. Its one of those that the 2 white
> connectors plug in side by side on at PC motherboard.
>
> I've cut off one of the dead Mega STe's power supply harnesses.
>
> All the red (+5v) matched up (3 leads)
> All the black matched up (4 leads)
> A single white lead matches up
>
> That leaves a yellow, blue, and orange on each.
>
> My understanding is that blue on Atari P/S's is +12v, and that yellow on
> the PC power supply is +12v.
>
> So I can't just color-code connect, straight across.
>
> On my Falcon, before I hooked my CT60 up to it, I had to hook the blue
> lead (+12v) from the Falcons harness to the yellow on the ATX power
> supply. I'm assuming (dangerous!) that I have to do that here as well.
>
> Which leaves the PC side blue and orange leads.
> Which leaves the Mega STe side yellow and orange leads.
>
> Anyone done this before and can tell me for sure, what goes where before I
> actually connect and attempt powering up?
>
> Thanks much gang! :)
>

I definitely would not rely on the the colors of the wire's insulators as a
guide for wiring up the machine. At best it will not work. At worst, it
will totally fry your ST.

Do some searches on Google and find out exactly what each wire is for on the ST's original power supply. Perhaps somebody in the ST group can pull out a multimeter and check each line for you. As for the AT power supply, you can use a multimeter to determine which wire corresponds to which wire on the ST.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7242. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:49:37 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <IfWdnYqGD4v2eXnZRVnysQ@pipex.net>
Source record: 6250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.17.21.28.49.176206@charter.net...
> On Thu, 17 Aug 2006 21:26:45 +0100, exxos wrote:
>
>>
>> Didn't you have this problem not to long ago about the psu giving up ?
>> wonder if its just overheating ? updating the drive fets for something of
>> more today spec could be the way to go. Low ESR caps would improve things
>> a
>> great deal also. If the transformer is giving out then theres not much
>> that
>> can be done. Have you any idea on whats failed ?
>>
>> chris
>
> Hi Chris.
>
> I replaced the first P/S with a used Mega STe P/S that I won in an
> auction off Ebay and everything started working again, so I assumed the
> first one was dead.
>
> What it did at that time was give a white screen, or sometimes a white
> screen with rows of yellow blocks on it.
>
> It did the same thing this time... so I'm assuming the same. But I don't
> really know for sure what exactly has failed...
>

hmmm, im sure ive seen that problem before, have you tried your old psu back
in again ? Sounds more like a ram problem, normally you don't get as far as
a white screen if the psu is bad....

Chris

7243. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 21:50:31 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Ss5Fg.784$sM1.379@read1.cgocable.net>
Source record: 6249
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
> Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx!
> ==Ben==
>
> ---------- Forwarded message ----------
> Date: Mon, 14 Aug 2006 05:24:31 -0700
>
> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.

Is this some kind of contest or something? You know, where the first
Atarian from Baltimore wins a prize if they email you within nine minutes
or something? If so, I might be from Baltimore. I'm not, of course, but
I could be... If there were something in it for me. :-p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7244. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-17 22:01:03 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <KC5Fg.785$sM1.208@read1.cgocable.net>
Source record: 6251

Tarkin wrote:

>
> So noted. I apologize. Note that I am not a 'corporate executive', and,
> now that you have more precisely elocuted your situation, I can tell
> you
> I am in the same boat. I've needed a new Pokey and keyboard for my
> 'stock' (well, +48K ram) A800, but it's 50 bucks... and I don't have
> 50 bucks to spare most weeks. Michigan's economy is currently
> the second worst in the country right now. So, upon further reflection,
>
> I feel your pain.

I can help you out with a Pokey chip. I can't help ya with the Atari 800 keyboard though; I have none.

>
> Depends on your definition of 'reasonably priced'. Those items, with
> shipping, would be a luxury I could ill-afford. Certainly not to be
> covered
> by 'spare change'. I believe the phrase you're looking for is 'a few
> spare
> bucks'.
>

Generally speaking, "reasonably priced" means as close to free as possible. The price scale pretty much starts at free and goes up from there. Items priced close to free are widely considered to be reasonably priced. Items that are priced excessively higher than free are considered unreasonably priced, and usually illicit responses such as "Are you out of your freakin' mind?" from the prospective buyer.

> Market pressures and trends tend to affect prices. As a buyer, you can
> always
> refuse to purchase an item from someone you believe is gouging you.
> Being
> disingenous, however, will nearly always cost you in the end. Honesty
> is
> virtue sorely lacking in today's modern world of wonders.
>

Well, you can't always refuse to buy stuff when you feel people are gouging you. If you could, no one would be buying gasoline. :-p

> Everybody deserves to live in peace. Learn to communicate effectively,
> and perhaps others won't be so hasty in misjudging you.

>

Well said. Although, I believe his original query was quite effectively
communicated. It was simple, clear, and direct. There was no room for
misinterpretation, but this rarely quiets the suspicious.
--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7245. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 00:53:51 UTC
From: mgladson@gmail.com
Message-ID: <1155862431.231696.228690@i42g2000cwa.googlegroups.com>
Source record: 6252

Too bad the hardware solution doesn't exist for atari. the Commodore guys have several options. the best one being the keyrah:

http://www.vesalia.de/e_keyrah.htm

7246. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 02:58:16 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <mZ9Fg.796$sM1.238@read1.cgocable.net>
Source record: 6253

mgladson@gmail.com wrote:

> Too bad the hardware solution doesn't exist for atari. the Commodore
> guys have several options. the best one being the keyrah:
>
> http://www.vesalia.de/e_keyrah.htm

"Good hardware for good computers" Coming from the Atari camp, that just
kills me. ;-p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7247. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 03:39:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.03.39.19.464777@charter.net>
Source record: 6254
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 17 Aug 2006 22:49:37 +0100, exxos wrote:

> hmmm, im sure ive seen that problem before, have you tried your old psu back
> in again ? Sounds more like a ram problem, normally you don't get as far as
> a white screen if the psu is bad....
>
> Chris

Its the Mega STe so I can pull the ram chips very easily - there in that
lift up compartment right in the front. I can pull them, add them back in
1 at a time and try to see if one has gone bad.

I'll do that tomorrow and report back.

Thanks for the suggestion.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7248. Re: Down until further notice... :(

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 04:47:41 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <NDbFg.13873$rP1.7995@news-server.bigpond.net.au>
Source record: 6255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> On Thu, 17 Aug 2006 22:49:37 +0100, exxos wrote:
>
>
>>hmmm, im sure ive seen that problem before, have you tried your old psu back
>>in again ? Sounds more like a ram problem, normally you don't get as far as
>>a white screen if the psu is bad....
>>
>>Chris
>
>
> Its the Mega STe so I can pull the ram chips very easily - there in that
> lift up compartment right in the front. I can pull them, add them back in
> 1 at a time and try to see if one has gone bad.
>
> I'll do that tomorrow and report back.
>
> Thanks for the suggestion.
>

You have to do 2 chips at a time. They are banked in a staggered
fashion. Slots 1 - 3 (Bank 1), Slots 0 - 2 (Bank 0). One chip won't work.

If you need ram mail me I have a box of 1meg simms lying around.

Mark

7249. Back Online.... :)

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 19:07:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.19.07.50.647241@charter.net>
Source record: 6256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Okay, I decided to take another stab at the MFP chip that I had
attempted to do the RSVE upgrade on, and apparently, I've got it good
enough for government work, as they say.

So we're back online...

and thats the good news folks.

--
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An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7250. Re: Back Online.... :)

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 19:21:50 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <_NidnZTtY-27jnvZRVnyuw@pipex.net>
Source record: 6257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.08.18.19.07.50.647241@charter.net...
>
> Okay, I decided to take another stab at the MFP chip that I had
> attempted to do the RSVE upgrade on, and apparently, I've got it good
> enough for government work, as they say.
>
> So we're back online...
>
> and thats the good news folks.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

Just tried it, comes up so good news!

You could send your old PSU to me if the postage isn't too high, if your not in a rush for it back I will take a look and see if I can make it "Ronald Proof" ;-)

Chris

7251. Re: Back Online.... :)

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-18 20:03:03 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.18.20.03.03.7830@charter.net>
Source record: 6258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 18 Aug 2006 20:21:50 +0100, exxos wrote:

> Just tried it, comes up so good news!

Yep. :)

> You could send your old PSU to me if the postage isn't too high, if your
> not in a rush for it back I will take a look and see if I can make it
> "Ronald Proof" ;-)
>
> Chris

Might be awhile, but send me your physical address and I'll get it out to
you... No rush for it back...

Good luck on making it "Ronald proof" though! <lol>

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7252. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-19 13:19:14 UTC
From: Coda <smeg_007@hotmail.com>
Message-ID: <1155993554.031151.31930@b28g2000cwb.googlegroups.com>
Source record: 6259
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Don Schmidt wrote:
> Are you saying you know the message is from and you open it and read it
> anyway? Or, you don't know how to block mail? I think you win the peroxide
> prize for the month.

You give Canucks a bad name Don.

7253. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-19 15:53:05 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <12eecupte1n2jbb@corp.supernews.com>
Source record: 6260
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I hope your are not a geography teacher. If you are you got a D- on your
test.

--
Don
Vancouver, USA

"Coda" <smeg_007@hotmail.com> wrote in message
news:1155993554.031151.31930@b28g2000cwb.googlegroups.com...
>
> Don Schmidt wrote:
>> Are you saying you know the message is from and you open it and read it
>> anyway? Or, you don't know how to block mail? I think you win the
>> peroxide
>> prize for the month.
>
> You give Canucks a bad name Don.
>

7254. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-19 16:16:50 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <SPGFg.8815$7Q5.5385@newsfe3-gui.ntli.net>
Source record: 6261
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Don Schmidt" <Don Retired Engineer@PNB.1987> wrote in message
news:12eecupte1n2jbb@corp.supernews.com...
> Vancouver, USA

Splendid place, I salute your good taste.
It's not Canada, but it is on the border and feels very Canadian.
Do the guys at the market still hurl their aerodynamic salmon across the
tables?

7255. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-19 16:57:00 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <AlHFg.1527$dB.449@read2.cgocable.net>
Source record: 6262
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Don Schmidt wrote:

> I hope your are not a geography teacher. If you are you got a D- on your
> test.
>
>

D-? Getting the country wrong is definitely worth an F. ;-)

But it's possible that he was suggesting you were giving Vancouver, British Columbia a bad name -- i.e. People might confuse people from Vancouver, USA with Vancouver, Canada. I think he might have been suggesting that Vancouver, Canada is better than Vancouver, USA, and sharing the same name, those from the USA give those from Canada a bad name.

But what do I know? I'm just happy that it's not me giving Canucks a bad name. :-p

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7256. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-19 16:58:16 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <MmHFg.1528$dB.783@read2.cgocable.net>
Source record: 6263
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Kryten wrote:

> "Don Schmidt" <Don Retired Engineer@PNB.1987> wrote in message
> news:12eecupte1n2jbb@corp.supernews.com...
>> Vancouver, USA
>
> Splendid place, I salute your good taste.
> It's not Canada, but it is on the border and feels very Canadian.
> Do the guys at the market still hurl their aerodynamic salmon across the
> tables?

Aerodynamic salmon? Are you for real?

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7257. Re: Back Online.... :)

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-20 01:15:18 UTC
From: Mark Bedingfield <atari030@nomorespampleaseoptusnet.com.au>
Message-ID: <44e7b724$0$5111$afc38c87@news.optusnet.com.au>
Source record: 6264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Ronald J. Hall wrote:
> On Fri, 18 Aug 2006 20:21:50 +0100, exxos wrote:
>
>
>>Just tried it, comes up so good news!
>
>
> Yep. :)
>
>
>>You could send your old PSU to me if the postage isn't too high, if your
>>not in a rush for it back I will take a look and see if I can make it
>>"Ronald Proof" ;-)
>>
>>Chris
>
>
> Might be awhile, but send me your physical address and I'll get it out to
> you... No rush for it back...
>
> Good luck on making it "Ronald proof" though! <lol>
>

Need any more Ram Ronald? I can ship you a few sticks if you do.

Mark

7258. MIDI MATE for ATARI 8 BIT

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-20 01:17:13 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <jKOFg.29675$qd.4905@bignews3.bellsouth.net>
Source record: 6265

Greetings,

Anyone in here remember or have a Midi Mate or
Midi Mate II for the Atari XL/XE?

I'd like some info on it's specifications.

Also, would not mind purchasing/trading for one
if price is right.

phantomm@bellsouth.net

7259. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-20 01:27:28 UTC
From: Don Schmidt <"Don Retired Engineer"@PNB.1987>
Message-ID: <12efejnma1gi19@corp.supernews.com>
Source record: 6266

Gave a D- for we don't want to "leave no one behind." <G>

Both Vancouver, BC and Vancouver USA (actually Vancouver, WA) were both
named after Capt George Vancouver, an explorer in the late 1800's.

--
Don
"May your shadow be found in happy places." (Native North American)

"AlbaClause" <you@cogeco.ca> wrote in message
news:AlHFg.1527$dB.449@read2.cgocable.net...
> Don Schmidt wrote:
>
>> I hope your are not a geography teacher. If you are you got a D- on your
>> test.
>>
>>
>
> D-? Getting the country wrong is definitely worth an F. ;-)
>
> But it's possible that he was suggesting you were giving Vancouver,
> British
> Columbia a bad name -- i.e. People might confuse people from Vancouver,
> USA
> with Vancouver, Canada. I think he might have been suggesting that
> Vancouver, Canada is better than Vancouver, USA, and sharing the same
> name,
> those from the USA give those from Canada a bad name.
>
> But what do I know? I'm just happy that it's not me giving Canucks a bad
> name. :-p
>
>
> --
> --
> There are several things that I will never be:
> * I will never be attracted to females.
> * I will never enjoy the company of others.
> Exactly how these realities bode for my enemy, is not of my concern.
>

7260. Re: Back Online.... :)

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-20 11:58:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.20.11.58.57.190683@charter.net>
Source record: 6267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Sun, 20 Aug 2006 11:15:18 +1000, Mark Bedingfield wrote:

> Need any more Ram Ronald? I can ship you a few sticks if you do.
>
> Mark

Hi Mark. Thanks for the generous offer!

Lets wait a bit though - let me muddle though in my usual
slow-poked way, and figure out exactly whats going on where,
and what I need to do... :)

Thanks again.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
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7261. Re: CLI for MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-20 21:41:23 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <7G4Gg.6488$Sn3.3263@newsread3.news.pas.earthlink.net>
Source record: 6268

A.N.A.L.O.G. published at least two CLIs and Antic may have had one as well... IIRC all of them were for Atari Dos 2.0 and maybe compatible with 2.5; I would have to pull the issues to check for MyDos applicability which I seriously doubt. One of these was a Dup.sys replacement and loaded into memory when 'DOS' was called in the same manner; the second was BBK and memory resident.

Compute! published what they called 'MacroDos' which was only a few hundred bytes and memory resident to appear instantly at the DOS command. It offered all options of the Dup.sys menu except Duplicate Disk and Copy/Duplicate file plus hex/dec conversion.

-Jess
"Rick Cortese" <ricortes@earthlink.net> wrote in message news:OC4Eg.7873$xp2.1743@newsread1.news.pas.earthlink.net...
> Thomas 'twh' Havemeister wrote:
> > Howdy *,
> >
> > I heard that there was in an old issue of Analog or Antic a tool which
> > was like a MyDos dup.sys replacement. I don't like the menu-driven
> > approach very much, so I prefer to have a powerfull command line.
> >
> > does such a programm exist?
> >
> > \twh
>
> One or both of the guys that were BBK did a CLI: Bryan Schappel, Barry
> Kolbe. I don't know if it was for MyDos or Atari DOS only.
>
> http://www.schappel.com/8bit/ If you want to try it.

7262. 23,000!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-20 22:20:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.20.22.20.14.542951@charter.net>
Source record: 6269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Folks, just like to point out that we have received over

-> 23,000! <-

calls at The DarkForce! BBS now...

Thanks to all for supporting us, and the Atari community!

:)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7263. Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-21 06:04:45 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1156140285.659717.242660@75g2000cwc.googlegroups.com>
Source record: 6270

Hello,

Release 3 of Memo Pad, my ATASCII file viewer and converter for
Windows, is ready for downloading.

In this release I have added preferences for changing the format of the
byte offset and byte values displayed in Binary view mode.

You can download Memo Pad at
http://joyfulcoder.com/software/memopad/

Thanks,
Eric

7264. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-21 14:37:37 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98266BC2BF9BBemuslor@216.196.97.136>
Source record: 6271

Despite all prevention efforts, "eric" <joyfulcoder@gmail.com> wrote in
news:1156140285.659717.242660@75g2000cwc.googlegroups.com:

> Release 3 of Memo Pad, my ATASCII file viewer and converter for
> Windows, is ready for downloading.
>
> In this release I have added preferences for changing the format of the
> byte offset and byte values displayed in Binary view mode.
>
> You can download Memo Pad at
> http://joyfulcoder.com/software/memopad/
>

Nice - thanks for adding those display prefs in.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7265. Re: Fujiama 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-21 23:44:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <44ea456c$0$34545$742ec2ed@news.sonic.net>
Source record: 6272

Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:
> Howdy folks

> To my surprise, nobody has posted a link here to pictures of the Fujiama
> 2006 in Lengenfeld, Vogtland, Germany that was held from the 21st untill
> the 23th of July this year.

Wow, cool.

What's this, exactly?

http://krupkaj.wz.cz/showpic.php?show=Fujiama&obr=5

Was that based on some existing Atari hardware (e.g, a modem?), or build
from scratch? (Either way, it's hella slick!)

It looks like it's a Compact Flash card reader. What's the interface? SIO?

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7266. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-22 04:56:23 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1156222540@rtfm.mit.edu>
Source record: 6273
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7267. Re: Fujiama 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-22 05:48:01 UTC
From: stephensheppard@hotmail.com
Message-ID: <1156225681.085866.160040@m73g2000cwd.googlegroups.com>
Source record: 6274

William Kendrick wrote:
> Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:
> > Howdy folks
>
> > To my surprise, nobody has posted a link here to pictures of the Fujiama
> > 2006 in Lengenfeld, Vogtland, Germany that was held from the 21st untill
> > the 23th of July this year.
>
> Wow, cool.
>
> What's this, exactly?
>
> http://krupkaj.wz.cz/showpic.php?show=Fujiama&obr=5
>
> Was that based on some existing Atari hardware (e.g, a modem?), or build
> from scratch? (Either way, it's hella slick!)
>
> It looks like it's a Compact Flash card reader. What's the interface? SIO?
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

Beetle posted a teaser about this over at AtariAge forums

http://www.atariage.com/forums/index.php?showtopic=89858

- Steve Sheppard

7268. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-22 13:15:02 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1156252502.308446.217650@i42g2000cwa.googlegroups.com>
Source record: 6275

Slor wrote:
>
> Nice - thanks for adding those display prefs in.
>
> --
> James
> http://www.e-host-direct.com
> Reliable web hosting from $12/year.

James,
You are welcome. Thank you for waiting.

Eric

7269. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-22 22:59:16 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <m%LGg.1486$AP2.375@fed1read10>
Source record: 6276

"eric" <joyfulcoder@gmail.com> wrote in message
news:1156252502.308446.217650@i42g2000cwa.googlegroups.com...
> Slor wrote:
>>
>> Nice - thanks for adding those display prefs in.
>>
>> --
>> James
>> http://www.e-host-direct.com
>> Reliable web hosting from $12/year.
>
> James,
> You are welcome. Thank you for waiting.
>
> Eric
>
Eric

Are you going to have drag and drop or any other file load on start up. I
am using this a lot now THANKS. This program is a real life 'time' saver..

RoyE

7270. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-23 01:10:05 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1156295405.114158.311870@m79g2000cwm.googlegroups.com>
Source record: 6277

> I can help you out with a Pokey chip. I can't help ya with the Atari 800
> keyboard though; I have none.

OOOHHH!! Email details to n*u*k*e*4//8//3//8//6 @ y!.com
(demunge the above addy as appropriate)

> Items
> that are priced excessively higher than free are considered unreasonably
> priced, and usually illicit responses such as "Are you out of your freakin'
> mind?" from the prospective buyer.
>

LOL. Too true.

> Well, you can't always refuse to buy stuff when you feel people are gouging
> you. If you could, no one would be buying gasoline. :-p
>

People can, and do. Some buy diesels+conversions to reduce their cost
back to 'reasonable levels'. Ditto for hybrids. Everyone else shrugs
and bends over.

> There was no room for
> misinterpretation, but this rarely quiets the suspicious.

What are you trying say? <narrows eyes> ;^)

PUBLIC APOLOGY:
To puritan. In re-reading your posts, you said that you did, in fact,
have a job, add I now infer that that contributed to your reduced
access to 'public' computers. Which resulted in spew of written vomit
from my browser to Google, thence to this fine newsgroup. I apologize
wholeheartedly and unreservedly, for calling you jobless, and spewing
on the group.

If you're looking for individuals on particular newsgroups
to sell you particular things, your post was little terse.
Look at what happended to Bravo Sierra's post:
http://groups.google.com/group/comp.sys.atari.8bit/browse_thread/thread/ea7e406c0c5e784a

Words are cheap, as I've now proven. Use as many as you need,
or as many will fit in your browesers window, whichever is less.
/APOLOGY

HTH,
Tarkin

7271. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-23 01:50:18 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <y9GdnWDttOLGKXbZnZ2dnUVZ_sydnZ2d@comcast.com>
Source record: 6279
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I can get to Baltimore in about 1hr 45min. Does that do anything for ya?

-z-

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0608142240240.20877-100000@onyx.spiritone.com...
> Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
> Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx!
> ==Ben==
>
> ---------- Forwarded message ----------
> Date: Mon, 14 Aug 2006 05:24:31 -0700
>
> Is there someone out there in Baltimore, Maryland?
>
> If so, E-Mail me.
>

7272. a Retro Gaming expo, Austin,TX 07/07

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-23 01:51:19 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <44EBB497.AD45EBDD@a8maestro.com>
Source record: 6278

Hello,

The last retro, classic, arcade, console gaming show was AGE2003, and there has been no word on another one, so I would like to get one going. I have decided to call it "GAMER". I am looking to find out how much interest there is in a show to be held in Austin, TX in July 2007. I am looking for Sponsors, Vendors, Attendees, and Help Staff. The current show info is posted at: www.a8maestro.com/sites/gamer07/gamer.htm.

Thanks for the feedback, Rick D.

7273. WTB : 1200XL keyboards and 800XL keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-23 12:57:26 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <g_udnabIUbTQ0nHZ4p2dnA@telenor.com>
Source record: 6280

I have a couple of 800XL's with no keyboard, anyone knows where to get spares? Also need for my two 1200XL's where a couple of keys are missing on each of them. They don't seem to be identical though!

Thanks

7274. Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-23 23:36:17 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1156376177.908410.25510@p79g2000cwp.googlegroups.com>
Source record: 6281

Original Atari 800 commercial c 1981

http://www.youtube.com/watch?v=_xgONj4Ft8g

Brings back memories

Bill H www.ts1000.us

7275. Re: a Retro Gaming expo, Austin,TX 07/07

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 00:39:07 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0608232037210.26018@shell1>
Source record: 6282

On Tue, 22 Aug 2006, Rick D wrote:

> I have decided to call it "GAMER". I am looking to find out how
> much interest there is in a show to be held in Austin, TX in July 2007.
> I am looking for Sponsors, Vendors, Attendees, and Help Staff. The
> current show info is posted at:
> www.a8maestro.com/sites/gamer07/gamer.htm.

I would be interested in attending such a show.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7276. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 01:24:56 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <d5ydnUSTN9NIYnHZnZ2dnUVZ_oidnZ2d@comcast.com>
Source record: 6283

yeah, I have that video as an .avi file on my PC.

I also have an advertisement for "Yars Revenge" as an AVI file. It's very
amusing. "Have you played Atari today?"
Maybe that one is on "youtube" already. If not maybe I'll send it up.

-z-

"Bill H" <bill@ts1000.us> wrote in message
news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
> Original Atari 800 commercial c 1981
>
> http://www.youtube.com/watch?v=_xgONj4Ft8g
>
> Brings back memories
>
> Bill H www.ts1000.us
>

7277. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 01:32:11 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <W_adnc1E7PI2nHDZnZ2dnUVZ_tudnZ2d@comcast.com>
Source record: 6284

OK -

I see *MANY* old atari videos are out there on YOUTUBE.

Do a search on Atari or Atari 800. Oh my god, the videos are so bad they're
a riot!

Here are a few......priceless.

http://www.youtube.com/watch?v=t7R9QeyH89A

http://www.youtube.com/watch?v=lZ1Qg-Ny75g

-z-

"Bill H" <bill@ts1000.us> wrote in message
news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
> Original Atari 800 commercial c 1981
>
> http://www.youtube.com/watch?v=_xgONj4Ft8g
>
> Brings back memories
>
> Bill H www.ts1000.us
>

7278. Re: WTB : 1200XL keyboards and 800XL keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 02:37:58 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Yd8Hg.1765$dB.859@read2.cgocable.net>
Source record: 6285

Vidar Olavesen wrote:

> I have a couple of 800XL's with no keyboard, anyone knows where to get
> spares? Also need for my two 1200XL's where a couple of keys are missing
> on each of them. They don't seem to be identical though!
>
> Thanks

I have a couple of 800XL keyboards that I could sell reasonably cheap. If
you're interested send me a note. That's my real email address in the
header.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7279. Selling XEGS with joystick, light gun, and much more!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 02:40:03 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <ak8Hg.551$B14.151@dukeread03>
Source record: 6286

http://cgi.ebay.com/Atari-XEGS_W0QQitemZ300020908668QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

7280. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 02:52:35 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Kr8Hg.1524$sM1.1218@read1.cgocable.net>
Source record: 6287

Tarkin wrote:

>> I can help you out with a Pokey chip. I can't help ya with the Atari 800
>> keyboard though; I have none.
>
> OOOHHH!! Email details to n*u*k*e*4//8//3//8//6 @ y!.com
> (demunge the above addy as appropriate)
>

Is "y!" yahoo? Or is it just y.com? Anyway, details are as follows:

1 Pokey chip $3.00 shipped regular mail*. Price includes postage and
handling, administrative fee, extended thirty day warranty, and the actual
Pokey chip. For sixty day warranty add $1.00.

On approved credit, you can get the Pokey chip now and not pay for one full
year. However, there is a $29.95 service fee that is due at time of
signing and other conditions may apply. Don't pay for one full year is
available only in North America excluding Hawaii, and Alaska.

* This is the cash price. There are additional charges for Visa and
Mastercard orders. See terms and conditions for additional details.

--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7281. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 03:37:05 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <n59Hg.1526$sM1.1322@read1.cgocable.net>
Source record: 6288

<posted & mailed>

AlbaClause wrote:

> Tarkin wrote:
>
>>> I can help you out with a Pokey chip. I can't help ya with the Atari
>>> 800 keyboard though; I have none.
>>
>> OOOHHH!! Email details to n*u*k*e*4//8//3//8//6 @ y!.com
>> (demunge the above addy as appropriate)
>>
>
> Is "y!" yahoo? Or is it just y.com? Anyway, details are as follows:
>
> 1 Pokey chip $3.00 shipped regular mail*. Price includes postage and
> handling, administrative fee, extended thirty day warranty, and the actual
> Pokey chip. For sixty day warranty add $1.00.
>
> On approved credit, you can get the Pokey chip now and not pay for one
> full
> year. However, there is a $29.95 service fee that is due at time of
> signing and other conditions may apply. Don't pay for one full year is
> available only in North America excluding Hawaii, and Alaska.
>
> * This is the cash price. There are additional charges for Visa and
> Mastercard orders. See terms and conditions for additional details.
>
>

Ooops, I forgot to mention the following:

Make check or money order payable to:

Lambton Financial Credit Union
c/o Darryl Germain Acct: 5228
1295 London Road
Sarnia, Ontario
N7S 1P6

Write on the cheque or money order the following: Payment on debt. Re:
acct: 5228

--
There are several things that I will never be:
* I will never be attracted to females.

* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7282. Re: WTB : 1200XL keyboards and 800XL keyboards

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 03:54:45 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Wl9Hg.1528$sM1.877@read1.cgocable.net>
Source record: 6289

<posted & mailed>

AlbaClause wrote:

> Vidar Olavesen wrote:
>
>> I have a couple of 800XL's with no keyboard, anyone knows where to get
>> spares? Also need for my two 1200XL's where a couple of keys are missing
>> on each of them. They don't seem to be identical though!
>>
>> Thanks
>
> I have a couple of 800XL keyboards that I could sell reasonably cheap.
> If
> you're interested send me a note. That's my real email address in the
> header.
>

Like I wrote in my previous post, I can send you at least two Atari 800XL keyboards. I have a bunch of assholes at Lambton Financial Credit Union playing God because they've discovered shitty rock radio. Anyway, if you want to buy the keyboards from me, you need to make the cheque or money order payable to Emperor Darryl Germain c/o Lambton Financial Credit Union, Sarnia, Ontario, N7S 1P6...

On the check or money order write the following: Payment on debt of account 5228. Also write, "Corruption and crime don't pay, but William Duke does!"

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7283. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 04:06:42 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1156392402.340093.34490@h48g2000cwc.googlegroups.com>
Source record: 6290

Roy Dean wrote:
>
> Are you going to have drag and drop or any other file load on start up. I
> am using this a lot now THANKS. This program is a real life 'time' saver..
>

Hello Roy,

I'm glad to hear you are finding Memo Pad useful.
Drag and drop would be a great addition. I will try to have it in the
next release.

Thanks,
Eric

7284. Factory pressed dvd movies, ps2, psp, xbox, xbox 360 backups for sale !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 04:27:40 UTC
From: dvd6@time.net.my
Message-ID: <1156393660.797436.161010@75g2000cwc.googlegroups.com>
Source record: 6291
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,alt.comp.freeware,alt.video.dvd.software,alt.video.dvd.authoring

We're offering all the latest factory pressed high quality dvd movies,
ps2, psp xbox and xbox 360 silvers with factory printed colour inserts
at fantastic prices, whether for personal use or reselling. We're
shipping worldwide with various shipping methods. For resellers, please
contact us for bulk discounts.

For a complete list and prices, please email us at
glory@spankthedonkey.com

(Please state the type of list that you want and tell us your location
as the prices varies for different locations. If you're reseller,
please state the quantity you wish to order per shipment and we'll
quote you a wholesale price depending on the quantity ordered.)

* If you need references, we can provide them to you.

7285. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 06:51:52 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1156402312.317010.127500@m73g2000cwd.googlegroups.com>
Source record: 6292

> > Is "y!" yahoo? Or is it just y.com? Anyway, details are as follows:

'y.com' is a nonenitity, as is 'a.com' . 'x.com' forwards(?) to
paypal (or a knockoff;any webilantes wanna follow up on them?),
and 'z.com' is owned by Nissan. Interesting, no? Oh, and in
answer to the question, y! = yahoo.

> > 1 Pokey chip $3.00 shipped regular mail*. Price includes postage and
> > handling, administrative fee, extended thirty day warranty, and the actual
> > Pokey chip. For sixty day warranty add $1.00.

Ahh, the right price!!

> > On approved credit, you can get the Pokey chip now and not pay for one
> > full
> > year. However, there is a $29.95 service fee that is due at time of
> > signing and other conditions may apply. Don't pay for one full year is
> > available only in North America excluding Hawaii, and Alaska.

Only 29.95?

> > * This is the cash price. There are additional charges for Visa and
> > Mastercard orders. See terms and conditions for additional details.

Unpaid credit card bills: thousands$$$
Credit Score: lower 100s
Having an identity & credit history nobody wants to steal: priceless

> Write on the cheque or money order the following: Payment on debt. Re:
> acct: 5228

To dodge the taxman?

Ohh, and I'm one of those dum umerikans. Are US funds
(i.e. Western Union Money Order, for whatever the rate is for
the second Tuesday of the month) o.k.?

Thanks,
Tarkin

7286. Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 09:16:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240208120.13414-100000@onyx.spiritone.com>
Source record: 6293
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I asked if any Atarian living in Baltimore was reading these, to E-Mail me.
The emphasis was E-MAIL! Well, it doesnt matter any more. If I was E-Mailed
instead, somebody's Atari treasures would of been saved. ===Ben===

---------- Forwarded message ----------
Date: Mon, 14 Aug 2006 23:15:01 -0700

Sorry, let me clear this up. I'm looking for an Atarian or Atarians in
Baltimore, Maryland. Atarians only. Please only reply in E-Mail. Thanx! ==Ben==

---------- Forwarded message ----------
Date: Mon, 14 Aug 2006 05:24:31 -0700

Is there someone out there in Baltimore, Maryland?

If so, E-Mail me.

7287. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 09:31:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240227450.13414-100000@onyx.spiritone.com>
Source record: 6294
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7288. Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 09:35:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240231350.13414-100000@onyx.spiritone.com>
Source record: 6297
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

20% off all educational Software & Books for Classic Atari 8 Bit & Atari ST Computer lines! Make sure you ask for the discount in E-Mail. Many items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7289. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 09:38:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240235530.13414-100000@onyx.spiritone.com>
Source record: 6296
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm still converting my Atari catalogs to 80 columns across! Checkout my
NEW UPDATED catalogs! Cut & Paste Catalogs & E-Mail your order with your
Shipping Address so I can figure S & H! 1st come, 1st served, 1st sold!

FREE Catalogs for Used & New Atari Jaguar Games plus Consoles! Plus
Classic Atari 8 Bit & ST Computer lines! View Catalogs on-line, Download
them or Feel free to Request catalogs by E-Mail. Really, it's not an
inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or
all 3! Then I'll send them to you by E-Mail. Let me know if I cant
attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org Ben's Atari Catalogs & Website!
http://www.aracnet.com/~atari/shipping.htm I can save you Money & Time!
http://www.aracnet.com/~atari/specials.htm Atari Sale Details!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7290. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 09:40:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608240238260.13414-100000@onyx.spiritone.com>
Source record: 6295
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7291. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 11:38:56 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1156419536.886635.22100@b28g2000cwb.googlegroups.com>
Source record: 6148

Hi Eric-

Very nice prog. Thanks! -Larry

7292. Re: Who sells atari stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 22:32:38 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <VJpHg.68$sS1.16@read1.cgocable.net>
Source record: 6149

Tarkin wrote:

>
>> > Is "y!" yahoo? Or is it just y.com? Anyway, details are as follows:
>
> 'y.com' is a nonenitity, as is 'a.com' . 'x.com' forwards(?) to
> paypal (or a knockoff;any webilantes wanna follow up on them?),
> and 'z.com' is owned by Nissan. Interesting, no? Oh, and in
> answer to the question, y! = yahoo.
>
>> > 1 Pokey chip $3.00 shipped regular mail*. Price includes postage and
>> > handling, administrative fee, extended thirty day warranty, and the
>> > actual
>> > Pokey chip. For sixty day warranty add $1.00.
>
> Ahh, the right price!!
>
>> > On approved credit, you can get the Pokey chip now and not pay for one
>> > full
>> > year. However, there is a $29.95 service fee that is due at time of
>> > signing and other conditions may apply. Don't pay for one full year is
>> > available only in North America excluding Hawaii, and Alaska.
>
> Only 29.95?
>
>> > * This is the cash price. There are additional charges for Visa and
>> > Mastercard orders. See terms and conditions for additional details.
>
> Unpaid credit card bills: thousands$$$
> Credit Score: lower 100s
> Having an identity & credit history nobody wants to steal: priceless
>
>> Write on the cheque or money order the following: Payment on debt. Re:
>> acct: 5228
>
> To dodge the taxman?
>
> Ohh, and I'm one of those dum umerikans. Are US funds
> (i.e. Western Union Money Order, for whatever the rate is for
> the second Tuesday of the month) o.k.?
>
> Thanks,
> Tarkin

Yeah, money orders are just fine. Just make it payable to Lambton
Financial Credit Union and let me know when it's in the mail. I'll get
the Pokey chip on its way to you as soon as you confirm that you actually
want it.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7293. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 22:46:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <PWpHg.71$sS1.58@read1.cgocable.net>
Source record: 6150
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> I asked if any Atarian living in Baltimore was reading these, to E-Mail
> me. The emphasis was E-MAIL! Well, it doesnt matter any more. If I was
> E-Mailed instead, somebody's Atari treasures would of been saved.
> ===Ben===
>

Ah, let me guess. You found some dude in Baltimore, Maryland that was getting rid of his Atari stuff for free or next to nil. Problem was that the guy was unwilling to ship the stuff because he just wanted to get rid of it. Basically, if no one was interested in coming to pick it up, he was just gonna toss it in the trash.

Not knowing anyone in Baltimore, Maryland, you could not devise a scheme for getting your little paws on the merchandise. Quickly you ran to the computer and beckoned the aid of your fellow atarians in c.s.a.8. But no one could or would help you. Long annoyed at your constant spamming of the newsgroup, few atarians were even willing to open and read your desperate plea for help, let alone respond to it by email.

Patiently, you sat before your computer watching your email account with bated anticipation. Certain that the Atari community that had served you so well over the years, would come to your rescue and help ensure that you would not lose the coveted loot you so cunningly sought. But alas, it would not happen. The loot would be lost and Bravo Sierra Computers' attempted conquest would be foiled by those annoyed by newsgroup spam.

Let it not be forgotten, that those who live by the spam, die by the spam. How tragic. :-(

--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7294. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-24 22:55:18 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <93qHg.560$ED.32@read2.cgocable.net>
Source record: 6151
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:

> 20% off all educational Software & Books for Classic Atari 8 Bit & Atari
> ST Computer lines! Make sure you ask for the discount in E-Mail. Many
> items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com
> or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

My son will be going off to college in September and will be studying computer science at the massengill institute of technology. He will be needing his own computer for these studies and I was wondering what kind of system you might be able to set him up with.

Essentially, he will be needing something for word processing as well as application development, email, web-surfing, and instant messaging with other people on and off campus.

Your 20% off all educational software and books sale has caught my attention and I would really like to save some money on this investment in my son's education and future.

Thank you, and best wishes to you and yours this holiday season.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7295. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 01:15:53 UTC
From: Didimo <didimo@SPAMMATUAMAMMAsbcglobal.net>
Message-ID: <qhjse2t0gmb9siv07jsgd9rtk81hg2iopf@4ax.com>
Source record: 6152

On Thu, 24 Aug 2006 18:55:18 -0400, AlbaClause <you@cogeco.ca> wrote:

>My son will be going off to college in September and will be studying
>computer science at the massengill institute of technology. He will be
>needing his own computer for these studies and I was wondering what kind of
>system you might be able to set him up with.

Ahem. FYI: The guy is selling collectible home computers from the
1980's. Those are good for nostalgic collectors and for some old
computer games, but not for anything your son needs to do.
Don't be cheap and invest on your kid's education. He can get a
reasonably priced computer at any CompUSA, BestBuy or through his
college. He might get a good deal through the school for a laptop or a
desktop which is up to the school standards, and also benefit from a
student discount. You're not looking at spending much (aka: less than
$1,000, or around that price) for a good PC these days...

Best,

Simone
Who is a college prof, btw

7296. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 03:59:38 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1156478378.070497.26330@75g2000cwc.googlegroups.com>
Source record: 6153

Didimo wrote:
> On Thu, 24 Aug 2006 18:55:18 -0400, AlbaClause <you@cogeco.ca> wrote:
>
>
> >My son will be going off to college in September and will be studying
> >computer science at the massengill institute of technology. He will be
> >needing his own computer for these studies and I was wondering what kind of
> >system you might be able to set him up with.
>
> Ahem. FYI: The guy is selling collectible home computers from the
> 1980's. Those are good for nostalgic collectors and for some old
> computer games, but not for anything your son needs to do.
> Don't be cheap and invest on your kid's education. He can get a
> reasonably priced computer at any CompUSA, BestBuy or through his
> college. He might get a good deal through the school for a laptop or a
> desktop which is up to the school standards, and also benefit from a
> student discount. You're not looking at spending much (aka: less than
> $1,000, or around that price) for a good PC these days...
>
> Best,
>
> Simone
> Who is a college prof, btw

You must not teach sarcasm... :)

7297. Re: a Retro Gaming expo, Austin,TX 07/07

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 10:05:22 UTC
From: Velcro_SP <NOdaclmi@cavtel.netSPAM>
Message-ID: <4lite2df9v2pr42g9aps6gfrcc0fj3l2b8@4ax.com>
Source record: 6154

I would like to come. I'd like to visit Austin again. I would consider coming, but it depends on work demands to a great degree, not sure what those will be in July 2007. Hopefully there would be a strong focus on Atari 8bit.

On Tue, 22 Aug 2006 20:51:19 -0500, Rick D <a8maestro@a8maestro.com> wrote:

>Hello,
>
>The last retro, classic, arcade, console gaming show was AGE2003, and
>there has been no word on another one, so I would like to get one
>going. I have decided to call it "GAMER". I am looking to find out how
>much interest there is in a show to be held in Austin, TX in July 2007.
>I am looking for Sponsors, Vendors, Attendees, and Help Staff. The
>current show info is posted at:
>www.a8maestro.com/sites/gamer07/gamer.htm.
>
>Thanks for the feedback, Rick D.
>

7298. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 15:53:40 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.teujrqlydbvw6m@fred>
Source record: 6155

On Thu, 24 Aug 2006 00:04:21 -0500, Michael Current
<hunmanik@earthlink.net> wrote:

> Archive-name: atari-8-bit/faq
> Posting-Frequency: 60 days
> Last-modified: March 28, 2006

Well, the fact that the current version wasn't what was posted wasn't my
fault this time.

I have sent new copies to the FAQ-Server at MIT several times in recent
days, but that service has been playing dead. Usually it sends an ack
email back within moments.

This has happened before, so it may come back to life again. Hopefully.
It's not clear anyone is admin'ing it at all, it may just be on autopilot.

-Michael

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7299. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 15:57:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.teujxcpkdbvw6m@fred>
Source record: 6156

On Thu, 24 Aug 2006 17:46:24 -0500, AlbaClause <you@cogeco.ca> wrote:

It's always sad when Atari stuff ends up being discarded. Hopefully that
didn't happen here.

-Michael

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7300. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 16:39:21 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <EEFHg.594$ED.68@read2.cgocable.net>
Source record: 6157

Michael Current wrote:

> On Thu, 24 Aug 2006 17:46:24 -0500, AlbaClause <you@cogeco.ca> wrote:
>
> It's always sad when Atari stuff ends up being discarded. Hopefully that
> didn't happen here.
>
> -Michael
>

I agree. There's so many people that will horde as much Atari stuff as
they can get their hands on. :-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7301. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 16:40:42 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <VFFHg.595$ED.529@read2.cgocable.net>
Source record: 6158

mr_i_davis@hotmail.com wrote:

>
> Didimo wrote:
>> On Thu, 24 Aug 2006 18:55:18 -0400, AlbaClause <you@cogeco.ca> wrote:
>>
>>
>> >My son will be going off to college in September and will be studying
>> >computer science at the massengill institute of technology. He will be
>> >needing his own computer for these studies and I was wondering what kind
>> >of system you might be able to set him up with.
>>
>> Ahem. FYI: The guy is selling collectible home computers from the
>> 1980's. Those are good for nostalgic collectors and for some old
>> computer games, but not for anything your son needs to do.
>> Don't be cheap and invest on your kid's education. He can get a
>> reasonably priced computer at any CompUSA, BestBuy or through his
>> college. He might get a good deal through the school for a laptop or a
>> desktop which is up to the school standards, and also benefit from a
>> student discount. You're not looking at spending much (aka: less than
>> $1,000, or around that price) for a good PC these days...
>>
>> Best,
>>
>> Simone
>> Who is a college prof, btw
>
> You must not teach sarcasm... :)

Apparently not. He didn't pick up on the "vinegar and water" institute of
technology. ;-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7302. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 16:49:46 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <qOFHg.596$ED.573@read2.cgocable.net>
Source record: 6159

Didimo wrote:

> On Thu, 24 Aug 2006 18:55:18 -0400, AlbaClause <you@cogeco.ca> wrote:
>
>
>>My son will be going off to college in September and will be studying
>>computer science at the massengill institute of technology. He will be
>>needing his own computer for these studies and I was wondering what kind
>>of system you might be able to set him up with.
>
> Ahem. FYI: The guy is selling collectible home computers from the
> 1980's. Those are good for nostalgic collectors and for some old
> computer games, but not for anything your son needs to do.
> Don't be cheap and invest on your kid's education. He can get a
> reasonably priced computer at any CompUSA, BestBuy or through his
> college. He might get a good deal through the school for a laptop or a
> desktop which is up to the school standards, and also benefit from a
> student discount. You're not looking at spending much (aka: less than
> $1,000, or around that price) for a good PC these days...
>
> Best,
>
> Simone
> Who is a college prof, btw

You must not watch much television. It was a joke. The inference was
that his spam doesn't "feel fresh, even after he showers." :-)

Massengill is a company that manufactures douches. And lord knows these
groups need to be cleaned out. :-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7303. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 16:57:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <jVFHg.114$sS1.7@read1.cgocable.net>
Source record: 6160
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Bravo Sierra Computers wrote:

> Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
> Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:
>
> http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!
>
> I cant read your mind, so fill out the survey so I can get to know you. It
> helps me figure out your Atari needs and Interests. Feel free to fill out
> the Atari Survey on my Contact Page! Goto my Link above. Thank You.
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

It's really not necessary to continuously spam this newsgroup. Everyone on this group is now well aware of your business. Micheal Current lists your business in his 8-bit vendors directory and Ronald J. Hall even advertises your business on his bbs.

Instead of spamming the newsgroups all of the time, why don't you start participating in the discussions? You could even put a little "Bravo Sierra" advertisement in the signature of your posts with a link to your website. Maybe then, people will be more likely to do business with you, and they won't hate you as much.

Besides, what better way to advertise your business than to demonstrate real knowledge of your products by actually participating in the newsgroups? Just a thought...

--
--
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7304. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 17:33:28 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <NvGHg.1562$AP2.986@fed1read10>
Source record: 6161

"AlbaClause" <you@cogeco.ca> wrote in message
news:EEFHg.594$ED.68@read2.cgocable.net...
> Michael Current wrote:
>
>> On Thu, 24 Aug 2006 17:46:24 -0500, AlbaClause <you@cogeco.ca> wrote:
>>
>> It's always sad when Atari stuff ends up being discarded. Hopefully that
>> didn't happen here.
>>
>> -Michael
>>
>
> I agree. There's so many people that will horde as much Atari stuff as
> they can get their hands on. :-)
>
> --
> --
> There are several things that I will never be:
> * I will never be attracted to females.
> * I will never enjoy the company of others.
> Exactly how these realities bode for my enemy, is not of my concern.
>
Horde!
No not me I just collect. My Atari stuff collects also---'DUST'.
RoyE

7305. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 17:42:20 UTC
From: stephensheppard@hotmail.com
Message-ID: <1156527740.834677.130120@75g2000cwc.googlegroups.com>
Source record: 6162

eric wrote:
> Hello,
>
> Release 3 of Memo Pad, my ATASCII file viewer and converter for
> Windows, is ready for downloading.
>
> In this release I have added preferences for changing the format of the
> byte offset and byte values displayed in Binary view mode.
>
> You can download Memo Pad at
> http://joyfulcoder.com/software/memopad/
>
> Thanks,
> Eric

There seems to be some problems with Windows 98SE (I know old OS, well old Ataris and old PCs). MemoPad can't find Atari.fon even though the file IS in the same folder.

Also, the recent file options don't work.

I've tried 3 different PCs. All had the same result.

I was able view files but I see an ugly, proportionally spaced font.

I do like the EOL conversion function.

Thanks for all your work. Hope there is an easy fix for Windows 98SE

- Steve Sheppard

7306. Re: Looking for an Atarian in Baltimore, Maryland!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-25 18:15:14 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.25.18.15.14.4653@charter.net>
Source record: 6163

On Fri, 25 Aug 2006 12:39:21 -0400, AlbaClause wrote:

> I agree. There's so many people that will horde as much Atari stuff as
> they can get their hands on. :-)

Hello? Oh sorry, thought someone mentioned my name... <grin>

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7307. Re: Family-Net BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 04:16:21 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00098543@familynet-international.org>
Source record: 6164

FamilyNet International Newsgate

> From: Sid Pacman <8-bitter@atari.old.folks.home>

> On Fri, 28 Jul 2006 at 08:36 -0000, Greg Goodwin scribbled
> -> Well, happy to let you know the Family BBS is still out there,
> ->and what I am writing from. The new IP is 70.104.17.96
> -> Doc Clu

> Tried it & didn't get anything. For a test I telnetted to the
> Dark Force BBS & got connected right away.
> --
>>>> --<<<
>>>> david moeser -- erasmus39 on yahoo <<<
>>>> Censornati, Ohio - USA <<<
>>>> --<<<
> * ATARI -- Love it or leave it! *

Family Net changes IP's sometimes. It can now be reached at the URL...
fmlynet.dyndns.org

Now lately I have worked with another BBS to get me access through it's
gateway. Family Net and another BBS, the Prison Board BBS, are great because
once you get to those BBS's you can telnet out from there to places that have
changing IP Addresses.

To get to the Prison Board BBS...
216.62.20.217

Get on that BBS, hit X for the internet menu, and then T for telnet outbound.
The Fmaily BBS is one of the selections there, or you can enter in whatever URL
you want. (This is greatly helpful for those of us with the URL challenge
lantronix boxes. :))

Doc Clu 800
(Writing on a 800 from the Family Net BBS)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7308. pictures needed

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 04:16:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00098544@familynet-international.org>
Source record: 6165

FamilyNet International Newsgate

> From: "chris" <chris.baranowski@gmail.com>

> I am a proud owned of an abused 800. I am looking for picts of an OEM
> 800 motherboard. Mine has been hacked, powers on but gets no display. I
> want to compare the picts to figure out where everything is suppost to
> be.

I'm a 800 (beige) fan, and using one now. How is this coming along?

Doc Clu 800

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7309. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 05:34:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608252224110.12490-100000@onyx.spiritone.com>
Source record: 6166

Please E-Mail me so I can work on your order. Thanx! ===Ben===

---------- Forwarded message ----------
Date: Thu, 24 Aug 2006 18:55:18 -0400

Bravo Sierra Computers wrote:

> 20% off all educational Software & Books for Classic Atari 8 Bit & Atari
> ST Computer lines! Make sure you ask for the discount in E-Mail. Many
> items I have One, Two or Too Few of! Questions? E-Mail Atari@aracnet.com
> or call Ben anytime at (503)256-9974! 1st come, 1st served, 1st sold!

My son will be going off to college in September and will be studying
computer science at the massengill institute of technology. He will be
needing his own computer for these studies and I was wondering what kind of
system you might be able to set him up with.

Essentially, he will be needing something for word processing as well as
application development, email, web-surfing, and instant messaging with
other people on and off campus.

Your 20% off all educational software and books sale has caught my attention
and I would really like to save some money on this investment in my son's
education and future.

Thank you, and best wishes to you and yours this holiday season.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7310. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 14:02:21 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1156600941.851853.234090@i42g2000cwa.googlegroups.com>
Source record: 6167

stephensheppard@hotmail.com wrote:
>
> There seems to be some problems with Windows 98SE (I know old OS, well
> old Ataris and old PCs). MemoPad can't find Atari.fon even though the
> file IS in the same folder.
>
> Also, the recent file options don't work.
>
> I've tried 3 different PCs. All had the same result.
>
> I was able view files but I see an ugly, proportionally spaced font.
>
> I do like the EOL conversion function.
>
> Thanks for all your work. Hope there is an easy fix for Windows 98SE
>
> - Steve Sheppard

Hello Steve,

Thanks for the report. I will look into this when I return to work. I
think there may still be a Windows 98SE box floating around there.

Can you tell me more about the recent file options not working? Do
recent files appear in the list but fail to open when selected or is
the list always "none"?

Also, were the 3 different PCs you tried all running Windows 98SE?

Thanks for your help,
Eric

7311. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 16:25:08 UTC
From: stephensheppard@hotmail.com
Message-ID: <1156609508.920645.32820@p79g2000cwp.googlegroups.com>
Source record: 6168

eric wrote:
> stephensheppard@hotmail.com wrote:
> >
> > There seems to be some problems with Windows 98SE (I know old OS, well
> > old Ataris and old PCs). MemoPad can't find Atari.fon even though the
> > file IS in the same folder.
> >
> > Also, the recent file options don't work.
> >
> > I've tried 3 different PCs. All had the same result.
> >
> > I was able view files but I see an ugly, proportionally spaced font.
> >
> > I do like the EOL conversion function.
> >
> > Thanks for all your work. Hope there is an easy fix for Windows 98SE
> >
> > - Steve Sheppard
>
> Hello Steve,

>
> Thanks for the report. I will look into this when I return to work. I
> think there may still be a Windows 98SE box floating around there.
>
> Can you tell me more about the recent file options not working? Do
> recent files appear in the list but fail to open when selected or is
> the list always "none"?
>
> Also, were the 3 different PCs you tried all running Windows 98SE?
>
> Thanks for your help,
> Eric

Hi Eric,

All 3 PC's are running Windows 98SE.

Previously opened files do appear in the list but if I try to select
one I get a dialog box that says, "The file requested does not exist
and will be removed from the list of recent files".

- Steve Sheppard

7312. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 19:00:05 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0608261453140.11796@furyy1>
Source record: 6169

On Thu, 24 Aug 2006 at 20:59 -0700, mr_i_davis scribbled:
->You must not teach sarcasm... :)

There's obviously no need for that. It seems that all the bozos
on the Usenet already know it. <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

7313. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 19:24:35 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0608261503100.11796@furyy1>
Source record: 6170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

First "Coda" (smeg underline 007 at hotmail dot com) scribbled:
->> Are you kidding??? We tell you straight to your face that these
->>ads aren't wanted, and you don't get THAT message!!! So it's 4
->>this month then, and from now on right?

....to which on Thu, 17 Aug 2006 at 12:00 -0700, Don Schmidt of
Vancouver, USA, replied:
->Are you saying you know the message is from and you open it and
->read it anyway? Or, you don't know how to block mail? I think you
->win the peroxide prize for the month.

That's not fair to blondes, Don. <grin>

But seriously, people are often measured by the calibre of the
enemies they make.... Inversely, that is. The bigger and better
the enemies (comparativors, so to speak), the worse the "compara-
tivee" is likely to look in the eyes of objective third parties.
And vice versa.

In this case Ben must be a great guy, because his enemies have
proven themselves to be pipsqueaks.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* If you don't like the news, go out and make some of your own. *

7314. Re: Family-Net BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 20:04:19 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <JK1lg.828$sS1.136@read1.cgocable.net>
Source record: 6171

Greg Goodwin wrote:

> FamilyNet International Newsgate
>
>> From: Sid Pacman <8-bitter@atari.old.folks.home>
>
>
>
>> On Fri, 28 Jul 2006 at 08:36 -0000, Greg Goodwin scribbled
>> -> Well, happy to let you know the Family BBS is still out there,
>> ->and what I am writing from. The new IP is 70.104.17.96
>> -> Doc Clu
>
>> Tried it & didn't get anything. For a test I telnetted to the
>> Dark Force BBS & got connected right away.
>> --
>>>>> --<<<
>>>>> david moeser -- erasmus39 on yahoo <<<
>>>>> Censornati, Ohio - USA <<<
>>>>> --<<<
>> * ATARI -- Love it or leave it! *
>
> Family Net changes IP's sometimes. It can now be reached at the URL...
> fmlynet.dyndns.org
>
> Now lately I have worked with another BBS to get me access through it's
> gateway. Family Net and another BBS, the Prison Board BBS, are great
> because once you get to those BBS's you can telnet out from there to
> places that have changing IP Addresses.
>
> To get to the Prison Board BBS...
> 216.62.20.217
>
> Get on that BBS, hit X for the internet menu, and then T for telnet
> outbound. The Fmaily BBS is one of the selections there, or you can enter
> in whatever URL
> you want. (This is greatly helpful for those of us with the URL challenge
> lantronix boxes. :))
>
> Doc Clu 800
> (Writing on a 800 from the Family Net BBS)
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org

Hey Doc, I was wondering where you had been. You seem to disappear for great periods of time and then resurface.

Have a question for ya Doc. Are bbs' your only access to the Internet? If so, and you need a dependable gateway, I'd be more than happy to give you an account on one of Linux boxes. You can use one of my machines as your gateway to the net if you want. Just let me know.

Oh, by the way, I'm in the process of learning the Python language, and my first real project is going to be to write a chat script. Sort of like the chat application that I used to operate on my Mac. Only I'll be able to add a lot more features to this one, as I'll be writing it from scratch.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7315. Re: Atari Back 2 School Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 20:06:49 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <3N1Ig.3932$ED.767@read2.cgocable.net>
Source record: 6172

Sid Pacman wrote:

> On Thu, 24 Aug 2006 at 20:59 -0700, mr_i_davis scribbled:
> ->You must not teach sarcasm... :)
>
> There's obviously no need for that. It seems that all the bozos
> on the Usenet already know it. <grin>

Are you calling me a bozo? :-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7316. Re: AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 20:29:10 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <062lg.830$sS1.467@read1.cgocable.net>
Source record: 6173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Sid Pacman wrote:

> But seriously, people are often measured by the calibre of the
> enemies they make.... Inversely, that is. The bigger and better
> the enemies (comparativors, so to speak), the worse the "compara-
> tivee" is likely to look in the eyes of objective third parties.
> And vice versa.
>
> In this case Ben must be a great guy, because his enemies have
> proven themselves to be pipsqueaks.

Huh? People are measured inversely proportionate to their enemies? So you're saying that Ben is a great guy because he spams the newsgroups and makes enemies?

Everyone knows that it is bad netiquette to spam newsgroups. Ben has been repeatedly asked to stop spamming comp.sys.atari.8bit and other newsgroups, yet he persists with his spam. The vast majority of newsgroup participants have registered some form of protest to Ben's actions. Are you saying that Ben's actions make him a great guy?

If so, I humbly beg to differ. Ben has displayed nothing but callous disregard for the wants and desires of his fellow Atarians and for net users in general. How this could possibly be perceived as noble by third parties is beyond me. Especially, when it is these third parties that complain of Ben's constant spamming, block his messages from ever reaching their machines, register complaints with Ben's ISP, and refuse to read anything that comes from Bravo Sierra computers. These realities would make Ben the pipsqueak -- the man that continues to speak when virtually everyone refuses to hear his message.

Sure, Ben operates a business and provides a service to Atari computer owners. And he has every right to do so. But to conduct his marketing in the manner in which he has chosen is just bad business, poor judgment, and just plain irrational.

Several users of this group have gone the extra mile to help ensure that people know about Bravo Sierra computers. Dark Force BBS advertises Bravo Sierra computers -- for free I might add -- to those who telnet there. Micheal Current freely offers his time to compile directories of Atari vendors, a directory that lists Bravo Sierra as a seller of Atari gear, and makes it available to his fellow Atari users. And I've even seen the occasional Atari user recommend Bravo Sierra to persons looking to buy Atari gear.

I think there's a very valid point to be made here. The point is that there is a very definite line drawn on what is and isn't acceptable use of a newsgroup such as this. It is widely held that Ben's use of these newsgroups is not acceptable. As such, it is very clear that Ben does and continues to cross that line. I would hardly be too quick to place Ben in the "hero" category under these circumstances. And judging by the typical responses to Ben's posts -- or, indeed, lack of responses to Ben's posts -- Ben is not getting much mileage from his spam, or the enemies that he is making.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7317. Re: Memo Pad - Release 3

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 23:47:43 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1156636063.094017.51640@b28g2000cwb.googlegroups.com>
Source record: 6174

stephensheppard@hotmail.com wrote:
>
> Hi Eric,
>
> All 3 PC's are running Windows 98SE.
>
> Previously opened files do appear in the list but if I try to select
> one I get a dialog box that says, "The file requested does not exist
> and will be removed from the list of recent files".

Hello Steve,

Thanks again for the feedback. A friend happen to have a 98SE box that he was working on for a coworker and was willing to test some changes for me. The problem was due to my code for checking the existence of a file. I have rewritten the code and my friend tested it and says it now works.

You can get the new release, which also contains other fixes and features, at my website.
http://joyfulcoder.com/software/memopad/

Thanks again for your help and paitence,
Eric

7318. Memo Pad Release 4

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-26 23:54:41 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1156636480.953797.234680@m79g2000cwm.googlegroups.com>
Source record: 6175

Hello,

Release 4 of Memo Pad, my ATASCII file viewer and converter for
Windows, is ready for downloading.

In this release I have fixed two bugs that appeared on Windows 95, 98,
and 98SE. These are the failure to load the Atari font on startup and
failure to open files with the Open Recent menu. Thanks to Steve
Sheppard for reporting this problem.

In this release I have also added support for handling drag-and-drop
files as requested by Roy Dean.

There are a couple other smaller fixes and features too.

You can download Memo Pad Release 4 at
http://joyfulcoder.com/software/memopad/

Thanks,
Eric

7319. short cassettes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 01:22:03 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0608262116340.11796@furyy1>
Source record: 6176

Is anybody out there still using an Atari 8-bit with a cassette
recorder? If so, and if you're looking for those short little cas-
sette tapes with lengths like 5 or 10 minutes -- like what we used
to use in real life 25 years ago! (before disk drives!) -- please
send e-mail to my public mailbox. I found another use for those
things back in the '90s but no longer have that use.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

7320. Re: short cassettes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 03:22:11 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <c98lg.1042$sS1.985@read1.cgocable.net>
Source record: 6177

Sid Pacman wrote:

> Is anybody out there still using an Atari 8-bit with a cassette
> recorder? If so, and if you're looking for those short little cas-
> sette tapes with lengths like 5 or 10 minutes -- like what we used
> to use in real life 25 years ago! (before disk drives!) -- please
> send e-mail to my public mailbox. I found another use for those
> things back in the '90s but no longer have that use.

I remember those. I started out with an Atari 800XL and a 1010 program recorder. I had to wait a little while to get my first Atari 1050 disk drive, because Woolco -- which doesn't even exist anymore -- was putting them on sale a couple of weeks after my parents were supposed to buy mine. I think the savings was something like $30 or $40 bucks for waiting.

So long ago... And that was back when the store employee's would let you know that something was going to be on sale soon. Ah, the good old days.

Anyway, what I really remember were those old Coleco Adam cassettes. Those drives were quite fast, and the cassettes never needed to be rewound to the beginning. I remember thinking how amazing those were. My how times have changed. ;-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7321. Re: Memo Pad Release 4

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 03:30:06 UTC
From: stephensheppard@hotmail.com
Message-ID: <1156649406.427448.248210@h48g2000cwc.googlegroups.com>
Source record: 6178

eric wrote:
> Hello,
>
> Release 4 of Memo Pad, my ATASCII file viewer and converter for
> Windows, is ready for downloading.
>
> In this release I have fixed two bugs that appeared on Windows 95, 98,
> and 98SE. These are the failure to load the Atari font on startup and
> failure to open files with the Open Recent menu. Thanks to Steve
> Sheppard for reporting this problem.
>
> In this release I have also added support for handling drag-and-drop
> files as requested by Roy Dean.
>
> There are a couple other smaller fixes and features too.
>
> You can download Memo Pad Release 4 at
> http://joyfulcoder.com/software/memopad/
>
> Thanks,
> Eric

Works great!

Thanks for the fast changes, Eric.

- Steve Sheppard

7322. Re: Memo Pad Release 4

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 05:46:51 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <mlalg.1610$AP2.1312@fed1read10>
Source record: 6179

<stephensheppard@hotmail.com> wrote in message
news:1156649406.427448.248210@h48g2000cwc.googlegroups.com...
>
> eric wrote:
>> Hello,
>>
>> Release 4 of Memo Pad, my ATASCII file viewer and converter for
>> Windows, is ready for downloading.
>>
>> In this release I have fixed two bugs that appeared on Windows 95, 98,
>> and 98SE. These are the failure to load the Atari font on startup and
>> failure to open files with the Open Recent menu. Thanks to Steve
>> Sheppard for reporting this problem.
>>
>> In this release I have also added support for handling drag-and-drop
>> files as requested by Roy Dean.
>>
>> There are a couple other smaller fixes and features too.
>>
>> You can download Memo Pad Release 4 at
>> http://joyfulcoder.com/software/memopad/
>>
>> Thanks,
>> Eric
>
> Works great!
>
> Thanks for the fast changes, Eric.
>
> - Steve Sheppard
>
Ditto
One of the most useful Atari enhancements since SIO2PC and Turbobasic..

Thanks for the drag and drop, and warning about not saving
changes.....Super...
RoyE

7323. Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 14:53:44 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1156690424.658862.78240@75g2000cwc.googlegroups.com>
Source record: 6180

I just finished this upgrade in an XE; the second one I've done. The
first was many years ago, so I don't remember much about it. This
upgrade passes the Newell memory test program, but things still don't
appear quite right. The problem is the ramdisk. If the ramdisk gets
close to being full, MyDos 4.50 writes over the ramdisk directory.
I've tried both the XE and Newell page sequences with similar results.
Does anyone have any additional info or programs that could help me
diagnose this probelm? Thanks. -Larry

7324. Re: Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 15:24:45 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <aPilg.1614$AP2.174@fed1read10>
Source record: 6181

"Larry" <LLppwhite@earthlink.net> wrote in message
news:1156690424.658862.78240@75g2000cwc.googlegroups.com...
>I just finished this upgrade in an XE; the second one I've done. The
> first was many years ago, so I don't remember much about it. This
> upgrade passes the Newell memory test program, but things still don't
> appear quite right. The problem is the ramdisk. If the ramdisk gets
> close to being full, MyDos 4.50 writes over the ramdisk directory.
> I've tried both the XE and Newell page sequences with similar results.
> Does anyone have any additional info or programs that could help me
> diagnose this probelm? Thanks. -Larry
>
Larry,
Have you looked at this web page.
http://www.mathyvannisselroy.nl/mydos.htm
a ramdisk driver for setting D9: as ramdisk
http://www.mathyvannisselroy.nl/uspram9.ar0
here is the latest repaired ramdisk driver
http://www.mathyvannisselroy.nl/myrd2.arc

using SpartaDos version ramdisk might isolate problem and see if It is
caused by hardware or software. If both DOS's have the same ramdisk
problem. You could have a problem with the XE.

RoyE

7325. Re: Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 15:51:14 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1156693874.293467.237980@h48g2000cwc.googlegroups.com>
Source record: 6182

> Larry,
> Have you looked at this web page... snip. <

Hi Roy-
Thanks for the suggestions. I'll check these out.

In comparing this 130XE with the other one previously upgraded, I find that the older one has no ramdisk issues. There are some other hardware differences, but certainly looks to be a hardware issue of some type. I'm going to disconnect a few things and see where that takes me. But the ability to use D9: as the ramdisk (with other than the CSS UltraSpeed O/S) sounds like something I'd definitely be interested in. -Larry

7326. Re: Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 16:12:22 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1156695142.065341.186990@p79g2000cwp.googlegroups.com>
Source record: 6183

Got it! I checked the wiring one XE against the other and no
differences, but I gave each of the connections a "tug" test and one
popped off way too easily. Re-soldered it, and all is well with the
ramdisk. I'm still not sure how it passed the ram test, but can only
assume I had an "intermittent" connection. Thanks again. -Larry

7327. Re: Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 21:59:29 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-01A444.23592927082006@azure.qinip.net>
Source record: 6184

Howdy Larry

> But the ability to use D9: as the ramdisk (with other than
> the CSS UltraSpeed O/S) sounds like something I'd definitely be
> interested in. -Larry

Does that mean, you haven't looked at my internet site before? Shame on
you. :-D

Greetings

Mathy

7328. Re: Fujiama 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-27 22:17:02 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-C5B64F.00170228082006@azure.qinip.net>
Source record: 6185

Howdy Bill

> What's this, exactly?
>
> http://krupkaj.wz.cz/showpic.php?show=Fujiama&obr=5
>
> Was that based on some existing Atari hardware (e.g, a modem?), or build
> from scratch? (Either way, it's hella slick!)
>
> It looks like it's a Compact Flash card reader. What's the interface? SIO?

Beetle, who built it, called it the 1001. But the line of text below
the picture tells us more:

Atari 1001 - SIO2IDE2CF

It's version 3.x of SIO2IDE (see http://atariarea.histeria.pl/sio2ide/
text is in Polish, but the docs are in English). A description can be
found on my site here
http://www.mathyvannisselroy.nl/special%20stuff.htm#sio2ide

The case was made from parts of an 800XL. Apart from the SIO2IDE
interface (version 3.x, not 4.x) the only thing inside is an IDE2CF
convertor.

Greetings

Mathy

7329. My AO-Hell home page has moved

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-28 01:17:32 UTC
From: Lenard Spencer <lspenc13HATES-SPAMMERS@bellsouth.net>
Message-ID: <0rrlg.20392$e9.19971@bignews4.bellsouth.net>
Source record: 6186

I finally have taken the plunge and set up my own web server here at the house, and am saying goodbye and good riddance to AO-Hell. I never logged into there very often, and when I did, my mailbox was full of spam numbering well up into 3 digits. Seem the REAL reason they want to control the amount of spam is to get rid of the competition. (That's my opinion and I'm sticking to it!)

SO, my new home page adress is:

http://www.lspenc13.us/Lenspencer/index.htm

You will find my HyperSpeed MIO handler there, as well as the Forem-XE Pro BBS package.

7330. Re: My AO-Hell home page has moved

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-28 02:44:36 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <VHsIg.1155$sS1.845@read1.cgocable.net>
Source record: 6187

Lenard Spencer wrote:

> I finally have taken the plunge and set up my own web server here at the
> house, and am saying goodbye and good riddance to AO-Hell. I never
> logged into there very often, and when I did, my mailbox was full of
> spam numbering well up into 3 digits. Seem the REAL reason they want to
> control the amount of spam is to get rid of the competition. (That's my
> opinion and I'm sticking to it!)

Congrats on taking the plunge. I run my own web-server too. I much prefer running my own server to using any of the free or commercial options available on the net.

I'm presently working on an Atari 8-bit software archive that I hope to take live soon. It's not much right now, but I hope to get some work done on it in the next week or so.

What are you using for your server? Myself, I'm using Apache and Debian stable (sarge) on an old SGI Indy that I picked up about a year ago. It been running quite reliably and I'm very pleased with it.

Oh, by the way, when I checked out your homebrew section, I was expecting to find something reminiscent of the old electronics/computer hacker days. I see, however, that you mean "homebrew" literally. ;-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7331. Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-29 03:40:06 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <zGOIg.33$JQ2.23@newsfe07.lga>
Source record: 6188

48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and disk-based programs load but pressing keyboard keys has no effect. Even in "Memo pad" mode - nothing. Anyone seen this before and have any suggestions?

7332. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-29 04:46:56 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <4FPIg.2773$bM.1615@newsread4.news.pas.earthlink.net>
Source record: 6189

Geoff wrote:
> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and
> disk-based programs load but pressing keyboard keys has no effect. Even
> in "Memo pad" mode - nothing. Anyone seen this before and have any
> suggestions?

Just wild guesses. The 800 had a ~20 some odd pin connector, really goofy IIRC. Something like a row or double row of 1" pins that went clear through the connector.

1st guess would be corrosion/galvanic reaction between the disimilar metals of the connector. *LOTS* of people have had sucess just leaving the computer on overnight to dry out/start working properly.

2nd would be pull the thing apart and clean the connector a bit. 800s are built like a tank that wasn't meant to come apart. I don't like working on them because of this. Good luck getting it back together anyway if you end up doing this.

3rd is a chip failure. The keyboard circuit uses two 4049 or 4050 hex buffers to sense the keyboard, can't remember which.

The only other IC necessary for the keyboard is the Pokey 40 pin device. If all else fails you can swap one from a working computer in and see what happens. AFAIK the Pokey never changed so even one from a 65XE or 5200 game system would work.

Don't worry about the keyboard itself. It is a solid mechanical contact type that nothing short of a hammer can make malfunction.

While you have it appart you may want to check your microprocessor board. If it has the 6502B in it vs. the latter 6502C it is fairly valuble to some of us.

7333. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-29 04:55:20 UTC
From: "anoneds@netscape.net" <winston19842005@yahoo.com>
Message-ID: <1156827320.232147.162690@p79g2000cwp.googlegroups.com>
Source record: 6190

Geoff wrote:
> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and
> disk-based programs load but pressing keyboard keys has no effect. Even
> in "Memo pad" mode - nothing. Anyone seen this before and have any
> suggestions?

Anytime I've hooked mine back up, persistant hammering on the keys
eventually brings the entire keyboard back...

Good luck.

7334. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-29 05:02:58 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1156827694@rtfm.mit.edu>
Source record: 6191
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7335. Re: Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-29 11:55:22 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1156852521.951672.320680@i3g2000cwc.googlegroups.com>
Source record: 6192

Mathy Van Nisselroy wrote:
> Howdy Larry
>
> Does that mean, you haven't looked at my internet site before? Shame on
> you. :-D
>
> Greetings
>
> Mathy

Hi Mathy-

No, I've been to your nice site many times, but evidently overlooked
(or forgot) about the D9: driver. Good to hear from you!

Greetings,
Larry

7336. Re: Selling XEGS with joystick, light gun, and much more!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 00:02:58 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <TA4Jg.3907$B14.664@dukeread03>
Source record: 6193

1 day left !

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:ak8Hg.551$B14.151@dukeread03...
> http://cgi.ebay.com/Atari-XEGS_W0QQitemZ300020908668QQihZ020QQcategoryZ82631QQssPageName
ZWDVWQQrdZ1QQcmdZViewItem
>
>

7337. 1 hour left to go!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 00:05:04 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <RC4Jg.3908$B14.1200@dukeread03>
Source record: 6194

http://cgi.ebay.com/Atari-XEGS_W0QQitemZ300020908668QQihZ020QQcategoryZ82631QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

7338. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 01:30:55 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <jT5Jg.157$JQ2.62@newsfe07.lga>
Source record: 6196

Kryten wrote:
> "Geoff" <grw888@yahoo.com> wrote in message
> news:zGOIg.33$JQ2.23@newsfe07.lga...
>> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and
>> disk-based programs load but pressing keyboard keys has no effect. Even in
>> "Memo pad" mode - nothing. Anyone seen this before and have any
>> suggestions?
>
> Keyboard corrosion?
>
>

The leave-it-on-all-night trick didn't work, so I'm going to take it
apart this weekend and clean some contacts. Alcohol and swabs the right
stuff?

7339. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 01:33:35 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <PV5Jg.54$H11.19@newsfe7-win.ntli.net>
Source record: 6195

"Geoff" <grw888@yahoo.com> wrote in message
news:zGOIg.33$JQ2.23@newsfe07.lga...
> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and
> disk-based programs load but pressing keyboard keys has no effect. Even in
> "Memo pad" mode - nothing. Anyone seen this before and have any
> suggestions?

Keyboard corrosion?

7340. Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 12:47:29 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.30.12.47.29.550575@charter.net>
Source record: 6197

Was hoping some of the UDS10 users from this group could help me with a couple of questions...

If I do manage to successfully upgrade the serial port on the Mega ST that runs my BBS, say to 115,200, does the UDS10 do auto-negotiation? If it does, is it automatic or do I have to adjust some setting?

I'm wondering, because I wouldn't want to do the upgrade, only to find that 8bitters with the UDS10, running at 19.2, wouldn't be able to logon to my BBS anymore.

Thanks everyone.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7341. Download FREE: MP3 songs, movies, rigntones and more....

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 13:56:46 UTC
From: amitshahc@gmail.com
Message-ID: <1156946206.650592.225230@m73g2000cwd.googlegroups.com>
Source record: 6098

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Shopping:
See the product demo and suggest your view and demand.
Links: http://shopping-stuff.blogspot.com/

7342. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 17:23:02 UTC
From: Brian Sturk <bsturk@news1.news.adelphia.net>
Message-ID: <TuqdnZyIxJfrVGjZnZ2dnUVZ_vWdnZ2d@adelphia.com>
Source record: 6099

```
>> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and
>> disk-based programs load but pressing keyboard keys has no effect. Even in
>> "Memo pad" mode - nothing. Anyone seen this before and have any
>> suggestions?

My friend had the same issue w/ his 800 after not using it for a *LONG* time.
Turns out one of the traces had broken in the keyboard membrane thing. It was
difficult to get at it but once we did we just used a conductive pen to fix the
trace and voila the keyboard worked again!

~telengard

--
.-----------------------------------------------------,--------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ | .> )\,^a__
|-------------------------. bsturk<AT>adelphia.net | Python |( _ _)/ /-."~
| http://www.telengard.com `-------------------------`-------| `( )_ )/
| Telengard Technologies Inc. - NT/*nix UI & device drivers |_<_s_<_s
`-----------------------------------------------------------'
```

7343. Re: Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 17:33:50 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <oVjJg.15783$sS1.11317@read1.cgocable.net>
Source record: 6100

Ronald J. Hall wrote:

>
> Was hoping some of the UDS10 users from this group could help me with a
> couple of questions...
>
> If I do manage to successfully upgrade the serial port on the Mega ST that
> runs my BBS, say to 115,200, does the UDS10 do auto-negotiation? If it
> does, is it automatic or do I have to adjust some setting?
>
> I'm wondering, because I wouldn't want to do the upgrade, only to find
> that 8bitters with the UDS10, running at 19.2, wouldn't be able to logon
> to my BBS anymore.
>
> Thanks everyone.
>

I'm replying from a position of ignorance; I know virtually nothing about the Lantronix UDS 10. However, I will offer what would appear, if only superficially, to be common sense.

It is my understanding that the Lantronix UDS 10 is a serial port to Ethernet gateway. As such, the speed with which the host computer communicates with the UDS 10 is irrelevant. What is important is that one UDS 10 device is able to establish a TCP connection to another UDS 10 device over ethernet.

Let me paint a picture:

```
********* ******* ******* *********
* * * * * * * *
* CPU *----------* UDS *------------* UDS *----------* CPU *
* * 115K * * Ethernet * * 19.2K * *
********* Serial ******* (Internet) ******* Serial *********
```

As you can see from the above diagram -- crappy as it is -- there is no need for the UDS 10 to do a serial negotiation with the host computer at the ethernet end of the network.

The ST computer sends and receives data to and from the UDS 10 at effective rate of 115Kbps. The UDS 10, in turn takes the data and sends it over the net at 10Mbps(?) to the remote UDS 10 device. The remote UDS 10 device sends and receives data at 10Mbps(?) and forwards it to the Atari 8-bit computer at 19.2Kbps.

Basically, the serial throughput is not relevant because the ST is not establishing a serial connection with the Atari 8-bit computer. The ST

computer establishes a serial connection _only_ with the UDS 10 device.
Likewise, the Atari 8-bit is not attempting to establish a serial
connection with ST computer -- only the UDS 10 device. The UDS 10 device
establishes a TCP connection over ethernet and forwards the sent/received
data via serial to the host machine -- Whether it be an ST, Atari 8-bit, or
toaster.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7344. Re: Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 18:27:26 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.08.30.18.27.26.132881@charter.net>
Source record: 6101

On Wed, 30 Aug 2006 13:33:50 -0400, AlbaClause wrote:

Thanks for the reply.

<snip>

> Basically, the serial throughput is not relevant because the ST is not
> establishing a serial connection with the Atari 8-bit computer. The ST
> computer establishes a serial connection _only_ with the UDS 10 device.
> Likewise, the Atari 8-bit is not attempting to establish a serial
> connection with ST computer -- only the UDS 10 device. The UDS 10 device
> establishes a TCP connection over ethernet and forwards the sent/received
> data via serial to the host machine -- Whether it be an ST, Atari 8-bit, or
> toaster.

Makes sense to me. Hope thats right. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7345. Re: Peterson 130XE 320K Upgrade and MyDos 4.50 Ramdisk?

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 21:06:34 UTC
From: Lee <melee5@my-deja.com>
Message-ID: <1156971994.835245.234820@h48g2000cwc.googlegroups.com>
Source record: 6102

Hi, Larry. Sorry I came in a bit too late to be of any help, but there is no ram test for extended ram unless you are running the last incarnation of a 130XE with the 64x4 ram chips and even then it will still only test the standard four XE banks and none of the added Peterson banks. This ram test shows the standard four XE banks as four extra large sized green or red blocks across the bottom of an otherwise 'normal' looking ram test screen. Oddly this same 'additional ram test code' is in the XEGS OS where it is of no use all.

If you had used the 'O' Configure option and allowed MyDOS to autodetect the size of your ramdisk and use those banks by then writing DOS files back to your boot disk, you would have been OK but with a smaller than a Peterson ramdisk. The problem came about by using 'standard' banking tables which can't take into account cold solder joints or any other hardware problems, the autodetect method will.

Using D9: as the ramdisk has been an option in MyDOS since version 4.50 first came out, you just set the ramdisk number to be drive 9 and write DOS files back to your boot disk, no special drivers/programs required. Glad you got it going, Atari ramdisk users unite!!

Larry wrote:
> Got it! I checked the wiring one XE against the other and no
> differences, but I gave each of the connections a "tug" test and one
> popped off way too easily. Re-soldered it, and all is well with the
> ramdisk. I'm still not sure how it passed the ram test, but can only
> assume I had an "intermittent" connection. Thanks again. -Larry

7346. Re: My AO-Hell home page has moved

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 22:34:08 UTC
From: Lenard Spencer <lspenc13HATES-SPAMMERS@bellsouth.net>
Message-ID: <knoJg.26436$w7.13065@bignews5.bellsouth.net>
Source record: 6103

AlbaClause wrote:
> Lenard Spencer wrote:
>
>> I finally have taken the plunge and set up my own web server here at the
>> house, and am saying goodbye and good riddance to AO-Hell. I never
>> logged into there very often, and when I did, my mailbox was full of
>> spam numbering well up into 3 digits. Seem the REAL reason they want to
>> control the amount of spam is to get rid of the competition. (That's my
>> opinion and I'm sticking to it!)
>
> Congrats on taking the plunge. I run my own web-server too. I much prefer
> running my own server to using any of the free or commercial options
> available on the net.
>
> I'm presently working on an Atari 8-bit software archive that I hope to take
> live soon. It's not much right now, but I hope to get some work done on it
> in the next week or so.
>
> What are you using for your server? Myself, I'm using Apache and Debian
> stable (sarge) on an old SGI Indy that I picked up about a year ago. It
> been running quite reliably and I'm very pleased with it.
>
> Oh, by the way, when I checked out your homebrew section, I was expecting to
> find something reminiscent of the old electronics/computer hacker days. I
> see, however, that you mean "homebrew" literally. ;-)
>
Running my old "gig 'n' a third thunderbird" (athlon 1.3gHz), right now
with Win98 and the latest Apache (2.2.3). I did try running with
Mandriva 2006 and its packaged version (2.0.54), but in trying to get my
Samba file access working on the local network I totall screwed up the
settings and lost all access to everything on the server (no files, no
printing, no NOTHING), so I had to fall back on the Win98 installation.
I will be working on it again later this week, but this time using my
old faithful standby SLACKWARE. I tried Mandriva because I had used
Mandrake before and liked the 9.x series, but I became comfortable with
Slackware 10.x series over the last two years, so I'm "running home to
mama", so to speak. dB^)

7347. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-30 23:20:01 UTC
From: Kryten <kryten_droid_obfusticator@ntlworld.com>
Message-ID: <B2pJg.1707$tG3.1491@newsfe3-win.ntli.net>
Source record: 6104

"Brian Sturk" <bsturk@news1.news.adelphia.net> wrote in message
news:TuqdnZyIxJfrVGjZnZ2dnUVZ_vWdnZ2d@adelphia.com...
#> My friend had the same issue w/ his 800 after not using it for a *LONG*
time.
> Turns out one of the traces had broken in the keyboard membrane thing. It
> was
> difficult to get at it but once we did we just used a conductive pen to
> fix the
> trace and voila the keyboard worked again!

I had a problem of some keys not working after I took my 800 apart to
photograph it. Silver conductive paint fixed the problem.

The break was around were it plugged into the 800, which was what I
expected.

7348. Re: Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-31 04:29:42 UTC
From: "anoneds@netscape.net" <winston19842005@yahoo.com>
Message-ID: <1156998582.342697.45190@m79g2000cwm.googlegroups.com>
Source record: 6105

Ronald J. Hall wrote:
> Was hoping some of the UDS10 users from this group could help me with a
> couple of questions...
>
> If I do manage to successfully upgrade the serial port on the Mega ST that
> runs my BBS, say to 115,200, does the UDS10 do auto-negotiation? If it
> does, is it automatic or do I have to adjust some setting?
>
> I'm wondering, because I wouldn't want to do the upgrade, only to find
> that 8bitters with the UDS10, running at 19.2, wouldn't be able to logon
> to my BBS anymore.
>
> Thanks everyone.

You could be asking two questions here.
No, it does not auto-negotiate on your end with your computer hooked up
via the serial port. You probably already know that you have to change
the speed on the UDS-10 to match your computer.
No, you needn't worry about the baud-rate of other computers calling
yours, because there is no such thing. They are establishing network
connections to yours...

7349. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-31 10:48:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608310346430.25194-100000@onyx.spiritone.com>
Source record: 6106
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7350. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-31 10:50:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608310348450.25194-100000@onyx.spiritone.com>
Source record: 6107
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

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7351. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-31 10:52:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0608310351060.25194-100000@onyx.spiritone.com>
Source record: 6108
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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I cant read your mind, so fill out the survey so I can get to know you. It
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7352. Re: Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-31 18:31:03 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <ZQFJg.21378$ED.16242@read2.cgocable.net>
Source record: 6109

Ronald J. Hall wrote:

> On Wed, 30 Aug 2006 13:33:50 -0400, AlbaClause wrote:
>
> Thanks for the reply.
>
> <snip>
>
>> Basically, the serial throughput is not relevant because the ST is not
>> establishing a serial connection with the Atari 8-bit computer. The ST
>> computer establishes a serial connection _only_ with the UDS 10 device.
>> Likewise, the Atari 8-bit is not attempting to establish a serial
>> connection with ST computer -- only the UDS 10 device. The UDS 10
>> device establishes a TCP connection over ethernet and forwards the
>> sent/received data via serial to the host machine -- Whether it be an ST,
>> Atari 8-bit, or toaster.
>
> Makes sense to me. Hope thats right. :)
>

It should be right. When I connect to your bbs from my PC, I don't use a
UDS 10 at all. It's a straight TCP connection. :-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7353. Re: My AO-Hell home page has moved

Newsgroup: comp.sys.atari.8bit
Date: 2006-08-31 18:38:27 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <WXFJg.21419$ED.4726@read2.cgocable.net>
Source record: 6110

Lenard Spencer wrote:

> Running my old "gig 'n' a third thunderbird" (athlon 1.3gHz), right now
> with Win98 and the latest Apache (2.2.3). I did try running with
> Mandriva 2006 and its packaged version (2.0.54), but in trying to get my
> Samba file access working on the local network I totall screwed up the
> settings and lost all access to everything on the server (no files, no
> printing, no NOTHING), so I had to fall back on the Win98 installation.
> I will be working on it again later this week, but this time using my
> old faithful standby SLACKWARE. I tried Mandriva because I had used
> Mandrake before and liked the 9.x series, but I became comfortable with
> Slackware 10.x series over the last two years, so I'm "running home to
> mama", so to speak. dB^)

I don't run a SAMBA server, so I have no experience with that at all. I've pretty much gone entirely Linux at home, so I just use NFS for fileshares. I do have an old Mac running OS 9, and I've been using ftp to move files between the Mac and my Linux boxes. Not exactly the best solution, but it works. And, with the small amount of files that I actually move between the Mac and the Linux machines, it's more than adequate.

Anyway, I wish you great success with Linux. I believe that Linux will offer you a much more stable and dependable server. :-)

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7354. Is it my imagination or are xl/xe graphics look worse on my lcd?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-01 00:20:32 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157070032.418650.248700@b28g2000cwb.googlegroups.com>
Source record: 6111

Ive been revisting my fav 8bit games on my new 20" imac screen with
Atari800 emulator. Wow
what a trip to play Donkey Kong, Dark Chambers, Zybex, Quasimodo,
Shamus, etc with this
beautiful monitor but for the life of me the graphics look worse then I
remember!!! I rem Ms Pac
Man looking alot closer to the arcade then it does thru this emulator?
Is the LCD and improved
resolution bringing out the blockiness? Did the old tv's just blur
the gfx enuff to make them look
better? Is it my imagination? Did anyone else notice this?

Amazingly the 2600 games Ive tried with Stella seem to look how I rem
them (minus the scanlines)
on the old VCS... I just dont get it.

I know I know, nothing is gonna be as authentic as the real thing, but
I just dont have the space to
have every system I owned over the years and the money to track down
all my fav games...

7355. Re: Is it my imagination or are xl/xe graphics look worse on my lcd?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-01 08:10:21 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4lq87dF346v0U1@news.dfncis.de>
Source record: 6112

kev242@gmail.com wrote:

> Ive been revisting my fav 8bit games on my new 20" imac screen with
> Atari800 emulator. Wow
> what a trip to play Donkey Kong, Dark Chambers, Zybex, Quasimodo,
> Shamus, etc with this
> beautiful monitor but for the life of me the graphics look worse then I
> remember!!! I rem Ms Pac
> Man looking alot closer to the arcade then it does thru this emulator?
> Is the LCD and improved
> resolution bringing out the blockiness? Did the old tv's just blur
> the gfx enuff to make them look
> better? Is it my imagination? Did anyone else notice this?

The reason is that the natural resolution of a TV is much lower than the natural resolution of a PC monitor, especially a flat screen. Which means that the graphics for the monitor has to be scaled up to get a reasonably large image. This makes edges visible that are otherwise hidden by the poor technical performance of a TV. Several emulators, for example my Atari++ include a "deblocking filter" that try to minimize this effect and to generate an image that is closer to the original without appearing to blurry.

So long,
Thomas

7356. Anyone looking to get rid of any carts?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-02 20:19:58 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9832A6274DC70emuslor@216.196.97.136>
Source record: 6113

If anyone here has any 8-bit cartridges to spare (sell, trade, whatever), I wouldn't mind seeing a list of what you have available. I'm looking to fill some of the gaps in my stash, so feel free to drop me a line and include anything you might be looking for in trade. Instructions are good but not necessary, and I'm reallly not interested in boxes at all - just carts I don't have that are in good shape.

Reverse each portion of my email address to reach me.

thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7357. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-02 21:02:54 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <akmKg.37$6r7.7@newsfe07.lga>
Source record: 6114

Rick Cortese wrote:
> Geoff wrote:
>> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge and
>> disk-based programs load but pressing keyboard keys has no effect.
>> Even in "Memo pad" mode - nothing. Anyone seen this before and have
>> any suggestions?
>
> Just wild guesses. The 800 had a ~20 some odd pin connector, really
> goofy IIRC. Something like a row or double row of 1" pins that went
> clear through the connector.
>
Yep - ~15 stiff pins. Cleaned them and reassembling now. Fingers crossed.

> While you have it appart you may want to check your microprocessor
> board. If it has the 6502B in it vs. the latter 6502C it is fairly
> valuble to some of us.

How valuable?

Not sure where to look for the microprocessor. The odd board in the top
slots (not the three memory cards) doesn't have a chip that says "6502"
on it. Just some resistors, three small chips and these three larger ones:

A401:
AMI 8227MAA
C1 5299-01
Atari Philippines

A402:
Atari
C012399B
185 c 1982
8235

A403:
8301
C45029
C015199-03

7358. atari++ download blocked

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-02 21:19:49 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <44f9f575$0$17406$9b4e6d93@newsspool2.arcor-online.net>
Source record: 6115

Howdy *,

could somebody send me a copy of the latest atari++.tgz? the official
website is down right now and appearently no site has a copy available :(

twh arcor de (e ma il address)

\twh

7359. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-02 21:24:48 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <HEmKg.1911$uv4.895@newsfe02.lga>
Source record: 6116

Geoff wrote:
> Rick Cortese wrote:
>> Geoff wrote:
>>> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge
>>> and disk-based programs load but pressing keyboard keys has no
>>> effect. Even in "Memo pad" mode - nothing. Anyone seen this before
>>> and have any suggestions?
>>
>> Just wild guesses. The 800 had a ~20 some odd pin connector, really
>> goofy IIRC. Something like a row or double row of 1" pins that went
>> clear through the connector.
>>
> Yep - ~15 stiff pins. Cleaned them and reassembling now. Fingers crossed.

Still nothing from the keyboard. Would you guys suggest a replacement
keyboard at this point? I keep looking at my Fort Apocalypse and Wizard
of Wor diskettes and get a bit frustrated.

7360. No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-02 23:28:17 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0608282248510.7782@furyy1>
Source record: 6117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
The Hara Arena (convention center) in Dayton, Ohio, says there
will be no Computerfest held there this year. Has anybody heard of
any other location where this show will be held? Or has it finally
died off (after more than 20 years)?
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

7361. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 06:08:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <djuKg.2344$v%4.147@newsread1.news.pas.earthlink.net>
Source record: 6118

```
Geoff wrote:
> Geoff wrote:
>
>> Rick Cortese wrote:
>>
>>> Geoff wrote:
>>>
>>>> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge
>>>> and disk-based programs load but pressing keyboard keys has no
>>>> effect. Even in "Memo pad" mode - nothing. Anyone seen this before
>>>> and have any suggestions?
>>>
>>>
>>> Just wild guesses. The 800 had a ~20 some odd pin connector, really
>>> goofy IIRC. Something like a row or double row of 1" pins that went
>>> clear through the connector.
>>>
>> Yep - ~15 stiff pins. Cleaned them and reassembling now. Fingers crossed.
>
>
> Still nothing from the keyboard. Would you guys suggest a replacement
> keyboard at this point? I keep looking at my Fort Apocalypse and Wizard
> of Wor diskettes and get a bit frustrated.

Unless it is the POKEY...

IMHO: Go ahead and scout a replacement keyboad but it could also be the
POKEY.
```

7362. Re: Unpacked 800 after 15 yrs. Boots but keyboard unresponsive

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 06:15:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <xquKg.13910$Qf.12893@newsread2.news.pas.earthlink.net>
Source record: 6119

Geoff wrote:

> Rick Cortese wrote:
>
>> Geoff wrote:
>>
>>> 48k Atari 800 and Atari 1050 disk drive work fine, boot, cartridge
>>> and disk-based programs load but pressing keyboard keys has no
>>> effect. Even in "Memo pad" mode - nothing. Anyone seen this before
>>> and have any suggestions?
>>
>>
>> Just wild guesses. The 800 had a ~20 some odd pin connector, really
>> goofy IIRC. Something like a row or double row of 1" pins that went
>> clear through the connector.
>>
> Yep - ~15 stiff pins. Cleaned them and reassembling now. Fingers crossed.
>
>> While you have it appart you may want to check your microprocessor
>> board. If it has the 6502B in it vs. the latter 6502C it is fairly
>> valuble to some of us.
>
>
> How valuable?

Probably $50 or $60 for the populated board and maybe a trade for a
6502C board included.

The 6502B can be directly replaced with a 65C02. You can also put a
65802 in but I have never been able to find one of those. You get an
expanded instruction set and it can be used with MAC/65 which accepts
the 65C02 instruction set.

From the dates on the chips, as late as 1982, looks like a newer model.

7363. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 14:19:51 UTC
From: FMH <fmhcentral@gmail.com>
Message-ID: <44fab28e$1_4@newsfeed.slurp.net>
Source record: 6121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Sid Pacman wrote:
> The Hara Arena (convention center) in Dayton, Ohio, says there
> will be no Computerfest held there this year. Has anybody heard of
> any other location where this show will be held? Or has it finally
> died off (after more than 20 years)?

Well this coming weekend September 9 is the ACEC Swap Meet. Though not
a very big event it's Atari themed. http://acec.atari.org/

Classic Computer and Video Game items for Sale/Trade
http://fmhcentral.freeservers.com/

7364. Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 14:20:26 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1157293226.129024.169130@m79g2000cwm.googlegroups.com>
Source record: 6120

Though I am not familiar with all the Atari DOS's it seems that most used a letter based menu system as their main interface. Did anyone ever creat a graphical interface for one of the Atari DOS's? It would seem to be, if not easy, doable with the Atari's graphics and redefinable character set and using a Joystick instead of a mouse. I am not talking about a full blown windows like clone, but somethign similiar to the interfaces that were available MSDOS that allowed you to see drive listsing graphically and drag / drop files from one drive to another.

Bill H www.ts1000.us

7365. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 15:31:50 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <MuCKg.29116$sS1.20620@read1.cgocable.net>
Source record: 6122

Bill H wrote:

> Though I am not familiar with all the Atari DOS's it seems that most
> used a letter based menu system as their main interface. Did anyone
> ever creat a graphical interface for one of the Atari DOS's? It would
> seem to be, if not easy, doable with the Atari's graphics and
> redefinable character set and using a Joystick instead of a mouse. I am
> not talking about a full blown windows like clone, but somethign
> similiar to the interfaces that were available MSDOS that allowed you
> to see drive listsing graphically and drag / drop files from one drive
> to another.
>
> Bill H www.ts1000.us

There is a whole boatload of them. I distinctly recall there being at least one commercial GUI for the Atari 8-bit line of computers. I don't recall the name of it, but I believe it was published by Artisan Software or something like that. I think it was the same people who were responsible for the failed 'Atari Revolution" some years ago. Although, don't quote me on that.

There were several public domain and shareware GUIs produced for the old 8-bit Atari computers as well. Try searching some of the many Atari 8-bit software archives. You're sure to turn up at least a few.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7366. Re: Anyone looking to get rid of any carts?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 15:36:54 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <wzCKg.29169$sS1.17650@read1.cgocable.net>
Source record: 6123

Slor wrote:

> If anyone here has any 8-bit cartridges to spare (sell, trade, whatever),
> I
> wouldn't mind seeing a list of what you have available. I'm looking to
> fill some of the gaps in my stash, so feel free to drop me a line and
> include anything you might be looking for in trade. Instructions are good
> but not necessary, and I'm reallly not interested in boxes at all - just
> carts I don't have that are in good shape.
>
> Reverse each portion of my email address to reach me.
>
> thanks!
>

I don't believe I have any cartridges left, other than a few very common
ones. However, I think I have some old Atari software documentation
kicking around. I would imagine that they're all probably in pretty rough
shape, but if anybody is looking for stuff to scan or photocopy, I guess
they'd be good enough for that.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7367. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 16:47:10 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157302030.442657.320770@h48g2000cwc.googlegroups.com>
Source record: 6124

Bill H wrote:
> Though I am not familiar with all the Atari DOS's it seems that most
> used a letter based menu system as their main interface. Did anyone
> ever creat a graphical interface for one of the Atari DOS's? It would
> seem to be, if not easy, doable with the Atari's graphics and
> redefinable character set and using a Joystick instead of a mouse. I am
> not talking about a full blown windows like clone, but somethign
> similiar to the interfaces that were available MSDOS that allowed you
> to see drive listsing graphically and drag / drop files from one drive
> to another.
>
> Bill H www.ts1000.us

there was Diamond OS, something called AT TOS or something like that,
there is a newer
one too called TSR or or TRS it's from POland and is written in Turbo
Basic. There was
also a port of Contiki for the 8bit. Im sure there are others,
personally I dont see much
need for them on the 8bit.

7368. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 17:14:37 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.03.17.14.36.484745@charter.net>
Source record: 6125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Sat, 02 Sep 2006 19:28:17 -0400, Sid Pacman wrote:

> The Hara Arena (convention center) in Dayton, Ohio, says there
> will be no Computerfest held there this year. Has anybody heard of
> any other location where this show will be held? Or has it finally
> died off (after more than 20 years)?

Don't know about that one, but here is a link to some others:

http://www.atariage.com/features/events/index.php

Hope this helps. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7369. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 17:46:16 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98338C1886606emuslor@216.196.97.136>
Source record: 6126

Despite all prevention efforts, "kev242@gmail.com" <kev242@gmail.com> wrote
in news:1157302030.442657.320770@h48g2000cwc.googlegroups.com:

> personally I dont see much
> need for them on the 8bit.
>

I'm the same way. After being dragged kicking and screaming into the UI
world in the early/mid 90s, a nice command line DOS is just right for me.
:)

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7370. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 19:17:54 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1157311073.32557.0@proxy01.news.clara.net>
Source record: 6127

This same question came up not long ago, and I mentioned then about Screen Aided Management (SAM) from PPP Germany. I still have the rights to distribute the English version of this. It's an 80-col GUI (done in software) and is operated by either a joystick or ST mouse. It comes with all the usual stuff, but also has a spreadsheet, word processor, and desktop publisher. Because there appeared to be interest last time around, I produced a new issue of it with the manuals on a CD to reduce the cost. I only sold ONE copy though. It's also available as part of our Atari CD-ROM software collection, along with all the other PPP products (including the QUICK programming language), and loads of other stuff. This CD can cost as little as US$6 including shipping. Payments are made in US$ using PayPal (also in UK Pounds for UK buyers). Info at: http://www.dgs.clara.net

If anybody wants the Atari disk-based with manuals on CD-ROM version, then please email me (dgs@clara.net) because they aren't available on the website.

Dean Garraghty

"Bill H" <bill@ts1000.us> wrote in message
news:1157293226.129024.169130@m79g2000cwm.googlegroups.com...
> Though I am not familiar with all the Atari DOS's it seems that most
> used a letter based menu system as their main interface. Did anyone
> ever creat a graphical interface for one of the Atari DOS's? It would
> seem to be, if not easy, doable with the Atari's graphics and
> redefinable character set and using a Joystick instead of a mouse. I am
> not talking about a full blown windows like clone, but somethign
> similiar to the interfaces that were available MSDOS that allowed you
> to see drive listsing graphically and drag / drop files from one drive
> to another.
>
> Bill H www.ts1000.us
>

7371. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 23:13:57 UTC
From: "Matt Dz." <matt-NO-SPAM.please@ircer.edu.ms-NO-SPAM.please>
Message-ID: <edfnjg$el2$1@portraits.wsisiz.edu.pl>
Source record: 6128

Bill H wrote:
> Though I am not familiar with all the Atari DOS's it seems that most
> used a letter based menu system as their main interface. Did anyone
> ever creat a graphical interface for one of the Atari DOS's? It would
> seem to be, if not easy, doable with the Atari's graphics and
> redefinable character set and using a Joystick instead of a mouse. I am
> not talking about a full blown windows like clone, but somethign
> similiar to the interfaces that were available MSDOS that allowed you
> to see drive listsing graphically and drag / drop files from one drive
> to another.

Here's some info:
http://www.faqs.org/faqs/atari-8-bit/faq/section-54.html
http://www.atariage.com/forums/index.php?showtopic=77829
http://www.atari8.info/trsdesktop.php

Best,
Matt Dz.

>
> Bill H www.ts1000.us
>

7372. Re: Atari Revolution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 23:34:19 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157326459.386515.9830@e3g2000cwe.googlegroups.com>
Source record: 6130

AlbaClause wrote:
> Somebody posted a message about GUIs for the Atari 8-bit, and it reminded me
> of the old Atari Revolution. I've been thinking about it for the last few
> minutes, and I was wondering why it failed.
>
> On the surface, you would have expected it to have some success. I mean,
> there are millions of Atari computer users worldwide. I would guess that
> there were probably thousands of loyal Atari computer fanatics at the time.
> Especially in Europe, but there were some real fanatics in North America as
> well. So why didn't this movement ever get off the ground?
>
> The 'Revolution' was lead by a seemingly successful business person -- a
> software publisher -- and was in support of a corporation that was listed
> in Fortune's 500 directory of the largest corporations. Clearly, there
> was some money invested in the campaign, and lord knows there was no
> shortage of people that were just fanatical about evangelizing Atari
> computers. So why did it fail?
>
> Was it that people just don't get too wrapped up in wasting their time
> marketing corporations on their own time and dime? Was it that corporate
> affairs aren't of great concern for the average Joe? Why did it fail?
> Why did Atari Corporation and the grassroots "Revolution" to save Atari
> Corporation fail?
>
> Whatever the case may be, one thing is very clear and certain. People
> don't get overly worked up about a corporation that is failing. On the
> contrary, it would appear that people are more apt to pool their energy and
> resources to bring down a corporation, than they are to save one. I'm
> thinking specifically of WalMart in this respect. There's no denying that
> people have rallied in opposition of WalMart. I've yet, however, to see
> people rally in support of WalMart.
>
> I just think it's bizarre that such an effort would fail so miserably.
> Perhaps the writing was just on the wall. Atari's computer manufacturing
> days were over -- or, minimally, drawing to a close, and there was nothing
> that anyone could do about it.
>
> I suppose you sometimes have to swallow the bitter pill that life and
> reality feed you. For thousands of loyal Atari enthusiasts, that bitter
> pill was the cessation of Atari computer production. But most remarkably,
> the thing that really drives the point home for me, was that those loyal
> Atari enthusiasts just moved on as though nothing had happened. The world
> hadn't ended, and there were still lots of great computers being
> manufactured in places like Germany.

>
> The real lesson learned in all of this, is that people really just don't
> care. A company comes and goes as the seasons of the year pass by --
> they're praised or condemned while they're around, and hardly missed when
> they're gone.
>
> Gee, I wonder if the Blackburn Revolution will meet any success? With
> history as a guide, the odds are certainly against them. And they haven't
> had a personality that anyone has cared about since they fired Gary
> Connors. Apparently revolutions only succeed when they're orchestrated by
> the wee folks. When corporations launch revolutions, it's generally
> viewed as a hostile takeover, and very few people want any part of it.
>
> In the SGI community, the hobbyists have pretty much given up on them to.
> There was a protracted period of time where they would complain about all
> of the mistakes and blunders that the management of Silicon Graphics had
> made, but the resentment has pretty much waned. Once again, the people
> are seeing that the writing is on the wall and that there is no saving the
> once mighty juggernaught.
>
> It's truly a shame that companies that have managed to become so much a part
> of our life are reduced to meer memories, but the reality is all too real.
> Things change. People change. And time marches on. No can stop fate
> from playing its hand, and no amount of mercy can grant salvation to those
> who seem bent and determined to bluff their way to the end.
>
> I saluted you, in your final days, Atari. I standby you, SGI, and pray
> that you'll emerge from your coma. Blackburn, I've lost faith in you.
> I've instructed the doctors to pull the plug. May you find understanding
> in Hell!
>

what the hell was/is Atari Revolution never heard of it?

7373. Atari Revolution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-03 23:36:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <oBJKg.29336$sS1.2788@read1.cgocable.net>
Source record: 6129

Somebody posted a message about GUIs for the Atari 8-bit, and it reminded me of the old Atari Revolution. I've been thinking about it for the last few minutes, and I was wondering why it failed.

On the surface, you would have expected it to have some success. I mean, there are millions of Atari computer users worldwide. I would guess that there were probably thousands of loyal Atari computer fanatics at the time. Especially in Europe, but there were some real fanatics in North America as well. So why didn't this movement ever get off the ground?

The 'Revolution' was lead by a seemingly successful business person -- a software publisher -- and was in support of a corporation that was listed in Fortune's 500 directory of the largest corporations. Clearly, there was some money invested in the campaign, and lord knows there was no shortage of people that were just fanatical about evangelizing Atari computers. So why did it fail?

Was it that people just don't get too wrapped up in wasting their time marketing corporations on their own time and dime? Was it that corporate affairs aren't of great concern for the average Joe? Why did it fail? Why did Atari Corporation and the grassroots "Revolution" to save Atari Corporation fail?

Whatever the case may be, one thing is very clear and certain. People don't get overly worked up about a corporation that is failing. On the contrary, it would appear that people are more apt to pool their energy and resources to bring down a corporation, than they are to save one. I'm thinking specifically of WalMart in this respect. There's no denying that people have rallied in opposition of WalMart. I've yet, however, to see people rally in support of WalMart.

I just think it's bizarre that such an effort would fail so miserably. Perhaps the writing was just on the wall. Atari's computer manufacturing days were over -- or, minimally, drawing to a close, and there was nothing that anyone could do about it.

I suppose you sometimes have to swallow the bitter pill that life and reality feed you. For thousands of loyal Atari enthusiasts, that bitter pill was the cessation of Atari computer production. But most remarkably, the thing that really drives the point home for me, was that those loyal Atari enthusiasts just moved on as though nothing had happened. The world hadn't ended, and there were still lots of great computers being manufactured in places like Germany.

The real lesson learned in all of this, is that people really just don't care. A company comes and goes as the seasons of the year pass by --

they're praised or condemned while they're around, and hardly missed when they're gone.

Gee, I wonder if the Blackburn Revolution will meet any success? With history as a guide, the odds are certainly against them. And they haven't had a personality that anyone has cared about since they fired Gary Connors. Apparently revolutions only succeed when they're orchestrated by the wee folks. When corporations launch revolutions, it's generally viewed as a hostile takeover, and very few people want any part of it.

In the SGI community, the hobbyists have pretty much given up on them to. There was a protracted period of time where they would complain about all of the mistakes and blunders that the management of Silicon Graphics had made, but the resentment has pretty much waned. Once again, the people are seeing that the writing is on the wall and that there is no saving the once mighty juggernaught.

It's truly a shame that companies that have managed to become so much a part of our life are reduced to meer memories, but the reality is all too real. Things change. People change. And time marches on. No can stop fate from playing its hand, and no amount of mercy can grant salvation to those who seem bent and determined to bluff their way to the end.

I saluted you, in your final days, Atari. I standby you, SGI, and pray that you'll emerge from your coma. Blackburn, I've lost faith in you. I've instructed the doctors to pull the plug. May you find understanding in Hell!

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7374. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 00:38:37 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1157330316.997882.32380@e3g2000cwe.googlegroups.com>
Source record: 6131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> On Sat, 02 Sep 2006 19:28:17 -0400, Sid Pacman wrote:
>
> > The Hara Arena (convention center) in Dayton, Ohio, says there
> > will be no Computerfest held there this year. Has anybody heard of
> > any other location where this show will be held? Or has it finally
> > died off (after more than 20 years)?

I started going to the Dayton Computerfest about 1985, and went almost every year until around 2000. But (IMO) online computer sales and auctions have killed off most of the business that the vendors traveling the computer show circuit once enjoyed. Check the announcement at: http://www.dma.org/
For maybe 8-10 years, DMA also had a spring computerfest, and I could see it wither as the years went on. Then they dropped it. Other computer shows that once were pervasive have suffered the same fate. Just as the PC's crowded out the other platforms, the internet sales have crowded out the shows. It is regrettable, but evidently there were lots of people like me -- why travel to a show, fight the crowds, and have an inferior selection/price as compared to what is available as I surf the net? And if you are a seller, why not set up a site on the internet instead of loading up equipment, driving, setting up, etc.
-Larry

7375. Re: atari++ download blocked

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 08:24:52 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4m266kF4631jU1@news.dfncis.de>
Source record: 6132

Thomas 'twh' Havemeister wrote:

> could somebody send me a copy of the latest atari++.tgz? the official
> website is down right now and appearently no site has a copy available :(
>
> twh arcor de (e ma il address)

please check your private mail. Sorry, but the file server of the math
department of the TU Berlin was down this weekend, it should be up and
running now again. Unfortunately, this happens from time to time.

Anyhow, I'm working on a new release anyhow currently that addresses
some issues of the AMD64 port, it should be ready within a few days
(mainly, documentation issues, a bug in the mathpack patch, and quite
some bugs in varargs handling.)

So long,
Thomas

7376. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 12:01:24 UTC
From: Velcro_SP <NOdaclmi@cavtel.netSPAM>
Message-ID: <q05of25jc873p6p9b8kuu9i7oq89hsj3sf@4ax.com>
Source record: 6133

If you can't access the link Matt Dz. posted (like I can't) here's
another link for TRS Desktop:

http://costa.kofeina.net/index.php?/archives/374-trsdesktop-gui-dla-maego-atari.html

No idea whether it works, but it is fairly current and it looks
technically advanced (mouse support, CD play).

On 3 Sep 2006 07:20:26 -0700, "Bill H" <bill@ts1000.us> wrote:

>Though I am not familiar with all the Atari DOS's it seems that most
>used a letter based menu system as their main interface. Did anyone
>ever creat a graphical interface for one of the Atari DOS's? It would
>seem to be, if not easy, doable with the Atari's graphics and
>redefinable character set and using a Joystick instead of a mouse. I am
>not talking about a full blown windows like clone, but somethign
>similiar to the interfaces that were available MSDOS that allowed you
>to see drive listsing graphically and drag / drop files from one drive
>to another.
>
>Bill H www.ts1000.us

7377. Re: Atari Revolution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 17:58:25 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.04.17.58.24.495077@charter.net>
Source record: 6134

On Sun, 03 Sep 2006 16:34:19 -0700, kev242@gmail.com wrote:

> what the hell was/is Atari Revolution never heard of it?

I'm not sure either, but it reminds me of something Don Thomas (then Atari employee) did for awhile. It was a series of articles endorsing Atari, pushing Atari, etc, etc,... Kind of like an underground movement.

It was very good reading, I enjoyed it anyways...

I just googled, found this:

http://www.ataritimes.com/features/nl_news.html

"While seeking employment anywhere I could, I dedicated time and energies into the Atari Revolution... a grass roots movement dedicated to foster word-of-mouth for Atari's fine line of products."

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7378. Re: Atari Revolution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 18:52:36 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tfdaqfoqdbvw6m@fred>
Source record: 6135

On Sun, 03 Sep 2006 18:34:19 -0500, kev242@gmail.com <kev242@gmail.com>
wrote:

> what the hell was/is Atari Revolution never heard of it?

The REVOLUTION HANDBOOK
http://www.atariarchives.org/cfn/12/02/0001.php

The Revolution Calendar
http://www.atariarchives.org/cfn/12/02/0003.php

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7379. August Winners/September Prizes at DarkForce!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 23:52:51 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.04.23.52.51.124856@charter.net>
Source record: 6136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings everyone!

Here are the lucky, the few, the proud winners of this months prizes at The DarkForce! BBS:

August 2006
1. ST Magazine - Mega/STe wins the free 3 mag. subscription

Congratulations to our winner!

Also, here is next months prize:

September 2006
1. ST Magazine - some lucky Atari caller will win a free 3 mag. subscription.

Good luck to all! :-)

--
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7380. Re: Atari Revolution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-04 23:55:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.04.23.55.43.43232@charter.net>
Source record: 6137

On Mon, 04 Sep 2006 13:52:36 -0500, Michael Current wrote:

> The REVOLUTION HANDBOOK
> http://www.atariarchives.org/cfn/12/02/0001.php
>
> The Revolution Calendar
> http://www.atariarchives.org/cfn/12/02/0003.php

Thanks Michael - thats very interesting reading (then and now).

--
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7381. Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 15:16:47 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157469407.399614.257510@m73g2000cwd.googlegroups.com>
Source record: 6138

Hi, I'm using a 130XE. Given the ergonomics of my desktop the
location of the cartridge slot is a little bothersome. I much prefer
the 800XL approach of putting the cartridge slot on top. Has anyone
ever seen an elbow adapter or some other type of widget that allows you
to change the cartridge on a 130XE w/o having to fish around behind the
computer. Would it be difficult to make something like that?

Thanks,
John

7382. Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 15:31:55 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <TJgLg.8055$Zm1.2182@dukeread02>
Source record: 6139

Sorry but I won't be scanning the newsgroups any longer. The random advertisements of Bravo Sierra and things of that nature have really taken the interest out of the newgroups for me. I will see you all on Atari chat nights or wherever.

Thomas

7383. Re: Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 17:33:23 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.05.17.33.23.435373@charter.net>
Source record: 6140

On Tue, 05 Sep 2006 10:31:55 -0500, Docrotcod wrote:

> Sorry but I won't be scanning the newsgroups any longer. The random
> advertisements of Bravo Sierra and things of that nature have really taken
> the interest out of the newgroups for me. I will see you all on Atari chat
> nights or wherever.
>
> Thomas

Hi Thomas.

Wouldn't it just be easier to filter out those messages, and not miss all
the useful info, friendly banter, and comraderie thats found here? Just a
thought... :)

--
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7384. Is it possible to order SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 17:50:34 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157478634.341535.95950@d34g2000cwd.googlegroups.com>
Source record: 6141

Hi, I found this web site http://www.dropmail.com/MIO/AppendixA.shtml.
Which seems to imply that somebody is still has the ability to produce
SpartaDos X cartridges. They even list a price of $79.95. But, there
does not seem to be any information on where/how to place an order. Is
anybody familiar with this site or the availability of SpartaDos X
cartridges?

Thanks,
John

7385. Re: Is it possible to order SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 18:30:18 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157481018.472538.3180@d34g2000cwd.googlegroups.com>
Source record: 6142

JohnH. wrote:
> Hi, I found this web site http://www.dropmail.com/MIO/AppendixA.shtml.
> Which seems to imply that somebody is still has the ability to produce
> SpartaDos X cartridges. They even list a price of $79.95. But, there
> does not seem to be any information on where/how to place an order. Is
> anybody familiar with this site or the availability of SpartaDos X
> cartridges?
>
> Thanks,
> John

That is a copy of the MIO manual from ICD. The price and listings are
from the way back when ICD was still around and prod MIO boards, so
none of that is accurate now. You should be able to find Spartados X
someplace if not new try Ebay.

7386. Re: Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 18:32:15 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157481135.528909.111420@m79g2000cwm.googlegroups.com>
Source record: 6143

Docrotcod wrote:
> Sorry but I won't be scanning the newsgroups any longer. The random
> advertisements of Bravo Sierra and things of that nature have really taken
> the interest out of the newgroups for me. I will see you all on Atari chat
> nights or wherever.
>
> Thomas

just add bravo sierra and other annoying people to your kill file and
they will dissappear. There is no reason you should let a few trolls
or constant advertising drive you away.

7387. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 18:33:14 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157481194.472037.318810@b28g2000cwb.googlegroups.com>
Source record: 6144

JohnH. wrote:
> Hi, I'm using a 130XE. Given the ergonomics of my desktop the
> location of the cartridge slot is a little bothersome. I much prefer
> the 800XL approach of putting the cartridge slot on top. Has anyone
> ever seen an elbow adapter or some other type of widget that allows you
> to change the cartridge on a 130XE w/o having to fish around behind the
> computer. Would it be difficult to make something like that?
>
> Thanks,
> John

Ive never seen one John but it sure is a good idea. Im suprised noone
made one back in the day.

7388. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 19:01:03 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157482862.968642.19550@i42g2000cwa.googlegroups.com>
Source record: 6145

I'm not a hardware guy. But it seems like a pretty simple project from
a conceptual standpoint. I might give it a try. I'm not sure where I
would look for parts for something like that. Hmmm....

7389. Re: Is it possible to order SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 19:02:18 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <_QjLg.8164$yO7.5071@newssvr14.news.prodigy.com>
Source record: 6146

JohnH. wrote:
> Hi, I found this web site http://www.dropmail.com/MIO/AppendixA.shtml.
> Which seems to imply that somebody is still has the ability to produce
> SpartaDos X cartridges. They even list a price of $79.95. But, there
> does not seem to be any information on where/how to place an order. Is
> anybody familiar with this site or the availability of SpartaDos X
> cartridges?

John,

You can put Spartados X on a 1mbit Flash Cartridge, though there is
no pass-thru connector like there is on a real SDX cart.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

7390. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 19:52:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <fAkLg.6123$tU.4843@newssvr21.news.prodigy.com>
Source record: 6147

"JohnH." <john@jrcc.net> wrote in message news:> I'm not a hardware guy.
But it seems like a pretty simple project from
> a conceptual standpoint. I might give it a try. I'm not sure where I
> would look for parts for something like that. Hmmm....

There's an adapter does what you want. It is a ECI (I think
that's what the 130XE rear ports are called) to PBI edge
connector for use with Black Box or MIO. It has one or
two cart slots on the top, it plugs into the two ECI ports
and has rubber feety that hold it up off the table.
Who/Where to get one? I don't know. Nobody has
the MIO any more, uhm, dunno where.
Russg

7391. Re: Is it possible to order SpartaDos X?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 19:54:50 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157486090.764084.28680@i42g2000cwa.googlegroups.com>
Source record: 6048

Hi Steve,

Hmmm.... It seems like you've built everything else there is to
build for the Atari. Do you think you could make a 1mbit Flash
Cartridge w/ a passthrough? Now that would be really cool!

8-)
John

7392. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 22:30:44 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157495444.484368.184210@d34g2000cwd.googlegroups.com>
Source record: 6049

Russg wrote:
> "JohnH." <john@jrcc.net> wrote in message news:> I'm not a hardware guy.
> But it seems like a pretty simple project from
> > a conceptual standpoint. I might give it a try. I'm not sure where I
> > would look for parts for something like that. Hmmm....
>
> There's an adapter does what you want. It is a ECI (I think
> that's what the 130XE rear ports are called) to PBI edge
> connector for use with Black Box or MIO. It has one or
> two cart slots on the top, it plugs into the two ECI ports
> and has rubber feety that hold it up off the table.
> Who/Where to get one? I don't know. Nobody has
> the MIO any more, uhm, dunno where.
> Russg

I read someplace (maybe Atariage) that MIO is going back in producion
for a limited run so maybve the 130xe to 800xl adapter will emerge
again.

7393. Memo Pad Release 4

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 23:46:35 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b83b1@familynet-international.org>
Source record: 6050

FamilyNet International Newsgate

> From: "eric" <joyfulcoder@gmail.com>

> Hello,

> Release 4 of Memo Pad, my ATASCII file viewer and converter for
> Windows, is ready for downloading.

> http://joyfulcoder.com/software/memopad/

> Thanks,
> Eric

Can you make atascii pics with this on the pc? Break movies too?

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7394. Re: short cassettes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-05 23:46:35 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b83b2@familynet-international.org>
Source record: 6051

FamilyNet International Newsgate

> From: AlbaClause <you@cogeco.ca>

> So long ago... And that was back when the store employee's would let you
> know that something was going to be on sale soon. Ah, the good old days.

> Anyway, what I really remember were those old Coleco Adam cassettes. Those
> drives were quite fast, and the cassettes never needed to be rewound to the
> beginning. I remember thinking how amazing those were. My how times have
> changed. ;-)

No still quite amazing.

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7395. Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 00:00:43 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000b8448@familynet-international.org>
Source record: 6052

FamilyNet International Newsgate

> From: "Ronald J. Hall" <dark_lord@charter.net>

> I'm wondering, because I wouldn't want to do the upgrade, only to find
> that 8bitters with the UDS10, running at 19.2, wouldn't be able to logon
> to my BBS anymore.

If you want I can log on and test it.

Not sure if it does the autonegotiation or not.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7396. Re: Lantronix UDS 10 query...

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 00:42:22 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.06.00.42.22.697834@charter.net>
Source record: 6053

On Wed, 06 Sep 2006 00:00:43 +0000, Greg Goodwin wrote:

> If you want I can log on and test it.
>
> Not sure if it does the autonegotiation or not.

Well, from some of the other replies I got, it *should*.

If I ever get it working, I'll contact you and let you
test it with me. Thanks!

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7397. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 01:00:27 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <W4pLg.2562$AP2.516@fed1read10>
Source record: 6054

http://www.atarimax.com/flashcart/forum/viewtopic.php?t=411

somewhere on this forum I saw a picture of this adapter..

<kev242@gmail.com> wrote in message
news:1157495444.484368.184210@d34g2000cwd.googlegroups.com...
>
> Russg wrote:
>> "JohnH." <john@jrcc.net> wrote in message news:> I'm not a hardware guy.
>> But it seems like a pretty simple project from
>> > a conceptual standpoint. I might give it a try. I'm not sure where I
>> > would look for parts for something like that. Hmmm....
>>
>> There's an adapter does what you want. It is a ECI (I think
>> that's what the 130XE rear ports are called) to PBI edge
>> connector for use with Black Box or MIO. It has one or
>> two cart slots on the top, it plugs into the two ECI ports
>> and has rubber feety that hold it up off the table.
>> Who/Where to get one? I don't know. Nobody has
>> the MIO any more, uhm, dunno where.
>> Russg
>
> I read someplace (maybe Atariage) that MIO is going back in producion
> for a limited run so maybve the 130xe to 800xl adapter will emerge
> again.
>

7398. Re: a Retro Gaming expo, Austin,TX 07/07

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 04:30:43 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <44FE4EF3.CB1B9A9A@a8maestro.com>
Source record: 6055

Hi, My first focus is having the show. MY second focus is atari 8bit. I
will have 8 bit stuff, and
see what 8 bit gaming rings can be set up. Third focus is all other atari,
but ultimately
the content is determined by those there otherwise it won't happen.

Thanks,
Rick D.
Please use the mail links at the gamer site so I can track interest.
www.a8maestro.com/sites/gamer07/gamer.htm.
DO NOT REPLY TO ABOVE.
Use rld2006 " a t "a8maestro.com (or rld2007) instead.

Rick D wrote:

> Hello,
>
> The last retro, classic, arcade, console gaming show was AGE2003, and
> there has been no word on another one, so I would like to get one
> going. I have decided to call it "GAMER". I am looking to find out how
> much interest there is in a show to be held in Austin, TX in July 2007.
> I am looking for Sponsors, Vendors, Attendees, and Help Staff. The
> current show info is posted at:
> www.a8maestro.com/sites/gamer07/gamer.htm.
>
> Thanks for the feedback, Rick D.

7399. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 04:39:09 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <44FE50ED.B3307A37@a8maestro.com>
Source record: 6056

There are a few GUI around. The only one I played with was Diamond GOS,
slow and limited to atari dos 2.0/2.5. But, a different GOS and GOE
are 2 I may still have. Nothing really stuck. Mostly because they were
slow and took to much ram. And
you needed apps to make them useable. I also see the post of SAM from PPP,
not familiar with that one.

Rick D.
DO NOT REPLY TO ABOVE.
Use rld2006 " a t "a8maestro.com (or rld2007) instead.

Bill H wrote:

> Though I am not familiar with all the Atari DOS's it seems that most
> used a letter based menu system as their main interface. Did anyone
> ever creat a graphical interface for one of the Atari DOS's? It would
> seem to be, if not easy, doable with the Atari's graphics and
> redefinable character set and using a Joystick instead of a mouse. I am
> not talking about a full blown windows like clone, but somethign
> similiar to the interfaces that were available MSDOS that allowed you
> to see drive listsing graphically and drag / drop files from one drive
> to another.
>
> Bill H www.ts1000.us

7400. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 04:59:55 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1157518782@rtfm.mit.edu>
Source record: 6057
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7401. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 06:12:11 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <oMadndj_1Msl-2PZnZ2dnUVZ_oOdnZ2d@comcast.com>
Source record: 6058

kev242@gmail.com wrote:
> Russg wrote:
>
>>"JohnH." <john@jrcc.net> wrote in message news:> I'm not a hardware guy.
>>But it seems like a pretty simple project from
>>
>>>a conceptual standpoint. I might give it a try. I'm not sure where I
>>>would look for parts for something like that. Hmmm....
>>
>>There's an adapter does what you want. It is a ECI (I think
>>that's what the 130XE rear ports are called) to PBI edge
>>connector for use with Black Box or MIO. It has one or
>>two cart slots on the top, it plugs into the two ECI ports
>>and has rubber feety that hold it up off the table.
>>Who/Where to get one? I don't know. Nobody has
>>the MIO any more, uhm, dunno where.
>>Russg
>
>
> I read someplace (maybe Atariage) that MIO is going back in producion
> for a limited run so maybve the 130xe to 800xl adapter will emerge
> again.

Yes, there have been new limited runs of both products, although I
believe they are all taken. Maybe there'll be a 2nd run.

http://www.atariage.com/forums/index.php?showtopic=87015
http://www.atariage.com/forums/index.php?showtopic=88968

7402. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 11:05:16 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <MXxLg.10285$Mh2.6279@newsfe6-win.ntli.net>
Source record: 6059

I have a 130xe which has a top cart slot, and also twin sio ports on the rear, piggybacked. I am sure it was home made , not by me, but if anyone would like to contact me direct, I will mail any pics they want direct to them. It looks like it was done using parts from an 800xl !

RD

"JR" <""jr256_69\"@NO$PAMhotmail.com"> wrote in message news:oMadndj_1Msl-2PZnZ2dnUVZ_oOdnZ2d@comcast.com...
> kev242@gmail.com wrote:
>> Russg wrote:
>>
>>>"JohnH." <john@jrcc.net> wrote in message news:> I'm not a hardware guy.
>>>But it seems like a pretty simple project from
>>>
>>>>a conceptual standpoint. I might give it a try. I'm not sure where I
>>>>would look for parts for something like that. Hmmm....
>>>
>>>There's an adapter does what you want. It is a ECI (I think
>>>that's what the 130XE rear ports are called) to PBI edge
>>>connector for use with Black Box or MIO. It has one or
>>>two cart slots on the top, it plugs into the two ECI ports
>>>and has rubber feety that hold it up off the table.
>>>Who/Where to get one? I don't know. Nobody has
>>>the MIO any more, uhm, dunno where.
>>>Russg
>>
>>
>> I read someplace (maybe Atariage) that MIO is going back in producion
>> for a limited run so maybve the 130xe to 800xl adapter will emerge
>> again.
>
> Yes, there have been new limited runs of both products, although I believe
> they are all taken. Maybe there'll be a 2nd run.
>
> http://www.atariage.com/forums/index.php?showtopic=87015
> http://www.atariage.com/forums/index.php?showtopic=88968

7403. Trade/want lists posted

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 18:55:24 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns983697D0C3EF6emuslor@216.196.97.136>
Source record: 6060
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

I put together a quick site with a list of my available trades and wanted items, and I expect the lists to continue growing over the coming weeks. If anyone is swap some games or equipment, please check out http://www.slor.net/trade and drop me a line if you see anything we can deal on.

thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7404. Is it still possibel to get a copy of the Holmes CDs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 19:19:51 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157570391.497568.244090@e3g2000cwe.googlegroups.com>
Source record: 6061

Hi,
Is it still possible to get a copy of the Holmes CDs? I'd be
willing to pay to cover the cost.

Thanks,
John

7405. Re: Trade/want lists posted

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 21:07:51 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9836AE45EB240emuslor@216.196.97.136>
Source record: 6062
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns983697D0C3EF6emuslor@216.196.97.136:

> I put together a quick site with a list of my available trades and
> wanted items, and I expect the lists to continue growing over the
> coming weeks. If anyone is swap some games or equipment, please check
> out http://www.slor.net/trade and drop me a line if you see anything
> we can deal on.
>

Wow - my apologies for the grammar! Pretend it says "If anyone is
interested in swapping some games or equipment, ..."

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7406. Free in SF Bay Area: Atari 1200XL (8-bit computer) motherboard, SX212 modem, and more

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 23:28:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <44ff59a9$0$34531$742ec2ed@news.sonic.net>
Source record: 6063
Cross-posted to: comp.sys.atari.8bit,sbay.forsale

I /still/ have the following Atari 8-bit stuff available, for free.
A bunch of it was stuff I didn't know I had, but was being kept in storage
by my father.

The condition: you have to arrange to pick it up from me, or have me
deliver it to you, in or near Mountain View, California
(I work in Menlo Park) which is between San Francisco and San Jose.

Please contact me directly via e-mail if you'd like any or all of this.
First-come, first-served!

* Atari CX85 numeric keypad (probably works fine; haven't tested)

* Accuball trackball controller (probably works fine; I just cleaned the ball)

* Atari SX212 1200bps modem (has both Atari SIO and 25pin PC serial ports)
(I can't find a power adapter for it!)

* Atari 1200XL mother board (looks like it was left outdoors :^(poor guy!
Did not power up when I plugged it in. Either dead, or at the least needs
some love and care. May be good for parts. Not upgraded; includes
RF shield. Labelled: "DA 243 REV. A" on a sticker near the keyboard plug.)

[Remember: This is just the mother board; no case, no keyboard.
I have some power supplies that I think are appropriate for it.]

Thanks again!

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7407. Re: Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 23:29:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <44ff59da$0$34531$742ec2ed@news.sonic.net>
Source record: 6064

Ronald J. Hall <dark_lord@charter.net> wrote:
> Wouldn't it just be easier to filter out those messages, and not miss all
> the useful info, friendly banter, and comraderie thats found here? Just a
> thought... :)

Seriously, that's why Killfiles were invented. :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7408. Re: Is it my imagination or are xl/xe graphics look worse on my lcd?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-06 23:30:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <44ff5a1a$0$34531$742ec2ed@news.sonic.net>
Source record: 6065

kev242@gmail.com <kev242@gmail.com> wrote:
> Ive been revisting my fav 8bit games on my new 20" imac screen with
> Atari800 emulator. Wow
> what a trip to play Donkey Kong, Dark Chambers, Zybex, Quasimodo,
> Shamus, etc with this
> beautiful monitor but for the life of me the graphics look worse then I
> remember!!! I rem Ms Pac
> Man looking alot closer to the arcade then it does thru this emulator?
> Is the LCD and improved
> resolution bringing out the blockiness? Did the old tv's just blur
> the gfx enuff to make them look
> better? Is it my imagination? Did anyone else notice this?

Yep. I always notice it with emulators, for example. ESPECIALLY on LCD
monitors.

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7409. Re: Is it still possibel to get a copy of the Holmes CDs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 05:50:25 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <CqOLg.8273$Zm1.7145@dukeread02>
Source record: 6066

Shoot me an e-mail offline and i'll make you a set.

Thomas

Yeah i'm still here.

"JohnH." <john@jrcc.net> wrote in message
news:1157570391.497568.244090@e3g2000cwe.googlegroups.com...
> Hi,
> Is it still possible to get a copy of the Holmes CDs? I'd be
> willing to pay to cover the cost.
>
> Thanks,
> John
>

7410. Vintage Computer Festival 9.0 (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 06:32:29 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609070231420.18199@shell1>
Source record: 6067

---------- Forwarded message ----------
Date: Wed, 06 Sep 2006 11:41:12 -0700
From: Sellam Ismail <sellam(at)vintagetech.com>
Subject: Vintage Computer Festival 9.0

TEN YEARS AGO, a typical home
computer system might have
been a box with an Intel
processor inside running a
Microsoft operating system.
And there were a few Macs.

Today, a typical home computer
system might be a box with an
Intel processor inside running
a Microsoft operating system.
And there are a few Macs.

What a crock.

Give me them old timey computers, damn it!

VINTAGE COMPUTER FESTIVAL 9.0
November 4-5, 2006
Computer History Museum
Mountain View, California
http://www.vintage.org/2006/main/

Make an entry in your PDA! It is time once again to shun your modern
day computing monstrosity and spend a weekend with its venerable
ancestors at the ninth annual Vintage Computer Festival. VCF 9.0
takes place on the weekend of November 4-5 at the Computer History
Museum in Mountain View, California.

Highlights of this VCF event include:

* A celebration of the 30th anniversary of Apple Computer

Apple didn't want to do it, so we will! Hosted by Bruce Damer of
the DigiBarn, this gala event will feature a bevy of early Apple
founders, including the big man himself, Woz!

* A reprise of the original Sol-20 prototype

Nine years ago, at the very first Vintage Computer Festival, Lee
Felsenstein and Bob Marsh reunited after many years to jointly
present the original prototype of the Sol-20, which hadn't been seen
in public for over 20 years. This year, Lee and a gaggle of

Processor Technology alumni will bring back the venerable grand-daddy of all Sol-20s to celebrate this ground-breaking personal computer.

By the way, coverage of the first Sol-20 reunion can be found here:

http://www.vintage.org/vcf98/vcfpics3.htm

* The first Vintage Computer Film Festival

That's right, a film festival dedicated to movies and documentaries that have a vintage computing theme! At the past two VCF events we've screened Jason Scott's "BBS Documentary" and Greg Maletic's "The Future of Pinball", as well as "Walking Rainbow", a remembrance of Homebrew Computer Club co-founder Fred Moore. We've decided to take these screenings a step further and turn them into a full-blown film festival to coincide with the VCF. Film buffs will definitely want to take note and stay tuned for further announcements.

* Hands-on Build-It-Yourself workshops

The VCF is proud to debut the first Build-It-Yourself workshops, featuring the hottest retro-computing and retro-gaming kits out there, including Andre' LaMothe's XGameStation Pico Edition and Bob Armstrong's Cosmac ELF. More details to come soon.

* Speakers, Exhibits, and the VCF Marketplace

Of course, no VCF would be complete without a terrific line-up of amazing and interesting speakers. This year's bunch includes Paul Saffo of the Institute for the Future, microcomputer historian C. Murray McCullough, Archaeologist and VCF Fellow Christine Finn, and more to come with new speakers being added weekly.

We're also receiving submissions for some phenomenal and exciting exhibits. Perhaps you've got a computer you'd like to bring along to show to the world? Sign up to be an exhibitor! Go here:

http://www.vintage.org/2006/main/exhibit.php

And of course we have the ever-fabulous VCF Marketplace featuring hard-to-find items that will start your adrenaline pumping. Bring cash. Lots of cash.

* more, More, MORE!

Another fantastic celebration is in the works, and I don't think we're done just yet, so watch for upcoming announcements to litter your inbox and check the website for more exciting details to be revealed in the coming hours, days and weeks!

Best regards,

Sellam Ismail
Producer

Vintage Computer Festival
http://www.vintage.org/

P.S. The Macs were then, and are now, much cooler than the PCs ;)

7411. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 14:31:06 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1157639466.088105.13280@m79g2000cwm.googlegroups.com>
Source record: 6068

Hello All,

If anyone wants a copy of Screen Aided Management on disk, then I have
a copy currently available on eBay:

http://search.ebay.co.uk/_W0QQsassZdeangarraghtyQQhtZ-1

Dean Garraghty

7412. Re: Memo Pad Release 4

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 15:12:16 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1157641936.230804.138450@m73g2000cwd.googlegroups.com>
Source record: 6069

Greg Goodwin wrote:
>
> Can you make atascii pics with this on the pc? Break movies too?
>

Hello Greg,

Memo Pad currently does not allow editing. The only change you can
make is changing the end-of-line character(s). Text editing is planned
for a future release. Support for "Break" movies is not.

Thank you,
Eric

7413. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 18:07:46 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1157652466.771237.36430@i42g2000cwa.googlegroups.com>
Source record: 6070

Dean Garraghty wrote:
> Hello All,
>
> If anyone wants a copy of Screen Aided Management on disk, then I have
> a copy currently available on eBay:
>
> http://search.ebay.co.uk/_W0QQsassZdeangarraghtyQQhtZ-1
>
> Dean Garraghty

Curious why the restrictions on selling SAM in Germany, Switzerland and
Austria?

Bill H www.ts1000.us

7414. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 19:37:52 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1157657873.41006.0@despina.uk.clara.net>
Source record: 6071

Because I don't have a license to cover German-speaking countries. I only have a license for the English version. Another company own the German version. If I sold the English version to one of those countries I'd be in violation of my contract.

Dean Garraghty

"Bill H" <bill@ts1000.us> wrote in message news:1157652466.771237.36430@i42g2000cwa.googlegroups.com...
>
> Dean Garraghty wrote:
> > Hello All,
> >
> > If anyone wants a copy of Screen Aided Management on disk, then I have
> > a copy currently available on eBay:
> >
> > http://search.ebay.co.uk/_W0QQsassZdeangarraghtyQQhtZ-1
> >
> > Dean Garraghty
>
> Curious why the restrictions on selling SAM in Germany, Switzerland and
> Austria?
>
> Bill H www.ts1000.us
>

7415. Re: Atrai 8 bit GUI?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-07 21:32:37 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1157664757.498930.240810@b28g2000cwb.googlegroups.com>
Source record: 6072

Dean Garraghty wrote:
> Because I don't have a license to cover German-speaking countries. I only
> have a license for the English version. Another company own the German
> version. If I sold the English version to one of those countries I'd be in
> violation of my contract.
>
> Dean Garraghty
>
>
> "Bill H" <bill@ts1000.us> wrote in message
> news:1157652466.771237.36430@i42g2000cwa.googlegroups.com...
> >
> > Dean Garraghty wrote:
> > > Hello All,
> > >
> > > If anyone wants a copy of Screen Aided Management on disk, then I have
> > > a copy currently available on eBay:
> > >
> > > http://search.ebay.co.uk/_W0QQsassZdeangarraghtyQQhtZ-1
> > >
> > > Dean Garraghty
> >
> > Curious why the restrictions on selling SAM in Germany, Switzerland and
> > Austria?
> >
> > Bill H www.ts1000.us
> >

Oh - ok. I thought it may have been one of those crazy laws like you
can use certain programs that have LZW compression in them outside of
the US because the compression could be used for sending secret
information etc.

Bill H www.ts1000.us

7416. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-08 03:43:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609072038060.23940-100000@onyx.spiritone.com>
Source record: 6074
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7417. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-08 03:45:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609072043320.23940-100000@onyx.spiritone.com>
Source record: 6076
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7418. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-08 03:47:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609072045470.23940-100000@onyx.spiritone.com>
Source record: 6075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7419. Re: Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-08 03:55:21 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <xL5Mg.40082$sS1.19382@read1.cgocable.net>
Source record: 6073

Docrotcod wrote:

> Sorry but I won't be scanning the newsgroups any longer. The random
> advertisements of Bravo Sierra and things of that nature have really taken
> the interest out of the newgroups for me. I will see you all on Atari
> chat nights or wherever.
>
> Thomas

Yeah, that's how I used to be. I used to be a quiet person that just kept to myself and didn't bother anyone. But then I got caught in all the crap that people think is so great and so much fun. Now I just don't care anymore. Now I say what I think and I really don't care if I offend people. After years of tolerating the crap from other people, I started dishing it back.

As I sit here right now and type this, I have adopted a whole new outlook on life. I no longer value the contributions made by anybody. I don't care what people think of me, cuz I don't believe it possible that anyone could view me in as bad a light as I view them.

I used to really like Atari. Heck, throughout high school I was more interested in Atari than my friends were in girls. That says a lot. But anyway, I don't care if people want to disregard my ramblings and add my name to killfiles... I really don't give a shit! After 29 years of having to listen to your crap, you can learn to adapt to listening to my crap... Just as you forced me to do!!!

So if you wanna leave... Good riddance!

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7420. The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-08 20:48:35 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157748514.884774.134760@p79g2000cwp.googlegroups.com>
Source record: 6077

Hi All,

What are the best joysticks and paddles that I can buy now?

I've bought a several Atari joysticks off of eBay. None of which seemed to have aged particularly well. I've had the same problem with paddles. I bought a set of paddles "New in box." I believe they were new and never used, but they still seemd to not work well. I'd like to get a couple of really nice joysticks and paddles.

Thanks,
John

7421. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 01:14:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9838D82188816emuslor@216.196.97.136>
Source record: 6078

Despite all prevention efforts, "JohnH." <john@jrcc.net> wrote in
news:1157748514.884774.134760@p79g2000cwp.googlegroups.com:

> What are the best joysticks and paddles that I can buy now?
>
> I've bought a several Atari joysticks off of eBay. None of which
> seemed to have aged particularly well. I've had the same problem with
> paddles. I bought a set of paddles "New in box." I believe they were
> new and never used, but they still seemd to not work well. I'd like to
> get a couple of really nice joysticks and paddles.
>

I may hear some flack from the purists in the group :), but I would
actually recommend getting yourself one of the Flashback 2 units. No, not
for the games - for the joysticks. I have a couple NOS original joysticks
and Flashback 2 joysticks, and the Flashback 2 sticks seem to be made
pretty well. They're also _almost_ true to form with the old ones, about
1/4" shorter each length and width and slightly different styling top to
bottom.

Also, the Flashback 2 system itself isn't half bad, but the sticks alone
are just about worth the price.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7422. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 01:56:47 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.09.01.56.47.668420@charter.net>
Source record: 6079

On Fri, 08 Sep 2006 13:48:35 -0700, JohnH. wrote:

> Hi All,
>
> What are the best joysticks and paddles that I can buy now?
>
> I've bought a several Atari joysticks off of eBay. None of which
> seemed to have aged particularly well. I've had the same problem with
> paddles. I bought a set of paddles "New in box." I believe they were
> new and never used, but they still seemd to not work well. I'd like to
> get a couple of really nice joysticks and paddles.
>
> Thanks,
> John

I still think the Wico Boss is awesome. I also like the ergonomic version
of that same joystick.

I'm pretty sure they are not made anymore but if you can find one from
someone reputable, like Best Electronics (who also have other nice
joystick models), B&C Computervision, or Bravo Sierra computers..

HTHs, and good luck.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7423. MicroStation Backpack 1.2MB parallel or 100MB Zip drive parallel

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 03:38:39 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <4HqMg.5768$B14.2279@dukeread03>
Source record: 6080

Parallel port drives are hooked up to the printer port of PC right? I am wondering if Atari computer hooks up to the drives thru 850 device that communicates with PC parallel drives. Any idea you find about that?

Thanks!
Jack

7424. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 06:02:01 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <4fGdnXfzWIzPyp_YRVn_vA@telenor.com>
Source record: 6081

> I still think the Wico Boss is awesome. I also like the ergonomic version
> of that same joystick.

Personally, I think the stick is to long for certain games. I run much
faster in Decathlon with a Kempston Competition Pro 5000 than I managed with
the Boss. Very responsive and fast stick.

7425. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 12:52:46 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.09.12.52.45.933820@charter.net>
Source record: 6082

On Sat, 09 Sep 2006 08:02:01 +0200, Vidar Olavesen wrote:

> Personally, I think the stick is to long for certain games. I run much
> faster in Decathlon with a Kempston Competition Pro 5000 than I managed with
> the Boss. Very responsive and fast stick.

Never tried that one, I'll have to see if I can get one and check it out.
The "Super Stick" from Best Electronics is not bad either. Its still
available and even has a 1 year warranty! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7426. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 16:37:04 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <dLSdnTGhoPkGcJ_YnZ2dnUVZ_r2dnZ2d@adelphia.com>
Source record: 6083

Get one of the Wico Command Control joysticks. Unlike the Boss, these have steel handles like the units made for Arcade consoles. These joysticks are indestructable and easy to use. I have one I got in 1983 that works as well now as when it was new. I see a few of them on ebay such as the one below...

http://cgi.ebay.com/IOB-WICO-COMMAND-CONTROL-BAT-HANDLE-JOYSTICK-ATARI-VIC_W0QQitemZ140027527998QQihZ004QQcategoryZ41009QQssPageNameZWDVWQQrdZ1QQcmdZViewItem

-Jason Harmon

"JohnH." <john@jrcc.net> wrote in message news:1157748514.884774.134760@p79g2000cwp.googlegroups.com...
> Hi All,
>
> What are the best joysticks and paddles that I can buy now?
>
> I've bought a several Atari joysticks off of eBay. None of which
> seemed to have aged particularly well. I've had the same problem with
> paddles. I bought a set of paddles "New in box." I believe they were
> new and never used, but they still seemd to not work well. I'd like to
> get a couple of really nice joysticks and paddles.
>
> Thanks,
> John
>

7427. Re: Is it still possibel to get a copy of the Holmes CDs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 17:10:58 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <CACMg.26615$gY6.13530@newssvr11.news.prodigy.com>
Source record: 6084

"JohnH." <john@jrcc.net> wrote in message news
:> Hi,
> Is it still possible to get a copy of the Holmes CDs? I'd be
> willing to pay to cover the cost.
>
> Thanks,
> John
I don't think I ever needed paddles. Not many programs use them.
Maybe Pong for the 8-bit.
Joysticks, I've had a few. By far my favorites are 'Slick Stick'
sticks, don't remember the company. They are small, especially
short 'throw' from one extreme to the other. They are black
small base size for fitting in the palm nicely, have an orange
ball on the end of the stick part.
Part of the OP's problem may be not the paddles and sticks,
but the port. Repeated plug/unplug is about the only way I
can think to clean the port pins and sockets of the stick.

7428. Re: Is it still possibel to get a copy of the Holmes CDs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 17:13:04 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ACCMg.26616$gY6.26370@newssvr11.news.prodigy.com>
Source record: 6085

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:> "JohnH."
<john@jrcc.net> wrote in message news
> :> Hi,
>> Is it still possible to get a copy of the Holmes CDs? I'd be
>> willing to pay to cover the cost.
>>
>> Thanks,
>> John
> I don't think I ever needed paddles. Not many programs use them.
> Maybe Pong for the 8-bit.
> Joysticks, I've had a few. By far my favorites are 'Slick Stick'
> sticks, don't remember the company. They are small, especially
> short 'throw' from one extreme to the other. They are black
> small base size for fitting in the palm nicely, have an orange
> ball on the end of the stick part.
> Part of the OP's problem may be not the paddles and sticks,
> but the port. Repeated plug/unplug is about the only way I
> can think to clean the port pins and sockets of the stick.
How'd I do that? Obviously I'm talking about joysticks and
paddles, not Holme's CDs. Sorry.

7429. Where is the POKEY chip in my old 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-09 22:07:53 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <3XGMg.51$no3.3@newsfe03.lga>
Source record: 6086

Cleaning the keyboard contacts didn't re-awaken the keyboard in my 800 (recently unpacked after 15 years in storage) and the joysticks are acting strange now and then, so I'm going to look at the POKEY chip next, as one of the regulars here suggested. Where do I find it?

7430. Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 01:11:26 UTC
From: Brian Green <icenospace@particlesnospamdot.org>
Message-ID: <C128D06E.456E%icenospace@particlesnospamdot.org>
Source record: 6087

BBS's are still around? Yep. Particles! BBS is one of the oldest continuously run BBS - online since 1992. We're dedicated to classic systems, CBM, Amiga, Apple, and more. Downloads available, lots of online games. Come check us out!

Particles! BBS
Online since 5.27.92
http://www.particles.org
telnet://particlesbbs.dyndns.org
4 Nodes
1000s of files for download
Usenet, Dovenet, Local
ANSI required (OSX users grab Syncterm, Windows users, use Hyperterminal, C64/128 users use Novaterm)
Access on first call!

7431. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 02:09:24 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.10.02.09.24.937340@charter.net>
Source record: 6088

On Sat, 09 Sep 2006 20:11:26 -0500, Brian Green wrote:

> BBS's are still around? Yep. Particles! BBS is one of the oldest
> continuously run BBS - online since 1992. We're dedicated to classic
> systems, CBM, Amiga, Apple, and more. Downloads available, lots of online
> games. Come check us out!

Hmm, you're running on an XP box though... Ugh. :(

Other than that, I admire your longetivity and dedication.

Check out my BBS sometime - running on *true* Atari hardware and software.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7432. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 04:34:56 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609092341510.10424@furyy1>
Source record: 6091

On Tue, 5 Sep 2006 at 10:31 -0500, Docrotcod scribbled:
->Sorry but I won't be scanning the newsgroups any longer. The ran-
->dom advertisements of Bravo Sierra and things of that nature have
->really taken the interest out of the newgroups for me.

With all due respect (an old-fashioned phrase of politeness which is totally out of place in the Internet age, especially on the Use-net!), this is baloney. Somebody else posts public messages, and that offends you!? Moreover, the postings are from the last Atari dealer in North America still participating on this newsgroup, and that offends you?

(Don't forget that you whiners chased all the other dealers in North America off this newsgroup. Several years ago the owner of Video 61 posted here that the others were afraid to post anymore because of the flak from you guys. Remember that?)

To paraphrase what another poster said here about a month ago.... You see the poster's name (with the convenient initials B.S.) in the message list, you see the subject line giving at least a clue to what the posting's about, you consider the posting to be B.S. -- AND somehow you have a big problem in simply skipping that posting???

As Rod Serling used to say on "Twilight Zone".... I present the following for your consideration: Somehow we seem to have slipped into the Bizarro Atari Universe. All of Ben's satisfied customers and other Atarians of good-will regularly skip over his postings and don't read them! Meanwhile, all his enemies dote on his postings and are somehow trapped into reading them!

It's all really too funny. But there's more....

->... and things of that nature have really taken the interest out
->of the newgroups for me.

"Things" of what nature? <grin>

Listen, you wanna talk about problems on newsgroups? I'll bet you don't even look at any other Usenet NGs. I do. I follow 20 to 25 NGs regularly plus some others on an occasional basis, and to do that I have to be extremely selective in reading. I know how to skip 99.99% of all the postings. But let's talk about problems. You oughta see the problems that have existed or are still happening on other NGs. (I'm not gonna mention specifics because I don't wanna encourage copycats.) In comparison to the antics going on elsewhere, this NG is the epitome of virtue and a paragon of seriousness and good technical information.

->I will see you all on Atari chat nights or wherever.
->Thomas

Yeah, sure, pal. In the Bizarro Atari Universe, or wherever.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Big Browser Is Watching You! *

7433. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 04:42:17 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609100035270.10424@furyy1>
Source record: 6090

```
On Thu, 7 Sep 2006 at 23:55 -0400, AlbaClause scribbled:
->So if you wanna leave... Good riddance!

Too bad he's not still around to peruse your deathless prose.
(However, he probably wouldn't get it anyway.)
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* Metaphors Mixed -- While-U-Wait! *
```

7434. Re: short cassettes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 04:47:11 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609100042300.10424@furyy1>
Source record: 6092

On Tue, 5 Sep 2006 at 23:46 -0000, Greg Goodwin scribbled:
->>... the cassettes never needed to be rewound to the beginning.
->>I remember thinking how amazing those were. ...
->
->No still quite amazing.

8-track tapes didn't rewind either, but the method was a lot
less than amazing. The only amazing thing about it was that the
weaknesses and flaws in the idea didn't cause it to break down
faster and more often.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

7435. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 04:51:12 UTC
From: stephensheppard@hotmail.com
Message-ID: <1157863872.413541.34350@b28g2000cwb.googlegroups.com>
Source record: 6089

Jason Harmon wrote:
> Get one of the Wico Command Control joysticks. Unlike the Boss, these have
> steel handles like the units made for Arcade consoles. These joysticks are
> indestructable and easy to use. I have one I got in 1983 that works as well
> now as when it was new. I see a few of them on ebay such as the one
> below...
>
> http://cgi.ebay.com/IOB-WICO-COMMAND-CONTROL-BAT-HANDLE-JOYSTICK-ATARI-VIC_W0QQitemZ1400
27527998QQihZ004QQcategoryZ41009QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
>
> -Jason Harmon
>
>
> "JohnH." <john@jrcc.net> wrote in message
> news:1157748514.884774.134760@p79g2000cwp.googlegroups.com...
> > Hi All,
> >
> > What are the best joysticks and paddles that I can buy now?
> >
> > I've bought a several Atari joysticks off of eBay. None of which
> > seemed to have aged particularly well. I've had the same problem with
> > paddles. I bought a set of paddles "New in box." I believe they were
> > new and never used, but they still seemd to not work well. I'd like to
> > get a couple of really nice joysticks and paddles.
> >
> > Thanks,
> > John
> >

Speaking of arcade joysticks, the mechanisms are readily available
(thanks to MAME console DIY projects, I think).

Anyone build their own joystick or console for their Atari 8-bitter?
Just curious.

My old Newbridge Design (or was it Newton Design) joystick also has
held up well, though I wouldn't call it indestructable. Bad ergonomics
and terrible button but the stick is the most arcade-like I've used,
because it is an arcade stick having short steel shaft with a ball
knob. It's a great frogger stick at least

The Competiton Pro joysticks are very good, good stick and very good
buttons, left and righ handed.

I don't kow of any new joysticks.

I would like to have/build some kind of combination Atari/MAME stick,
but not a console.

Sorry, guess I went off topic.

- Steve Sheppard

7436. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 05:14:42 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609100047220.10424@furyy1>
Source record: 6093

On Tue, 5 Sep 2006 at 08:16 -0700, JohnH. scribbled:
->Has anyone ever seen an elbow adapter or some other type of widget
->that allows you to change the cartridge on a 130XE w/o having to
->fish around behind the computer.

I feel sure that several devices on related themes were available in past years when there was a bigger market for Atari 8-bits. And I've seen various such mods at Atari and other computer shows over the years. Perhaps the people in the Chicago Atari group could help you. Here's a quote of part of what I wrote about their display at the Vintage Computer Festival in West Lafayette, Indiana, two months ago:

->Rory McMahon of the Chicago Atari club had ... Another cool mod
->(running an Atari 8-bit cartridge) ... what looked like a 130XE
->keyboard and motherboard in a 130XE case, hooked to a flash memory
->card, and with a small color LCD screen attached to the case. ...
->The website for the Chicago group is: www.scatarians.org.

Is there anything in the FAQ file about this?
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

7437. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 06:01:45 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.10.06.01.44.637107@charter.net>
Source record: 6094

On Sun, 10 Sep 2006 00:42:17 -0400, Sid Pacman wrote:

> On Thu, 7 Sep 2006 at 23:55 -0400, AlbaClause scribbled:
> ->So if you wanna leave... Good riddance!

See below...

> Too bad he's not still around to peruse your deathless prose.
> (However, he probably wouldn't get it anyway.)

I agree that it would not be hard to filter B.S. out, but I have to say,
I've had some dealings with Slor, and he's a pretty good guy. You might
want to give him an eeeeny, teeeeny, break... :)

--
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An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7438. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 11:47:05 UTC
From: Daniel Mandic <daniel_mandic@ping.at>
Message-ID: <ee0tvpfl4@paperboy.si.eunet.at>
Source record: 6095

As same as you are not the Usenet Chief, is Bravo Sierra not Atari Software, Microprose, Ocean, EA and many other :)

Well?

If BS can show me a decret, what makes it the allover-protector of older Software. Well, then....

Kind Regards,

Daniel Mandic

P.S.: Bard's Tale III is cracked by EA :)

7439. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 13:49:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1157896172.104745.97700@m73g2000cwd.googlegroups.com>
Source record: 6096

stephensheppard@hotmail.com wrote:
> Jason Harmon wrote:
> > Get one of the Wico Command Control joysticks. Unlike the Boss, these have
> > steel handles like the units made for Arcade consoles. These joysticks are
> > indestructable and easy to use. I have one I got in 1983 that works as well
> > now as when it was new. I see a few of them on ebay such as the one
> > below...
> >
> > http://cgi.ebay.com/IOB-WICO-COMMAND-CONTROL-BAT-HANDLE-JOYSTICK-ATARI-VIC_W0QQitemZ14
0027527998QQihZ004QQcategoryZ41009QQssPageNameZWDVWQQrdZ1QQcmdZViewItem
> >
> > -Jason Harmon
> >
> >
> > "JohnH." <john@jrcc.net> wrote in message
> > news:1157748514.884774.134760@p79g2000cwp.googlegroups.com...
> > > Hi All,
> > >
> > > What are the best joysticks and paddles that I can buy now?
> > >
> > > I've bought a several Atari joysticks off of eBay. None of which
> > > seemed to have aged particularly well. I've had the same problem with
> > > paddles. I bought a set of paddles "New in box." I believe they were
> > > new and never used, but they still seemd to not work well. I'd like to
> > > get a couple of really nice joysticks and paddles.
> > >
> > > Thanks,
> > > John
> > >
>
> Speaking of arcade joysticks, the mechanisms are readily available
> (thanks to MAME console DIY projects, I think).
>
> Anyone build their own joystick or console for their Atari 8-bitter?
> Just curious.
>
> My old Newbridge Design (or was it Newton Design) joystick also has
> held up well, though I wouldn't call it indestructable. Bad ergonomics
> and terrible button but the stick is the most arcade-like I've used,
> because it is an arcade stick having short steel shaft with a ball
> knob. It's a great frogger stick at least

Correction: Joystick is a Newport Machine Design Prostick. It was only
available as a mailorder item.

> The Competiton Pro joysticks are very good, good stick and very good
> buttons, left and right handed.
>
> I don't kow of any new joysticks.
>
> I would like to have/build some kind of combination Atari/MAME stick,
> but not a console.
>
> Sorry, guess I went off topic.
>
> - Steve Sheppard

7440. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 14:19:22 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157897962.729355.219500@m79g2000cwm.googlegroups.com>
Source record: 6097

Brian Green wrote:
> BBS's are still around? Yep. Particles! BBS is one of the oldest
> continuously run BBS - online since 1992.

wow all the way to 92? It makes me wonder if any bbs's from the 80's
the real old school ones are still operating to this day? Also do any
bbs's allow direct dial up connection anymore?

Im not sure what possible use a bbs would be for these days aside from
nostalgia, but it's kind of cool people are still tinkering witht he
old software.

7441. Re: Where is the POKEY chip in my old 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 18:04:25 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <JsYMg.13$vJ2.12@newssvr12.news.prodigy.com>
Source record: 5948

"Geoff" <grw888@yahoo.com> wrote in message > Cleaning the keyboard contacts didn't re-awaken the keyboard in my 800
> (recently unpacked after 15 years in storage) and the joysticks are acting
> strange now and then, so I'm going to look at the POKEY chip next, as one
> of the regulars here suggested. Where do I find it?
The POKEY is on the main board/motherboard, toward the
left and rear. It is a 40 pin chip (LSI). There are only a few
40 pin ones there. It has the number CO12294 on it, probably.
Hope I'm right.

7442. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 18:35:56 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1157913356.638643.246240@m79g2000cwm.googlegroups.com>
Source record: 5949

Brad Rogers wrote:
> On Sun, 10 Sep 2006 07:19:22 -0700, kev242@gmail.com wrote:

> FidoNet is still going, and many of those BBS's can be called with a
> modem. Of course, it's nowhere near as big as it was in its heyday.
> Nowadays, the nodelist is smaller than the diffs were back in the 80's.

wow fidonet, forgot all about that. it's amazing those bbs's are
still operating at all.

7443. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 19:57:06 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.10.19.57.06.816293@charter.net>
Source record: 5950

On Sun, 10 Sep 2006 11:35:56 -0700, kev242@gmail.com wrote:

>
> Brad Rogers wrote:
>> On Sun, 10 Sep 2006 07:19:22 -0700, kev242@gmail.com wrote:
>
>> FidoNet is still going, and many of those BBS's can be called with a
>> modem. Of course, it's nowhere near as big as it was in its heyday.
>> Nowadays, the nodelist is smaller than the diffs were back in the 80's.
>
>
> wow fidonet, forgot all about that. it's amazing those bbs's are
> still operating at all.

We've been going since the early 90's as well, although we did take a 5
year hiatus from about 1999/2000 to 2005... (see sig). :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7444. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-10 20:33:27 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <rE_Mg.17399$Qf.1222@newsread2.news.pas.earthlink.net>
Source record: 5951

kev242@gmail.com wrote:
> Brad Rogers wrote:
>
>>On Sun, 10 Sep 2006 07:19:22 -0700, kev242@gmail.com wrote:
>
>
>>FidoNet is still going, and many of those BBS's can be called with a
>>modem. Of course, it's nowhere near as big as it was in its heyday.
>>Nowadays, the nodelist is smaller than the diffs were back in the 80's.
>
>
>
> wow fidonet, forgot all about that. it's amazing those bbs's are
> still operating at all.
>

They definately had a short shelf life.

FWIW: I still have the book "Free Software for your Atari" around here somewhere. Would have been published 1983 and bought by me around 1984 or 1985.

Even at the time I believe at least 80% of the BBS's listed were out of the game. It did hook me up with a couple of local BBS's like Compucat and Itsy Bitsy as well as a couple local user groups.

BBS's, while a valuble resource, were frustrating to use. I remember being limited to 30 minutes on Itsy Bitsy. At 300 BAUD *IF* I tried to download an 8k file, it would log me out at 7.8k when my time limit was exceeded.

Using the message bases on a busy board was also an exercise in frustration. I mean it may take you 10-20 minutes to read the message base and if you replied to anything you were frequently disconnected if you ran overtime while attempting to reply.

Things got better when I upgraded to an Avantex<?> 1200 BAUD modem and shortly after to a Supra 2400 BAUD. I still had problems with time limits and busy signals.

IMO: About the only local BBS worth running these days would be a Waffle type board. It was Mike Sherwood at a BAAUG meeting that convinced me to give his Stainless Steel board a try for my first taste of the internet. I had used Fidonet and CI$ prior to that of course. I think he said it cost him $600 or $700 a month to run at the time, internet access still being expensive. There were quite a few Waffle boards back then that

would subscribe to a newsgroup and if you asked nicely would add one like comp.sys.atari.8bit.

Even with Waffle you still had problems with time limits and getting files by sending an email to an FTP server was an art in itself.

7445. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 01:54:35 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns983ADEB2DD0E7emuslor@216.196.97.136>
Source record: 5952

Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
wrote in news:pan.2006.09.10.06.01.44.637107@charter.net:

> I agree that it would not be hard to filter B.S. out, but I have to say,
> I've had some dealings with Slor, and he's a pretty good guy. You might
> want to give him an eeeeny, teeeeny, break... :)
>

Eh? How did I get dragged into this? I'll agree that I'm a pretty good
guy though...

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7446. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 03:20:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.11.03.20.40.841961@charter.net>
Source record: 5953

On Sun, 10 Sep 2006 20:33:27 +0000, Rick Cortese wrote:

> IMO: About the only local BBS worth running these days would be a Waffle
> type board. It was Mike Sherwood at a BAAUG meeting that convinced me to
> give his Stainless Steel board a try for my first taste of the internet.

Respectfully beg to differ... You should at least check out my place. You
might be pleasantly surprised... :)

Check out my website, with a BBS section, at:

http://www.darkforce.org

or

telnet darkforce-bbs.dyndns.org

Thanks...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7447. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 05:22:51 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <Lo6Ng.6122$v%4.833@newsread1.news.pas.earthlink.net>
Source record: 5954

Ronald J. Hall wrote:
> On Sun, 10 Sep 2006 20:33:27 +0000, Rick Cortese wrote:
>
>
>>IMO: About the only local BBS worth running these days would be a Waffle
>>type board. It was Mike Sherwood at a BAAUG meeting that convinced me to
>>give his Stainless Steel board a try for my first taste of the internet.
>
>
> Respectfully beg to differ... You should at least check out my place. You
> might be pleasantly surprised... :)
>
> Check out my website, with a BBS section, at:
>
> http://www.darkforce.org
>
> or
>
> telnet darkforce-bbs.dyndns.org
>
> Thanks...
>

Sorry for the confusion but I meant the "2nd phone line/local call thing". Of course there are sites on the web that are great.

What Waffle did was download usenet newsgroups and let people w/o an ISP participate in the discussions. The software would toss your posts onto the usenet for you. Kind of like a super fidonet carried out over the internet. For that matter, I thought fidonet allowed you to do the same now???

I seem to recall one of the internet landmarks was when the traffic on the usenet exceeded what could be downloaded in 24 hours with a 2400 BAUD modem.

When Portal offered unlimited ISP for ~$25 I bailed out on the Waffle boards since by then I was proably using them 30+ hours a month.

7448. PC Joystick to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 12:20:53 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1157977252.991749.213000@d34g2000cwd.googlegroups.com>
Source record: 5955

At the risk of being burned as a heretic... Is it possible to connect
a PC joystick to an Atari 8-bit, specifically a 130XE in my case? Is
there a port converter out there somewhere? I've seen a lot of
posting about connecting a Atari joystick to a PC, but not the otherway
around.

Thanks,
John

7449. "The flow of time has been reversed" (Archon II)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 12:24:30 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <ee3khu$vg2$1@news.al.sw.ericsson.se>
Source record: 5956

I can recall that in the game Archon II, it was possible to "reverse
the flow of time". Does anybody know what the purpose with doing
that was?

Anders

7450. Re: "The flow of time has been reversed" (Archon II)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 15:02:57 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.11.15.02.57.273945@charter.net>
Source record: 5957

On Mon, 11 Sep 2006 14:24:30 +0200, Anders Skelander wrote:

> I can recall that in the game Archon II, it was possible to "reverse
> the flow of time". Does anybody know what the purpose with doing
> that was?
>
> Anders

I thought it was used when you controlled squares of your color, and you wanted to hold on to them longer, by reversing the flow. Reversing the flow of time also reversed the color change, keeping your players at their strongest. In addition, you could catch the other teams players off-guard so that they wound up on squares opposite their teams color (and at their most vulnerable).

This is all from memory though, as I have the original Archon but I don't have Archon 2 anymore.

HTHs. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7451. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 15:05:35 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.11.15.05.35.680633@charter.net>
Source record: 5958

On Sun, 10 Sep 2006 23:31:33 -0400, lp wrote:

> in article Xns983ADEB2DD0E7emuslor@216.196.97.136, Slor wrote on 9/10/06
> 9:54 PM:
>
>> Despite all prevention efforts, "Ronald J. Hall" <dark_lord@charter.net>
>> wrote in news:pan.2006.09.10.06.01.44.637107@charter.net:
>>
>>> I agree that it would not be hard to filter B.S. out, but I have to say,
>>> I've had some dealings with Slor, and he's a pretty good guy. You might
>>> want to give him an eeeeny, teeeeny, break... :)
>>>
>>
>> Eh? How did I get dragged into this? I'll agree that I'm a pretty good
>> guy though...
>
> I think he has confused you with the original poster. Least we all agree.
> ;o)

I must have. I thought one of the posters slammed Slor, so I stepped in.
(and I've already deleted the first half of this thread so I can't check)

Apologies all around if I was mistaken...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7452. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 15:10:28 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.11.15.10.27.956911@charter.net>
Source record: 5959

On Mon, 11 Sep 2006 05:22:51 +0000, Rick Cortese wrote:

> Sorry for the confusion but I meant the "2nd phone line/local call
> thing". Of course there are sites on the web that are great.

I run a full-blown "old-style" BBS on original Atari hardware and
software. It was originally modem only, but I have it available by telnet
now. Aside from switching from the modem to a serial port to LAN
converter (Lantronix UDS10), its running on nearly the exact same setup I
had in the 90's (only diff. is that I had 10 CDs online in the 90's and
I've only got 3 CDs online now).

You simply telnet to darkforce-bbs.dyndns.org

Thanks...

PS I only offered up the website URL in case you wanted to see screenshots
of what I'm doing without actually telnetting into the BBS itself and
looking around...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7453. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 15:41:51 UTC
From: tom at iccy dot org <tom@iccy.org>
Message-ID: <1157989311.792134.95830@b28g2000cwb.googlegroups.com>
Source record: 5960

My favorite joystick is the Suncom TAC-2. I have two of these joysticks, one that I've used since 1984 or so, and a second that I bought off ebay a few years ago. They're very solid, with a metal joystick shaft, and very predictable action. I have trouble playing Pacman games with any other controller. Here's a link to a wikipedia article: http://en.wikipedia.org/wiki/TAC-2

7454. Re: PC Joystick to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 16:48:45 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <NrgNg.211$6S3.153@newssvr25.news.prodigy.net>
Source record: 5961

"JohnH." <john@jrcc.net> wrote in message
> At the risk of being burned as a heretic... Is it possible to connect
> a PC joystick to an Atari 8-bit, specifically a 130XE in my case? Is
> there a port converter out there somewhere? I've seen a lot of
> posting about connecting a Atari joystick to a PC, but not the otherway
> around.
>
> Thanks,
> John
I don't think so, John. PC joystick is analog, whereas A8 is digital.

7455. Re: PC Joystick to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 17:38:11 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <7ahNg.6258$v%4.5682@newsread1.news.pas.earthlink.net>
Source record: 5962

JohnH. wrote:
> At the risk of being burned as a heretic... Is it possible to connect
> a PC joystick to an Atari 8-bit, specifically a 130XE in my case? Is
> there a port converter out there somewhere? I've seen a lot of
> posting about connecting a Atari joystick to a PC, but not the otherway
> around.
>
> Thanks,
> John
>

What Russ said. But you can use a PC J/S as a paddle input. Les
Brilliant<sp?> did it in an old ANALOG. He gave a great description of
the working of the Paddle inputs and values of the replacement caps to
put in the IBM style J/S.

There just isn't a lot of software that uses Paddles of course.

7456. Re: Is it still possibel to get a copy of the Holmes CDs?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 19:43:08 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158003788.445335.189040@p79g2000cwp.googlegroups.com>
Source record: 5963

Thanks Thomas, but I just recieved the CDs from another reader of this news group. I appreciate the offer though.

7457. Re: MicroStation Backpack 1.2MB parallel or 100MB Zip drive parallel

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 20:28:27 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1158006507.637183.242010@m73g2000cwd.googlegroups.com>
Source record: 5964

Hi Jack-

I've had a Backpack, and it must be connected on a bi-directional
parallel port -- that lets out the A8. Now ***maybe*** if you wrote
whole new driver(s), but still extremely doubtful.

Have not had an Iomega Zip parallel, but I have to believe the same
thing applies.

The closest that you could come with a Zip drive or Backpack is to hook
it up to a PC and access it through APE's PC Mirror. This does work,
as I've done it with Floppies, USB and IDE Zip Drives, and of course,
CD-Roms. Which is just another example of how extremely useful APE is!

-Larry

Jack Tseng wrote:
> Parallel port drives are hooked up to the printer port of PC right? I am
> wondering if Atari computer hooks up to the drives thru 850 device that
> communicates with PC parallel drives. Any idea you find about that?
>
> Thanks!
> Jack

7458. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 22:40:40 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <4505e587$0$10898$a15e20c9@news.newsgroupdirect.com>
Source record: 5965

I'd never seen any of these commercials before. Makes me wonder just how hard Atari's marketing department worked at actually airing these things.

I guess I'm just disgusted with Atari's piss poor management from the beginning. It was a fine computer with a piss poor management structure to back it up. No offense to Nolen, who pretty much left Atari before the so called Golden Years.

"Bill H" <bill@ts1000.us> wrote in message
news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
> Original Atari 800 commercial c 1981
>
> http://www.youtube.com/watch?v=_xgONj4Ft8g
>
> Brings back memories
>
> Bill H www.ts1000.us
>

--
The Source For Premium Newsgroup Access
Great Speed, Great Retention
1 GB/Day for only $8.95

7459. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 23:24:29 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <m9mNg.54722$sS1.39303@read1.cgocable.net>
Source record: 5966

Sid Pacman wrote:

> On Thu, 7 Sep 2006 at 23:55 -0400, AlbaClause scribbled:
> ->So if you wanna leave... Good riddance!
>
> Too bad he's not still around to peruse your deathless prose.
> (However, he probably wouldn't get it anyway.)

My point was that people will antagonize you either to get a reaction or to move you along. So everybody has some choices to make. They can dish it back, they can ignore it, or they can do as the trolls want you to do: move along.

Obviously, Docrotcod chose the third of the choices.

Personally, I tend to ignore most of the threads that I have no interest in. Sometimes I will get defensive and dish it back. Other times I just retreat for a short period and return when I'm clearer of mind.

But yeah, the good riddance part was just a silly little play on the idea that you're free to leave, and that the newsgroup will continue pretty much business as usual. And, of course, by leaving, you're just giving the offensive party the satisfaction of having gotten to you.

Just my two cents.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7460. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 23:36:40 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <NkmNg.46358$ED.19133@read2.cgocable.net>
Source record: 5967

Daniel Mandic wrote:

> As same as you are not the Usenet Chief, is Bravo Sierra not Atari
> Software, Microprose, Ocean, EA and many other :)
>

Sid Pacman doesn't purport to be the Usenet Chief. Actually, if you look
at his signature, you might expect that he is against censorship. Which
is a good and noble position for one in a free society to take.

>
> If BS can show me a decret, what makes it the allover-protector of
> older Software. Well, then....
>

I'm assuming that you meant "decree" and not "decret". Regardless, the
point probably is that the usenet is free and open to everyone. Everyone
is entitled to make a contribution here, whether it be objectionable by the
majority or not.

B.S. is certainly entitled to post in this newsgroup, just as you and I are,
and our only real recourse in dealing with unwanted posts is to filter or
ignore... or occasionally lash out. :yeah:

And, for the record, I don't care if people filter my ramblings. I don't
post here very often and I try not to post in threads where I cannot be
somewhat helpful or insightful. It's a free country! Speak up!

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7461. Re: short cassettes?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 23:45:57 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <utmNg.54723$sS1.2914@read1.cgocable.net>
Source record: 5968

Sid Pacman wrote:

> On Tue, 5 Sep 2006 at 23:46 -0000, Greg Goodwin scribbled:
> ->>... the cassettes never needed to be rewound to the beginning.
> ->>I remember thinking how amazing those were. ...
> ->
> ->No still quite amazing.
>
> 8-track tapes didn't rewind either, but the method was a lot
> less than amazing. The only amazing thing about it was that the
> weaknesses and flaws in the idea didn't cause it to break down
> faster and more often.

I seem to recall the tapes of the Coleco Adam being random access. I know that the 8-track tape just keeps moving in a constant loop, and the head moves back and forth across the tracks. If I'm not mistaken, the tapes in the Adam would rapidly rewind and fast forward to randomly seek the data on the tape. It blew my mind the first time I saw them in action.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7462. Re: Atari Revolution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-11 23:50:38 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <TxmNg.46359$ED.15850@read2.cgocable.net>
Source record: 5969

Ronald J. Hall wrote:

> On Sun, 03 Sep 2006 16:34:19 -0700, kev242@gmail.com wrote:
>
>> what the hell was/is Atari Revolution never heard of it?
>
> I'm not sure either, but it reminds me of something Don Thomas (then Atari
> employee) did for awhile. It was a series of articles endorsing Atari,
> pushing Atari, etc, etc,... Kind of like an underground movement.
>
> It was very good reading, I enjoyed it anyways...
>
> I just googled, found this:
>
> http://www.ataritimes.com/features/nl_news.html
>
> "While seeking employment anywhere I could, I dedicated time and energies
> into the Atari Revolution... a grass roots movement dedicated to foster
> word-of-mouth for Atari's fine line of products."
>

If I'm not mistaken, they had some rather ill-conceived plots to have
Hollywood use Atari computers exclusively as props in television shows and
movies. The catch was that the actors and actresses were actually supposed
to use them in an episode and somehow have the episode revolve around the
Atari computer. I think shows like Roseanne were targetted by this idea
-- obviously, it never happened.

--
--
There are several things that I will never be:
* I will never be attracted to females.
* I will never enjoy the company of others.
Exactly how these realities bode for my enemy, is not of my concern.

7463. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 00:06:37 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1158019597.065701.155150@q16g2000cwq.googlegroups.com>
Source record: 5970

Samsung wrote:
> I'd never seen any of these commercials before. Makes me wonder just how
> hard Atari's marketing department worked at actually airing these things.
>
> I guess I'm just disgusted with Atari's piss poor management from the
> beginning. It was a fine computer with a piss poor management structure to
> back it up. No offense to Nolen, who pretty much left Atari before the so
> called Golden Years.
>
> "Bill H" <bill@ts1000.us> wrote in message
> news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
> > Original Atari 800 commercial c 1981
> >
> > http://www.youtube.com/watch?v=_xgONj4Ft8g
> >
> > Brings back memories
> >
> > Bill H www.ts1000.us
> >
>
>
> --
> The Source For Premium Newsgroup Access
> Great Speed, Great Retention
> 1 GB/Day for only $8.95

I think ones of Atari's biggest problem was sticking with the 800/400
style computer when building the 800XL / 600XL. They should have held
out with the 1200xl and then gone straight to a better machine similiar
to the 130xe. This would have left them in a better position feature
wise than the other 8bits. Going to the 800xl / 600xl was just
rehashing the 800/400 in a new case with a few extras.

Bill H www.ts1000.us

7464. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 01:18:02 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <fVnNg.10304$Zm1.2413@dukeread02>
Source record: 5971

I am running on OLD SCHOOL too. Atari 1040 STE running my BBS.

Telnet://www.stguild-bbs.dyndns.org

"Ronald J. Hall" <dark_lord@charter.net> wrote in message
news:pan.2006.09.10.02.09.24.937340@charter.net...
> On Sat, 09 Sep 2006 20:11:26 -0500, Brian Green wrote:
>
>> BBS's are still around? Yep. Particles! BBS is one of the oldest
>> continuously run BBS - online since 1992. We're dedicated to classic
>> systems, CBM, Amiga, Apple, and more. Downloads available, lots of
>> online
>> games. Come check us out!
>
> Hmm, you're running on an XP box though... Ugh. :(
>
> Other than that, I admire your longetivity and dedication.
>
> Check out my BBS sometime - running on *true* Atari hardware and software.
>
> --
> Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
> An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org
>

7465. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 03:09:03 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <TrpNg.46966$ED.42162@read2.cgocable.net>
Source record: 5972

Brad Rogers wrote:

> Ah yes. But nostalgia ain't what it used to be. :-)
>

That's actually quite funny. Nostalgia ain't what it used to be. I laughed
at that. Cute.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7466. Re: Vintage Computer Festival 9.0 (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 03:13:05 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <FvpNg.55289$sS1.18187@read1.cgocable.net>
Source record: 5973

Robert Bernardo wrote:

> Make an entry in your PDA! It is time once again to shun your modern
> day computing monstrosity and spend a weekend with its venerable
> ancestors at the ninth annual Vintage Computer Festival. VCF 9.0
> takes place on the weekend of November 4-5 at the Computer History
> Museum in Mountain View, California.

I have always wanted to attend one of these vintage computer shows, but
there's never been one near my home. :-(

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7467. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 03:18:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <EApNg.47050$ED.15678@read2.cgocable.net>
Source record: 5974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Larry wrote:

>> On Sat, 02 Sep 2006 19:28:17 -0400, Sid Pacman wrote:
>>
>> > The Hara Arena (convention center) in Dayton, Ohio, says there
>> > will be no Computerfest held there this year. Has anybody heard of
>> > any other location where this show will be held? Or has it finally
>> > died off (after more than 20 years)?
>
> I started going to the Dayton Computerfest about 1985, and went almost
> every year until around 2000. But (IMO) online computer sales and
> auctions have killed off most of the business that the vendors
> traveling the computer show circuit once enjoyed. Check the
> announcement at: http://www.dma.org/
> For maybe 8-10 years, DMA also had a spring computerfest, and I could
> see it wither as the years went on. Then they dropped it. Other
> computer shows that once were pervasive have suffered the same fate.
> Just as the PC's crowded out the other platforms, the internet sales
> have crowded out the shows. It is regrettable, but evidently there
> were lots of people like me -- why travel to a show, fight the crowds,
> and have an inferior selection/price as compared to what is available
> as I surf the net? And if you are a seller, why not set up a site on
> the internet instead of loading up equipment, driving, setting up, etc.
> -Larry

I haven't been to a computer show since the Toronto Atari Federation last
held their expo. All of these vintage shows are never anywhere near my
home. Such a shame. :-(

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7468. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 04:31:08 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609120030150.18422@shell1>
Source record: 5975

On Mon, 11 Sep 2006, AlbaClause wrote:

> I haven't been to a computer show since the Toronto Atari Federation last
> held their expo. All of these vintage shows are never anywhere near my
> home. Such a shame. :-(

Well, there is the World of Commodore Toronto on the first weekend of
December. :-)

Bring your Atari and shock the
Commodorians! ;-)
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7469. Re: Vintage Computer Festival 9.0 (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 10:27:02 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <pan.2006.09.12.10.27.02.733953@strotmann.de>
Source record: 5976

On Mon, 11 Sep 2006 23:13:05 -0400, AlbaClause wrote:

> Robert Bernardo wrote:
>
>
>> Make an entry in your PDA! It is time once again to shun your modern
>> day computing monstrosity and spend a weekend with its venerable
>> ancestors at the ninth annual Vintage Computer Festival. VCF 9.0
>> takes place on the weekend of November 4-5 at the Computer History
>> Museum in Mountain View, California.
>
> I have always wanted to attend one of these vintage computer shows, but
> there's never been one near my home. :-(
>
> --

"near home" is relative, I know persons travelling half the globe to
attend VCF events :)

Carsten

7470. Re: Vintage Computer Festival 9.0 (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 20:29:19 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <4HENg.48919$ED.21283@read2.cgocable.net>
Source record: 5977

Carsten Strotmann wrote:

> On Mon, 11 Sep 2006 23:13:05 -0400, AlbaClause wrote:
>

>> I have always wanted to attend one of these vintage computer shows, but
>> there's never been one near my home. :-(
>>
>> --
>
> "near home" is relative, I know persons travelling half the globe to
> attend VCF events :)
>
> Carsten

True. But one must be able to travel cross the globe to attend. I've not
that luxury, sadly. :-(

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7471. Re: PC Joystick to Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 21:13:58 UTC
From: puritan_2076@yahoo.com
Message-ID: <1158095638.528843.167460@e63g2000cwd.googlegroups.com>
Source record: 5978

Rick Cortese wrote:
> JohnH. wrote:
> > At the risk of being burned as a heretic...

Consider yourself burned.

> > Is it possible to connect
> > a PC joystick to an Atari 8-bit, specifically a 130XE in my case? Is
> > there a port converter out there somewhere? I've seen a lot of
> > posting about connecting a Atari joystick to a PC, but not the otherway
> > around.

>
> What Russ said.

What Rick said...but doesn't it have two paddle inputs on each port? If
so, you could write a joystick driver for your own programs that would
substitute reading the analog paddle #'s for the digital joy stick #'s.

I've actualy been waiting for someone (maybe even me) to get aroud to
trying that for years.

7472. Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 21:21:25 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1158096085.889269.123510@m73g2000cwd.googlegroups.com>
Source record: 5979

Looks like Thomas' site is down.
(http://www.math.tu-berlin.de/~thor/atari++). Anyone have a mirror of
the latest Linux version?
Isaac

7473. Re: Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 21:43:21 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <uMFNg.63910$sS1.1788@read1.cgocable.net>
Source record: 5980

mr_i_davis@hotmail.com wrote:

> Looks like Thomas' site is down.
> (http://www.math.tu-berlin.de/~thor/atari++). Anyone have a mirror of
> the latest Linux version?
> Isaac

Thomas wrote in another thread:

> please check your private mail. Sorry, but the file server of the math
> department of the TU Berlin was down this weekend, it should be up and
> running now again. Unfortunately, this happens from time to time.

> Anyhow, I'm working on a new release anyhow currently that addresses
> some issues of the AMD64 port, it should be ready within a few days
> (mainly, documentation issues, a bug in the mathpack patch, and quite
> some bugs in varargs handling.)

> So long,
> Thomas
--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7474. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 22:02:03 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <12GNg.63911$sS1.30538@read1.cgocable.net>
Source record: 5981

Bill H wrote:

>
> Samsung wrote:
>> I'd never seen any of these commercials before. Makes me wonder just how
>> hard Atari's marketing department worked at actually airing these things.
>>
>> I guess I'm just disgusted with Atari's piss poor management from the
>> beginning. It was a fine computer with a piss poor management structure
>> to
>> back it up. No offense to Nolen, who pretty much left Atari before the
>> so called Golden Years.
>>
>> "Bill H" <bill@ts1000.us> wrote in message
>> news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
>> > Original Atari 800 commercial c 1981
>> >
>> > http://www.youtube.com/watch?v=_xgONj4Ft8g
>> >
>> > Brings back memories
>> >
>> > Bill H www.ts1000.us
>> >
>>
>>
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>
> I think ones of Atari's biggest problem was sticking with the 800/400
> style computer when building the 800XL / 600XL. They should have held
> out with the 1200xl and then gone straight to a better machine similiar
> to the 130xe. This would have left them in a better position feature
> wise than the other 8bits. Going to the 800xl / 600xl was just
> rehashing the 800/400 in a new case with a few extras.
>
> Bill H www.ts1000.us

A few extras? The XL line was a huge improvement over the 400 and 800
computers. Better graphics, more memory (800XL), builtin Basic, smaller
footprint, and the addition of the PBI. Of course, the XL line lost two
of the four joystick ports that the 400/800 had, one of the cartridge ports
that the 800 had, and the ability to upgrade memory with a simple plug-in
module. Overall, I can't imagine why anyone would choose the 800 over the

800XL.

The 1200XL was kind of the black sheep of the XL family. It had a few little extras that the other XL machines didn't have, like programmable LEDs on the keyboard console, but offered nothing of any real significance over the 800XL. So I'd have to agree with you on the 1200XL being a waste of time and resources.

The XE machines were a joke in my opinion. Atari scrapped/redesigned the Parallel Bus Interface that so many relied on for things like the BlackBox or MIO, and housed the whole thing in an ST style case that looked and felt really cheap. Barring the membrane keyboard of the 400, the keyboards on the XE were by far the worst I have ever used in my entire life. I think Atari would have been better off by keeping the overall aesthetic design of the XL series and just modernizing a bit with some different colours, etcetera. But this is just subjective opinion.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7475. Re: Atari 130XE cartridge slot adapter?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 22:12:10 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <vbGNg.63913$sS1.54959@read1.cgocable.net>
Source record: 5982

JohnH. wrote:

>
> I'm not a hardware guy. But it seems like a pretty simple project from
> a conceptual standpoint. I might give it a try. I'm not sure where I
> would look for parts for something like that. Hmmm....

Pretty simple? It would be too simple. You'll need a PC board with a card edge connector that will fit into the cartridge slot of the 130XE. For the actual cartridge slot on the PC board (the slot to plug your cartridges into) I'd be looking at stealing from a broken XL class machine. They have those little plastic cartridge housing gizmos that just pop off the board. Also, a little desoldering, and you have yourself a cartridge slot to transplant to your homebuilt device.

For everything else, you can either etch your own traces, use wirewrap, or just solder little wires from point to point. I couldn't imagine an easier Atari 8-bit mod project existing.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7476. Re: Goodbye to all!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-12 23:10:37 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-52B5CB.19103712092006@news.isp.giganews.com>
Source record: 5983

In article <TJgLg.8055$Zm1.2182@dukeread02>,
"Docrotcod" <rahbart@cox.net> wrote:

> Sorry but I won't be scanning the newsgroups any longer. The random
> advertisements of Bravo Sierra and things of that nature have really taken
> the interest out of the newgroups for me. I will see you all on Atari chat
> nights or wherever.
>
> Thomas

Spam is a way of life on the network (and real life if you open your
eyes) now. If you cant learn to automatically ignore what you dont
like, then you are pretty much screwed.

Aside from that, i really dont think that an occasional non offensive ad
from one of the last 8-bit dealers out there is a bad thing, and i bet
others agree..

But if you dont want to be part of things here anymore for *any* reason,
that is your choice.... seeeya.

7477. Re: Vintage Computer Festival 9.0 (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 03:08:53 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609122306160.25257@shell1>
Source record: 5984

On Tue, 12 Sep 2006, Carsten Strotmann wrote:

> ...I know persons travelling half the globe to attend VCF events :)

Sounds like when I travelled from California and attended the
Monastery Party (C= event) in the Czech Republic.

Emergency Chicagoland Commodore
Convention on Sept. 30,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7478. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 05:01:45 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1158123687@rtfm.mit.edu>
Source record: 5985
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7479. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 16:19:30 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <mcWNg.7165$v%4.3404@newsread1.news.pas.earthlink.net>
Source record: 5986

```
AlbaClause wrote:
> Bill H wrote:
>
>
>>Samsung wrote:
>>
>>>I'd never seen any of these commercials before. Makes me wonder just how
>>>hard Atari's marketing department worked at actually airing these things.
>>>
>>>I guess I'm just disgusted with Atari's piss poor management from the
>>>beginning. It was a fine computer with a piss poor management structure
>>>to
>>>back it up. No offense to Nolen, who pretty much left Atari before the
>>>so called Golden Years.
>>>
>>>"Bill H" <bill@ts1000.us> wrote in message
>>>news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
>>>
>>>>Original Atari 800 commercial c 1981
>>>>
>>>>http://www.youtube.com/watch?v=_xgONj4Ft8g
>>>>
>>>>Brings back memories
>>>>
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>>>>
>>>
>>>
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>>style computer when building the 800XL / 600XL. They should have held
>>out with the 1200xl and then gone straight to a better machine similiar
>>to the 130xe. This would have left them in a better position feature
>>wise than the other 8bits. Going to the 800xl / 600xl was just
>>rehashing the 800/400 in a new case with a few extras.
>>
>>Bill H www.ts1000.us
>
>
> A few extras? The XL line was a huge improvement over the 400 and 800
```

> computers. Better graphics

Actually the graphics are the same, same exact ANTIC and GTIA that is.
What they did was add the set up routines to the OS so you didn't have
to write your own display list. It was more easy access for BASIC
programmers then anything else.

The actual video output took a beating. That's why there are so many
'Clearpic' type mods.

>, more memory (800XL),

True but it wasn't a huge improvement. Computer years are something like
dog years. Original 800 came with only 8k for a little while but was
expandable to 48k. To have a computer come out 5 years later with 64k
with the extra 16k nearly impossible to use by your average consumer was
not exactly revolutionary. Most power users had already upgraded their
800s with Mosaic, Byrd, Magna, or Axlon, type expansions so an 800XL or
600XL was a step backwards.

> builtin Basic, smaller
> footprint, and the addition of the PBI.

All very nice. I remember when San Jose Camera had 1200XLs on sale for
$249 but I passed on them because they wanted $50 for a BASIC cart.
> Of course, the XL line lost two
> of the four joystick ports that the 400/800 had, one of the cartridge ports
> that the 800 had, and the ability to upgrade memory with a simple plug-in
> module. Overall, I can't imagine why anyone would choose the 800 over the
> 800XL.

They also effectively lost 4 paddle inputs.

You should look at the converse of your statement: I can't imagine why
anyone would choose the 800XL over the 800.

Which is the key to why Atari, Commodore and Apple went down and IBM/MS
DOS style clones won the day.

Let's say you are an 800 power user. You have a Magna 256k memory
expansion, Bit 3 80 column display, and Corvus HD hooked up to the J/S
ports and a Happy 810 or two, and modified OS.

Why would you want to spend ~$100 on an 800XL and another $200 on a
1050? Not only is it a backwards step in hardware, some of your software
won't run and the built in BASIC rev B is worse then your rev A cart?
For that matter, the only things you have that will work with the new
computer are your CARTs and the 810s.

The IBM clones carried the day because for example you could upgrade to
an AT and still use your Herc card and monitor.
> The 1200XL was kind of the black sheep of the XL family. It had a few
> little extras that the other XL machines didn't have, like programmable
> LEDs on the keyboard console, but offered nothing of any real significance

> over the 800XL. So I'd have to agree with you on the 1200XL being a waste
> of time and resources.

A unhacked 1200XL is a disaster but a hacked one is a thing of beauty. I
see a stock 1200XL as a parts kit. Kits are dead as a percentage of the
market of course.
>
> The XE machines were a joke in my opinion. Atari scrapped/redesigned the
> Parallel Bus Interface that so many relied on for things like the BlackBox
> or MIO, and housed the whole thing in an ST style case that looked and felt
> really cheap. Barring the membrane keyboard of the 400, the keyboards on
> the XE were by far the worst I have ever used in my entire life. I think
> Atari would have been better off by keeping the overall aesthetic design of
> the XL series and just modernizing a bit with some different colours,
> etcetera. But this is just subjective opinion.
>

Yes *BUT* they finally gave you memory expansion that was useful and the
video output of the XE is probably the best of all 8 bits.

7480. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 16:56:50 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1158166610.544302.34550@i3g2000cwc.googlegroups.com>
Source record: 5987

Rick Cortese wrote:

> Which is the key to why Atari, Commodore and Apple went down and IBM/MS
> DOS style clones won the day.
>
> Let's say you are an 800 power user. You have a Magna 256k memory
> expansion, Bit 3 80 column display, and Corvus HD hooked up to the J/S
> ports and a Happy 810 or two, and modified OS.
>
> Why would you want to spend ~$100 on an 800XL and another $200 on a
> 1050? Not only is it a backwards step in hardware, some of your software
> won't run and the built in BASIC rev B is worse then your rev A cart?
> For that matter, the only things you have that will work with the new
> computer are your CARTs and the 810s.
>
> The IBM clones carried the day because for example you could upgrade to
> an AT and still use your Herc card and monitor.
> > The 1200XL was kind of the black sheep of the XL family. It had a few
> > little extras that the other XL machines didn't have, like programmable
> > LEDs on the keyboard console, but offered nothing of any real significance
> > over the 800XL. So I'd have to agree with you on the 1200XL being a waste
> > of time and resources.
>

Actually the big thing that IBM had going for them, and Apple also were
the slots for future expansion. Atari, Commodore, Radio Shack, TI and
others all made the mistake of not allowing 3rd party companies to make
low cost expansions for the computers and instead had to make
semi-intelligent products that plugged into the machines.

If atari had stuck with the 1200xl, let developers write some software
for it for a year or so and then released the "2400xl" based on the
1200xl with many of the specs of the 130xe (128k memory for example)
and put in a logical expansion possibility (expansion slots), a
standard parrallel and serial connector and internal disk drive they
could have had a machine that would have beat the commodore 64 and
probably the 128. The machine would have been professional enough for
business and could have competted with apple in the schools.

The lack of Basic (or other programming language) is not a hinderance
if you are aiming for a larger market.

Bill H www.ts1000.us

7481. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 19:12:21 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <pKYNg.11072$bM.878@newsread4.news.pas.earthlink.net>
Source record: 5988

Bill H wrote:
> Rick Cortese wrote:
<snip>
>
> Actually the big thing that IBM had going for them, and Apple also were
> the slots for future expansion. Atari, Commodore, Radio Shack, TI and
> others all made the mistake of not allowing 3rd party companies to make
> low cost expansions for the computers and instead had to make
> semi-intelligent products that plugged into the machines.

IMO: You give to much credit to Apple management. You have to remember
the expansion buss was a Woz thing and as soon as they could get
engineers other then Woz, they went to a closed system, the Mac.

The one system that did sneak through, Apple IIGS, was intentionally
crippled so as to not compete with the Mac.
>
> If atari had stuck with the 1200xl, let developers write some software
> for it for a year or so and then released the "2400xl" based on the
> 1200xl with many of the specs of the 130xe (128k memory for example)
> and put in a logical expansion possibility (expansion slots), a
> standard parrallel and serial connector and internal disk drive they
> could have had a machine that would have beat the commodore 64 and
> probably the 128. The machine would have been professional enough for
> business and could have competted with apple in the schools.

Schools yes but I was doing the Fortune 500 thing at the time and I
would say Atari *NEVER* had a chance in the business world. An engineer
friend and I put in a recommendation for an Apple II ~1979 with a couple
of disk drives and printer for general lab work like data reduction,
graphing, data base. Top to bottom and I do mean that, the entire IT
staff crapped all over us. It actually went all the way to a meeting
with corporate VPs where my friend and I were trashed as weak and stupid
know nothings. Ended up with a crippled program in Fortran on a VAX that
used a Daisy Wheel printer to do one type of graph and store results.

It wasn't until the IBM PC came out in ~1982 that we got a couple
computers in the building. Even then a couple of us would bring our own
computers into work because the PCs were always busy. We were told by
mid management that top management said "Anyone playing computer games
will be fired immediately!" and having a computer there was pushing our
luck.

It was a 'matrix organization' type thing. IT eventually forced all the
in house computers to boot from the net and removed floppy drives from
all the computers so you couldn't boot them any other way.

I don't know if it was fear of losing their jobs or if they were sincere about micros. The irony is no one in IT lost their job because of PCs. Matter of fact, the IT department grew as the number of computers rose.

>
> The lack of Basic (or other programming language) is not a hinderance
> if you are aiming for a larger market.

True now but there is a time honored marketing scheme that predates personal computers. It characterizes people as 'early adapters' or 'laggards' with a category or two in between. Part of the concept is there is nothing you can do to get the laggards to buy so you focus on the early adapters. IMO the early adapters are the ones looking for languages/development packages.

Second phase for computers was probably the killer aps written by early adapter types. WordStar on CP/M, Visicalc on Apple, Lotus 123 on the PC, kind of stuff.

We are well into the third phase now which I interpret to be: Too Late for Atari or anyone else for that matter.

7482. Re: Fujiama 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 19:25:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <45085b0e$0$34579$742ec2ed@news.sonic.net>
Source record: 5989

Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl> wrote:
> The case was made from parts of an 800XL. Apart from the SIO2IDE
> interface (version 3.x, not 4.x) the only thing inside is an IDE2CF
> convertor.

That's so sweet. :) How much to build me one? ;^D

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7483. Re: Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 20:19:43 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4mr78oF7fjt0U1@news.dfncis.de>
Source record: 5990

mr_i_davis@hotmail.com wrote:
> Looks like Thomas' site is down.
> (http://www.math.tu-berlin.de/~thor/atari++). Anyone have a mirror of
> the latest Linux version?

Not permanently,really. Sorry for the inconvenience. Last week the raid controller of our file server freaked out. Our staff then moved the disks over to an older system, and that's not really designed for the current load, so it breaks down from time to time. I'm not really sure when the raid hardware arrives, and it's really pressing now - I don't have a home, and no mail... Stay tuned, and have some patience.

So long,
Thomas

7484. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 20:39:12 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45086c6f$0$3503$91cee783@newsreader02.highway.telekom.at>
Source record: 5992

Samsung wrote:

> I'd never seen any of these commercials before. Makes me wonder just
> how hard Atari's marketing department worked at actually airing these
> things.
>
> I guess I'm just disgusted with Atari's piss poor management from the
> beginning. It was a fine computer with a piss poor management
> structure to back it up. No offense to Nolen, who pretty much left
> Atari before the so called Golden Years.

And I even more, with the backsteps in graphic arrays.

Why should I wait Tenths of Years, just to see it again with a 256
shades of c00lour, per pixel. And that in times of GfX Cards, showing
over 16.8M Colours. At once!
And only one resolution! What a shame...
Should I throw away all my Computers with VGA connection possibilites,
and use Longhorn Windows Based in only one fixed resolution!?

Antialiasing things, to break back the barrier - making it back blurred
:).
This side of development is extremely refreshing to me.

Let it crisp!!

:-)

Best Regards,

Daniel Mandic

7485. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 20:45:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Q%ZNg.71590$sS1.6152@read1.cgocable.net>
Source record: 5991

Rick Cortese wrote:

> Second phase for computers was probably the killer aps written by early
> adapter types. WordStar on CP/M, Visicalc on Apple, Lotus 123 on the PC,
> kind of stuff.
>
> We are well into the third phase now which I interpret to be: Too Late
> for Atari or anyone else for that matter.

The third phase? Hmmm, we know that it's too late for Atari, Commodore, Tandy, and any of the others that have come and gone. Apple appears to be holding its own and, remarkably, seeing some growth. But then, the adoption of Intel processors and the ability to run Microsoft Windows probably is playing a big role in that.

I don't fully understand your comments on the third phase being too late for Atari and anyone else. If I might hazard a guess, and please correct me if I'm wrong, you appear to be saying that we've settled on a standard that has pretty much been set in stone. The idea that anyone could emerge from the ether and upset that standard is mere fantasy. If that's what you're meaning by a third phase, then I would agree with you.

I think, and this is largely an ignorant bystanders perspective, that we're moving into a phase of transparency. I think the idea of the singular PC is going to be replaced with a more seamless and transparent concept of what computing is and should be. Meaning, the old ideas of disks and storage devices will be replaced by a broader and less finite concept of 'information space'. I think we're going to see that the whole idea of the Operating System will be lost as people are pulled toward the application as the system and information as the appliance.

I know that visionaries like Bill Gates have long spoken of the 'information appliance' where computers become such a vital part of one's life that they almost become synonymous with such devices as the toaster or the coffee maker. The way that toast is made or who or what allows it to be made is inconsequential. We know that we have bread and we know that we don't want it to be bread anymore. We don't care how the bread becomes toast, we just know that it must become toast in order for it to be of any use to us. We don't want to think about the toaster or how it works -- we don't care.

For the most part, I would have to say that companies like Apple have done the most in bringing this to us. Firewire, for example, an Apple technology, frees us from having to think about how we connect devices to our information appliances in order to get the results and information that we need and expect. The same is true for USB. With a single interface,

we are able to connect everything and the kitchen sink to our information tools and not have to worry about silly little technical details.

The graphical user interface has liberated us from cryptic and difficult to remember command line interfaces. The Internet and ethernet networks have made it possible for us to share information seamlessly with peers and other information devices around the corner and around the world. The idea of using the computer as an information device is becoming incredibly blurred. I believe that we will eventually lose the notion of using computers and become more focused on the idea of using information.

I was gonna type a long-winded diatribe here, but I think I'll stop here.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7486. Re: Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-13 22:27:35 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1158186455.362077.268860@m73g2000cwd.googlegroups.com>
Source record: 5993

Thomas Richter wrote:
> mr_i_davis@hotmail.com wrote:
> > Looks like Thomas' site is down.
> > (http://www.math.tu-berlin.de/~thor/atari++). Anyone have a mirror of
> > the latest Linux version?
>
> Not permanently,really. Sorry for the inconvenience. Last week the raid
> controller of our file server freaked out. Our staff then moved the
> disks over to an older system, and that's not really designed for the
> current load, so it breaks down from time to time. I'm not really sure
> when the raid hardware arrives, and it's really pressing now - I don't
> have a home, and no mail... Stay tuned, and have some patience.
>
> So long,
> Thomas

Thomas,
Good to hear that it isn't permanent. It came back up and I did
manage to get a copy. Take your time and get everything straightened
out. I am sure we will be here.
Thanks,
Isaac

7487. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 02:40:44 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <dd3Og.73448$sS1.47704@read1.cgocable.net>
Source record: 5994

Daniel Mandic wrote:

> Samsung wrote:
>
>> I'd never seen any of these commercials before. Makes me wonder just
>> how hard Atari's marketing department worked at actually airing these
>> things.
>>
>> I guess I'm just disgusted with Atari's piss poor management from the
>> beginning. It was a fine computer with a piss poor management
>> structure to back it up. No offense to Nolen, who pretty much left
>> Atari before the so called Golden Years.
>
> And I even more, with the backsteps in graphic arrays.
>
>
> Why should I wait Tenths of Years, just to see it again with a 256
> shades of c00lour, per pixel. And that in times of GfX Cards, showing
> over 16.8M Colours. At once!
> And only one resolution! What a shame...
> Should I throw away all my Computers with VGA connection possibilites,
> and use Longhorn Windows Based in only one fixed resolution!?
>
> Antialiasing things, to break back the barrier - making it back blurred
> :).
> This side of development is extremely refreshing to me.
>
> Let it crisp!!
>

I have to admit, I never fully understand your posts. Are you complaining
about the quality of the old Atari commercials?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7488. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 04:06:33 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <k4lhg21lu7e78c84sfq4tqmsv0jq89m02t@4ax.com>
Source record: 5995

"JohnH." <john@jrcc.net>:

> What are the best joysticks and paddles that I can buy now?

Here's another vote for the Wico Command Control joysticks. I have several now, and had one that I used daily throughout my teen years that still worked 20 years later. I've been able to find a couple at thrift shops locally and bought them for under $10.

As for them not being good for decathalon and other "joystick breaking" games: that's what the crappy atari joysticks are for. Never liked those mushy feeling things, and didn't cry if one got broken trying to run the relay.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

7489. R-TIME EMU

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 04:57:35 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <jj5Og.4095$AP2.974@fed1read10>
Source record: 5996

Hi,
I was wondering how to access the R-TIME features of Atari800Win.exe or Atari++. Can this be done via peeks or pokes with basic. I am wanting to add time stamping to a calendar program. With SpartaDOS it is on the COMTAB but with MyDos or Atari 2.5 even with the time handler loaded I am still having troubles getting my current date to highlight..

TIA
RoyE

7490. Re: Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 09:01:21 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4msk31F7hi9sU1@news.dfncis.de>
Source record: 5997

mr_i_davis@hotmail.com wrote:

> Good to hear that it isn't permanent. It came back up and I did
> manage to get a copy. Take your time and get everything straightened
> out. I am sure we will be here.
> Thanks,
> Isaac

FYI, the same thing will happen again Thursday, 8pm to Friday, 10am,
CEST. The fileserver is again under repair. It's likely not the last
time since there's not yet a replacement for the newer, but still broken
machine.

So long,
Thomas

7491. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 10:55:23 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <4509351b$0$26624$91cee783@newsreader01.highway.telekom.at>
Source record: 5998

AlbaClause wrote:

> I have to admit, I never fully understand your posts. Are you
> complaining about the quality of the old Atari commercials?

Hi!

No, just about piss poor managment :)

Best Regards,

Daniel Mandic

7492. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 11:45:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609140442370.14548-100000@onyx.spiritone.com>
Source record: 5999
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7493. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 11:49:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609140445390.14548-100000@onyx.spiritone.com>
Source record: 6001
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7494. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 11:51:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609140449210.14548-100000@onyx.spiritone.com>
Source record: 6000
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7495. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 15:59:09 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <h%eOg.7527$v%4.4991@newsread1.news.pas.earthlink.net>
Source record: 6002

AlbaClause wrote:
> Rick Cortese wrote:
>
>
>
>>Second phase for computers was probably the killer aps written by early
>>adapter types. WordStar on CP/M, Visicalc on Apple, Lotus 123 on the PC,
>>kind of stuff.
>>
>>We are well into the third phase now which I interpret to be: Too Late
>>for Atari or anyone else for that matter.
>
>
> The third phase? Hmmm, we know that it's too late for Atari, Commodore,
> Tandy, and any of the others that have come and gone. Apple appears to be
> holding its own and, remarkably, seeing some growth. But then, the
> adoption of Intel processors and the ability to run Microsoft Windows
> probably is playing a big role in that.
>
> I don't fully understand your comments on the third phase being too late for
> Atari and anyone else. If I might hazard a guess, and please correct me if
> I'm wrong, you appear to be saying that we've settled on a standard that
> has pretty much been set in stone. The idea that anyone could emerge from
> the ether and upset that standard is mere fantasy. If that's what you're
> meaning by a third phase, then I would agree with you.

AMD is alive in the processor market too.

Third phase is when people buy them w/o knowledge, thought, or
consideration. The laggards are the ones still waiting for color TVs to
be perfected and the cost to drop before they buy. As a few instances,
Garmin hand held GPS use Intel processors and cell phones use one type
or another of micros. Anyone who drives a car built in the last 20 years
probably has a microprocessor or two. For the laggards PCs are in the
same appliance category as a typewriter or toaster now.

Not that I am an early adapter or anything, but my first system was a
1.79 mHz COSMAC Super Elf 1802 with 256 bytes of memory and a 1861 video
chip. My $10 PDA came with a megabytes of memory and arguably a better
display.

I thought Apple was doing well because of the Ipod. While it is a
computer in the same sense as a cell phone is, it is the only third
phase product any of the big computer companies got to market.
>

> I think, and this is largely an ignorant bystanders perspective, that we're
> moving into a phase of transparency.

Exactly.
<snip>
> I know that visionaries like Bill Gates have long spoken of the 'information
> appliance' where computers become such a vital part of one's life that they
> almost become synonymous with such devices as the toaster or the coffee
> maker.

I don't regard Bill Gates as a visionary, Steve Jobs either for that
matter. Some wag once paraphrased Archimedes taking a bath 'Steve
Wozniak took a bath and Steve Jobs noticed the level of water in the tub
rose.' More like really good opportunist.
<snip>
> we need and expect. The same is true for USB. With a single interface,
> we are able to connect everything and the kitchen sink to our information
> tools and not have to worry about silly little technical details.

Actually for USB the same Atari guy<forgot his name> who did POKEY, SIO,
and work on the Atari 800 is a co-inventor of USB. When you think about
the Atari SIO chain with intelligent devices sharing a common serial
connection it becomes pretty obvious. The latest rage of IBM utility is
just an updated version of 1979 technology.

7496. Re: R-TIME EMU

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 17:28:34 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <6jgOg.1237$e66.147@newssvr13.news.prodigy.com>
Source record: 6003

"Roy Dean" <r-dean@ cox.net> wrote in message news:
> Hi,
> I was wondering how to access the R-TIME features of Atari800Win.exe or
> Atari++. Can this be done via peeks or pokes with basic. I am wanting to
> add time stamping to a calendar program. With SpartaDOS it is on the
> COMTAB but with MyDos or Atari 2.5 even with the time handler loaded I am
> still having troubles getting my current date to highlight..
>
> TIA
> RoyE
The SpartaDOS Construction Set manual, (130 pages) has
XIO commands to use from BASIC with the Z: handler
installed. This should work with any DOS. However, you'd
have to have the emulator emulate the R:TIME8, which
I didn't know could do, which you indicate there is such feature.
I could send you the SPDCS manual, I think you have put
a space character in your address, so if you want the SPDOS
manual, lemme know.

7497. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 19:37:34 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <r6iOg.54210$ED.37696@read2.cgocable.net>
Source record: 6004

Rick Cortese wrote:

>
> I thought Apple was doing well because of the Ipod. While it is a
> computer in the same sense as a cell phone is, it is the only third
> phase product any of the big computer companies got to market.
>>

Yeah. They are doing well because of the iPod, but the Mac is apparently doing well too. I dunno, Ihaven't really checked. But that's what I've heard.

I'm not really up on these things. I guess I'm a laggard. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7498. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 19:40:17 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Z8iOg.78494$sS1.45263@read1.cgocable.net>
Source record: 6005

Robert Bernardo wrote:

> On Mon, 11 Sep 2006, AlbaClause wrote:
>
>> I haven't been to a computer show since the Toronto Atari Federation last
>> held their expo. All of these vintage shows are never anywhere near my
>> home. Such a shame. :-(
>
> Well, there is the World of Commodore Toronto on the first weekend of
> December. :-)
>
> Bring your Atari and shock the
> Commodorians! ;-)
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

Is TAF still active in 416/905 land? Last time I looked, they had a Yahoo
group. But that seems to be dead now.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7499. Re: R-TIME EMU

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 19:42:59 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <8hiOg.4104$AP2.1244@fed1read10>
Source record: 6006

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message
news:6jgOg.1237$e66.147@newssvr13.news.prodigy.com...
> "Roy Dean" <r-dean@ cox.net> wrote in message news:
>> Hi,
>> I was wondering how to access the R-TIME features of Atari800Win.exe or
>> Atari++. Can this be done via peeks or pokes with basic. I am wanting
>> to add time stamping to a calendar program. With SpartaDOS it is on the
>> COMTAB but with MyDos or Atari 2.5 even with the time handler loaded I am
>> still having troubles getting my current date to highlight..
>>
>> TIA
>> RoyE
> The SpartaDOS Construction Set manual, (130 pages) has
> XIO commands to use from BASIC with the Z: handler
> installed. This should work with any DOS. However, you'd
> have to have the emulator emulate the R:TIME8, which
> I didn't know could do, which you indicate there is such feature.
> I could send you the SPDCS manual, I think you have put
> a space character in your address, so if you want the SPDOS
> manual, lemme know.
>
Hi Russg,
I have the SPDCS manual and know about setting the handler and the XIO codes
but my little calendar program only works in SpartaDOS, I want it to be
the same for Sparta and Mydos, Atari Dos 2.5. Just hoping for a quicker fix
than just using the handler in Mydos.. Even just using the jiffy clocks at
18,19,and 20 works.. Thanks for the offer..

RoyE

7500. Re: R-TIME EMU

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-14 20:20:40 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <sQiOg.1221$6S3.418@newssvr25.news.prodigy.net>
Source record: 6007

```
"Roy Dean" <r-dean@ cox.net> wrote in message news:
>
> "Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:>> "Roy Dean"
> <r-dean@ cox.net> wrote in message news:
>>> Hi,
>>> I was wondering how to access the R-TIME features of Atari800Win.exe or
>>> Atari++. Can this be done via peeks or pokes with basic. I am wanting
>>> to add time stamping to a calendar program. With SpartaDOS it is on the
>>> COMTAB but with MyDos or Atari 2.5 even with the time handler loaded I
>>> am still having troubles getting my current date to highlight..
>>>
>>> TIA
>>> RoyE
>> The SpartaDOS Construction Set manual, (130 pages) has
>> XIO commands to use from BASIC with the Z: handler
>> installed. This should work with any DOS. However, you'd
>> have to have the emulator emulate the R:TIME8, which
>> I didn't know could do, which you indicate there is such feature.
>> I could send you the SPDCS manual, I think you have put
>> a space character in your address, so if you want the SPDOS
>> manual, lemme know.
>>
> Hi Russg,
> I have the SPDCS manual and know about setting the handler and the XIO
> codes but my little calendar program only works in SpartaDOS, I want it
> to be the same for Sparta and Mydos, Atari Dos 2.5. Just hoping for a
> quicker fix than just using the handler in Mydos.. Even just using the
> jiffy clocks at 18,19,and 20 works.. Thanks for the offer..
>
> RoyE
OK.
If your program works in SpDOS, but not MyDOS, then
you're using the TIME/DATE functions of SpDOS.
If you're using 18,19,20, then it should work any DOS.
If you're doing this in an emulator, you're not using a RTIME8
cart.
Mapping the Atari has reference to Compute! and DeReAtari
programs that use 18,19,20, I guess setting up a VB
program that installs and stays working after exiting
the program, like TDLINE of SpDOS.
```

7501. Re: The best joystick I can buy now?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 01:25:15 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <%hnOg.1676$UG4.1530@newsread2.news.pas.earthlink.net>
Source record: 6008

The stick and all of the switches of the Wico models were near
indestructible, but their weakness was the cable; I have replaced two
because of fatigue breaks in the interior conductors near the strain relief
on the side of the stick base.

-Jess

"Shawn Jefferson" <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote in message
news:k4lhg21lu7e78c84sfq4tqmsv0jq89m02t@4ax.com...
> "JohnH." <john@jrcc.net>:
>
> > What are the best joysticks and paddles that I can buy now?
>
> Here's another vote for the Wico Command Control joysticks. I have
several
> now, and had one that I used daily throughout my teen years that still
> worked 20 years later. I've been able to find a couple at thrift shops
> locally and bought them for under $10.
>
> As for them not being good for decathalon and other "joystick breaking"
> games: that's what the crappy atari joysticks are for. Never liked those
> mushy feeling things, and didn't cry if one got broken trying to run the
> relay.
>
> --
> Shawn Jefferson
> http://www.jeffersonsauctioneering.com/atari/
> (fix reply to for email)

7502. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 02:41:25 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tfwe3sicdbvw6m@fred>
Source record: 6009

On Thu, 14 Sep 2006 14:37:34 -0500, AlbaClause <you@cogeco.ca> wrote:

> Yeah. They are doing well because of the iPod, but the Mac is
> apparently
> doing well too. I dunno, Ihaven't really checked. But that's what I've
> heard.

From Apple's July 19, 2006 Q3 Results:

"Apple shipped 1,327,000 Macintosh computers and 8,111,000 iPods during
the quarter, representing 12 percent growth in Macs and 32 percent growth
in iPods over the year-ago quarter."

http://www.apple.com/pr/library/2006/jul/19results.html

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7503. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 06:32:04 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609150230110.9548@shell1>
Source record: 6010

On Thu, 14 Sep 2006, AlbaClause wrote:

> Is TAF still active in 416/905 land? Last time I looked, they had a Yahoo
> group. But that seems to be dead now.

What is TAF?

Emergency Chicagoland Commodore
Convention on Sept. 30,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7504. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 06:35:52 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609150233190.9548@shell1>
Source record: 6011

On Thu, 14 Sep 2006, AlbaClause wrote:

> I haven't been to a computer show since the Toronto Atari Federation...

TAF? Oh, you mean the Toronto Atari Federation... well, I
wouldn't know anything about that. :-)

Emergency Chicagoland Commodore
on Sept. 30,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7505. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 17:49:57 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <uDBOg.80354$sS1.69590@read1.cgocable.net>
Source record: 6012

Robert Bernardo wrote:

> On Thu, 14 Sep 2006, AlbaClause wrote:
>
>> I haven't been to a computer show since the Toronto Atari Federation...
>
> TAF? Oh, you mean the Toronto Atari Federation... well, I
> wouldn't know anything about that. :-)
>
> Emergency Chicagoland Commodore
> on Sept. 30,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

Just checked out the website for the Fresno Commodore User Group. I notice
that meeting attendance does not include pizza. ;-)

I'm curious about the 'Emergency Chicagoland Commodore' on Sept. 30. What
is that?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7506. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 20:22:55 UTC
From: nickb@eris.io.com
Message-ID: <C-WdnSYCBKgClpbYnZ2dnUVZ_uudnZ2d@io.com>
Source record: 6013
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

In article <11l7bgqiuegh344@news.supernews.com>,
Leif Bloomquist <spam@127.0.0.1301> wrote:
>> > > With both computers, you could display letters on the screen with a
>> > > POKE to video memory. However, the number you POKEd was almost never
>> > > the same number you would put into a CHR$ function to print that
>> > > character.
>
>And there is yet another disconnect, with keyboard scan codes. So to
>expand on your example, you would press A (keyboard code 10), and an A
>(ASCII 65) would appear, and appear in screen memory as value 1 (A). o_O

Well, at least scan codes can be blamed somewhat on the layout of the
keyboard. Maybe that explains the seemingly random arrangement of
the PETSCII graphics accessed by the Commodore key...

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

7507. Is the XEP-80 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 20:33:29 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158352409.779668.117010@b28g2000cwb.googlegroups.com>
Source record: 6014

I'm thinking of buying and XEP-80 80 column interface for use with my 130XE. Has anybody input on how useful it will really be. I'm concerned that it will be one of those things sounds great but has so many compatibility issues that it's not really that useful.

Thanks,
John

7508. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 20:37:15 UTC
From: John Selck <gpjiweg@t-online.de>
Message-ID: <op.tfxswdj9ru4cq2@news.t-online.de>
Source record: 6015
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

Am 15.09.2006, 22:22 Uhr, schrieb Nick Bensema <nickb@eris.io.com>:

> In article <11l7bgqiuegh344@news.supernews.com>,
>> And there is yet another disconnect, with keyboard scan codes. So to
>> expand on your example, you would press A (keyboard code 10), and an A
>> (ASCII 65) would appear, and appear in screen memory as value 1 (A).
>> o_O
>
> Well, at least scan codes can be blamed somewhat on the layout of the
> keyboard. Maybe that explains the seemingly random arrangement of
> the PETSCII graphics accessed by the Commodore key...

The best explanation why screen codes are not equal to ASCII/PETSCII codes
is propably the ECM mode which limits the character set to 64 characters.
If you wanted letters + numbers within this range, you could not use
ASCII.

7509. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 20:43:08 UTC
From: nickb@eris.io.com
Message-ID: <MLGdnaUejeXBjZbYnZ2dnUVZ_oednZ2d@io.com>
Source record: 6016
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <dita12$1gk$1@rumours.uwaterloo.ca>,
David Evans <dfevans@bcr10.uwaterloo.ca> wrote:
>In article <8_KdnV7ZN-NXRszeRVn-gg@io.com>,
>Nick Bensema <nickb@eris.io.com> wrote:
>>With both computers, you could display letters on the screen with a
>>POKE to video memory. However, the number you POKEd was almost never
>>the same number you would put into a CHR$ function to print that
>>character.
>>
>
>...

>>Is there any reason the screen memory was set up this way? Why wouldn't
>>all three be 65?
>>
>
> I imagine that it's because a value read from screen memory is used
>directly by the hardware as an index into the table that contains
>character shape definitions. The ASCII charcter set may not be the
>best choice for this--for one, you need to deal with all those non-
>printing characters. Such complexity may have added unacceptably to
>the cost of the hardware, while doing translation on software was
>essentially free.

Each CPU cycle has a cost of about a millisecond.

With PETSCII you might have a point, because it had a lot of
non-printing characters, and strays from ASCII in many illogical
ways, most of which involve the use of the high bit.

But with ATASCII in particular, the argument doesn't hold for two
reasons:

1. practically the entire character set is printable, and
those that aren't can be printed by printing the ESC character
first. The shape table in ROM could have been arranged to map to
ATASCII exactly, using the same amount of memory.

2. The ANTIC graphics chip creates reverse characters in hardware.
Only the first 128 character codes can be defined in memory in
40-column mode. The hardware inverts the bitmap whenever the
high bit is set in text memory. And this is also how you write
inverse characters in ATASCII: add 128 to print the reversed
character. CHR$(65+128) is a dark A on a light background.

>>Also, what's the deal with the backspace?
>
> Well, remember that even "real" computers couldn't get DEL and BS
>straight!

Real computers can't get CR/LF straight, but at least we know that LF
used to mean "advance the paper one line" and CR used to mean "move
the print head all the way to the left".

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

7510. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 20:52:21 UTC
From: nickb@eris.io.com
Message-ID: <Q72dnV3sl7kYj5bYnZ2dnUVZ_qCdnZ2d@io.com>
Source record: 6017

In article <fia5l11eait75mobpvj1p0m2pbotef4jdj@4ax.com>,
Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca> wrote:
>At least on the Atari, I seem to recall it had to do with the fact that in
>some graphics modes (gr.1, gr.2) you could display text in color. The
>color was based on the most significant bits of the character screen code.
>You could do something like:
>
>print #6, "UPPERCASE"
>print #6, "lowercase"
>print #6, "INVERSE UPPERCASE"
>print #6, "inverse lowercase"
>
>and get different colors for each line of text. This dictated the layout
>of the character sets to a large degree.

I didn't think of this. Suddenly it seems much more logical.

I'm surprised I didn't think of it earlier, especially since I used
to GRAPHICS 1:POKE 756,226 and get a screen full of yellow hearts.
It just occurred to me that that's what GRAPHICS 1 mode would look
like if the character ROM were programmed to match ATASCII's layout.
These 20-column color modes have access to only 64 characters, and
the first 64 characters of ATASCII have no letters.

The Commodore 64 has a similar color mode, where the two high bits
control the background color. And it occurs to me that the Commodore's
character ROM also has it set up so the first 64 characters are the
most useful. I wonder if it was the same way when Commodore was making
those monochrome PET machines, though.

--
Nick Bensema <nickb@io.com> AIM: NBensema
==== ======= ============== http://www.io.com/~nickb/

7511. Re: "The flow of time has been reversed" (Archon II)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-15 22:40:49 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <DLWdncn1LoVrtpbYnZ2dnUVZ_uydnZ2d@comcast.com>
Source record: 6018

I don't think there was a "flow of time" spell in Archon II......only the
original Archon.

The previous poster explained exactly what it did.

In Archon II, there were no dark and light cycles of time.

-z-

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:ee3khu$vg2$1@news.al.sw.ericsson.se...
>I can recall that in the game Archon II, it was possible to "reverse
> the flow of time". Does anybody know what the purpose with doing
> that was?
>
> Anders
>
>

7512. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 01:35:35 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <HxIOg.210$832.46@trnddc04>
Source record: 6019
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Nick Bensema" wrote ...
>
> With PETSCII you might have a point, because it had a lot of
> non-printing characters, and strays from ASCII in many illogical
> ways, most of which involve the use of the high bit.

I would like to point out that when used with a Commodore printer the entire
PETSCII character set was printable.
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

7513. Re: Is the XEP-80 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 02:28:46 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tfx86pnwdbvw6m@fred>
Source record: 6020

On Fri, 15 Sep 2006 15:33:29 -0500, JohnH. <john@jrcc.net> wrote:

> I'm thinking of buying and XEP-80 80 column interface for use with my
> 130XE. Has anybody input on how useful it will really be. I'm
> concerned that it will be one of those things sounds great but has so
> many compatibility issues that it's not really that useful.

I guess it all depends on your expectations?

If you want to do 80-column text-based word processing on your Atari, AtariWriter 80 on the XEP80 is a great combination. Other text editors: Turboword, an emacs subset, and a macro assembler/text editor-- MAE.

For text-based telecommunications, BobTerm works very well on the XEP80. There's also VT850 and, to some extent, Kermit-65.

Other text-based activities that work in normal graphics 0 mode, like Atari BASIC or BASIC XE, can be done nicely on the XEP80. SpartaDOS X supports the XEP80. DOS 2 types normally work also.

Also, for serious time on the XEP80 you'll really want a composite monochrome "80-column" monitor. Your color "40-column" monitor won't do the XEP80's display justice, and may not even be able to display the whole screen.

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7514. Re: Where is the POKEY chip in my old 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 03:28:27 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <450B6F5B.D78B9C86@a8maestro.com>
Source record: 6021

If its been in storage that long, then I'd suggest at least prying up all socketed chips, then pressing down on them to re-seat. This includes the CPU board under the metal cover.

If this doesn't help, then each chip may need to be removed and pins cleaned. Use static precautions.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use rld2006 " a t " a8maestro.com instead.

Geoff wrote:

> Cleaning the keyboard contacts didn't re-awaken the keyboard in my 800
> (recently unpacked after 15 years in storage) and the joysticks are
> acting strange now and then, so I'm going to look at the POKEY chip
> next, as one of the regulars here suggested. Where do I find it?

7515. Re: Is it my imagination or are xl/xe graphics look worse on my lcd?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 03:37:36 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <450B7180.81E3F284@a8maestro.com>
Source record: 6022

Hi,

I have been playing cartridge games with my new LCD TV and they lood as
good as ever. Actually, better, no interference. Artifacting is alive and
well.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use rld2006 " a t " a8maestro.com instead if needed.

"kev242@gmail.com" wrote:

> Ive been revisting my fav 8bit games on my new 20" imac screen with
> Atari800 emulator. Wow
> what a trip to play Donkey Kong, Dark Chambers, Zybex, Quasimodo,
> Shamus, etc with this
> beautiful monitor but for the life of me the graphics look worse then I
> remember!!! I rem Ms Pac
> Man looking alot closer to the arcade then it does thru this emulator?
> Is the LCD and improved
> resolution bringing out the blockiness? Did the old tv's just blur
> the gfx enuff to make them look
> better? Is it my imagination? Did anyone else notice this?
>
> Amazingly the 2600 games Ive tried with Stella seem to look how I rem
> them (minus the scanlines)
> on the old VCS... I just dont get it.
>
> I know I know, nothing is gonna be as authentic as the real thing, but
> I just dont have the space to
> have every system I owned over the years and the money to track down
> all my fav games...

7516. Re: Is the XEP-80 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 03:47:00 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <450B73B4.6F51F668@a8maestro.com>
Source record: 6023

Hi,

The XEP80 produces a true 80 column, not emulated or using gr.8. Makes
for a superior display and usually ram savings.

The following only applies if you are using standalone software or
commercial apps that know about it.
Using a text editor is far easier, particularly previewing your work in
80 columns lets you see where returns are misplaced.
Terminal programs go easier, less scrolling. Spreadsheets and databases
show much more information in fewer screens.
Programming in a language like basic can be easier, but you are usually
limited to 79+EOL characters/line.
Ultimately, anything pure, plain text based can be much easier and faster
with 80 columns. Anything else is better with the
flexible graphics power if the regular atari display.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2006 " a t " a8maestro.com instead.

"JohnH." wrote:

> I'm thinking of buying and XEP-80 80 column interface for use with my
> 130XE. Has anybody input on how useful it will really be. I'm
> concerned that it will be one of those things sounds great but has so
> many compatibility issues that it's not really that useful.
>
> Thanks,
> John

7517. Re: "The flow of time has been reversed" (Archon II)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 03:50:46 UTC
From: Erreth Akbe <yeah@right.net>
Message-ID: <qwKOg.17428$Jn2.4893@fe10.news.easynews.com>
Source record: 6024

As Zaphod mentioned, I don't recall this spell in Archon II so this answer is relevant to Archon I only:

The best use of the "Shift Time" spell was to use it when the colors were all the way toward your opponent. For example, if you are playing the light side and the board is completely toward the dark. Casting the spell at that moment will cause the board to shift completely toward your color immediately, likely stranding lots of the darkside pieces on now white squares. This takes a bit of planning to be most effective, since you'll want to pounce on some of them ASAP.

Other than that, it simply reverses the light->dark->light flow. The main reason I can see someone doing this is to prolong the effect of an "imprison" spell--cast "Shift Time" the turn before the colors are all the way toward your opponent and the piece will be imprisoned for several more turns.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in
news:DLWdncn1LoVrtpbYnZ2dnUVZ_uydnZ2d@comcast.com:

> I don't think there was a "flow of time" spell in Archon II......only
> the original Archon.
>
> The previous poster explained exactly what it did.
>
> In Archon II, there were no dark and light cycles of time.
>
> -z-
>
> "Anders Skelander" <ansk@hotmail.com> wrote in message
> news:ee3khu$vg2$1@news.al.sw.ericsson.se...
>>I can recall that in the game Archon II, it was possible to "reverse
>> the flow of time". Does anybody know what the purpose with doing
>> that was?
>>
>> Anders
>>
>>
>
>
>

7518. Re: MicroStation Backpack 1.2MB parallel or 100MB Zip drive parallel

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 03:56:10 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <450B75DA.70614877@a8maestro.com>
Source record: 6025

Hi,

Atari printer ports are all one way, and as far as I know even for all of
the hardware expansions. So these types of devices will not work.
It is possible to make a bi-directional printer/parallel port(three joystick
ports can be made into this), but you still need software. Probably a
driver is too big, but a read/write app will do.

I use a 100 meg zip drive on my Portfolio parallel port. Works great. I
want to test my backpack cd drive, probably on the pc laptop.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use rld2006 " a t " a8maestro.com instead if needed.

Jack Tseng wrote:

> Parallel port drives are hooked up to the printer port of PC right? I am
> wondering if Atari computer hooks up to the drives thru 850 device that
> communicates with PC parallel drives. Any idea you find about that?
>
> Thanks!
> Jack

7519. Re: MIDI MATE for ATARI 8 BIT

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 03:57:06 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <450B7612.932576DA@a8maestro.com>
Source record: 6026

Hi,

I definately remember the midi mate. I have info on it somewhere. I
can look for it if you like.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use rld2006 " a t " a8maestro.com instead if needed.

phantomm wrote:

> Greetings,
>
> Anyone in here remember or have a Midi Mate or
> Midi Mate II for the Atari XL/XE?
>
> I'd like some info on it's specifications.
>
> Also, would not mind purchasing/trading for one
> if price is right.
>
> phantomm@bellsouth.net

7520. MTG ADV:New Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 04:02:56 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <450B7770.8ACD9081@a8maestro.com>
Source record: 6027

Hello,

I have added several new items to my lineup:

To the 8 bit a/v breakout box, I now have a mono audio/svideo cable. S-Video uses video and luminance for all 8 bit with a monitor jack. The picture is really quite nice, in 6' and a 12' lengths, $14/$18.

To the Jaguar a/v breakout box, I now have a stereo audio/svideo cable. It also has a short phono plug for composite video. 6' and a 12' lengths, $16/$20.

In addition to the two 850 interface R:9-25 and P:15-25 adapters:, I now have an R: 9-9 pin adapter.

See more information at:www.a8maestro.com/sites/mtgcat/mtgcat.htm.

More new items appearing soon.

Rick D.
More Than Games

DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use mtg2006 " a t " a8maestro.com instead.

7521. Re: "The flow of time has been reversed" (Archon II)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 04:31:17 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <29udnfEVvOiI45bYnZ2dnUVZ_ridnZ2d@comcast.com>
Source record: 6028

```
you said it!

....and archon I and archon II were 2 of my favorites!

-z-

"Erreth Akbe" <yeah@right.net> wrote in message
news:qwKOg.17428$Jn2.4893@fe10.news.easynews.com...
> As Zaphod mentioned, I don't recall this spell in Archon II so this answer
> is relevant to Archon I only:
>
> The best use of the "Shift Time" spell was to use it when the colors were
> all the way toward your opponent. For example, if you are playing the
> light
> side and the board is completely toward the dark. Casting the spell at
> that
> moment will cause the board to shift completely toward your color
> immediately, likely stranding lots of the darkside pieces on now white
> squares. This takes a bit of planning to be most effective, since you'll
> want to pounce on some of them ASAP.
>
> Other than that, it simply reverses the light->dark->light flow. The main
> reason I can see someone doing this is to prolong the effect of an
> "imprison" spell--cast "Shift Time" the turn before the colors are all the
> way toward your opponent and the piece will be imprisoned for several more
> turns.
>
>
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in
> news:DLWdncn1LoVrtpbYnZ2dnUVZ_uydnZ2d@comcast.com:
>
>> I don't think there was a "flow of time" spell in Archon II......only
>> the original Archon.
>>
>> The previous poster explained exactly what it did.
>>
>> In Archon II, there were no dark and light cycles of time.
>>
>> -z-
>>
>> "Anders Skelander" <ansk@hotmail.com> wrote in message
>> news:ee3khu$vg2$1@news.al.sw.ericsson.se...
>>>I can recall that in the game Archon II, it was possible to "reverse
>>> the flow of time". Does anybody know what the purpose with doing
```

```
>>> that was?
>>>
>>> Anders
>>>
>>>
>>
>>
>>
>
```

7522. Archon II POLL

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 04:42:33 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <OpCdnf5hoPUkHZbYnZ2dnUVZ_tqdnZ2d@comcast.com>
Source record: 6029

Which side had better creatures, "order" or "chaos" ?

I'd much rather be ORDER. I liked the creatures fighting ability much more.

order chaos
---
giant behemoth
fire salamander firebird
thunderbird ifrit
squid/kracken siren

The Giant was slow, but range of only touch made the behemoth useless.
The salamander was pretty good. I hated the firebird and didn't see how it
could ever win.
The thunderbird vs. ifrit was pretty even.
The squid/kracken was slow but did large damage in close. The siren had its
uses (time & place) but overall it was fair at best.

And everybody shared the same demons!

--z--

7523. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 04:45:00 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <lkLOg.4390$8J2.2727@fed1read11>
Source record: 6030
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

"Nick Bensema" <nickb@eris.io.com> wrote in message
news:MLGdnaUejeXBjZbYnZ2dnUVZ_oednZ2d@io.com...
> Each CPU cycle has a cost of about a millisecond.

You mean microsecond? :)

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

7524. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 08:51:20 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609160446511.16296@shell1>
Source record: 6031

On Fri, 15 Sep 2006, AlbaClause wrote:

> Just checked out the website for the Fresno Commodore User Group. I notice
> that meeting attendance does not include pizza. ;-)

Nah, some members order sandwiches or salads. However, when the
the TOGA (The Other Group of Amigoids) treasury has money, that club has
free pizza for everybody at their meeting place.

> I'm curious about the 'Emergency Chicagoland Commodore' on Sept. 30. What
> is that?

Oh, the Emergency Chicagoland Commodore Convention is being put on
in lieu of the annual SWRAP Chicago Commodore Expo. For more info on
ECC=C, go to http://starbase.globalpc.net/eccc

I'll be there at that convention,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7525. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 10:57:54 UTC
From: "Michael J. Schülke" <news0609@mjschuelke.de>
Message-ID: <MPG.1f75f720677f120b98994d@news.individual.de>
Source record: 6032
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

White Flame (aka David Holz) wrote:
> "Nick Bensema" <nickb@eris.io.com> wrote in message
> news:MLGdnaUejeXBjZbYnZ2dnUVZ_oednZ2d@io.com...
> > Each CPU cycle has a cost of about a millisecond.
>
> You mean microsecond? :)
>

Not on an Atari...

SCNR,
Michael

(Oh dear, is it flamewar season already?)

7526. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 16:03:49 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <X9VOg.61677$ED.38132@read2.cgocable.net>
Source record: 6033

Robert Bernardo wrote:

> On Fri, 15 Sep 2006, AlbaClause wrote:
>
>> Just checked out the website for the Fresno Commodore User Group. I
>> notice
>> that meeting attendance does not include pizza. ;-)
>
> Nah, some members order sandwiches or salads. However, when the
> the TOGA (The Other Group of Amigoids) treasury has money, that club has
> free pizza for everybody at their meeting place.

I've been a member of two user groups over the years, BASIC (Bluewater Atari Systems Information Club) and SMUG (Sarnia Macintosh Users Group) and neither of them ever held their meetings at a pizza shop. I was thinking that I may have attended a few more meetings if they had. ;-)

I attended a few of the local Commodore user group meetings several years back, and even managed to finesse my way into becoming a sysop of their BBS, The Inside Track. I'm trying to remember the name of the BBS software that they used. For some reason, CNET rings a bell. Does that sound about right to you? The BBS ran on a Commodore 64 with two 1 MB drives. It was quite an active system.

>> I'm curious about the 'Emergency Chicagoland Commodore' on Sept. 30.
>> What is that?
>
> Oh, the Emergency Chicagoland Commodore Convention is being put on
> in lieu of the annual SWRAP Chicago Commodore Expo. For more info on
> ECC=C, go to http://starbase.globalpc.net/eccc
>

Heh, I was curious as to why it's billed as an "emergency" convention.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7527. Re: Where is the POKEY chip in my old 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 16:09:47 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <wfVOg.87321$sS1.55778@read1.cgocable.net>
Source record: 6034

Rick D wrote:

> If its been in storage that long, then I'd suggest at least prying up all
> socketed chips, then pressing down on them to re-seat. This includes the
> CPU board under the metal cover.
>
> If this doesn't help, then each chip may need to be removed and pins
> cleaned. Use static precautions.
>

That actually sounds like a good idea. I've had several old machines where some corrosion had formed on the pins of the chips and prevented good contact with the sockets. It might also be a good idea to look at the traces for signs that the traces have bubbled and broken. I've seen this a few times on old boards too. Although, the fact that everything but the keyboard works, probably eliminates this possibility.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7528. Re: Is the XEP-80 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 16:13:50 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <kjVOg.87322$sS1.58281@read1.cgocable.net>
Source record: 6035

Michael Current wrote:

> Also, for serious time on the XEP80 you'll really want a composite
> monochrome "80-column" monitor. Your color "40-column" monitor won't do
> the XEP80's display justice, and may not even be able to display the whole
> screen.
>

At the last TAF convention that I attended, there was a guy there who was using an XEP80 with a TTL hack. The hack allowed him to connect older TTL PC monitors to the XEP80. The display was much crisper and easier to read than you would hope to muster with a composite monitor.

I believe the XEP80/TTL hack is quite well documented on the Internet and should be relatively easy to locate with a Google search.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7529. Re: Where is the POKEY chip in my old 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 17:06:25 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <C4WOg.87328$sS1.87069@read1.cgocable.net>
Source record: 6036

Geoff wrote:

> Cleaning the keyboard contacts didn't re-awaken the keyboard in my 800
> (recently unpacked after 15 years in storage) and the joysticks are
> acting strange now and then, so I'm going to look at the POKEY chip
> next, as one of the regulars here suggested. Where do I find it?

Okay, let's put our thinking caps on and think about this problem like a computer technician would. We have a problem that needs to be fixed and we know what the problem is: the keyboard doesn't work.

So, the first thing we have to do is focus on the likely culprit. We know that the problem exists in one of three areas: (1) On the computers logic board, (2) in the keyboard itself, or (3) in the connection between the keyboard and the logic board.

We know how the keyboard in the Atari computers work. There is a matrix with contacts that correspond to each key on the keyboard. We know that the Atari computer applies voltage to the keyboard, and a line is taken high when a key is pressed and completes a circuit. The line that goes high is interpreted by the computer and an ATASCII character is generated and displayed on the screen.

We know that there are no dangerous voltages inside the Atari computer so we know that we can play around with the machine in a powered state without risk of electrocution or personal injury. So let's play.

First thing we're going to want to do is isolate the source of the problem. This can be done by opening up the computer, disconnecting the keyboard and powering the machine up. Without a Basic cartridge in the slot, this should give us the Atari Memo Pad on the display.

We know that shorting the pins on the keyboard connector should produce characters on the display if there is no problem with the Atari computer itself. So let's do this. Let's bypass the keyboard entirely and short pins on the keyboard connector to bring the signal high. If we get characters on the screen from doing this, then we can eliminate the Atari logic board as the culprit. From there, we can move on to the next two possibilities: (1) The connection between the keyboard and the logic board, and (2) the keyboard itself.

Assuming there is no problem with the logic board, and characters are displayed on the screen when we short pins on the keyboard connector, we can shift our focus to the keyboard. Using an OHM meter, we can test for continuity on the connector of the keyboard. What we're going to want to do is attach the probes of our OHM meter to the keyboard contacts and press the keys. If our OHM meter shows anything other than zero when the

corresponding key is pressed, then we know that there is no problem with the keyboard itself. Check every key this way before eliminating the keyboard as the likely culprit.

Conversely, if the OHM meter registers a value when no key is pressed, then we can assume that there is a short in the keyboard somewhere. This short would likely be our culprit. We can then proceed to check the keyboard for possible causes of the short.

Finally, on to the final possibility, the connection between the keyboard and the logic board. There is not much testing that we can do here. We'll either have to do some serious cleaning of the contacts, replace the contacts, or beef up the contacts somewhat to ensure that electrical contact is being made.

Give this a try and report back. If the problem originates from the logic board of the Atari, then further troubleshooting will be necessary.

Good luck.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7530. AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 17:22:05 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <2pWOg.13621$B14.828@dukeread03>
Source record: 6037

SpartaDOS 1.1 HS boot in my XF551... When I got prompted, I use dir to read the directory. Disk cant be read. Reset the system, I got boot error! arrrrrgggghhhhh!!!! I tried to read any boot DOS and games. Still cant read! ARRRRRRGGGGHHHHHHH!!!! I turned off the XF551 in few minutes, to reset the ram. turn on, still cant read!!! AAARRGGGHHH!!! so how does XF551 go to normal?

I think SpartaDOS has "turbo enabled" on XF551, Turbo cannot read the any disk. how does it go back to normal or disable turbo? Any HELP?!?!?

Thanks!
Jack

7531. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-16 17:51:58 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <3RWOg.13623$B14.1645@dukeread03>
Source record: 6038

```
>Michael Current wrote:
>
> Rotaton rate: 300RPM. Since all other Atari-specific drives run at
> 288RPM,
> this results in rare compatibility issues. Specifically, these commercial
> disks do not load in, and can be damaged by, the XF551:
> - Flight Simulator II (subLOGIC)
> - Blue Max (Synapse)
> - Bank Street Writer (Broderbund). Conflicting reports about this one.

I am getting worried. SpartaDOS 1.1 HS damages XF551 ???

Jack Tseng" <tseng4@hotmail.com> wrote in message
news:2pWOg.13621$B14.828@dukeread03...
> SpartaDOS 1.1 HS boot in my XF551... When I got prompted, I use dir to
> read the directory. Disk cant be read. Reset the system, I got boot error!
> arrrrrgggghhhhh!!!! I tried to read any boot DOS and games. Still cant
> read! ARRRRRRGGGGHHHHHHH!!!! I turned off the XF551 in few minutes, to
> reset the ram. turn on, still cant read!!! AAARRGGGHHH!!! so how does
> XF551 go to normal?
>
> I think SpartaDOS has "turbo enabled" on XF551, Turbo cannot read the any
> disk. how does it go back to normal or disable turbo? Any HELP?!?!?
>
> Thanks!
> Jack
>
```

7532. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-17 02:25:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <wm2Pg.2514$UG4.1349@newsread2.news.pas.earthlink.net>
Source record: 6039

Jack Tseng wrote:
>>Michael Current wrote:
>>
>>Rotaton rate: 300RPM. Since all other Atari-specific drives run at
>>288RPM,
>>this results in rare compatibility issues. Specifically, these commercial
>>disks do not load in, and can be damaged by, the XF551:
>> - Flight Simulator II (subLOGIC)
>>- Blue Max (Synapse)
>> - Bank Street Writer (Broderbund). Conflicting reports about this one.
>
>
> I am getting worried. SpartaDOS 1.1 HS damages XF551 ???

I had a rare SP error with an XF. It got lost and scrambled a disk. In general no problems though.

The XF itself has a problem or two. It doesn't always switch densities right. Best to cycle the power on the drive and hope it comes up right.

7533. Re: Where is the POKEY chip in my old 800?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-17 03:07:22 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1158462442.314927.208680@m73g2000cwd.googlegroups.com>
Source record: 6040

You mention joystick problems.

POKEY has nothing to do with joysticks - it only handles paddle inputs.

Joystick directions go to the PIA, the fire buttons go to GTIA.

7534. 130 xe cart port adaptor, and the supra/kpi interface, www.atarisales.com

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-17 03:32:06 UTC
From: Video61@tcq.net
Message-ID: <1158463926.726823.179900@b28g2000cwb.googlegroups.com>
Source record: 6041

hi all,
we bought out kpi inc.(bob klass)in 1998 of all his products including
the supra/kpi interface, and the 130xe cart port adaptor. we will be
upgrading the interface, and making it, and the cart port adaptor
availible soon.
we will anounce when both are available on comp.sys.atari.8bit, as
well as our site, www.atarisales.com, and other venues and sites.
thanks,
lance
www.atarisales.com

7535. Re: R-TIME EMU

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-17 06:34:23 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <W%5Pg.4190$AP2.3768@fed1read10>
Source record: 6042

hi Russ,
just answering my own query about Atari basic and Mydos. I loaded
Rtime8.com as an autorun file with basic enabled. Rtime8.ar0 this gets the
time init and memlo set before dup.sys gets loaded, drops straight into
basic. I then loaded programs and reset variables via "Z:" ,xio commands,
GET #1,MO:GET #1,YR, etc... I was using the formatted time XIO earlier #'s
33 & 35 are the unformatted XIO numbers.
and this line helps with the Highlighting characters..
900 IF RX=DY+(DAY-1) AND RM=MO THEN FOR H=1 TO
2:RX$(H,H)=CHR$(ASC(RX$(H,H))+128):NEXT H
Thanks for responding
re-reading the manual helps.

RoyE

"Roy Dean" <r-dean@ cox.net> wrote in message
news:jj5Og.4095$AP2.974@fed1read10...
> Hi,
> I was wondering how to access the R-TIME features of Atari800Win.exe or
> Atari++. Can this be done via peeks or pokes with basic. I am wanting to
> add time stamping to a calendar program. With SpartaDOS it is on the
> COMTAB but with MyDos or Atari 2.5 even with the time handler loaded I am
> still having troubles getting my current date to highlight..
>
> TIA
> RoyE
>
>

7536. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 01:10:59 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <EmmPg.13776$B14.2905@dukeread03>
Source record: 6043

I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS. Seek test is working but the drive cant read and format the MS DOS formatted disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any help? Any solution?

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:wm2Pg.2514$UG4.1349@newsread2.news.pas.earthlink.net...
> Jack Tseng wrote:
>>>Michael Current wrote:
>>>
>>>Rotaton rate: 300RPM. Since all other Atari-specific drives run at
>>>288RPM,
>>>this results in rare compatibility issues. Specifically, these
>>>commercial
>>>disks do not load in, and can be damaged by, the XF551:
>>> - Flight Simulator II (subLOGIC)
>>>- Blue Max (Synapse)
>>> - Bank Street Writer (Broderbund). Conflicting reports about this one.
>>
>>
>> I am getting worried. SpartaDOS 1.1 HS damages XF551 ???
>
> I had a rare SP error with an XF. It got lost and scrambled a disk. In
> general no problems though.
>
> The XF itself has a problem or two. It doesn't always switch densities
> right. Best to cycle the power on the drive and hope it comes up right.

7537. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 04:09:43 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158552583.465780.138530@i42g2000cwa.googlegroups.com>
Source record: 6044

Jack Tseng wrote:
> I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS. Seek
> test is working but the drive cant read and format the MS DOS formatted
> disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any help? Any
> solution?
>
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:wm2Pg.2514$UG4.1349@newsread2.news.pas.earthlink.net...
> > Jack Tseng wrote:
> >>>Michael Current wrote:
> >>>
> >>>Rotaton rate: 300RPM. Since all other Atari-specific drives run at
> >>>288RPM,
> >>>this results in rare compatibility issues. Specifically, these
> >>>commercial
> >>>disks do not load in, and can be damaged by, the XF551:
> >>> - Flight Simulator II (subLOGIC)
> >>>- Blue Max (Synapse)
> >>> - Bank Street Writer (Broderbund). Conflicting reports about this one.
> >>
> >>
> >> I am getting worried. SpartaDOS 1.1 HS damages XF551 ???
> >
> > I had a rare SP error with an XF. It got lost and scrambled a disk. In
> > general no problems though.
> >
> > The XF itself has a problem or two. It doesn't always switch densities
> > right. Best to cycle the power on the drive and hope it comes up right.

The raw drive should always work in a PC.

Did you try cleaning the heads?

7538. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 05:30:34 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609180120320.13071@furyy1>
Source record: 6045

```
On Sun, 10 Sep 2006 at 02:01 -0400, Ronald J. Hall scribbled:
->I agree that it would not be hard to filter B.S. out, but I have
->to say, I've had some dealings with Slor, and he's a pretty good
->guy. You might want to give him an eeeeny, teeeeny, break... :)

It's been a week since I last looked in here, so I'm a bit late
in saying that you got your antecedents mixed up. Slor isn't the
one who posted the "Goodbye, Cruel Newsgroup!" lament.

Besides, I too know Slor. He's not just a pretty good guy.
He's a great guy.

Now let's all get back to programming!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

7539. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 05:53:24 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609180131200.13071@furyy1>
Source record: 6046

On Sun, 10 Sep 2006 at 20:33 -0000, Rick Cortese scribbled:
->I remember being limited to 30 minutes on Itsy Bitsy. At 300 BAUD
->*IF* I tried to download an 8k file, it would log me out at 7.8k
->when my time limit was exceeded.

One of my great stories from the 8-bit age involved a 20- or 30-minute-long graphic cartoon about oil-drilling with the filename "oildemo.com" or something like that. It was a serious industrial promotional item and arguably one of the best files available on the Atari club's BBS. Unfortunately, it was "huge." In the 300-baud days that meant 35K or something.

On my first attempt to download it, I timed out. At that point I knew my only hope of successfully D/L-ing it was to start at the very beginning of my call, because theoretically it would take 38 minutes to D/L it. I also prayed for rain because the 300-baud connection seemed to work best in thunderstorms. (That joke is based on another occasion when some monster file, like 250K or something, was successfully transferred on a direct connection -- what did we call it in those days? Full duplex? -- between my Atari mentor's and my Atari 8-bit computer at 300 baud *ONLY* during a thunderstorm!)

Nowadays when I'm downloading files I always say to myself, "And to think that it took *38 minutes* to D/L that oildemo file! Today it would take about three seconds!"
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

P.S. Did I post this story before? OK, I believe it. You don't have to google it and "quote" it back. (Like there's never been any repetition on this newsgroup? Ha!)

7540. Re: Goodbye to all! (will be: Bizarro Atari Universe)

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 05:58:12 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609180156090.13071@furyy1>
Source record: 6047

```
On Sun, 10 Sep 2006 at 20:54 -0500, Slor scribbled:
->Eh? How did I get dragged into this? I'll agree that I'm a pretty
->good guy though...

Yeah, I'll second that. It was just a case of mistaken identity.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *
```

7541. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 06:05:09 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609180159000.13071@furyy1>
Source record: 5848

```
On Mon, 11 Sep 2006 at 16:40 -0600, Samsung scribbled:
->No offense to Nolen, who pretty much left Atari before the so
->called Golden Years.

Old-timers would quibble with that. The "golden years" were
back when Nolan Bushnell was still there!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

7542. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 06:18:00 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0609180205390.13071@furyy1>
Source record: 5849

After this gem was posted:
->>> Ah yes. But nostalgia ain't what it used to be.

....there was this buttal:
->On Mon, 11 Sep 2006 23:09:03 -0400, AlbaClause wrote:
->> That's actually quite funny. Nostalgia ain't what it used to be.
->>I laughed at that. Cute.

....followed by this rebuttal:
On Tue, 12 Sep 2006 at 10:24 +0100, Brad Rogers scribbled:
->Aww, come on. It wasn't *that* funny. :-)

All this sounds like a variation on a famous old joke about the late and great English humor magazine, PUNCH, founded in 1840. One of the most famous cartoons they ever published had one guy saying to the other guy, "PUNCH isn't as funny as it used to be." The other replies, "It never was."

<bar-rooomp-boomp> (That's the "rim-shot" provided by our off-camera drummer.)

That cartoon was published in the 1890s. The same joke was being told about PUNCH a century later. Today that same joke applies to Saturday Night Live.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

7543. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 06:18:29 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609180214010.14980@shell1>
Source record: 5850

On Sat, 16 Sep 2006, AlbaClause wrote:

> I've been a member of two user groups over the years, BASIC (Bluewater Atari
> Systems Information Club) and SMUG (Sarnia Macintosh Users Group) and
> neither of them ever held their meetings at a pizza shop.

Meeting there is free, and there's food!

> For some reason, CNET rings a bell. Does that sound about right to you?

Yes, it does.

> Heh, I was curious as to why it's billed as an "emergency" convention.

When the SWRAP Commodore User Group decided not to have a show
this year, others scrambled to fill the void. Thus, it was an emergency.

Emergency Chicagoland Commodore
Convention on Sept. 30,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7544. Full SpartaDOS Documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 12:52:29 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158583947.928693.111960@m7g2000cwm.googlegroups.com>
Source record: 5851

Is the .pdf referenced by this link the most full and current
SpartaDOS documentation?
http://www.strotmann.de/twiki/pub/Infothek/RefSpartaDos/spartadosreference.pdf#search='Spa
rtaDos%20manual'.
I'm looking for the most current documentation for SpartaDOS 3.2 and
SpartaDOS X, preferably in electronic form. The .pdf doesn't say
what version it's for (unless I missed it), but it does reference
v3.2 in the R-Time 8 supplement. The .pdf also makes several
references for version v1.x and v2.x. It looks like the author was
trying to create a comprehensive document to cover all versions of
SpartaDOS.

I have found this reference to the SpartaDOS X Manual,
http://www.celebritybase.net/atari8/SpartaDOSXManual/, but it is an
abridged version of the documentation. Ideally, I'd like to find
FULL version of the manuals.

Thanks,
John

7545. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 13:36:06 UTC
From: phantomm <phantomm@bellsouth.net>
Message-ID: <4hxPg.10586$GY5.3730@bignews6.bellsouth.net>
Source record: 5852

Not sure if this will help, but you may want to check the SIO ports on the
drive. This is a trouble spot. Alot of XF551 drives SIO ports are not
soldered
properly and one can easily have a loose/broken soldering connection on the
SIO ports.

Also do you have the DOS disk that came with the XF551?
If so, try booting it up and also try booting up a DOS 2.5 disk.

phantomm@bellsouth.net

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:EmmPg.13776$B14.2905@dukeread03...
>I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS. Seek
>test is working but the drive cant read and format the MS DOS formatted
>disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any help? Any
>solution?
>
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:wm2Pg.2514$UG4.1349@newsread2.news.pas.earthlink.net...
>> Jack Tseng wrote:
>>>>Michael Current wrote:
>>>>
>>>>Rotaton rate: 300RPM. Since all other Atari-specific drives run at
>>>>288RPM,
>>>>this results in rare compatibility issues. Specifically, these
>>>>commercial
>>>>disks do not load in, and can be damaged by, the XF551:
>>>> - Flight Simulator II (subLOGIC)
>>>>- Blue Max (Synapse)
>>>> - Bank Street Writer (Broderbund). Conflicting reports about this one.
>>>
>>>
>>> I am getting worried. SpartaDOS 1.1 HS damages XF551 ???
>>
>> I had a rare SP error with an XF. It got lost and scrambled a disk. In
>> general no problems though.
>>
>> The XF itself has a problem or two. It doesn't always switch densities
>> right. Best to cycle the power on the drive and hope it comes up right.
>
>

7546. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 16:46:30 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158597990.335186.292220@i3g2000cwc.googlegroups.com>
Source record: 5853

stephensheppard@hotmail.com wrote:
> Jack Tseng wrote:
> > I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS. Seek
> > test is working but the drive cant read and format the MS DOS formatted
> > disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any help? Any
> > solution?
> >
> >
> > "Rick Cortese" <ricortes@earthlink.net> wrote in message
> > news:wm2Pg.2514$UG4.1349@newsread2.news.pas.earthlink.net...
> > > Jack Tseng wrote:
> > >>>Michael Current wrote:
> > >>>
> > >>>Rotaton rate: 300RPM. Since all other Atari-specific drives run at
> > >>>288RPM,
> > >>>this results in rare compatibility issues. Specifically, these
> > >>>commercial
> > >>>disks do not load in, and can be damaged by, the XF551:
> > >>> - Flight Simulator II (subLOGIC)
> > >>>- Blue Max (Synapse)
> > >>> - Bank Street Writer (Broderbund). Conflicting reports about this one.
> > >>
> > >>
> > >> I am getting worried. SpartaDOS 1.1 HS damages XF551 ???
> > >
> > > I had a rare SP error with an XF. It got lost and scrambled a disk. In
> > > general no problems though.
> > >
> > > The XF itself has a problem or two. It doesn't always switch densities
> > > right. Best to cycle the power on the drive and hope it comes up right.
>
> The raw drive should always work in a PC.
>
> Did you try cleaning the heads?

BTW, in the PC don't forget to configure the raw drive as a 360K, 5.25"
model in BIOS Setup.

On the drive itself Drive Select should be set to 1 (DS1) if you are
connecting after the "flip" in the ribbon cable. If you are connecting
before or without a "flip" then Drive Select must be set to 0 (DS0).

- Steve Sheppard

7547. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 18:33:33 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <ayBPg.66485$ED.32435@read2.cgocable.net>
Source record: 5854

Sid Pacman wrote:

> After this gem was posted:
> ->>> Ah yes. But nostalgia ain't what it used to be.
>
> ....there was this buttal:
> ->On Mon, 11 Sep 2006 23:09:03 -0400, AlbaClause wrote:
> ->> That's actually quite funny. Nostalgia ain't what it used to be.
> ->>I laughed at that. Cute.
>
> ....followed by this rebuttal:
> On Tue, 12 Sep 2006 at 10:24 +0100, Brad Rogers scribbled:
> ->Aww, come on. It wasn't *that* funny. :-)
>
> All this sounds like a variation on a famous old joke about the
> late and great English humor magazine, PUNCH, founded in 1840. One
> of the most famous cartoons they ever published had one guy saying
> to the other guy, "PUNCH isn't as funny as it used to be." The
> other replies, "It never was."
>
> <bar-rooomp-boomp> (That's the "rim-shot" provided by our off-
> camera drummer.)
>
> That cartoon was published in the 1890s. The same joke was being
> told about PUNCH a century later. Today that same joke applies to
> Saturday Night Live.

Okay, so who's on first?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7548. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 18:39:18 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <ADBPg.66486$ED.5861@read2.cgocable.net>
Source record: 5855

Sid Pacman wrote:

> On Sun, 10 Sep 2006 at 20:33 -0000, Rick Cortese scribbled:
>
> One of my great stories from the 8-bit age involved a 20- or 30-
> minute-long graphic cartoon about oil-drilling with the filename
> "oildemo.com" or something like that. It was a serious industrial
> promotional item and arguably one of the best files available on the
> Atari club's BBS. Unfortunately, it was "huge." In the 300-baud
> days that meant 35K or something.
>

Ooooh, I have that one. I purchased it on a PD disk from the old Bellcom Public Domain library in Peterborough, Ontario. Does anybody remember the old Bellcom Public Domain library? Come on, let's here it for the old Bellcom Public Domain library. ... A few groupies, huh?

Sorry, that was a take on the Wizard intro from the Speak of the Devil album... Ozzy Osbourne, ya know?

> On my first attempt to download it, I timed out. At that point
> I knew my only hope of successfully D/L-ing it was to start at the
> very beginning of my call, because theoretically it would take 38
> minutes to D/L it. I also prayed for rain because the 300-baud
> connection seemed to work best in thunderstorms. (That joke is
> based on another occasion when some monster file, like 250K or
> something, was successfully transferred on a direct connection
> -- what did we call it in those days? Full duplex? -- between my
> Atari mentor's and my Atari 8-bit computer at 300 baud *ONLY* dur-
> ing a thunderstorm!)
>
> Nowadays when I'm downloading files I always say to myself, "And
> to think that it took *38 minutes* to D/L that oildemo file! Today
> it would take about three seconds!"

Three seconds? Man, you have a slow connection. LOL If I were to attempt to download this file today, the transfer would be complete before I even moved my mouse away from the hyperlink. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7549. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 18:42:04 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <9GBPg.98702$sS1.44066@read1.cgocable.net>
Source record: 5856

Sid Pacman wrote:

> On Mon, 11 Sep 2006 at 16:40 -0600, Samsung scribbled:
> ->No offense to Nolen, who pretty much left Atari before the so
> ->called Golden Years.
>
> Old-timers would quibble with that. The "golden years" were
> back when Nolan Bushnell was still there!

Ya know, I always wondered why Atari put the utterly useless Atari Memo Pad in the ROMs of the 400 and 800 computers. I'd hazard to guess that they probably could have fitted the old Pong game in the same memory space and offered something a little more reminiscent of the cool computer/gaming company Atari once was. But to each their own.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7550. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 18:51:25 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <WOBPg.66487$ED.12592@read2.cgocable.net>
Source record: 5857

Robert Bernardo wrote:

> On Sat, 16 Sep 2006, AlbaClause wrote:
>
>> I've been a member of two user groups over the years, BASIC (Bluewater
>> Atari Systems Information Club) and SMUG (Sarnia Macintosh Users Group)
>> and neither of them ever held their meetings at a pizza shop.
>
> Meeting there is free, and there's food!
>

My point exactly. When I was a member of the local Atari club, they met at a local high school (St Clair). Oddly, when I first joined the Atari club, I was not even old enough to be a high school student. Later, when I had moved on to the Macintosh platform, the meetings of the local Mac user group were held at an elementary school and moved to the local college before they finally put an end to the group. The meetings of the old Commodore user group were also held at the local college.

>> For some reason, CNET rings a bell. Does that sound about right to you?
>
> Yes, it does.
>

As I recall, it was a fairly decent piece of BBS software. If I'm not mistaken, the majority of the code was written in the Basic language and was highly customizable. The ironic part of the whole thing, was that I managed to become a sysop of the Commodore user group BBS even though I had never actually been a member of the club or even an owner of a Commodore computer.

Well, I did own an old Commodore Pet for all of about a week. I ripped that sucker apart almost as soon as I got my destructive little paws on it. But it was all in the interest of science. ;-)

>> Heh, I was curious as to why it's billed as an "emergency" convention.
>
> When the SWRAP Commodore User Group decided not to have a show
> this year, others scrambled to fill the void. Thus, it was an emergency.
>
> Emergency Chicagoland Commodore
> Convention on Sept. 30,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7551. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-18 23:37:17 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <N4GPg.13860$xQ1.9992@newsread3.news.pas.earthlink.net>
Source record: 5858

Jack Tseng wrote:
> I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS. Seek
> test is working but the drive cant read and format the MS DOS formatted
> disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any help? Any
> solution?

Pretty sure you have to change the jumpers on the drive to D1: if you
are using a standard IBM stype cable.

While you have it in the MS DOS machine, see if you can pick off the
data with ANADISK. Somebody from the Atari community, maybe Preston
Crow, also wrote "DEANA" which properly flips bits in an Atari disk to a
readible format.<Atari writes its bits inverted!>

From there you should be able to hack it or write it to a new disk.

Pay attention for errors when using ANADISK. It may tell you exactly
where the error is.

7552. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 01:14:04 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <xvHPg.13862$B14.8686@dukeread03>
Source record: 5859

Of course I did..... D1 for IBM, D0 for Atari...

I found the Weltec brand name 360K drive in junk room. IBM can read the DOS... The drive was hooked up to XF551. It can read the Atari formatted disk. I am worrying about the heat sink is very hot in XF board if the drive requires high watts. Mitsumi D503 offers low watts.

Original Mitsumi D503 that comes with XF551. D503 was broken. Cant read the formatted disk. Black colored D503 is found in ebay and sold to me. The black one can read the formmated disk, no problem. Later, SpartaDOS 1.1 HS boots up. The D503 was become broken again.

Do you think the software can destory the hardware?

Jack

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:N4GPg.13860$xQ1.9992@newsread3.news.pas.earthlink.net...
> Jack Tseng wrote:
>> I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS.
>> Seek test is working but the drive cant read and format the MS DOS
>> formatted disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any
>> help? Any solution?
>
> Pretty sure you have to change the jumpers on the drive to D1: if you are
> using a standard IBM stype cable.
>
> While you have it in the MS DOS machine, see if you can pick off the data
> with ANADISK. Somebody from the Atari community, maybe Preston Crow, also
> wrote "DEANA" which properly flips bits in an Atari disk to a readible
> format.<Atari writes its bits inverted!>
>
> From there you should be able to hack it or write it to a new disk.
>
> Pay attention for errors when using ANADISK. It may tell you exactly where
> the error is.

7553. Best File copier..

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 01:20:41 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <KBHPg.13865$B14.9462@dukeread03>
Source record: 5860

I do not know which is the best file copier for Atari 8bit. Like C64's Fast
Hackem File Copier and Maverick file copier. They are much easier and quick.
I hate the command for DOS, there are too many files I select to copy.

Any idea?

Jack

7554. Re: Best File copier..

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 03:00:25 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <lZIPg.66540$ED.23268@read2.cgocable.net>
Source record: 5861

Jack Tseng wrote:

> I do not know which is the best file copier for Atari 8bit. Like C64's
> Fast Hackem File Copier and Maverick file copier. They are much easier and
> quick. I hate the command for DOS, there are too many files I select to
> copy.
>
> Any idea?
>
> Jack

Don't you use SpartaDOS?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7555. Re: Best File copier..

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 03:02:39 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <j5JPg.3110$e66.2045@newssvr13.news.prodigy.com>
Source record: 5862

"Jack Tseng" <tseng4@hotmail.com> wrote in message news:
>I do not know which is the best file copier for Atari 8bit. Like C64's
>Fast Hackem File Copier and Maverick file copier. They are much easier and
>quick. I hate the command for DOS, there are too many files I select to
>copy.
>
> Any idea?
>
> Jack
Are you looking for something, like get a list of files on screen,
with a box beside it you can check, then copy the checked ones
someplace? I don't know of any like that for Atari8, there may
be some. How do Hackem and Maverick work?
Good use of wild cards can be a big timesaver, but there
we're using a command line, even with MyDOS/DOS 2/2.5
'copy' function.
SpartaDOS has the MENU.COM program, it probably will
do what you want. It takes some getting used to. It has
5 banks of choices to make, you select a file to operate
on with the RETURN key. F RETURN lets you select
the drive to work on, etc. You can select which files on
a disk you want to copy (highlight them), then you can
select the destination.

7556. Re: Is the XEP-80 worth it?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 03:10:16 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1158635416.041795.151120@i42g2000cwa.googlegroups.com>
Source record: 5863

JohnH. wrote:
> I'm thinking of buying and XEP-80 80 column interface for use with my
> 130XE. Has anybody input on how useful it will really be. I'm
> concerned that it will be one of those things sounds great but has so
> many compatibility issues that it's not really that useful.
>
> Thanks,
> John

This is really easy -- NO! -- unless you are a collector.

The XEP-80 is probably the worst major product ever released by Atari. You can likely count the applications that supported this product on one hand. The only decent application (IMO) is AtariWriter 80; however...

the XEP-80 overscans a conventional display both vertically and horizontally, and that can't be fixed without re-coding the XEP-80 rom(s). The horizontal overscan can be tolerated somewhat, but having the bottom line(s) cut off is pretty tough to deal with.

I successfully ran a (modified) XEP-80 on a TTL-type monitor in monochrome, and I was just *barely* able to fit AtariWriter 80 on the screen. After much experimenting, I was also able to get 80 X 24 on a VGA doubler that supported monochrome input (many don't support mono.) In order to do this I had to use the "DScaler" display drivers and really play with its settings. But it can be done. BTW, Atari specifies this as an 80 X 25 display, but IIRC, the 25th line is not normally visible or directly accessible -- can't remember for sure.

How the XEP-80 got released like this is probably a very interesting story -- I wish I knew it.

Although there have been a number of software 80-column implementations, the best is ACE80 XL. It was released in an OSS-type bank-switching (black) cart, and very hard to find. I got an original cart a few years ago, but never have seen the docs. It is the fastest 80-column software product that I've seen. Second would be Omniview. It was released in several flavors: XL, XE, and 256 to name three of them. It has the advantage of being an 800 work-alike OS, so it doesn't take away memory plus it has several 80-column applications that are of some value. It has readily-available docs, too.

Bottom line -- save your money and (probably) garage space! -Larry

7557. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 03:43:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158637413.890164.171370@d34g2000cwd.googlegroups.com>
Source record: 5864

Jack Tseng wrote:
> Of course I did..... D1 for IBM, D0 for Atari...
>
> I found the Weltec brand name 360K drive in junk room. IBM can read the
> DOS... The drive was hooked up to XF551. It can read the Atari formatted
> disk. I am worrying about the heat sink is very hot in XF board if the drive
> requires high watts. Mitsumi D503 offers low watts.
>
> Original Mitsumi D503 that comes with XF551. D503 was broken. Cant read the
> formatted disk. Black colored D503 is found in ebay and sold to me. The
> black one can read the formmated disk, no problem. Later, SpartaDOS 1.1 HS
> boots up. The D503 was become broken again.
>
> Do you think the software can destory the hardware?
>
> Jack
>
> "Rick Cortese" <ricortes@earthlink.net> wrote in message
> news:N4GPg.13860$xQ1.9992@newsread3.news.pas.earthlink.net...
> > Jack Tseng wrote:
> >> I tried to put the drive in PC. I enabled boot up floppy Seek in BIOS.
> >> Seek test is working but the drive cant read and format the MS DOS
> >> formatted disk. AAARRRRGGGHHH!!!! How is it forced to normal ??? Any
> >> help? Any solution?
> > >
> > > Pretty sure you have to change the jumpers on the drive to D1: if you are
> > > using a standard IBM stype cable.
> > >
> > > While you have it in the MS DOS machine, see if you can pick off the data
> > > with ANADISK. Somebody from the Atari community, maybe Preston Crow, also
> > > wrote "DEANA" which properly flips bits in an Atari disk to a readible
> > > format.<Atari writes its bits inverted!>
> > >
> > > From there you should be able to hack it or write it to a new disk.
> > >
> > > Pay attention for errors when using ANADISK. It may tell you exactly where
> > > the error is.

The drive "breaks" everytime you use that one particular diskette?

Did you try a head cleaning disk? I've had plenty of bad diskettes
over the years that leave deposits on the heads, mostly because I
purchased lots of cheap diskettes.

Do you have any other DOS disks to try?

If don't have any other DOS diskettes I found that Hias Reichl's WriteATR does a great job of porting ATRs on a PC to real Atari diskettes. Only caveats are you have to write double density diskettes and the resulting disks work best on industry standard drives. The latter is not a problem because you are using an XF551 and the raw drive is one and the same for the PC and the Atari.

Link
http://www.horus.com/~hias/atari/

- Steve Sheppard

7558. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 04:17:50 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609190011550.18196@shell1>
Source record: 5865

On Mon, 18 Sep 2006, AlbaClause wrote:

> The meetings of the old Commodore user group were also held at the
> local college.

In the 1980's FCUG meetings were held at the adult school, which
had a classroom filled with dozens and dozens of Commodore 64s.

> As I recall, it was a fairly decent piece of BBS software. If I'm not
> mistaken, the majority of the code was written in the Basic language and
> was highly customizable. The ironic part of the whole thing, was that I
> managed to become a sysop of the Commodore user group BBS even though I had
> never actually been a member of the club or even an owner of a Commodore
> computer.

Wow, a C= sysop without a C=. ;-) I still log onto a C= BBS
every once in awhile, either via telnet or direct dial.

> Well, I did own an old Commodore Pet for all of about a week. I ripped
> that sucker apart almost as soon as I got my destructive little paws on it.
> But it was all in the interest of science. ;-)

Ouch! If only you still had those parts... I could use them
right now to rebuild two PET 8032's. :-)

Emergency Chicagoland Commodore
Convention on Sept. 30,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7559. Atari Roots

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 04:18:17 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98432C5C4B2Cemuslor@216.196.97.136>
Source record: 5866

Anyone have this book and looking to trade/sell it? If so, please drop me a line. As usual, reverse each piece of my email address to get it to me.

Thanks!

--
James
Trade/want lists at http://www.slor.net/trade

7560. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 09:07:53 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <QlOPg.66568$ED.29907@read2.cgocable.net>
Source record: 5867

Robert Bernardo wrote:

> On Mon, 18 Sep 2006, AlbaClause wrote:
>

> Ouch! If only you still had those parts... I could use them
> right now to rebuild two PET 8032's. :-)
>

Which parts did you need? I still have the chipset from the old 8032 that
I had.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7561. Re: Old School BBS

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 15:14:54 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <95ugg2pag3a0el4mdmmbuol2me4gisbblv@4ax.com>
Source record: 5868

Brad Rogers a ï¿½crit:

>>FidoNet is still going, and many of those BBS's can be called with a
>>modem.

Any url to learn more about this interesting subject ??

tnx in advance,

T0M

7562. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 16:50:50 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <KdVPg.13614$bM.12484@newsread4.news.pas.earthlink.net>
Source record: 5869

Jack Tseng wrote:
> Of course I did..... D1 for IBM, D0 for Atari...
>
> I found the Weltec brand name 360K drive in junk room. IBM can read the
> DOS... The drive was hooked up to XF551. It can read the Atari formatted
> disk. I am worrying about the heat sink is very hot in XF board if the drive
> requires high watts. Mitsumi D503 offers low watts.

Right. You can't substitute drives into a XF551 unless they are low
power. If it isn't a Mitsumi maybe a notebook/portable drive would be ok.

Time has made me a little foggy on the events that surrounded the XF551.
Story went something like: Jack Tramiel was in the middle of a lawsuit
with Nitendo and they fired back Atari was a game consol because Atari
was not selling a disk drive. Tramiel ordered one of the engineer
wizards still left at Atari to get a drive out ASAP. In typical fashion
it was made up of obsolete and discontinued parts with the cheapest
possible execution. I mean they didn't even use a double sided circuit
board, just single sided with jumpers! Likewise the 12V power supply is
bare minimum ~LM7812T which is 1.5 amps max. Most drives of the day
needed ~2 amps to spin up.

BUT that was the way everything was done at Tramiel Atari. Even the ST
came with a 360k single sided 3.5" drive.
>
> Original Mitsumi D503 that comes with XF551. D503 was broken. Cant read the
> formatted disk. Black colored D503 is found in ebay and sold to me. The
> black one can read the formmated disk, no problem. Later, SpartaDOS 1.1 HS
> boots up. The D503 was become broken again.
>
> Do you think the software can destory the hardware?

No. I can only think of a couple of computers in the last 30 years where
that could happen and the XF551 was not one of them.

What I think happens with the XF is a rogue write to a disk. For
instance you have a double density disk and it writes a single density
sector to the directory. The XF has problems with switching densities
and I.D.ing what densities disks are. This is based on using ANADISK
with some scrambled disks I had. Could be something like a bug that
doesn't let the drive spin up before writing too. Most of my problems
were when I switch disks. Stuff like putting in my Action! single
density disk with runtime package and then stuck in a double density
disk to write the program out.

Once the disk gets scrambled, any drive that gets put in will have the same hangup when it reaches that bad sector.

If it is the only 5.25" Atari drive you have, you are stuck. If it was me, I would:
1) Just stick a 3.5" 720k drive in it and use it as a 360k. It only uses 40 of the 80 tracks, but will run cool and be reliable.
2) Find a Wooley ROM, or Puff upgrade ROM and use a 720k 3.5" to its full 720k.

Note you really have to find a 720k drive unless someone can tell you how to get a 1.44 to work. Both upgrade ROMs take care of stepping and other parameters to get the 720k to work right. Figure the average Atari game was probable 8k, so you can fit ~90 games per disk.

7563. Fwd: VCF 9.0 Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 20:16:12 UTC
From: rbernardo@value.net
Message-ID: <1158696971.616712.157610@k70g2000cwa.googlegroups.com>
Source record: 5870

-----Original Message-----
From: sel...@vintagetech.com (Sellam Ismail)
Date: Tue, 19 Sep 2006 00:23:02 -0700
Subject: VCF 9.0 Marketplace

The ninth annual Vintage Computer Festival is happening this November 4th and 5th at the Computer History Museum in Mountain View. We are anticipating another large turnout this year because of the fantastic line-up of speakers we've assembled, including Steve Wozniak with other early Apple employees, Lee Felsenstein, and more. We've also got new features, including Build-It-Yourself workshops and a film festival with a vintage computer theme. Because of these features we expect to get a good amount of press leading up to the event, which will result in more exposure and higher attedndance.

There's still plenty of time to book a booth in the Marketplace at the Festival. The early-bird sign-up period extends through October 7. Currently, booths are $150 each, but will go up to $175 after that date.

Book your booth early and get a prime spot! The Marketplace layout will be similar to previous years, with the prime spots being located near the entry and exit doors.

To book a booth, contact me by e-mail for payment instructions and booth selection.

[snip]

Best regards,

Sellam Ismail
Producer
Vintage Computer Festival
http://www.vintage.org

7564. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-19 21:29:22 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <XcZPg.101217$sS1.4267@read1.cgocable.net>
Source record: 5871

Rick Cortese wrote:

> Time has made me a little foggy on the events that surrounded the XF551.
> Story went something like: Jack Tramiel was in the middle of a lawsuit
> with Nitendo and they fired back Atari was a game consol because Atari
> was not selling a disk drive. Tramiel ordered one of the engineer
> wizards still left at Atari to get a drive out ASAP.

<snip>

This doesn't make sense to me, and you'll have to excuse me for thinking this information suspect. Atari had been selling disk drives for the 8-bit line of computers since the 810 drive was introduced. Atari was still producing and selling the 1050 drive during the time of this lawsuit, and there was no time in which Atari was selling 8-bit computers without optional available disk drives.

To the best of my knowledge, Atari has _never_ bundled disk drives with their 8-bit computers. The disk drives have always been an optional additional peripheral for the 8-bit machines. And for purposes of litigation, a disk drive is a disk drive is a disk drive. The color and style of its outer casing is, as Perry Mason or Benjamin Matlock would say, irrelevant.

My recollection of how the XF551 came to be, differs drastically from yours. Atari users had been expecting a new drive out of Atari for a very long time. There had been much rumour circulating that this new drive would be a 3.5" drive. Atari, however, after consulting with several third party software developers and distributors, learned that there was much reluctance to producing Atari 8-bit software in the 3.5" disk format. As a result, Atari opted to create a newer 5.25" disk drive instead. The result, of course, being the XF551.

<snip>

> *BUT* that was the way everything was done at Tramiel Atari. Even the ST
> came with a 360k single sided 3.5" drive.

<snip>

Only the original low end ST (260 and 520) machines came with 360k single-sided drives. The 1040 ST machines always shipped with a double-density 720k drive, as did the later 520 revisions and the Mega series, etcetera. Additionally, the original 520 ST machines shipped with external disk drives -- not the internal drives that we tend to associate with the ST series. Atari eventually began shipping the 520 series in the same casing as the 1040 to cut costs. Shortly after this move, Atari

began shipping the 520 series with double-density drives as well.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7565. FidoNet...

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 01:26:42 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.20.01.26.42.15551@charter.net>
Source record: 5872

Any old Atari sysops out there (or anyone else for that matter) who had FidoNet experience back in the day?

I contacted the FidoNet site, and they said they would love to have Atari BBSs back with FidoNet...

FidoNet was something I never tried back when I had my BBS in the 90's so I've got no first-hand experience at all.

Any comments, suggestions, etc, welcome.

Thanks.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7566. Re: No Computerfest this year?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 05:54:47 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609200151110.25820@shell1>
Source record: 5873

On Tue, 19 Sep 2006, AlbaClause wrote:

> Which parts did you need? I still have the chipset from the old 8032 that
> I had.

Still being diagnosed right now. :-) I'll let you know what is
discovered.

Emergency Chicagoland Commodore
Convention on Sept. 30,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7567. Re: Best File copier..

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 14:11:40 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <eeri5c02r3f@news2.newsguy.com>
Source record: 5874

> "Jack Tseng" <tseng4@hotmail.com> wrote in message news:
> >I do not know which is the best file copier for Atari 8bit. Like C64's
> >Fast Hackem File Copier and Maverick file copier. They are much easier
> >and
> >quick. I hate the command for DOS, there are too many files I select to
> >copy.
> >
> > Any idea?
> >
> > Jack
> Are you looking for something, like get a list of files on screen,
> with a box beside it you can check, then copy the checked ones
> someplace? I don't know of any like that for Atari8, there may
> be some. How do Hackem and Maverick work?
> Good use of wild cards can be a big timesaver, but there
> we're using a command line, even with MyDOS/DOS 2/2.5
> 'copy' function.
> SpartaDOS has the MENU.COM program, it probably will
> do what you want. It takes some getting used to. It has
> 5 banks of choices to make, you select a file to operate
> on with the RETURN key. F RETURN lets you select
> the drive to work on, etc. You can select which files on
> a disk you want to copy (highlight them), then you can
> select the destination.

I have a program that I wrote in Turbo Basic XL that needed a 130XE with at least 192k memory and was designed to be used with Dos 2.5 that handled the typical things you would want to do. It's features included selecting a source and destination drive (could be the same) having a list of files presented from the source for copying. You would select which files you wanted, you could even rename them before they were written to the destination as well as have them sorted before being written. In addition to copying there were options for just renaming or deleting files and getting a directory of a disk (a full directory with sector counts, or just the files listed). Also some options for formatting a disk or duplicating a disk sector for sector (single or enhanced density only). Everything was entered with single keys with options displayed 99% of the time so that if you hit the space bar it would automatically select the indicated option, or press Escape to cancel.

Forgive me, I ramble a bit. If this sounds like it would be useful I can send an ATR file with Dos 2.5,Turbo Basic and the copy program on it. You would just have to boot it or load Turbo Basic from it to get going.

Demivec

7568. Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 16:09:29 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158768569.451617.290990@h48g2000cwc.googlegroups.com>
Source record: 5875

Hi, I'm looking for the best version of BASIC for my 130XE. Best meaning fastest execution and fullest library. Is OSS's BASIC XE my best choice?

Thanks,
John

7569. ATARI diverses günstig abzugeben

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 16:11:04 UTC
From: Murat Ses <newsynth@yahoo.com>
Message-ID: <1158768664.640989.231970@k70g2000cwa.googlegroups.com>
Source record: 5876

Habe folgende Sachen
Got following stuff

Hardware:

Stück Artikel
=====================
1 Atari 520 ST+
1 Atari 1040STE
1 Atari 800XL
2 STM1 (Mouse)
1 Atari 1010 Datasette
1 Atari 1050 FDD
2 SF314 3,5" FDD
1 SF354 3,5" FDD
1 TEAC FD55V 5,25" FDD
1 HDD (~20MB, keine Bezeichnung)
1 SM124 Monitor
1 CTM640 Amstrad Monitor
3 Monitor Ständer
1 Star Dot Matrix Printer SG-10
1 Umschalter (Disk)

Software:

Kaiser, Flight Simulator II, Minix, Prolog, Musix32, Lemmings, Hacker,
Sensible Soccer, uvm. (über 1000 Disks)

Auswahl an Büchern (~25 Bücher)
==============================
Mein Atari Computer (800XL)
Atari Spileprogrammierung
ST Profibuch
Programmierung in Maschinensprache (Atari ST)
Signum
1st Word Plus/1st Mail
ST Pascal
uvm.

Interessenten können alles oder Teile von der Liste in München oder
in Linz holen
Interested parties may get all or parts of the list in Munich or in
Linz

You can contact me at this address mailto:newsynth@yahoo.com

7570. Trade/want lists updated

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 18:19:18 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9844915D3253Bemuslor@216.196.97.136>
Source record: 5877
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Over the last couple weeks, a number of updates have been made to my trade page. If you are looking to buy, sell, or trade, please take a look at http://www.slor.net/trade to see if we might work out a deal.

Other than minor updates, the lists are pretty much complete now, so I won't repost this notice after today. :)

Thanks!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7571. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 19:45:47 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <LTgQg.96$o71.86@newsread3.news.pas.earthlink.net>
Source record: 5878

AlbaClause wrote:
> Rick Cortese wrote:
>
>
>
>>Time has made me a little foggy on the events that surrounded the XF551.
>>Story went something like: Jack Tramiel was in the middle of a lawsuit
>>with Nitendo and they fired back Atari was a game consol because Atari
>>was not selling a disk drive. Tramiel ordered one of the engineer
>>wizards still left at Atari to get a drive out ASAP.
>
>
> <snip>
>
> This doesn't make sense to me, and you'll have to excuse me for thinking
> this information suspect. Atari had been selling disk drives for the 8-bit
> line of computers since the 810 drive was introduced. Atari was still
> producing and selling the 1050 drive during the time of this lawsuit, and
> there was no time in which Atari was selling 8-bit computers without
> optional available disk drives.

Lawsuit wasn't filed until ~1989 IIRC. This was a long time after the
last 'new' 1050 had been manufactured. If you have a 1050 with later DOM
chips in it, I would like to see it. For that matter, anyone with an
opened 1050 I would like to hear the chip DOM dates.
>
> To the best of my knowledge, Atari has _never_ bundled disk drives with
> their 8-bit computers. The disk drives have always been an optional
> additional peripheral for the 8-bit machines. And for purposes of
> litigation, a disk drive is a disk drive is a disk drive. The color and
> style of its outer casing is, as Perry Mason or Benjamin Matlock would say,
> irrelevant.

I didn't say 'bundled', I said 'selling'.
>
> My recollection of how the XF551 came to be, differs drastically from yours.
> Atari users had been expecting a new drive out of Atari for a very long
> time. There had been much rumour circulating that this new drive would be
> a 3.5" drive. Atari, however, after consulting with several third party
> software developers and distributors, learned that there was much
> reluctance to producing Atari 8-bit software in the 3.5" disk format. As a
> result, Atari opted to create a newer 5.25" disk drive instead. The
> result, of course, being the XF551.

That was not rumor, that was 'official press release' which makes it
suspect IMO.

I stand by my criticism of the XF551. The floppy controller was left
overs/inventory from ST line. Vitually unavailable and 'not recommended
for new designs' when it came out.

There was no RAM chip in the design, only the 256 bytes on the 8052 was
available.

Speaking of the 8052, it came with 8K ROM on it! The 8052 internal ROM
is disabled on the XF551 and an external ROM contains the program. This
led to speculation at the time that these were preprogrammed overruns
and bought garage sale like by the Tramiels. There was a cheaper 8532
ROMless version available that could have been used as a direct replacement.
>
> <snip>
>
>>*BUT* that was the way everything was done at Tramiel Atari. Even the ST
>>came with a 360k single sided 3.5" drive.
>
>
> <snip>
>
> Only the original low end ST (260 and 520) machines came with 360k
> single-sided drives.

I am aware eventually Atari saw the light, too late! Software
manufacturers had to distribute software on 360k single sided disks if
they wanted to be sure of compatibility just like virtually all 8bit
software was distributed on 88k single density disks.

What did they save? Couple of bucks in $500?

7572. Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 20:10:02 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158783002.319351.256330@i3g2000cwc.googlegroups.com>
Source record: 5879

Long story short, I'm using Atari BASIC rev c. I am writing a routine that needs to display values in hexadecimal notation. I thought I would create a string array, H$, of the characters 0123456789ABCDEF. I would then use the values 0-15 as an index into the string array to pull out the appropriate character.

```
DIM H$(16)
H$="0123456789ABCDEF"
? H$(11)
```

Result: ABCDEF

There does not seem to be a way to pull out just 1 character from the array, something like sub-string functionality. Is this just the way it is with Atari BASIC, or am I missing something?

I came up with a work around by loading a numeric array with ATASCII values for the characters 0-F, but now I'm really curious about the string/sub-string functionality.

Thanks,
John

7573. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 20:18:16 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <dghQg.106212$sS1.75174@read1.cgocable.net>
Source record: 5880

Rick Cortese wrote:

>
> Lawsuit wasn't filed until ~1989 IIRC. This was a long time after the
> last 'new' 1050 had been manufactured. If you have a 1050 with later DOM
> chips in it, I would like to see it. For that matter, anyone with an
> opened 1050 I would like to hear the chip DOM dates.

I don't know when they stopped manufacturing the 1050 drives. I just know that new 1050 drives were available for sale well into the nineties. This may have have been remaining inventory that was in the supply chain -- I don't know. When was the XF551 released?

>> My recollection of how the XF551 came to be, differs drastically from
>> yours. Atari users had been expecting a new drive out of Atari for a very
>> long
>> time. There had been much rumour circulating that this new drive would
>> be
>> a 3.5" drive. Atari, however, after consulting with several third party
>> software developers and distributors, learned that there was much
>> reluctance to producing Atari 8-bit software in the 3.5" disk format. As
>> a
>> result, Atari opted to create a newer 5.25" disk drive instead. The
>> result, of course, being the XF551.
>
> That was not rumor, that was 'official press release' which makes it
> suspect IMO.
>

Huh? Anyway, what I was disputing was the idea that the XF551 was a spur of the moment creation. My recollection is that Atari had been teasing the 8-bitters with a new drive for a long time. Almost as long as the XE line had been on the market.

I recall Commodore having released a 3.5" drive for the 64 and 128 machines, and that Atari had been toying with the idea of doing likewise. There had been much speculation that Atari was going to produce a 3.5" drive, and I think Atari may have even fuelled that fire themselves. Anyway, Atari did eventually release the XF551 and I distinctly recall a lot of Atari 8-bittes being disappointed that it was not the 3.5" drive that they had been expecting.

Atari -- Sam Tramiel I believe -- did publicly state that the decision to produce a 5.25" drive in lieu of a 3.5" drive was due to the fact that software vendors were unwilling to incur the additional cost of distributing on that medium. My guess was that Atari really wanted to

release a 3.5" drive, and if software publishers had cooperated, Atari could have really boosted sales of their drives. The Atari 8-bit faithful would have had little choice but to upgrade to the newer 3.5" drives.

Regardless, the point that I was trying to make, was that the new drive had been on the drawing board for quite some time, and that Atari had been dragging their heels in bringing it to market. My recollection of history, as it pertains to the XF551, is that the XF551 was _not_ a "get it built and out as soon as possible" type of thing.

> I stand by my criticism of the XF551. The floppy controller was left
> overs/inventory from ST line. Vitually unavailable and 'not recommended
> for new designs' when it came out.
>

I'm not disagreeing with you on this point. I have never owned an XF551 nor have I ever had any experience with one. I cannot speak for the quality of the the drive. Also, I'm in total agreement with you in your assertion that the Tramiel Atari did everything on the cheap.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7574. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 20:29:07 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <oqhQg.106213$sS1.20307@read1.cgocable.net>
Source record: 5881

JohnH. wrote:

> Long story short, I'm using Atari BASIC rev c. I am writing a
> routine that needs to display values in hexadecimal notation. I
> thought I would create a string array, H$, of the characters
> 0123456789ABCDEF. I would then use the values 0-15 as an index into
> the string array to pull out the appropriate character.
>
> DIM H$(16)
> H$="0123456789ABCDEF"
> ? H$(11)
>
> Result: ABCDEF
>
> There does not seem to be a way to pull out just 1 character from the
> array, something like sub-string functionality. Is this just the way
> it is with Atari BASIC, or am I missing something?

What you need to do is specify the first and last character in the string
that you want.

Example:

```
DIM H&(16)
H$="0123456789ABCDEF"
? H$(11,11)
```

Result: A

```
? H$(11,12)
```

Result: AB

```
? H$(1,9)
```

Result: 012345678

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7575. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 20:31:13 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <mshQg.72259$ED.34380@read2.cgocable.net>
Source record: 5882

```
<posted & mailed>

AlbaClause wrote:

> JohnH. wrote:
>
>> Long story short, I'm using Atari BASIC rev c. I am writing a
>> routine that needs to display values in hexadecimal notation. I
>> thought I would create a string array, H$, of the characters
>> 0123456789ABCDEF. I would then use the values 0-15 as an index into
>> the string array to pull out the appropriate character.
>>
>> DIM H$(16)
>> H$="0123456789ABCDEF"
>> ? H$(11)
>>
>> Result: ABCDEF
>>
>> There does not seem to be a way to pull out just 1 character from the
>> array, something like sub-string functionality. Is this just the way
>> it is with Atari BASIC, or am I missing something?
>
> What you need to do is specify the first and last character in the string
> that you want.
>
> Example:
>
> DIM H&(16)
> H$="0123456789ABCDEF"
> ? H$(11,11)
>
> Result: A
>
> ? H$(11,12)
>
> Result: AB
>
> ? H$(1,9)
>
> Result: 012345678
>
>

Minor error in the above. There should be a '$' in place of the '&' in the
DIM statement. Sorry about the typo. :-)
```

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7576. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 20:33:42 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158784422.023643.252710@h48g2000cwc.googlegroups.com>
Source record: 5883

Very cool! I knew I had to be missing something. Is there a good
Atari BASIC reference online? Not a tutorial, but a reference. I
flipped through a bunch of paper docs last night and did not see the
X$(n,n) syntax anywhere.

Thanks for the quick response.

7577. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 21:15:35 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <Y5iQg.72579$ED.40168@read2.cgocable.net>
Source record: 5884

<posted & mailed>

AlbaClause wrote:

The Atari XF551 disk drive was released in 1987. This excerpt is taken
from page 22 of the May 1987 issue of Analog magazine.

"Latest news reports say the 3 1/2-inch floppy disk drive for the 8-bit line
has been scrapped in favour of a new 5 1/4. This drive is said to be
double-density/double-sided, and the A-DOS, previously developed for 3
1/2-inch drives is now being rewritten for the new drive. The new floppy
drive, we're told, is intended to be fully compatible with the 810 and
1050, as well as other drives, such as the Rana, Track, etc.

And what was the reason for the change? Many manufacturers of software for
the Atari lines were not wild about producing products for the 3 1/2-inch
format; they felt such production was too expensive to be cost effective.
Atari abided by the software developers' requests and remained with the 5
1/4-inch setup. Prices, availability and further information will be
printed in these pages as the information is released."

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"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7578. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 21:34:25 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <BniQg.72581$ED.60775@read2.cgocable.net>
Source record: 5885

The following is taken from the July/August 1987 issue of Analog magazine.
From the editorial:

"...this summer's CES had Atari Corp. concentrating on the new XE game
system. Actually, it a 65XE in video-game clothing.

...Atari surprised us with the XF551 double-density disk drive. It's a
super-sleek 5 1/4-inch drive, which will be priced at around the same level
as the current 1050 drive. Expect to see this, along with the 80-column
XEP80 display box and the 1200-baud SX212 modem, sometime in late July or
early August."

The following is taken from the September 1987 issue of Antic magazine.

"With the XF551 8-bit disk drive, Atari came up with at least one surprise
at a June, 1987 Consumer Electronics Show that wasn't supposed to bring any
new hardware announcements.

The XF551 is a 360K double-sided, double-density 5 1/4 inch disk drive that
runs 2.9 times faster than the Atari 1050. The compact, XE-gray XF551 is
about three-fourths the size of the 1050 which it now replaces."

So there you have it, Atari was still selling the 1050 disk drive when they
released the XF551 in 1987. The XF551 was announced at the same time as
the XE game system, SX212 modem, and the XEP80 display device. Prior to
the Summer 1987 CES trade show, it was the new Atari 3.5" disk drive that
was supposed to be announced at CES. Instead, Atari introduced the new
double-side, double-density 5.25" XF551 drive.

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"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7579. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 22:04:05 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <pPiQg.106217$sS1.18541@read1.cgocable.net>
Source record: 5886

JohnH. wrote:

> Very cool! I knew I had to be missing something. Is there a good
> Atari BASIC reference online? Not a tutorial, but a reference. I
> flipped through a bunch of paper docs last night and did not see the
> X$(n,n) syntax anywhere.
>
> Thanks for the quick response.

Sorry, I don't know of any good online references for Atari Basic. I'm sure that they exist, I just don't know where; I have a lot of paper reference materials at home (books and magazines). I'm sure that Google would be able to help you out with finding some decent online references.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7580. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 22:43:44 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <AojQg.106222$sS1.85703@read1.cgocable.net>
Source record: 5887

I'm kind of glad that this subject was brought up; it motivated me to reread some of my old computer magazines. In the August 1987 issue of Compute!, there was a full report of the summer CES show. This is what that report says of of the Atari XF551:

"Also on the 8-bit front, Atari introduced a new disk drive that's compatible with the XE, XL and 400/800 computers -- but it's not the 3 1/2-inch drive that everyone was expecting. Instead, it's a faster, higher-capacity 5 1/4-inch drive.

The 3 1/2-inch drive for the 8-bit computers, which has been rumored for two years, seems doomed to oblivion. An Atari spokesman said that when Atari approached software publishers with the idea, only one company expressed interest in reissuing its programs on microfloppies."

I almost forgot that the 3.5" disks used to be called microfloppies. They don't seem so "micro" anymore -- well, with the exception of their storage capacity, which is very small.

On another note, Compute! magazine writes the following:

"TV scenes at the Atari booth were continuously showing previews of ST commercials. They are reminiscent of the aggressive spots that Atari Chairman Jack Tramiel successfully used to promote the Commodore 64 during the early 1980s when he was in charge of Commodore. In one spot, Tramiel's personal business philosophy -- 'Business is war' -- fills the screen with huge letters as the unseen narrator compares the 1040ST to the IBM PC and Apple Macintosh."

Quite cool, this little tour down memory lane. Turns out my memory is just fine, and I'm not crazy after all. Business is war, and surveillance is espionage. ;-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7581. ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-20 23:38:56 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158795536.741485.98990@e3g2000cwe.googlegroups.com>
Source record: 5888

The ATR8000 is an I/O and disk interface for the Atari 8-bits but it can also be used as a standalone CP/M machine.

In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the owners manual (page 53 in my copy) it states,

"Step 3

Get a special terminal cable from SWP. This cable has an "ATARI" connector on one end that plugs into the COMPUTER IN Port of the ATR8000. The other end of the cable connects to the terminal. Connect the cable."

Does anyone know the pinouts for this "special terminal cable" ?

I know that I can use the A8 with ATRMON in 40 column mode or DT80 in software 80 column mode for accessing CP/M on the ATR8000. However, I would like to use a true 80 column device, in my case a PC running a terminal emulator program.

- Steve Sheppard

7582. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 00:02:55 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <2FkQg.352$tO5.206@fed1read10>
Source record: 5889

SNIP
>> Thanks for the quick response.
>
> Sorry, I don't know of any good online references for Atari Basic. I'm
> sure that they exist, I just don't know where; I have a lot of paper
> reference materials at home (books and magazines). I'm sure that Google
> would be able to help you out with finding some decent online references.
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement
>

This is good..

http://www.atariarchives.org/

Other's available via GOOGLE.COM

RoyE

7583. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 00:15:46 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <SKkQg.72589$ED.68142@read2.cgocable.net>
Source record: 5890

stephensheppard@hotmail.com wrote:

> The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> can also be used as a standalone CP/M machine.
>
> In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> owners manual (page 53 in my copy) it states,
>
> "Step 3
>
> Get a special terminal cable from SWP. This cable has an "ATARI"
> connector on one end that plugs into the COMPUTER IN Port of the
> ATR8000. The other end of the cable connects to the terminal. Connect
> the cable."
>
> Does anyone know the pinouts for this "special terminal cable" ?
>
> I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> software 80 column mode for accessing CP/M on the ATR8000. However, I
> would like to use a true 80 column device, in my case a PC running a
> terminal emulator program.

You might want to try here:

http://72.14.207.104/search?q=cache:zSWGD712TmYJ:www.atari.art.pl/stuff/collections/atari_forever/Instrukcje/ATR8000/atr8kman.txt+ATR8000+interface&hl=en&ct=clnk&cd=13

or here:

http://www.a8maestro.com/atari/info/ballho.htm

Don't know if these will help, but they're the closest thing that I could find. Maybe these will at least get you going in the right direction. Or, maybe not. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7584. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 01:31:43 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <3YIQg.2383$TV3.453@newssvr21.news.prodigy.com>
Source record: 5891

"Roy Dean" <r-dean@ cox.net> wrote in message news:
> SNIP
>>> Thanks for the quick response.
>>
>> Sorry, I don't know of any good online references for Atari Basic. I'm
>> sure that they exist, I just don't know where; I have a lot of paper
>> reference materials at home (books and magazines). I'm sure that Google
>> would be able to help you out with finding some decent online references.
>>
>> --
>> --
>> "I don't do girls; it's in my contract!"
>> --W.D.Duke,
>> Comment on signing $1 billion corruption and crime settlement
>>
>
> This is good..
>
> http://www.atariarchives.org/
>
> Other's available via GOOGLE.COM
>
> RoyE
>
Yes, as RoyE says, www.atariarchives.org/basic
There's a whole book on Atari BASIC.
The standard, I would say, is "Your Atari Computer" by
Poole, McNiff and somebody. It is still sold on ebay.
Notably, Y. A. C. has a very concise, easy reference
to all Atari BASIC reserve words, in alphabetical order,
with examples, at the end of the book, along with a
concise section on runtime and BASIC errors, and also
an ATASCII list at the back. My copy is battered and
frayed, but still handy.

7585. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 02:12:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158804768.887579.45810@m73g2000cwd.googlegroups.com>
Source record: 5892

AlbaClause wrote:
> stephensheppard@hotmail.com wrote:
>
> > The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> > can also be used as a standalone CP/M machine.
> >
> > In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> > owners manual (page 53 in my copy) it states,
> >
> > "Step 3
> >
> > Get a special terminal cable from SWP. This cable has an "ATARI"
> > connector on one end that plugs into the COMPUTER IN Port of the
> > ATR8000. The other end of the cable connects to the terminal. Connect
> > the cable."
> >
> > Does anyone know the pinouts for this "special terminal cable" ?
> >
> > I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> > software 80 column mode for accessing CP/M on the ATR8000. However, I
> > would like to use a true 80 column device, in my case a PC running a
> > terminal emulator program.
>
>
> You might want to try here:
>
> http://72.14.207.104/search?q=cache:zSWGD712TmYJ:www.atari.art.pl/stuff/collections/atar
i_forever/Instrukcje/ATR8000/atr8kman.txt+ATR8000+interface&hl=en&ct=clnk&cd=13
>
> or here:
>
> http://www.a8maestro.com/atari/info/ballho.htm
>
> Don't know if these will help, but they're the closest thing that I could
> find. Maybe these will at least get you going in the right direction. Or,
> maybe not. :-)
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement

Thanks for the help but I guess I should have made it clear that I've already searched for the information but came up empty.

Both sites to which you linked essentially only have copies of the ATR8000 owners manual, which I already have. The information I need is not contained within.

I was hoping to find someone that either has one of the "special cables" and can trace the lines or who simply has the pinout information.

- Steve Sheppard

7586. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 03:00:10 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <_8nQg.106733$sS1.69543@read1.cgocable.net>
Source record: 5893

Russg wrote:

>
> "Roy Dean" <r-dean@ cox.net> wrote in message news:
>> SNIP
>>>> Thanks for the quick response.
>>>
>>> Sorry, I don't know of any good online references for Atari Basic. I'm
>>> sure that they exist, I just don't know where; I have a lot of paper
>>> reference materials at home (books and magazines). I'm sure that
>>> Google would be able to help you out with finding some decent online
>>> references.
>>>
>>> --
>>> --
>>> "I don't do girls; it's in my contract!"
>>> --W.D.Duke,
>>> Comment on signing $1 billion corruption and crime settlement
>>>
>>
>> This is good..
>>
>> http://www.atariarchives.org/
>>
>> Other's available via GOOGLE.COM
>>
>> RoyE
>>
> Yes, as RoyE says, www.atariarchives.org/basic
> There's a whole book on Atari BASIC.
> The standard, I would say, is "Your Atari Computer" by
> Poole, McNiff and somebody. It is still sold on ebay.
> Notably, Y. A. C. has a very concise, easy reference
> to all Atari BASIC reserve words, in alphabetical order,
> with examples, at the end of the book, along with a
> concise section on runtime and BASIC errors, and also
> an ATASCII list at the back. My copy is battered and
> frayed, but still handy.

Yes, that is a very good book. My copy, too, is battered and frayed, and I
haven't flipped through it in a long time.

Another book that I use a little more frequently for reference, is simply
titled "Atari Basic" by Bob Albrecht, LeRoy Finkel, and Jerald R. Brown.
It too is battered and frayed, with an awful lot of dog-eared pages.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7587. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 03:02:12 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <UanQg.106744$sS1.56118@read1.cgocable.net>
Source record: 5894

stephensheppard@hotmail.com wrote:

>
> AlbaClause wrote:
>> stephensheppard@hotmail.com wrote:
>>
>> > The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
>> > can also be used as a standalone CP/M machine.
>> >
>> > In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
>> > owners manual (page 53 in my copy) it states,
>> >
>> > "Step 3
>> >
>> > Get a special terminal cable from SWP. This cable has an "ATARI"
>> > connector on one end that plugs into the COMPUTER IN Port of the
>> > ATR8000. The other end of the cable connects to the terminal. Connect
>> > the cable."
>> >
>> > Does anyone know the pinouts for this "special terminal cable" ?
>> >
>> > I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
>> > software 80 column mode for accessing CP/M on the ATR8000. However, I
>> > would like to use a true 80 column device, in my case a PC running a
>> > terminal emulator program.
>>
>>
>> You might want to try here:
>>
>>
http://72.14.207.104/search?q=cache:zSWGD712TmYJ:www.atari.art.pl/stuff/collections/atari_forever/Instrukcje/ATR8000/atr8kman.txt+ATR8000+interface&hl=en&ct=clnk&cd=13
>>
>> or here:
>>
>> http://www.a8maestro.com/atari/info/ballho.htm
>>
>> Don't know if these will help, but they're the closest thing that I could
>> find. Maybe these will at least get you going in the right direction.
>> Or,
>> maybe not. :-)
>>
>> --
>> --

>> "I don't do girls; it's in my contract!"
>> --W.D.Duke,
>> Comment on signing $1 billion corruption and crime settlement
>
> Thanks for the help but I guess I should have made it clear that I've
> already searched for the information but came up empty.
>
> Both sites to which you linked essentially only have copies of the
> ATR8000 owners manual, which I already have. The information I need is
> not contained within.
>
> I was hoping to find someone that either has one of the "special
> cables" and can trace the lines or who simply has the pinout
> information.
>
> - Steve Sheppard

Sorry, I was thinking that you might try emailing the owners of those sites.
They do invite you to email them. ;-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7588. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 03:43:48 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158810228.451784.71950@i3g2000cwc.googlegroups.com>
Source record: 5895

AlbaClause wrote:
> stephensheppard@hotmail.com wrote:
>
> >
> > AlbaClause wrote:
> >> stephensheppard@hotmail.com wrote:
> >>
> >> > The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> >> > can also be used as a standalone CP/M machine.
> >> >
> >> > In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> >> > owners manual (page 53 in my copy) it states,
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> >> > "Step 3
> >> >
> >> > Get a special terminal cable from SWP. This cable has an "ATARI"
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> >> >
> >> > Does anyone know the pinouts for this "special terminal cable" ?
> >> >
> >> > I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> >> > software 80 column mode for accessing CP/M on the ATR8000. However, I
> >> > would like to use a true 80 column device, in my case a PC running a
> >> > terminal emulator program.
> >>
> >>
> >> You might want to try here:
> >>
> >>
> > http://72.14.207.104/search?q=cache:zSWGD712TmYJ:www.atari.art.pl/stuff/collections/atar
i_forever/Instrukcje/ATR8000/atr8kman.txt+ATR8000+interface&hl=en&ct=clnk&cd=13
> >>
> >> or here:
> >>
> >> http://www.a8maestro.com/atari/info/ballho.htm
> >>
> >> Don't know if these will help, but they're the closest thing that I could
> >> find. Maybe these will at least get you going in the right direction.
> >> Or,
> >> maybe not. :-)
> >>
> >> --

> >> --
> >> "I don't do girls; it's in my contract!"
> >> --W.D.Duke,
> >> Comment on signing $1 billion corruption and crime settlement
> >
> > Thanks for the help but I guess I should have made it clear that I've
> > already searched for the information but came up empty.
> >
> > Both sites to which you linked essentially only have copies of the
> > ATR8000 owners manual, which I already have. The information I need is
> > not contained within.
> >
> > I was hoping to find someone that either has one of the "special
> > cables" and can trace the lines or who simply has the pinout
> > information.
> >
> > - Steve Sheppard
>
> Sorry, I was thinking that you might try emailing the owners of those sites.
> They do invite you to email them. ;-)
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement

Coincidentally, I was just chatting (electronically) with Rick of
A8Maestro last night about this very subject.

7589. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 04:02:51 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <N4ednYyRy757k4_YnZ2dnUVZ_v6dnZ2d@comcast.com>
Source record: 5896

stephensheppard@hotmail.com wrote:
> The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> can also be used as a standalone CP/M machine.
>
> In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> owners manual (page 53 in my copy) it states,
>
> "Step 3
>
> Get a special terminal cable from SWP. This cable has an "ATARI"
> connector on one end that plugs into the COMPUTER IN Port of the
> ATR8000. The other end of the cable connects to the terminal. Connect
> the cable."
>
> Does anyone know the pinouts for this "special terminal cable" ?
>
> I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> software 80 column mode for accessing CP/M on the ATR8000. However, I
> would like to use a true 80 column device, in my case a PC running a
> terminal emulator program.
>
>
>
>
> - Steve Sheppard
>
Interesting, I'd always just assumed that if you used a terminal, it
would just plug into the RS-232 port.

There is a section that describes some jumpering you have to do on the
motherboard to use a terminal. Maybe if you trace those changes you
might get some idea what signals go where. It sounds like a very
minimal RS-232 connection, with no flow control, so you shouldn't need
connections to too many of the pin

7590. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 04:45:04 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158813904.649903.62880@e3g2000cwe.googlegroups.com>
Source record: 5897

JR wrote:
> stephensheppard@hotmail.com wrote:
> > The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> > can also be used as a standalone CP/M machine.
> >
> > In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> > owners manual (page 53 in my copy) it states,
> >
> > "Step 3
> >
> > Get a special terminal cable from SWP. This cable has an "ATARI"
> > connector on one end that plugs into the COMPUTER IN Port of the
> > ATR8000. The other end of the cable connects to the terminal. Connect
> > the cable."
> >
> > Does anyone know the pinouts for this "special terminal cable" ?
> >
> > I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> > software 80 column mode for accessing CP/M on the ATR8000. However, I
> > would like to use a true 80 column device, in my case a PC running a
> > terminal emulator program.
> >
> >
> >
> >
> > - Steve Sheppard
> >
> Interesting, I'd always just assumed that if you used a terminal, it
> would just plug into the RS-232 port.
>
> There is a section that describes some jumpering you have to do on the
> motherboard to use a terminal. Maybe if you trace those changes you
> might get some idea what signals go where. It sounds like a very
> minimal RS-232 connection, with no flow control, so you shouldn't need
> connections to too many of the pin

Hey, JR! Long time no see!

LOL! I probably should at least look.

Guess my line of reasoning is since ATR8000 doesn't have a UART I
wasn't going to figure it out. However, you could just be right.

Let's see. There has to be GND, TX, RX. Possibly DSR, DTR. What
else?

Argh, it's been so long.

It's late. I better wait until tomorrow so I do something stupid.
(I've been known to do that).

7591. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 04:54:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1158814414@rtfm.mit.edu>
Source record: 5898
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7592. Re: ATARI diverses g&#65533;nstig abzugeben

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 05:42:04 UTC
From: J&#65533;rgen Strobel <odity@odity>
Message-ID: <12h49ggc9gkov42@corp.supernews.com>
Source record: 5899

Hy, ich wohn in M&#65533;nchen...
Was willlst du denn daf&#65533;r? W&#65533;rd mich interessieren...
Tolkin

"Murat Ses" <newsynth@yahoo.com> schrieb im Newsbeitrag
news:1158768664.640989.231970@k70g2000cwa.googlegroups.com...
Habe folgende Sachen
Got following stuff

Hardware:

St&#65533;ck Artikel
==========
1 Atari 520 ST+
1 Atari 1040STE
1 Atari 800XL
2 STM1 (Mouse)
1 Atari 1010 Datasette
1 Atari 1050 FDD
2 SF314 3,5" FDD
1 SF354 3,5" FDD
1 TEAC FD55V 5,25" FDD
1 HDD (~20MB, keine Bezeichnung)
1 SM124 Monitor
1 CTM640 Amstrad Monitor
3 Monitor St&#65533;nder
1 Star Dot Matrix Printer SG-10
1 Umschalter (Disk)

Software:

Kaiser, Flight Simulator II, Minix, Prolog, Musix32, Lemmings, Hacker,
Sensible Soccer, uvm. (&#65533;ber 1000 Disks)

Auswahl an B&#65533;chern (~25 B&#65533;cher)
==========
Mein Atari Computer (800XL)
Atari Spileprogrammierung
ST Profibuch
Programmierung in Maschinensprache (Atari ST)
Signum
1st Word Plus/1st Mail
ST Pascal
uvm.

Interessenten k&#65533;nnen alles oder Teile von der Liste in M&#65533;nchen oder
in Linz holen
Interested parties may get all or parts of the list in Munich or in
Linz

You can contact me at this address mailto:newsynth@yahoo.com

7593. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 10:57:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609210355140.15157-100000@onyx.spiritone.com>
Source record: 5900
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
```

7594. AD: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 10:59:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609210357141.15157-100000@onyx.spiritone.com>
Source record: 5901
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith here in Portland, Oregon USA! Proprietor of Bravo Sierra Computers! Occupying a unique niche in the Atari World! Most Atari Dealers sell NEW, I also sell Used Atari Goods! Not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you wont find at Swap Meets, Thrift Stores or Auction Sites! And I sell for less! Unlike those remaining anonymous! I test Goods before I sell them. Not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, because I'm the guy people goto to give Ataris a New Home! Saving Orphaned Atari's from Oblivion!Goto http://BensCatalogs.Atari.org or (503)256-9974!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7595. AD: E-Mail/Mailing Lists & Atari Survey!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 11:01:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0609210359280.15157-100000@onyx.spiritone.com>
Source record: 5902
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Sign Up for Atari Mailing Lists either by E-Mail or Postal Mail! From
Bravo Sierra Computers Atari Resale or the Portland Atari Club, Goto:

http://www.aracnet.com/~atari/maillist.htm Mail lists and surveys!

I cant read your mind, so fill out the survey so I can get to know you. It
helps me figure out your Atari needs and Interests. Feel free to fill out
the Atari Survey on my Contact Page! Goto my Link above. Thank You.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7596. How to print to screen escape characters?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 13:10:06 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158844206.094641.190940@d34g2000cwd.googlegroups.com>
Source record: 5903

In Atari BASIC is it possible to print to screen escape characters to the screen. For example

? CHR$(28)

Instead of printing the up arrow symbol, this actually moves the cursor up one line. I've tried putting the escape sequence in quotes. This puts the escape sequence character in the BASIC program listing properly, but at run time when the string in quotes is displayed the escape character does not display.

Is there a way to override the escape sequence behavior at run-time and get the escape character symbol to appear on the screen or is this just a feature of Atari BASIC?

Thanks,
John

7597. Re: How to print to screen escape characters?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 13:17:27 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1158844646.807770.187640@e3g2000cwe.googlegroups.com>
Source record: 5904

Never mind. I just found the answer.

? "<Esc><Esc><Esc><Ctrl><Up>"

If you put the <Esc><Esc> character before the actual escape character
that you want to display, the escape character will display properly.

7598. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 15:25:02 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <i9yQg.10503$v%4.3779@newsread1.news.pas.earthlink.net>
Source record: 5905

AlbaClause wrote:
> Rick Cortese wrote:
>
>
>
>>Lawsuit wasn't filed until ~1989 IIRC. This was a long time after the
>>last 'new' 1050 had been manufactured. If you have a 1050 with later DOM
>>chips in it, I would like to see it. For that matter, anyone with an
>>opened 1050 I would like to hear the chip DOM dates.
>
>
> I don't know when they stopped manufacturing the 1050 drives. I just know
> that new 1050 drives were available for sale well into the nineties. This
> may have have been remaining inventory that was in the supply chain -- I
> don't know. When was the XF551 released?

The points Nintendo made when Atari accused them of having a monopoly on
the video game market were:

***
They didn't take it over so much as Atari blew its market share though
bad business practices.

Atari was no longer in the market before the situation got to the point
of looking like a monopoly. Lack of a currently manufactured drive or a
video consol were two of the points they made to illustrate this,
prompting Atari to try and release the 7800 and XF551.
***

The 1050 was not an Atari designed drive, it was done by Tandon under
contract from Atari. At least some 1050s I have seen actually have a
Tandon sticker on the ROM. Tandon as a manufacturer ceased to
exist/facilities taken over in 1987 by Western Digital. The Tramiels
also sold off Taiwanese<?> manufacturing facilities but I can't remember
the year.

At any rate the 1050 robust design made it to expensive to manufacture
and it was an outdated format: Single sided double density. So we got
the XF551 which was a thrown together kludge with obsolete parts.
Understand I believe the designer did a brilliant job with what he had
to work, kind of like a cook of makes a 7 course meal from a bag of
beans and can of corn, but having his hands tied with costs and the poor
quality of manufacture undermined his talents.

BTW: Nintendo won the lawsuit => Atari argument that they were driven
out of the video game market vs. Nintendo's counter of Atari abandoned

it, lost.
<snip>
>>That was not rumor, that was 'official press release' which makes it
>>suspect IMO.
>>
>
>
> Huh? Anyway, what I was disputing was the idea that the XF551 was a spur of
> the moment creation. My recollection is that Atari had been teasing the
> 8-bitters with a new drive for a long time. Almost as long as the XE line
> had been on the market.

Atari practically invented "Vapor Ware", 'nuff said. That they happened
to actually deliver in two areas cited by Nintendo in a lawsuit is
beyond coincidence. That is why the allegations came out in the print
media at the time.

7599. Re: How to print to screen escape characters?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 15:35:54 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ujyQg.3270$vJ2.2319@newssvr12.news.prodigy.com>
Source record: 5906

"JohnH." <john@jrcc.net> wrote in message news:>
> Never mind. I just found the answer.
>
> ? "<Esc><Esc><Esc><Ctrl><Up>"
>
> If you put the <Esc><Esc> character before the actual escape character
> that you want to display, the escape character will display properly.
>
John, you only need one <ESC> before the control char.
like so ? CHR$(27);CHR$(28).
Typing <ESC> <ESC> gives you the ESC character.

7600. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 15:46:26 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <mtyQg.3272$vJ2.2555@newssvr12.news.prodigy.com>
Source record: 5907

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:> AlbaClause
wrote:
>> Rick Cortese wrote:
>>
>>>Lawsuit wasn't filed until ~1989 IIRC. This was a long time after the
>>>last 'new' 1050 had been manufactured. If you have a 1050 with later DOM
>>>chips in it, I would like to see it. For that matter, anyone with an
>>>opened 1050 I would like to hear the chip DOM dates.
>>
>>
>> I don't know when they stopped manufacturing the 1050 drives. I just
>> know
>> that new 1050 drives were available for sale well into the nineties.
>> This
>> may have have been remaining inventory that was in the supply chain -- I
>> don't know. When was the XF551 released?
>
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> the video game market were:
>
> ***
> They didn't take it over so much as Atari blew its market share though bad
> business practices.
>
> Atari was no longer in the market before the situation got to the point of
> looking like a monopoly. Lack of a currently manufactured drive or a video
> consol were two of the points they made to illustrate this, prompting
> Atari to try and release the 7800 and XF551.
> ***
>
> The 1050 was not an Atari designed drive, it was done by Tandon under
Snip
> and it was an outdated format: Single sided double density. So we got
(I'm sure you meant SS/Single density.)
snip

> BTW: Nintendo won the lawsuit => Atari argument that they were driven
ship again.

(Now my question/comment):

I think Atari won one suit against Nintendo for patent infringement.
Was it Antic/GTIA-type chips?
This isn't really on topic.

7601. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 16:13:57 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <9TyQg.14548$bM.14514@newsread4.news.pas.earthlink.net>
Source record: 5908

stephensheppard@hotmail.com wrote:

> JR wrote:
>
>>stephensheppard@hotmail.com wrote:
>>
>>>The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
>>>can also be used as a standalone CP/M machine.
>>>
>>>In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
>>>owners manual (page 53 in my copy) it states,
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>>>"Step 3
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>>>Get a special terminal cable from SWP. This cable has an "ATARI"
>>>connector on one end that plugs into the COMPUTER IN Port of the
>>>ATR8000. The other end of the cable connects to the terminal. Connect
>>>the cable."
>>>
>>>Does anyone know the pinouts for this "special terminal cable" ?
>>>
>>>I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
>>>software 80 column mode for accessing CP/M on the ATR8000. However, I
>>>would like to use a true 80 column device, in my case a PC running a
>>>terminal emulator program.
>>>
>>>
>>>
>>>
>>>- Steve Sheppard
>>>
>>
>>Interesting, I'd always just assumed that if you used a terminal, it
>>would just plug into the RS-232 port.
>>
>>There is a section that describes some jumpering you have to do on the
>>motherboard to use a terminal. Maybe if you trace those changes you
>>might get some idea what signals go where. It sounds like a very
>>minimal RS-232 connection, with no flow control, so you shouldn't need
>>connections to too many of the pin
>
>
> Hey, JR! Long time no see!
>

> LOL! I probably should at least look.
>
> Guess my line of reasoning is since ATR8000 doesn't have a UART I
> wasn't going to figure it out. However, you could just be right.
>
> Let's see. There has to be GND, TX, RX. Possibly DSR, DTR. What
> else?
>
> Argh, it's been so long.
>
> It's late. I better wait until tomorrow so I do something stupid.
> (I've been known to do that).
>

Just try a NULL modem cable.

Do you have the CPM disks?

7602. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 17:18:19 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158859099.140537.166700@m7g2000cwm.googlegroups.com>
Source record: 5909

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
>
> > JR wrote:
> >
> >>stephensheppard@hotmail.com wrote:
> >>
> >>>The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> >>>can also be used as a standalone CP/M machine.
> >>>
> >>>In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> >>>owners manual (page 53 in my copy) it states,
> >>>
> >>>"Step 3
> >>>
> >>>Get a special terminal cable from SWP. This cable has an "ATARI"
> >>>connector on one end that plugs into the COMPUTER IN Port of the
> >>>ATR8000. The other end of the cable connects to the terminal. Connect
> >>>the cable."
> >>>
> >>>Does anyone know the pinouts for this "special terminal cable" ?
> >>>
> >>>I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> >>>software 80 column mode for accessing CP/M on the ATR8000. However, I
> >>>would like to use a true 80 column device, in my case a PC running a
> >>>terminal emulator program.
> >>>
> >>>
> >>>
> >>>
> >>>- Steve Sheppard
> >>>
> >>
> >>Interesting, I'd always just assumed that if you used a terminal, it
> >>would just plug into the RS-232 port.
> >>
> >>There is a section that describes some jumpering you have to do on the
> >>motherboard to use a terminal. Maybe if you trace those changes you
> >>might get some idea what signals go where. It sounds like a very
> >>minimal RS-232 connection, with no flow control, so you shouldn't need
> >>connections to too many of the pin
> >
> >
> > Hey, JR! Long time no see!

> >
> > LOL! I probably should at least look.
> >
> > Guess my line of reasoning is since ATR8000 doesn't have a UART I
> > wasn't going to figure it out. However, you could just be right.
> >
> > Let's see. There has to be GND, TX, RX. Possibly DSR, DTR. What
> > else?
> >
> > Argh, it's been so long.
> >
> > It's late. I better wait until tomorrow so I do something stupid.
> > (I've been known to do that).
> >
>
> Just try a NULL modem cable.
>
> Do you have the CPM disks?

Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
port as per the description in the ATR8000 owners manual. The whole
point is to leave the normal serial port open for other uses.

I do have CP/M disks.

7603. Re: How to print to screen escape characters?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 17:37:29 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <p%zQg.72748$ED.13019@read2.cgocable.net>
Source record: 5910

Russg wrote:

>
> "JohnH." <john@jrcc.net> wrote in message news:>
>> Never mind. I just found the answer.
>>
>> ? "<Esc><Esc><Esc><Ctrl><Up>"
>>
>> If you put the <Esc><Esc> character before the actual escape character
>> that you want to display, the escape character will display properly.
>>
> John, you only need one <ESC> before the control char.
> like so ? CHR$(27);CHR$(28).
> Typing <ESC> <ESC> gives you the ESC character.

I think that's what he wanted. He wants to actually display the ESC
character.
--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7604. Re: ATARI diverses günstig abzugeben

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 17:41:12 UTC
From: Thomas 'twh' Havemeister <twh1@gmx.de>
Message-ID: <4512cea8$0$5144$9b4e6d93@newsspool1.arcor-online.net>
Source record: 5911

```
hey ich wohn auch in Mï¿½nchen,

gibts hier noch mehr Atarianer?

\thomsen

Jï¿½rgen Strobel wrote:

> Hy, ich wohn in Mï¿½nchen...
> Was willlst du denn dafï¿½r? Wï¿½rd mich interessieren...
> Tolkin
>
> "Murat Ses" <newsynth@yahoo.com> schrieb im Newsbeitrag
> news:1158768664.640989.231970@k70g2000cwa.googlegroups.com...
> Habe folgende Sachen
> Got following stuff
>
> Hardware:
>
> Stï¿½ck Artikel
> ======================
> 1 Atari 520 ST+
> 1 Atari 1040STE
> 1 Atari 800XL
> 2 STM1 (Mouse)
> 1 Atari 1010 Datasette
> 1 Atari 1050 FDD
> 2 SF314 3,5" FDD
> 1 SF354 3,5" FDD
> 1 TEAC FD55V 5,25" FDD
> 1 HDD (~20MB, keine Bezeichnung)
> 1 SM124 Monitor
> 1 CTM640 Amstrad Monitor
> 3 Monitor Stï¿½nder
> 1 Star Dot Matrix Printer SG-10
> 1 Umschalter (Disk)
>
> ------------------------------------------------
>
> Software:
>
> Kaiser, Flight Simulator II, Minix, Prolog, Musix32, Lemmings, Hacker,
> Sensible Soccer, uvm. (ï¿½ber 1000 Disks)
>
> Auswahl an Bï¿½chern (~25 Bï¿½cher)
```

> ==========
> Mein Atari Computer (800XL)
> Atari Spileprogrammierung
> ST Profibuch
> Programmierung in Maschinensprache (Atari ST)
> Signum
> 1st Word Plus/1st Mail
> ST Pascal
> uvm.
>
> Interessenten kï¿½nnen alles oder Teile von der Liste in Mï¿½nchen oder
> in Linz holen
> Interested parties may get all or parts of the list in Munich or in
> Linz
>
> You can contact me at this address mailto:newsynth@yahoo.com
>
>

7605. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 18:39:48 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <QVAQg.107693$sS1.105512@read1.cgocable.net>
Source record: 5912

Rick Cortese wrote:

> BTW: Nintendo won the lawsuit => Atari argument that they were driven
> out of the video game market vs. Nintendo's counter of Atari abandoned
> it, lost.

I don't know too much about this lawsuit, so I'm doing some research. I found this from www.pc-history.org/atari.htm and I'm quoting it below:

"The trial was a long one. Nintendo admitted they dominated the market and were a monopoly! However, their defense was that they had not acted in restraint of trade. They just provided a better product that people wanted to buy. In addition, they claimed that the many negative business decisions Atari had made cost them their position in the industry. Nintendo was not to blame for Atari's problems_Atari was."

So it was an anti-trust suit. Atari claimed that Nintendo's dominant and monopolistic stranglehold on the video game industry made it impossible for anyone else to compete. Nintendo countered that, while they were indeed the dominant player, and that they essentially controlled the market, Atari's inability to compete was due to bad management and poor decisions on the part of Atari Corp. Nintendo claimed that their success was due to the fact that they had just offered a superior product, and that _consumers_ chose to put Nintendo in its dominant position.

Nintendo argued that they could not be held liable for decisions made by consumers, who are free to buy whichever product they prefer. Further, Nintendo claimed, it was certainly not their fault that Atari made bad decisions that caused Atari to lose marketshare.

In all of my research, and I'll certainly admit that my research into this matter leaves much to be desired, I cannot find any instance or reference to the notion that Nintendo questioned Atari's unavailability of a disk drive. I did manage to find, however, information regarding litigation pertaining to distribution rights for Tetris. In that litigation, it was alleged that the Nintendo 'NES' was a personal computer. It was argued that the 'NES', because it had an expansion port, input devices, and used a video display, was essentially a personal computer. Nintendo countered that the 'NES' was not a personal computer because there were not devices like disk drives available for it.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7606. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-21 22:20:50 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <6fEQg.4441$UG4.2628@newsread2.news.pas.earthlink.net>
Source record: 5913

AlbaClause wrote:
> Rick Cortese wrote:
>
>
>
>>BTW: Nintendo won the lawsuit => Atari argument that they were driven
>>out of the video game market vs. Nintendo's counter of Atari abandoned
>>it, lost.
>
<snip>
> In all of my research, and I'll certainly admit that my research into this
> matter leaves much to be desired, I cannot find any instance or reference
> to the notion that Nintendo questioned Atari's unavailability of a disk
> drive.

Considering the timing, I would bet it came out during depositions. Not
to sure how familiar you are with the USA legal system, I am far to
familiar<sigh>, but that is the first round before you actually get to
court.

You do it in the lawyers' offices under most of the same restraints with
a stenographer there. They run everything up the flag during this phase.

> I did manage to find, however, information regarding litigation
> pertaining to distribution rights for Tetris. In that litigation, it was
> alleged that the Nintendo 'NES' was a personal computer. It was argued
> that the 'NES', because it had an expansion port, input devices, and used a
> video display, was essentially a personal computer. Nintendo countered
> that the 'NES' was not a personal computer because there were not devices
> like disk drives available for it.

I thought it was Atari Games/Tengen that brought this particular suit
and there was a disk drive available for the Nintendo. The thing is the
disk drive was a total disaster when introduced in Japan so it was never
sold in the USA.

7607. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 00:02:30 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <qKFQg.14682$bM.11781@newsread4.news.pas.earthlink.net>
Source record: 5914

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
<snip>
>>Just try a NULL modem cable.
>>
>>Do you have the CPM disks?
>
>
> Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
> port as per the description in the ATR8000 owners manual. The whole
> point is to leave the normal serial port open for other uses.

OK, my bad.

I think I have this straight now; you are going to use an 80 column computer on the Atari style plug on the ATR8000 and RS232 on the computer.

I haven't had an Atari or my ATR8000 set up in the last 5 years. S.O. warpath thing. Been going through all my old stuff and it's breaking my heart: DR DOS 6.0 on Seagate ST225 gone. All my single board computers corroded and dead. About all I could fish out that still worked was a SX386 25 mHz.

Anyway, I will see if my ATR8000 is still alive. If it still works I would be interested in a trade, assuming you can't find the schematics to build the actual cable yourself. I'll try to reverse engineer the ATR8000 port and do an RS232-Atari plug-ATR in exchange for CP/M disks in 5.25" format.

I may have to drug my S.O. for a week to get away with it, but I am pretty sure I can get it done.

7608. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 00:54:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <IuGQg.14736$bM.10285@newsread4.news.pas.earthlink.net>
Source record: 5915

Russg wrote:
> "Rick Cortese" <ricortes@earthlink.net> wrote in message news:> AlbaClause
> wrote:
<snip>
>>and it was an outdated format: Single sided double density. So we got
>
> (I'm sure you meant SS/Single density.)

Well I hope I don't get multiple posts since my newsreader got confused
while drafting a response.

No, I've just got a hard head that goes by bits/inch definition instead
of sector length.

>>BTW: Nintendo won the lawsuit => Atari argument that they were driven
>
> ship again.
>
> (Now my question/comment):
>
> I think Atari won one suit against Nintendo for patent infringement.
> Was it Antic/GTIA-type chips?
> This isn't really on topic.

There were a lot of lawsuits back then weren't there?

If you ever get bored, go to http://patft.uspto.gov/netahtml/

Just use Atari as the Assignee, I get ~171 patents and that only
includes the ones invented at Atari vs. licenced.

I don't think that particular lawsuit was about the video chips.
Nintendo used some TI99/4 type derivative made by Yamaha. Something like
a TI9918/28 that went to the next gen and Yamaha numbers assigned.

Atari patented *EVERYTHING*. I mean they even patented using 4 bits of a
JS port to get 8 directions. I think they went after Sega about that one
and won ~$19 million. I aways thought the Nintendo serial JS/Pad was to
get around Atari's patents rather then something someone thought was a
good idea.

Some of the goofiness that went to patent, stuff like: your ship flying
off one side of the screen and reappearing on the other in Astroids. I'm
not sure what happened legalwise when Namco had PacMan run off the
screen and back on the other side. I think either Midway or Atari
patented side scrollers like Scramble.

7609. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 01:37:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158889053.108452.163220@m73g2000cwd.googlegroups.com>
Source record: 5916

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > Rick Cortese wrote:
> <snip>
> >>Just try a NULL modem cable.
> >>
> >>Do you have the CPM disks?
> >
> >
> > Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
> > port as per the description in the ATR8000 owners manual. The whole
> > point is to leave the normal serial port open for other uses.
>
> OK, my bad.
>
> I think I have this straight now; you are going to use an 80 column
> computer on the Atari style plug on the ATR8000 and RS232 on the computer.
>
> I haven't had an Atari or my ATR8000 set up in the last 5 years. S.O.
> warpath thing. Been going through all my old stuff and it's breaking my
> heart: DR DOS 6.0 on Seagate ST225 gone. All my single board computers
> corroded and dead. About all I could fish out that still worked was a
> SX386 25 mHz.
>
> Anyway, I will see if my ATR8000 is still alive. If it still works I
> would be interested in a trade, assuming you can't find the schematics
> to build the actual cable yourself. I'll try to reverse engineer the
> ATR8000 port and do an RS232-Atari plug-ATR in exchange for CP/M disks
> in 5.25" format.
>
> I may have to drug my S.O. for a week to get away with it, but I am
> pretty sure I can get it done.

LOL! It took me until the end of your message before I realized what
you meant by "S.O." Sorry dude none of this compares to S.O troubles.

Regarding CP/M disks, email me. Stephen Sheppard (a t) hotmail...

I tried to follow the ATR8000's SIO connector traces but the connector
shells cover nearly everything. I didn't learn anything significant
there.

The J7 shunts connect to pins 13 and 11 of U54, a 1489 RS-232 driver.

This is a about all I learned so far.

- Steve Sheppard

7610. Re: AAAARRRRGGGGGHHHHH!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 03:56:58 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <94JQg.72793$ED.59557@read2.cgocable.net>
Source record: 5917

Rick Cortese wrote:

> I thought it was Atari Games/Tengen that brought this particular suit
> and there was a disk drive available for the Nintendo. The thing is the
> disk drive was a total disaster when introduced in Japan so it was never
> sold in the USA.

It was.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7611. Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 04:02:53 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <PfJQg.261$uJ2.50@dukeread03>
Source record: 5918

Geos were released for Apple II, C64, and PC but it was never for Atari. How come?

7612. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 06:06:52 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <04LQg.14823$bM.4788@newsread4.news.pas.earthlink.net>
Source record: 5919

stephensheppard@hotmail.com wrote:
> Rick Cortese wrote:
>
>>stephensheppard@hotmail.com wrote:
>>
>>>Rick Cortese wrote:
>>
>><snip>
>>
>>>>Just try a NULL modem cable.
>>>>
>>>>Do you have the CPM disks?
>>>
>>>
>>>Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
>>>port as per the description in the ATR8000 owners manual. The whole
>>>point is to leave the normal serial port open for other uses.
>>
>>OK, my bad.
>>
>>I think I have this straight now; you are going to use an 80 column
>>computer on the Atari style plug on the ATR8000 and RS232 on the computer.
>>
>>I haven't had an Atari or my ATR8000 set up in the last 5 years. S.O.
>>warpath thing. Been going through all my old stuff and it's breaking my
>>heart: DR DOS 6.0 on Seagate ST225 gone. All my single board computers
>>corroded and dead. About all I could fish out that still worked was a
>>SX386 25 mHz.
>>
>>Anyway, I will see if my ATR8000 is still alive. If it still works I
>>would be interested in a trade, assuming you can't find the schematics
>>to build the actual cable yourself. I'll try to reverse engineer the
>>ATR8000 port and do an RS232-Atari plug-ATR in exchange for CP/M disks
>>in 5.25" format.
>>
>>I may have to drug my S.O. for a week to get away with it, but I am
>>pretty sure I can get it done.
>
>
> LOL! It took me until the end of your message before I realized what
> you meant by "S.O." Sorry dude none of this compares to S.O troubles.
>
> Regarding CP/M disks, email me. Stephen Sheppard (a t) hotmail...
>

> I tried to follow the ATR8000's SIO connector traces but the connector
> shells cover nearly everything. I didn't learn anything significant
> there.
>
> The J7 shunts connect to pins 13 and 11 of U54, a 1489 RS-232 driver.

Well having a 1489 in there has to be good news. I'm not sure what you mean about the shunt. Pins 13 and 11 of a 1489 are the input and output of a single inverter.

I'm sure it is something simple, like just TxD and RxD going into the 1489. Probably bypasses the 1489 and just uses Atari Data OUT pin 5 green wire and Atari Data IN pin 3 orange wire not inverted with the 1489 in their place. I'll hunt mine down.

7613. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 09:38:03 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1158917883.339390.12090@h48g2000cwc.googlegroups.com>
Source record: 5920

Jack Tseng wrote:
> Geos were released for Apple II, C64, and PC but it was never for Atari. How
> come?

The US market for 8bit Atari software was weak at that time. An
alternative "Diamond OS" did spring up but it never really caught on in
the way Geos did on the C64.

7614. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 09:40:05 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1158918005.751344.24610@h48g2000cwc.googlegroups.com>
Source record: 5921

JohnH. wrote:
> Hi, I'm looking for the best version of BASIC for my 130XE. Best
> meaning fastest execution and fullest library. Is OSS's BASIC XE my
> best choice?
>
> Thanks,
> John

Yes. Of course, you will also get valid opinions that Turbo Basic XL is the best. Both have advantages. I like BXE because it has built-in string arrays. TBXL is nice because of it's available compiler. Although the compiler doesn't produce stand-alone programs, it still rocks. BTW, there is an excellent TBXL cart with built-in compiler available for purchase from Video 61.

Now availability is another matter. BXE is downright hard to find. BXL is almost as good, and is quite a bit easier to find. TBXL is widely available and freeware. If you have a hard drive, then TBXL loads in a flash.

-Larry

7615. Re: Atari BASIC string arrays?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 11:24:54 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1158924294.238317.235510@e3g2000cwe.googlegroups.com>
Source record: 5922

JohnH. wrote:
> Long story short, I'm using Atari BASIC rev c. I am writing a
> routine that needs to display values in hexadecimal notation. ... (snip)

Here's a good resource to find many, many pre-written programs for your use:

http://www.newbreedsoftware.com/xlsearch/search/

This is XL Search -- many times you can find a READY to run program or see what someone else has done to solve a similar poblem.
-Larry

7616. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 15:28:30 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98467469C4AF3emuslor@216.196.97.136>
Source record: 5923

Despite all prevention efforts, "Larry" <LLppwhite@earthlink.net> wrote in
news:1158918005.751344.24610@h48g2000cwc.googlegroups.com:

>
> Now availability is another matter. BXE is downright hard to find.
> BXL is almost as good, and is quite a bit easier to find. TBXL is
> widely available and freeware. If you have a hard drive, then TBXL
> loads in a flash.
>

Not to open up a can of worms or anything, but I would infer from this
statement that BXL and BXE have still NOT been released into the public
domain. Is that correct? I looked through and old thread (sometime last
year) regarding the status various FTe, ICD, and OSS products and the
legalities related to deriving new works from them, but I'm not sure I got
a clear picture on where the OSS cartridge software ends up in the mix.

Hopefully, this can be a simple answer like "No, the OSS carts have never
been released into the public domain."

thanks

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7617. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 16:02:00 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158940920.708044.148490@m7g2000cwm.googlegroups.com>
Source record: 5924

```
Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
> > Rick Cortese wrote:
> >
> >>stephensheppard@hotmail.com wrote:
> >>
> >>>Rick Cortese wrote:
> >>
> >><snip>
> >>
> >>>>Just try a NULL modem cable.
> >>>>
> >>>>Do you have the CPM disks?
> >>>
> >>>
> >>>Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
> >>>port as per the description in the ATR8000 owners manual. The whole
> >>>point is to leave the normal serial port open for other uses.
> >>
> >>OK, my bad.
> >>
> >>I think I have this straight now; you are going to use an 80 column
> >>computer on the Atari style plug on the ATR8000 and RS232 on the computer.
> >>
> >>I haven't had an Atari or my ATR8000 set up in the last 5 years. S.O.
> >>warpath thing. Been going through all my old stuff and it's breaking my
> >>heart: DR DOS 6.0 on Seagate ST225 gone. All my single board computers
> >>corroded and dead. About all I could fish out that still worked was a
> >>SX386 25 mHz.
> >>
> >>Anyway, I will see if my ATR8000 is still alive. If it still works I
> >>would be interested in a trade, assuming you can't find the schematics
> >>to build the actual cable yourself. I'll try to reverse engineer the
> >>ATR8000 port and do an RS232-Atari plug-ATR in exchange for CP/M disks
> >>in 5.25" format.
> >>
> >>I may have to drug my S.O. for a week to get away with it, but I am
> >>pretty sure I can get it done.
> >
> >
> > LOL! It took me until the end of your message before I realized what
> > you meant by "S.O." Sorry dude none of this compares to S.O troubles.
> >
> > Regarding CP/M disks, email me. Stephen Sheppard (a t) hotmail...
```

> >
> > I tried to follow the ATR8000's SIO connector traces but the connector
> > shells cover nearly everything. I didn't learn anything significant
> > there.
> >
> > The J7 shunts connect to pins 13 and 11 of U54, a 1489 RS-232 driver.
>
> Well having a 1489 in there has to be good news. I'm not sure what you
> mean about the shunt. Pins 13 and 11 of a 1489 are the input and output
> of a single inverter.
>
> I'm sure it is something simple, like just TxD and RxD going into the
> 1489. Probably bypasses the 1489 and just uses Atari Data OUT pin 5
> green wire and Atari Data IN pin 3 orange wire not inverted with the
> 1489 in their place. I'll hunt mine down.

Shunt=jumper block. Two at J7 and one at J10(?) to switch to between
Atari and dumb terminal mode.

I saw there are two connections to a single inverter but I didn't
understand why.

I guess I was expecting perhaps Atari Data Out being re-routed to one
inverter and Data In to another.

- Steve Sheppard

7618. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 18:13:52 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98469073694C2emuslor@216.196.97.136>
Source record: 5925

Despite all prevention efforts, lp <gfa-basic@mint.net> wrote in
news:C1399D94.CE27%gfa-basic@mint.net:

>
> My 2 cents. Try Advan Basic. It looks very powerful, and has real
> string arrays and is now free, if that sort of thing bothers anyone.
> ;o)
>

By the way, what ever happened the big programming contest? Was there not
enough interest? The site content appears to be pretty dated and without
submissions.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7619. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 19:59:34 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <yaXQg.107776$sS1.42895@read1.cgocable.net>
Source record: 5926

kev242@gmail.com wrote:

>
> Jack Tseng wrote:
>> Geos were released for Apple II, C64, and PC but it was never for Atari.
>> How come?
>
> The US market for 8bit Atari software was weak at that time. An
> alternative "Diamond OS" did spring up but it never really caught on in
> the way Geos did on the C64.

I was at the trade show in Toronto when Diamond OS was released in Canada. An Atari dealer that I knew at the time picked up a few copies of Diamond OS and a couple of other titles that were released for the ST. I remember one of them being some sex software or something.

When we got back to the shop after the show, a few of the guys that had gone with us to Toronto were checking out some of the software. Of course, being men, one of the first packages that was 'tested' was the sex software. I remember one of the questions that the program asked was, "How many times per week do you masturbate?" Or, something like that. I remember the reaction from everyone when that question popped up. "Okay, that's enough of that," and the software found its place on the shelf.

It was funny. I guess you had to be there. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7620. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 20:03:13 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <_dXQg.75359$ED.29982@read2.cgocable.net>
Source record: 5927

Larry wrote:

>
> JohnH. wrote:
>> Hi, I'm looking for the best version of BASIC for my 130XE. Best
>> meaning fastest execution and fullest library. Is OSS's BASIC XE my
>> best choice?
>>
>> Thanks,
>> John
>
> Yes. Of course, you will also get valid opinions that Turbo Basic XL
> is the best. Both have advantages. I like BXE because it has built-in
> string arrays. TBXL is nice because of it's available compiler.
> Although the compiler doesn't produce stand-alone programs, it still
> rocks. BTW, there is an excellent TBXL cart with built-in compiler
> available for purchase from Video 61.
>
> Now availability is another matter. BXE is downright hard to find.
> BXL is almost as good, and is quite a bit easier to find. TBXL is
> widely available and freeware. If you have a hard drive, then TBXL
> loads in a flash.
>
> -Larry

Count me among those who thought Turbo Basic rocked. I used it almost
exclusively. I especially liked the built-in DOS commands that allowed
you to get a directory from within the interpreter, etc. A nice piece of
work from Frank. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7621. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 20:06:49 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <mhXQg.75376$ED.15606@read2.cgocable.net>
Source record: 5928

JohnH. wrote:

> Hi, I'm looking for the best version of BASIC for my 130XE. Best
> meaning fastest execution and fullest library. Is OSS's BASIC XE my
> best choice?
>
> Thanks,
> John

My choices for best Basic interpreters on the Atari platforms are:

Turbo Basic for the 8-bits, and GFA Basic for the ST series. I played with HiSoft Basic a bit on the ST too, but GFA was the best in my opinion. On the 8-bit, I used plain old vanilla Atari Basic until I stumbled upon Turbo Basic, then used Turbo almost exclusively after that.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7622. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 20:10:56 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <krXQg.17460$E02.6650@newsb.telia.net>
Source record: 5929

"AlbaClause" <you@cogeco.ca> skrev i meddelandet
news:yaXQg.107776$sS1.42895@read1.cgocable.net...
> kev242@gmail.com wrote:
> ...
> I was at the trade show in Toronto when Diamond OS was released in Canada.
> An Atari dealer that I knew at the time picked up a few copies of Diamond
> OS and a couple of other titles that were released for the ST. I
> remember
> one of them being some sex software or something.

So Diamond OS was released for the ST, but not for the 8-bit?

Anders

7623. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 21:50:07 UTC
From: Geezer <peek53279@geezerlab.com>
Message-ID: <1158961807.085098.299220@m7g2000cwm.googlegroups.com>
Source record: 5930

Hello Steve,

I sent you an email, but just found some info in the original manual/schematics that I have in front of me..

In setting the jumpers for using a dumb terminal, that is, J7 shorts pins 3-5 and 4-6, and J11 shorts pins 2 to 3, that makes the atari cable into an RS-232 interface.

Your atari SIO pin 5 (dark green wire) is connected to the input of a 1489. So this is the line you want to connect to the terminal/pc's transmit line

The atari SIO pin 3 (orange) connects to the output of a 1488, so that line should connect to the terminal/pc's receive line

You also need a ground, which could be pin 6 of the SIO (unshielded wire)

I think that should be enough to get it going as the manual states, "There are no handshake lines for the terminal"

They do mention, set the terminal to 9600 baud, odd parity, 7 bits. Supposedly you fire up the ATR8000, it checks the drives for 3 seconds, you hit <enter>, and it will say "ATRMON#" After that, you're supposed to insert the CP/M disk and hit "B" then <enter> to boot it up.

In looking at the schematic, the "special cable" is no more than 3 lines. So to sum it up, connect -

Atari SIO 5 (dark green) to RS232 pin 2 on a DB-25
Atari SIO 3 (orange) to RS232 pin 3 on a DB-25
Atari SIO 6 (unshielded wire) to RS232 Pin 7

And that should get you talking. Just remember the baud/parity settings and disable hardware handshaking on the terminal/computer.

As for that almighty CP/M disk - that's a rare item!! Definitely make backups of it asap. I'd love to get a copy to mess around with and make an image of the disk so future backups could be made by using a PC. Drop me a mail if you're interested in sharing it. I have two working 64k ATR-8000's, the orig manual on paper as well as the schematics..

Best of luck. I'll try this myself when I get a chance, but I'll be gone for the weekend..

-Kevin

7624. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-22 23:12:36 UTC
From: Geezer <peek53279@geezerlab.com>
Message-ID: <1158966756.264542.255560@d34g2000cwd.googlegroups.com>
Source record: 5931

I got a free moment, so I tried connecting up an ATR-8000 to a Tandy Model 100 laptop, (only machine I had handy with a db-25), and it worked! I turned it on, hit enter and the prompt showed up. It actually says ATRMON and the # character is on the next line.

Double check to make sure the atari SIO cable colors are right. The cable I grabbed had the orange and dark green reversed from the standard the rest of the cables seems to follow. So in theory my ATR-8000 is all set to boot CP/M (if I actually had a disk)

-Kevin

7625. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 01:44:00 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1158975840.559324.79650@d34g2000cwd.googlegroups.com>
Source record: 5932

Slor wrote:
>
> Not to open up a can of worms or anything, but I would infer from this
> statement that BXL and BXE have still NOT been released into the public
> domain. Is that correct? I looked through and old thread (sometime last
> year) regarding the status various FTe, ICD, and OSS products and the
> legalities related to deriving new works from them, but I'm not sure I got
> a clear picture on where the OSS cartridge software ends up in the mix.
>
> Hopefully, this can be a simple answer like "No, the OSS carts have never
> been released into the public domain."
>

AFAIK, neither have been released into the public domain. BXL is
easier to find for two reasons: it is generally deemed less desirable
by users and BXL was also available as an orange cart as well as a
black cart.

As far as ADVAN Basic goes, it is a nice implementation, but I
personally always found it cumbersome to use. Perhaps now without copy
protection, it might bear a second look. Certainly the price is right!

I was advised earlier today that my "stand-alone" comment about
compiled Turbo Basic XL programs is not quite true. There are are
evidently add-on programs that link the runtime and the compiled
modules and then allow the compiled program to become an .exe file.
Neat! -Larry

7626. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 01:55:14 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <_n0Rg.75862$ED.15420@read2.cgocable.net>
Source record: 5933

Anders Skelander wrote:

>
> "AlbaClause" <you@cogeco.ca> skrev i meddelandet
> news:yaXQg.107776$sS1.42895@read1.cgocable.net...
>> kev242@gmail.com wrote:
>> ...
>> I was at the trade show in Toronto when Diamond OS was released in
>> Canada. An Atari dealer that I knew at the time picked up a few copies of
>> Diamond
>> OS and a couple of other titles that were released for the ST. I
>> remember
>> one of them being some sex software or something.
>
> So Diamond OS was released for the ST, but not for the 8-bit?
>
> Anders

No, Diamond OS was for the Atari 8-bit. The company that published Diamond
OS also published software for the Atari ST. The publisher of Diamond OS
was Reeve Software.

Reeve Software also published the "Sexual Edge"(?) and "News Station" for
the Atari ST computers.

"I compare business to war because each must be approached
in the same manner. It takes strategic planning, good organization, and
total commitment to win. It's not a sport or a game. Every minute, every
hour, you face competition...there are always others much smarter than you.
You have to work harder and serve the customer better to get your share of
the business."
-- Jack Tramiel
-- Founder,Commodore Business Machines

The above is Jack Tramiel's explanation of his "Business is war" philosophy.
The phrase was first publicly coined by Jack during an interview on the
McNeil/Lehrer News Hour in 1983.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7627. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 02:44:17 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158979457.761103.285550@m7g2000cwm.googlegroups.com>
Source record: 5934

Geezer wrote:
> I got a free moment, so I tried connecting up an ATR-8000 to a Tandy
> Model 100 laptop, (only machine I had handy with a db-25), and it
> worked! I turned it on, hit enter and the prompt showed up. It actually
> says ATRMON and the # character is on the next line.
>
> Double check to make sure the atari SIO cable colors are right. The
> cable I grabbed had the orange and dark green reversed from the
> standard the rest of the cables seems to follow. So in theory my
> ATR-8000 is all set to boot CP/M (if I actually had a disk)
>
> -Kevin

Yahoo! (not the portal)

Cool! I'm short on SIO connectors but I think I can rig a bypass for
one of my ugly SIO2PC interfaces.

I never recieved an email from you Kevin, so please try again.

I'm making up copies of my CP/M System disk as I type (well, almost as
I type).

Schematics! Please post them, archive them, and share them! I've
never seen ATR8000 schematics!

I would love to make archival images but I've never found a way to do
it. There are some Teledisk floating around but AFAIK no-one as
produced working disks from the images.

I think I'm barely in time. My SWP Autoterm disk has suffered from some
kind of rot. I only have one backup copy. Though I already had some
working copies of the CP/M system disk, those copies were quite old.

- Steve Sheppard

7628. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 02:53:43 UTC
From: stephensheppard@hotmail.com
Message-ID: <1158980023.841921.214980@m73g2000cwd.googlegroups.com>
Source record: 5935

Geezer wrote:
> I got a free moment, so I tried connecting up an ATR-8000 to a Tandy
> Model 100 laptop, (only machine I had handy with a db-25), and it
> worked! I turned it on, hit enter and the prompt showed up. It actually
> says ATRMON and the # character is on the next line.
>
> Double check to make sure the atari SIO cable colors are right. The
> cable I grabbed had the orange and dark green reversed from the
> standard the rest of the cables seems to follow. So in theory my
> ATR-8000 is all set to boot CP/M (if I actually had a disk)
>
> -Kevin

Ooh Kevin! Don't retype your email. I found it.

I recieve possibly 100 SPAMs in my inbox today and the only message
that was filtered to JUNK was your message.

- Steve Sheppard

7629. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 05:12:51 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9847C097943Cemuslor@216.196.97.136>
Source record: 5936

Hey Larry - you get my replies to your emails?

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7630. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 09:54:56 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1159005296.635131.130970@i3g2000cwc.googlegroups.com>
Source record: 5937

lp wrote:
>
> Maybe this could be put to a cart and made easier to use? An idea. ;-)
>

That's an excellent idea! They could likely all fit in a 1-Mb
flashcart with a menu, etc. Could be a whole new ball game!. -Larry

7631. Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 12:19:47 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1159013987.122312.297680@i42g2000cwa.googlegroups.com>
Source record: 5938

Hi,

I have a 130XE. Am I correct in understanding that Graphics mode 0 is the only mode that allows 24x40 text and that text can only be one color? I can only specify a background color, a border color and a single foreground color.

I was hoping to have a couple of foreground colors for text. What I've been reading in couple of places indicates to me that multiple foreground text colors are not possible on any 8-bit Atari including the 130XE. I just want to verify that before I accept it. Sometimes I miss details in the nomenclature.

Thanks,
John

7632. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 16:56:49 UTC
From: James Vipond <jvipond@wat.midco.net>
Message-ID: <jvipond-A34A61.11564923092006@news.isp.giganews.com>
Source record: 5939

In article <1159013987.122312.297680@i42g2000cwa.googlegroups.com>,
"JohnH." <john@jrcc.net> wrote:

> I have a 130XE. Am I correct in understanding that Graphics mode 0 is
> the only mode that allows 24x40 text and that text can only be one
> color? I can only specify a background color, a border color and a
> single foreground color.
>
> I was hoping to have a couple of foreground colors for text. What
> I've been reading in couple of places indicates to me that multiple
> foreground text colors are not possible on any 8-bit Atari including
> the 130XE. I just want to verify that before I accept it. Sometimes I
> miss details in the nomenclature.

The XL/XE computers have two special text modes, ANTIC 4 and 5, that use
two bits per pixel, so you can have up to four foreground colors. (See
<http://www.atariarchives.org/c2bag/page069.php>.) The tradeoff is that
you lose detail in the characters. If you own a _Joust_ game cartridge,
look at the alphanumerics in that game.

7633. Re: Is OSS BASIC XE the best BASIC?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 17:49:35 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <PseRg.11397$v%4.3682@newsread1.news.pas.earthlink.net>
Source record: 5940

Slor wrote:
> Despite all prevention efforts, "Larry" <LLppwhite@earthlink.net> wrote in
> news:1158918005.751344.24610@h48g2000cwc.googlegroups.com:
>
>
>>Now availability is another matter. BXE is downright hard to find.
>>BXL is almost as good, and is quite a bit easier to find. TBXL is
>>widely available and freeware. If you have a hard drive, then TBXL
>>loads in a flash.
>>
>
>
> Not to open up a can of worms or anything, but I would infer from this
> statement that BXL and BXE have still NOT been released into the public
> domain. Is that correct? I looked through and old thread (sometime last
> year) regarding the status various FTe, ICD, and OSS products and the
> legalities related to deriving new works from them, but I'm not sure I got
> a clear picture on where the OSS cartridge software ends up in the mix.
>
> Hopefully, this can be a simple answer like "No, the OSS carts have never
> been released into the public domain."

No, the OSS carts have never been released into the public domain.

Mike is usenet aware and I would expect if he ever did release them into
the PD we would be among the first to know.

Just my opinion and I don't have any inside information: I doubt if Mike
would ever release them into the PD. I don't think that he would pursue
anyone just using the files with the emulator either. IMO: The languages
still have some value in the market place.

William Kendrick could probably give you some good info on this since he
has said he is working with Cell Phone programming. There are still
suckers like me who would buy a cell phone if it had a good full speed
Atari 800 emulator on it and if the OSS languages were available for it
I would be willing to pay for an Action! or BASIC XE download too.

I've got two cell phones now, a Noika and a Motorola. Still if there was
a nice ARM micro based cell phone available for ~$200-$300 that let you
run an Atari emulator and most of the apps like games, Texpro, or
Visicalc I would be interested in the package.

7634. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 17:56:55 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <HzeRg.180$Y24.0@newsread4.news.pas.earthlink.net>
Source record: 5941

JohnH. wrote:

> Hi,
>
> I have a 130XE. Am I correct in understanding that Graphics mode 0 is
> the only mode that allows 24x40 text and that text can only be one
> color? I can only specify a background color, a border color and a
> single foreground color.
>
> I was hoping to have a couple of foreground colors for text. What
> I've been reading in couple of places indicates to me that multiple
> foreground text colors are not possible on any 8-bit Atari including
> the 130XE. I just want to verify that before I accept it. Sometimes I
> miss details in the nomenclature.

What James said.

But if you really want to do it, it can be done either with artifacting
or via display list interupts. That is, you can change the character set
and text color for every line.

All the multi color modes are 20 characters wide. You can mix them into
a GR.0 display via interrupts too.

7635. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 18:31:50 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <q4fRg.1615$o71.1032@newsread3.news.pas.earthlink.net>
Source record: 5942

stephensheppard@hotmail.com wrote:

> Rick Cortese wrote:
>
>>stephensheppard@hotmail.com wrote:
>>
>>>Rick Cortese wrote:
>>>
>>>
>>>>stephensheppard@hotmail.com wrote:
>>>>
>>>>
>>>>>Rick Cortese wrote:
>>>>
>>>><snip>
>>>>
>>>>>Just try a NULL modem cable.
>>>>>
>>>>>Do you have the CPM disks?
>>>>>
>>>>>
>>>>>Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
>>>>>port as per the description in the ATR8000 owners manual. The whole
>>>>>point is to leave the normal serial port open for other uses.
>>>>
>>>>OK, my bad.
>>>>
>>>>I think I have this straight now; you are going to use an 80 column
>>>>computer on the Atari style plug on the ATR8000 and RS232 on the computer.
>>>>
>>>>I haven't had an Atari or my ATR8000 set up in the last 5 years. S.O.
>>>>warpath thing. Been going through all my old stuff and it's breaking my
>>>>heart: DR DOS 6.0 on Seagate ST225 gone. All my single board computers
>>>>corroded and dead. About all I could fish out that still worked was a
>>>>SX386 25 mHz.
>>>>
>>>>Anyway, I will see if my ATR8000 is still alive. If it still works I
>>>>would be interested in a trade, assuming you can't find the schematics
>>>>to build the actual cable yourself. I'll try to reverse engineer the
>>>>ATR8000 port and do an RS232-Atari plug-ATR in exchange for CP/M disks
>>>>in 5.25" format.
>>>>
>>>>I may have to drug my S.O. for a week to get away with it, but I am
>>>>pretty sure I can get it done.

>>>
>>>
>>>LOL! It took me until the end of your message before I realized what
>>>you meant by "S.O." Sorry dude none of this compares to S.O troubles.
>>>
>>>Regarding CP/M disks, email me. Stephen Sheppard (a t) hotmail...
>>>
>>>I tried to follow the ATR8000's SIO connector traces but the connector
>>>shells cover nearly everything. I didn't learn anything significant
>>>there.
>>>
>>>The J7 shunts connect to pins 13 and 11 of U54, a 1489 RS-232 driver.
>>
>>Well having a 1489 in there has to be good news. I'm not sure what you
>>mean about the shunt. Pins 13 and 11 of a 1489 are the input and output
>>of a single inverter.
>>
>>I'm sure it is something simple, like just TxD and RxD going into the
>>1489. Probably bypasses the 1489 and just uses Atari Data OUT pin 5
>>green wire and Atari Data IN pin 3 orange wire not inverted with the
>>1489 in their place. I'll hunt mine down.
>
>
> Shunt=jumper block. Two at J7 and one at J10(?) to switch to between
> Atari and dumb terminal mode.
>
> I saw there are two connections to a single inverter but I didn't
> understand why.
>
> I guess I was expecting perhaps Atari Data Out being re-routed to one
> inverter and Data In to another.

I've got it. Just had to burn a few brain cells. The 1489 is designed to
not burn up even in a dead short. They do this by having silicon come
in/out through high value resistors. When you short the inverting 1489
stage input to output, you are converting the 1489 from an inverting
amplifier to a pull-up<down?> resistor. i.e.

No jumper
1489
RS232 signal in ->o ttl logic on ATR8000
or out o<-
Jumper
|-/\/\/-5V
TTL signal in ----o------ ttl logic on ATR8000
or out doesn't matter

7636. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 19:17:27 UTC
From: stephensheppard@hotmail.com
Message-ID: <1159039047.590726.48010@d34g2000cwd.googlegroups.com>
Source record: 5943

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
>
> > Rick Cortese wrote:
> >
> >>stephensheppard@hotmail.com wrote:
> >>
> >>>Rick Cortese wrote:
> >>>
> >>>
> >>>>stephensheppard@hotmail.com wrote:
> >>>>
> >>>>
> >>>>>Rick Cortese wrote:
> >>>>
> >>>>><snip>
> >>>>
> >>>>>>Just try a NULL modem cable.
> >>>>>>
> >>>>>>Do you have the CPM disks?
> >>>>>
> >>>>>
> >>>>>Can't use a null modem. Cable I'm desiring to build is RS-232-->SIO
> >>>>>port as per the description in the ATR8000 owners manual. The whole
> >>>>>point is to leave the normal serial port open for other uses.
> >>>>
> >>>>OK, my bad.
> >>>>
> >>>>I think I have this straight now; you are going to use an 80 column
> >>>>computer on the Atari style plug on the ATR8000 and RS232 on the computer.
> >>>>
> >>>>I haven't had an Atari or my ATR8000 set up in the last 5 years. S.O.
> >>>>warpath thing. Been going through all my old stuff and it's breaking my
> >>>>heart: DR DOS 6.0 on Seagate ST225 gone. All my single board computers
> >>>>corroded and dead. About all I could fish out that still worked was a
> >>>>SX386 25 mHz.
> >>>>
> >>>>Anyway, I will see if my ATR8000 is still alive. If it still works I
> >>>>would be interested in a trade, assuming you can't find the schematics
> >>>>to build the actual cable yourself. I'll try to reverse engineer the
> >>>>ATR8000 port and do an RS232-Atari plug-ATR in exchange for CP/M disks
> >>>>in 5.25" format.
> >>>>
> >>>>I may have to drug my S.O. for a week to get away with it, but I am

> >>>>pretty sure I can get it done.
> >>>
> >>>
> >>>LOL! It took me until the end of your message before I realized what
> >>>you meant by "S.O." Sorry dude none of this compares to S.O troubles.
> >>>
> >>>Regarding CP/M disks, email me. Stephen Sheppard (a t) hotmail...
> >>>
> >>>I tried to follow the ATR8000's SIO connector traces but the connector
> >>>shells cover nearly everything. I didn't learn anything significant
> >>>there.
> >>>
> >>>The J7 shunts connect to pins 13 and 11 of U54, a 1489 RS-232 driver.
> >>
> >>Well having a 1489 in there has to be good news. I'm not sure what you
> >>mean about the shunt. Pins 13 and 11 of a 1489 are the input and output
> >>of a single inverter.
> >>
> >>I'm sure it is something simple, like just TxD and RxD going into the
> >>1489. Probably bypasses the 1489 and just uses Atari Data OUT pin 5
> >>green wire and Atari Data IN pin 3 orange wire not inverted with the
> >>1489 in their place. I'll hunt mine down.
> >
> >
> > Shunt=jumper block. Two at J7 and one at J10(?) to switch to between
> > Atari and dumb terminal mode.
> >
> > I saw there are two connections to a single inverter but I didn't
> > understand why.
> >
> > I guess I was expecting perhaps Atari Data Out being re-routed to one
> > inverter and Data In to another.
>
> I've got it. Just had to burn a few brain cells. The 1489 is designed to
> not burn up even in a dead short. They do this by having silicon come
> in/out through high value resistors. When you short the inverting 1489
> stage input to output, you are converting the 1489 from an inverting
> amplifier to a pull-up<down?> resistor. i.e.
>
> No jumper
> 1489
> RS232 signal in ->o ttl logic on ATR8000
> or out o<-
> Jumper
> |-/\/\/-5V
> TTL signal in ----o------ ttl logic on ATR8000
> or out doesn't matter

Interesting but after reading Geezer's post I think I may have lost my
way when trying to follow one of the circuit paths. Geezer likely

knows best. He has an ATR8000 schematic.

Sorry for the mixup!

- Steve Sheppard

7637. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 20:25:17 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <NKgRg.17546$E02.6876@newsb.telia.net>
Source record: 5944

"lp" <gfa-basic@mint.net> skrev i meddelandet
news:C139E2EA.CE41%gfa-basic@mint.net...
> in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander wrote on
> 9/22/06 4:10 PM:
> > ...
> No, Diamond OS was not released for the ST. The ST already has a GUI.
> Diamond OS was for system that didn't have a GUI. ;-)

That sounds reasonable. I have had both the 8-bit and a two STs, but never
heard of Diamond OS. But at least there was a GUI OS for the ST then.

Did the Apple 8-bit last longer than the Atari 8-bit in the US? The Atari
8-bit had kind of a revival period circa 1985-1987 in Europe thanks to
the 130XE selling relatively well.

Anders

7638. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 20:28:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <kNgRg.1657$o71.1005@newsread3.news.pas.earthlink.net>
Source record: 5945

stephensheppard@hotmail.com wrote:

> Rick Cortese wrote:
<snip>
> Interesting but after reading Geezer's post I think I may have lost my
> way when trying to follow one of the circuit paths. Geezer likely
> knows best. He has an ATR8000 schematic.

Actually I think<hope> he may have made a typo. He posted ~shorts pin 3
to 5 which doesn't make sense because pin 5 of a 1489 is something like
Offset Voltage. Ditto for 2-3. See what I am saying? Jumpering 3-5 and
2-3 is the same thing as running a single wire connecting pins 2-3-5.

7639. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 21:07:11 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <RfhRg.77123$ED.7616@read2.cgocable.net>
Source record: 5946

Anders Skelander wrote:

>
> "lp" <gfa-basic@mint.net> skrev i meddelandet
> news:C139E2EA.CE41%gfa-basic@mint.net...
>> in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander wrote
>> on 9/22/06 4:10 PM:
>> > ...
>> No, Diamond OS was not released for the ST. The ST already has a GUI.
>> Diamond OS was for system that didn't have a GUI. ;-)
>
> That sounds reasonable. I have had both the 8-bit and a two STs, but never
> heard of Diamond OS. But at least there was a GUI OS for the ST then.
>
> Did the Apple 8-bit last longer than the Atari 8-bit in the US? The Atari
> 8-bit had kind of a revival period circa 1985-1987 in Europe thanks to
> the 130XE selling relatively well.
>
> Anders

I think the Apple II series (Apple's 8-bit machines) lasted longer and sold
more units than any other 8-bit machine. I was reading that Commodore
sold in excess of seven million Commodore 64 machines, but I think the
Apple II did even better. Of course, this is just a guess on my part.

I do know that the Commodore 64 was wildly popular especially with home
users. The Apple II had a fairly large installed base of home users, but
was particularly prevalent in schools.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7640. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 22:19:35 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1159049975.649142.223100@i42g2000cwa.googlegroups.com>
Source record: 5947

AlbaClause wrote:
> Anders Skelander wrote:
>
> >
> > "lp" <gfa-basic@mint.net> skrev i meddelandet
> > news:C139E2EA.CE41%gfa-basic@mint.net...
> >> in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander wrote
> >> on 9/22/06 4:10 PM:
> >> > ...
> >> No, Diamond OS was not released for the ST. The ST already has a GUI.
> >> Diamond OS was for system that didn't have a GUI. ;-)
> > >
> > That sounds reasonable. I have had both the 8-bit and a two STs, but never
> > heard of Diamond OS. But at least there was a GUI OS for the ST then.
> > >
> > Did the Apple 8-bit last longer than the Atari 8-bit in the US? The Atari
> > 8-bit had kind of a revival period circa 1985-1987 in Europe thanks to
> > the 130XE selling relatively well.
> > >
> > Anders
>
> I think the Apple II series (Apple's 8-bit machines) lasted longer and sold
> more units than any other 8-bit machine. I was reading that Commodore
> sold in excess of seven million Commodore 64 machines, but I think the
> Apple II did even better. Of course, this is just a guess on my part.
>
> I do know that the Commodore 64 was wildly popular especially with home
> users. The Apple II had a fairly large installed base of home users, but
> was particularly prevalent in schools.

I believe the best selling 8-bit was the zx81 / Timex sinclair 1000
(same machine except internal ram size). Timex sold 1 - 2 million of
the TS1000's in the US alone and Sinclair sold over 1 million overseas.

Bill H www.ts1000.us

7641. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 22:55:09 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <hXiRg.3894$vJ2.65@newssvr12.news.prodigy.com>
Source record: 5798

"Brad Rogers" <brad@fineby.me.uk> wrote in message news:
> On Sat, 23 Sep 2006 17:56:55 +0000, Rick Cortese wrote:
>
>> But if you really want to do it, it can be done either with artifacting
>> or via display list interupts. That is, you can change the character set
>> and text color for every line.
>
> IIRC, ANALOG magazine did a type-in to generate the necessary DLI code for
> multicoloured GR.0 screens.
>
I believe you're talking about DLI maker, Greg Anderson,
Issue 38, page 19.
I believe somebody 'messed' with the program as printed
in the magazine, thinking they were following good practice
instead of saying X=0, they put in X=Z0 or X=N0, but they
didn't init N0 so the program crashed.
So, I believe you have to put N0=0 , init N0 at the beginning
of the program.
However, I don't think John wants to get into DLIs, but stay
fairly straightforward, in which case, the answer is yes, GR0
uses a single color for background and the letters, just
a different brightness. If you can use big letters, then GR1
and I think GR2 allows four colors for letters. You have
to SETCOLOR and COLOR to set the colors, and then
PRINT #6;"STRING";A$, instead of simple
PRINT "STRING";A$.
Something like that.

7642. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 23:03:23 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <4515bd3a$1$3487$91cee783@newsreader02.highway.telekom.at>
Source record: 5799

Bill H wrote:

> I believe the best selling 8-bit was the zx81 / Timex sinclair 1000
> (same machine except internal ram size). Timex sold 1 - 2 million of
> the TS1000's in the US alone and Sinclair sold over 1 million
> overseas.
>
> Bill H www.ts1000.us

Hi Bill!

In terms of CPU, is the Z80 surely the leader ;-)

Otherwise, I would guess the Nintendo System was the best selling. :-|

Kind Regards,

Daniel Mandic

7643. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 23:35:44 UTC
From: stephensheppard@hotmail.com
Message-ID: <1159054544.003683.70390@m7g2000cwm.googlegroups.com>
Source record: 5800

Rick Cortese wrote:
> stephensheppard@hotmail.com wrote:
>
> > Rick Cortese wrote:
> <snip>
> > Interesting but after reading Geezer's post I think I may have lost my
> > way when trying to follow one of the circuit paths. Geezer likely
> > knows best. He has an ATR8000 schematic.
>
> Actually I think<hope> he may have made a typo. He posted ~shorts pin 3
> to 5 which doesn't make sense because pin 5 of a 1489 is something like
> Offset Voltage. Ditto for 2-3. See what I am saying? Jumpering 3-5 and
> 2-3 is the same thing as running a single wire connecting pins 2-3-5.

Don't worry Rick! Geezer was talking about shunting (I say shunting
not shorting which always has a bad connotation to me) pins 3 and 5 of
the 6-pin jumper block J7.

One shunt reroutes SIO pin 5 to one input of the 1489 and another Pin 3
to one output of a 1488, if I understood Geezer correctly. Circuits
are definitely not my strong point.

I'll send you the schematics. That would probably be easier for you
(and me).

- Steve Sheppard

7644. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-23 23:39:02 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <B_KdnayNf-eJWojYRVn_vA@telenor.com>
Source record: 5801

> IIRC, ANALOG magazine did a type-in to generate the necessary DLI code for
> multicoloured GR.0 screens.

I am a bit confused here. You cannot get any colors on Gr.0 screens, only change background color and change grayscale intensity. I know these can be different for each scanline, but I did not think you could get colors on the text at all Am I totally forgetting or am I right? Getting too old I guess!

Take Atarian care

7645. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 00:54:07 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1159059247.560173.221760@h48g2000cwc.googlegroups.com>
Source record: 5802

AlbaClause wrote:
> Anders Skelander wrote:
>
> >
> > "lp" <gfa-basic@mint.net> skrev i meddelandet
> > news:C139E2EA.CE41%gfa-basic@mint.net...
> >> in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander wrote
> >> on 9/22/06 4:10 PM:
> >> > ...
> >> No, Diamond OS was not released for the ST. The ST already has a GUI.
> >> Diamond OS was for system that didn't have a GUI. ;-)
> >
> > That sounds reasonable. I have had both the 8-bit and a two STs, but never
> > heard of Diamond OS. But at least there was a GUI OS for the ST then.
> >
> > Did the Apple 8-bit last longer than the Atari 8-bit in the US? The Atari
> > 8-bit had kind of a revival period circa 1985-1987 in Europe thanks to
> > the 130XE selling relatively well.
> >
> > Anders
>
> I think the Apple II series (Apple's 8-bit machines) lasted longer and sold
> more units than any other 8-bit machine. I was reading that Commodore
> sold in excess of seven million Commodore 64 machines, but I think the
> Apple II did even better. Of course, this is just a guess on my part.
>
> I do know that the Commodore 64 was wildly popular especially with home
> users. The Apple II had a fairly large installed base of home users, but
> was particularly prevalent in schools.
>
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement

The Commodore 64 is the best selling computer from that era by far.
Atari officially dropped support of the 8bits on January 1, 1992 I dont
think Atari cracked a million 8bit sold but I dont know for sure. The
Apple II series ended in 1993 so it technically lasted longer then the
Atari at the end of it's production 2 million Apple II series computers
had been manufactured. Compare these figures with the Commodore 64
which ended prod in 94 and sold in excess of 17 million!!!

Still I'll take a 130xe anyday, but Im biased.

7646. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 02:39:36 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ldmRg.5023$e66.4087@newssvr13.news.prodigy.com>
Source record: 5803

"Vidar Olavesen" <olavese@online.no> wrote in message news:
SNIP
> I am a bit confused here. You cannot get any colors on Gr.0 screens, only
> change background color and change grayscale intensity. I know these can
> be
> different for each scanline, but I did not think you could get colors on
> the
> text at all Am I totally forgetting or am I right? Getting too old I
> guess!
>
> Take Atarian care
>
I believe you're right, vidar. For GRAPHICS 0, you get essentially
white or black letters on 16 colors of background.
You're not going to get yellow, then green then red letters, like in ANSI
or, maybe HTML. I don't think that is possible even with
DLIs. There is some possible change of color on a single line
of text, using special timing, but that is pretty advanced.
I remember Moriarty's 'Crash Dive' in about ANALOG 18.
it had two colors background on a single line where you typed
in your instructions. I'm not sure how he did that.

7647. Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 04:34:18 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <fVnRg.2601$R%1.2594@newsfe05.lga>
Source record: 5804

It was the keyboard.

I ended up buying a couple of old 800s from a guy for parts and swapped in the keyboard from one of them. That solved it. Everything is fine now. Plus the purchase included 300-400 old Atari game diskettes. I can see my old case of Atari thumb coming back at age 58! Thanks for everyone's suggestions.

7648. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 05:12:46 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <3noRg.77163$ED.12196@read2.cgocable.net>
Source record: 5805

Bill H wrote:

>
> AlbaClause wrote:
>> Anders Skelander wrote:
>>
>> >
>> > "lp" <gfa-basic@mint.net> skrev i meddelandet
>> > news:C139E2EA.CE41%gfa-basic@mint.net...
>> >> in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander
>> >> wrote on 9/22/06 4:10 PM:
>> >> > ...
>> >> No, Diamond OS was not released for the ST. The ST already has a GUI.
>> >> Diamond OS was for system that didn't have a GUI. ;-)
>> >
>> > That sounds reasonable. I have had both the 8-bit and a two STs, but
>> > never heard of Diamond OS. But at least there was a GUI OS for the ST
>> > then.
>> >
>> > Did the Apple 8-bit last longer than the Atari 8-bit in the US? The
>> > Atari 8-bit had kind of a revival period circa 1985-1987 in Europe
>> > thanks to the 130XE selling relatively well.
>> >
>> > Anders
>>
>> I think the Apple II series (Apple's 8-bit machines) lasted longer and
>> sold
>> more units than any other 8-bit machine. I was reading that Commodore
>> sold in excess of seven million Commodore 64 machines, but I think the
>> Apple II did even better. Of course, this is just a guess on my part.
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>> I do know that the Commodore 64 was wildly popular especially with home
>> users. The Apple II had a fairly large installed base of home users,
>> but was particularly prevalent in schools.
>
> I believe the best selling 8-bit was the zx81 / Timex sinclair 1000
> (same machine except internal ram size). Timex sold 1 - 2 million of
> the TS1000's in the US alone and Sinclair sold over 1 million overseas.
>
> Bill H www.ts1000.us

The Timex Sinclair? At the 1987 Comdex show, Commodore announced that they had shipped seven million Commodore 64 computers. And, Commodore 64 machines were still selling well into the early nineties.

Heh, I don't imagine anybody at Commodore ever stood at the podium and
received a marketing excellence award from the Chamber of Commerce, but
when you have the numbers, you don't need awards. lol

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7649. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 08:44:55 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <V5udnUfq9tkm24vYRVn_vA@telenor.com>
Source record: 5806

> I believe you're right, vidar. For GRAPHICS 0, you get essentially
> white or black letters on 16 colors of background.
> You're not going to get yellow, then green then red letters, like in ANSI
> or, maybe HTML. I don't think that is possible even with
> DLIs. There is some possible change of color on a single line
> of text, using special timing, but that is pretty advanced.
> I remember Moriarty's 'Crash Dive' in about ANALOG 18.
> it had two colors background on a single line where you typed
> in your instructions. I'm not sure how he did that.
>

I think it's not too difficult, as you say, timing. There's a register that syncs each line, so if you do that and not too much else, I think it's not a problem. You cannot put the different colors where ever you want, I think it's timing will put the change about half way over screen. There you can NOP to move it a little bit further I think. I tried this a long time ago, think it was stable, but had to stop the keyboard interrupts, to avoid the glicks.

7650. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 14:14:56 UTC
From: Geezer <peek53279@geezerlab.com>
Message-ID: <1159107296.084891.254290@i42g2000cwa.googlegroups.com>
Source record: 5807

Yep, I am talking about shorting/shunting the jumper pin numbers and not the pins of the 1488/1489.. One thing that concerns me though - when you put the ATR-8000 into RS-232 mode, you make it possible for pin 3 on the SIO bus to be out of the 0-5 volt range, so if you did go and connect an atari back up, you could damage the atari. I'm looking at an 800XL schematic here and that line 3 goes into the 800XL, has a bypass capacitor to ground, and then through a 100 ohm resistor to the Pokey chip. I'm not sure what kind of abuse the pokey can take, but it would suck to smoke or partially ruin your pokey. So if you are messing with the jumpers, make sure they're back to normal before using the atari.

(In reality, I'm sure I've tried messing with the jumpers without RTFM'ing years ago and never lost a pokey, but still, try and be careful because pokeys don't grow on trees anymore :)

-Kevin

7651. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 19:49:42 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <qjBRg.17616$E02.6946@newsb.telia.net>
Source record: 5808

"JohnH." <john@jrcc.net> skrev i meddelandet
news:1159013987.122312.297680@i42g2000cwa.googlegroups.com...
> Hi,
>
> I have a 130XE. Am I correct in understanding that Graphics mode 0 is
> the only mode that allows 24x40 text and that text can only be one
> color? I can only specify a background color, a border color and a
> single foreground color.

I agree with the people who answered that the text is always the same
colour as the background, but with a different intensity.

Also, you can use players and missiles ("sprites") to add a colour
pattern to your text screen.

You've got player 0, 1, 2 and 3. Each is 8 pixels wide. Set the players
to the widest mode. One player pixel is then as wide as a 24 x 40
text character. So the four players can be used to add colour to
32 out of the 40 characters on a line of text. Then there's missiles, and
unfortunately I cannot recall if they are 1 or 2 pixels horizontally. If
they are two pixels, you can use them to add colour to all 40
text characters.

There are limitations to what I have written above.

One limitation is each player has only one colour.

Another limitation is that at least one of the players/missiles has
a strange way of mixing with the background or the foreground. I
noticed this while writing a text adventure with character based
graphics. You know, the special characters that look like squares,
triangles, half filled squares, lines, hearts and et cetera. It is
absolutely possible to create interesting effects with the 24 x 40
text mode and player/missile graphics.

Finally, isn't it irritating that a computer that is in some respects
is ahead of the 8-bit generation, almost a mini Amiga, cannot
produce multi colour text?

Anders

7652. Re: Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 19:55:57 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <hpBRg.17617$E02.6948@newsb.telia.net>
Source record: 5809

"Geoff" <grw888@yahoo.com> skrev i meddelandet
news:fVnRg.2601$R%1.2594@newsfe05.lga...
>> ...
> Everything is fine now. Plus the purchase included 300-400 old Atari game
> diskettes. I can see my old case of Atari thumb coming back at age 58!
> Thanks for everyone's suggestions.

Isn't the 800 the greatest of the Atari 8-bit line of home
computers? It looks super cool. It is so 1980. Sometimes I
plan on dedicating a room in our house to the year
1980. An interior in yellow, brown and wood. A telephone
from that year. Maybe a Star Wars movie poster on the
wall. And, an Atari 800.

Anders

7653. To Abdul .. and Boot Factory...

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 20:31:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0006d7f9@familynet-international.org>
Source record: 5810

```
FamilyNet International Newsgate

Abdul (and the Boot Factory BBS)

Where are you?!?! :(

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org
```

7654. Re: How to print to screen escape characters?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 21:54:43 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <D8DRg.11936$v%4.5491@newsread1.news.pas.earthlink.net>
Source record: 5811

He had it correct for what he wanted, which was display the little pine tree
from a program statement. The <esc> <ctrl-up> sequence puts the up character
in a program line, but then it only moves the cursor when printed. In order
to display the little tree, you need an escape character in the print string
before the ctrl-up; something like:
<quote> <esc> <esc> <esc> <ctrl-up> <quote>

-Jess

"AlbaClause" <you@cogeco.ca> wrote in message
news:p%zQg.72748$ED.13019@read2.cgocable.net...
> Russg wrote:
>
> >
> > "JohnH." <john@jrcc.net> wrote in message news:>
> >> Never mind. I just found the answer.
> >>
> >> ? "<Esc><Esc><Esc><Ctrl><Up>"
> >>
> >> If you put the <Esc><Esc> character before the actual escape character
> >> that you want to display, the escape character will display properly.
> >>
> > John, you only need one <ESC> before the control char.
> > like so ? CHR$(27);CHR$(28).
> > Typing <ESC> <ESC> gives you the ESC character.
>
> I think that's what he wanted. He wants to actually display the ESC
> character.
> --

7655. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 23:37:13 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-C63263.19371324092006@news.isp.giganews.com>
Source record: 5812

In article <C139E2EA.CE41%gfa-basic@mint.net>, lp <gfa-basic@mint.net>
wrote:

> in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander wrote on
> 9/22/06 4:10 PM:
>
> >
> > "AlbaClause" <you@cogeco.ca> skrev i meddelandet
> > news:yaXQg.107776$sS1.42895@read1.cgocable.net...
> >> kev242@gmail.com wrote:
> >> ...
> >> I was at the trade show in Toronto when Diamond OS was released in Canada.
> >> An Atari dealer that I knew at the time picked up a few copies of Diamond
> >> OS and a couple of other titles that were released for the ST. I
> >> remember
> >> one of them being some sex software or something.
> >
> > So Diamond OS was released for the ST, but not for the 8-bit?
>
> No, Diamond OS was not released for the ST. The ST already has a GUI.
> Diamond OS was for system that didn't have a GUI. ;-)

Does it still survive out there somewhere? Would be interesting to look
at.

7656. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 23:39:57 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-88EB31.19395724092006@news.isp.giganews.com>
Source record: 5813

In article <NKgRg.17546$E02.6876@newsb.telia.net>,
"Anders Skelander" <ansk@hotmail.com> wrote:

> "lp" <gfa-basic@mint.net> skrev i meddelandet
> news:C139E2EA.CE41%gfa-basic@mint.net...
> > in article krXQg.17460$E02.6650@newsb.telia.net, Anders Skelander wrote on
> > 9/22/06 4:10 PM:
> > > ...
> > No, Diamond OS was not released for the ST. The ST already has a GUI.
> > Diamond OS was for system that didn't have a GUI. ;-)
>
> That sounds reasonable. I have had both the 8-bit and a two STs, but never
> heard of Diamond OS. But at least there was a GUI OS for the ST then.
>
> Did the Apple 8-bit last longer than the Atari 8-bit in the US? The Atari
> 8-bit had kind of a revival period circa 1985-1987 in Europe thanks to
> the 130XE selling relatively well.
>
> Anders

Here in the midwest US apple did better then atari, and commodore C64
wiped the floor with both of them on number of sales before it was all
over for the 8 bit market and the smoke had cleared.

I was one of the few atari people in the area, always an outcast :)

7657. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 23:42:16 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-D5AB3C.19421624092006@news.isp.giganews.com>
Source record: 5814

In article <4515bd3a$1$3487$91cee783@newsreader02.highway.telekom.at>,
"Daniel Mandic" <daniel_mandic@aon.at> wrote:

> Bill H wrote:
>
> > I believe the best selling 8-bit was the zx81 / Timex sinclair 1000
> > (same machine except internal ram size). Timex sold 1 - 2 million of
> > the TS1000's in the US alone and Sinclair sold over 1 million
> > overseas.
> >
> > Bill H www.ts1000.us
>
>
>
> Hi Bill!
>
>
>
> In terms of CPU, is the Z80 surely the leader ;-)
>
>
> Otherwise, I would guess the Nintendo System was the best selling. :-|
>
>
>
>
> Kind Regards,
>
> Daniel Mandic

CPU sales, that would be hard to track.. But i bet you are right since
there were so many machines that had the z80. (unless you count the
8088 as 8bit.. it was, sort of)

I still do think the C64 outsold any other 8 bit machine here in the US.
bunches and bunches were sold.. i heard something like 10 million?

7658. Re: Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-24 23:42:56 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-335050.19425624092006@news.isp.giganews.com>
Source record: 5815

In article <fVnRg.2601$R%1.2594@newsfe05.lga>, Geoff <grw888@yahoo.com>
wrote:

> It was the keyboard.
>
> I ended up buying a couple of old 800s from a guy for parts and swapped
> in the keyboard from one of them. That solved it. Everything is fine
> now. Plus the purchase included 300-400 old Atari game diskettes. I can
> see my old case of Atari thumb coming back at age 58! Thanks for
> everyone's suggestions.

Atari thumb?

7659. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 00:46:15 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <rFFRg.4217$vJ2.2101@newssvr12.news.prodigy.com>
Source record: 5816

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:> "Brad Rogers"
<brad@fineby.me.uk> wrote in message news:
>> On Sat, 23 Sep 2006 17:56:55 +0000, Rick Cortese wrote:
>>
>>> But if you really want to do it, it can be done either with artifacting
>>> or via display list interupts. That is, you can change the character set
>>> and text color for every line.
>>
>> IIRC, ANALOG magazine did a type-in to generate the necessary DLI code
>> for
>> multicoloured GR.0 screens.
>>
> I believe you're talking about DLI maker, Greg Anderson,
> Issue 38, page 19.
> I believe somebody 'messed' with the program as printed
> in the magazine, thinking they were following good practice
> instead of saying X=0, they put in X=Z0 or X=N0, but they
SNIP
The error in DLIMAKER was on line 160.
Need to change:
160 DNUM=DNUM+Z
to
160 DNUM=DNUM+K1
Also, in the resulting DLI file that is created, you have to
init K1=1, GOSUB 11000, GOSUB 10000.

7660. Re: Text mode color?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 00:57:19 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <PPFRg.4219$vJ2.3795@newssvr12.news.prodigy.com>
Source record: 5817

"Russg" <russgilb@MUNGEsbcyahoo.net> wrote in message news:
The DLIMAKER is in ANALOG 38, Jan. '86.

7661. Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 01:09:30 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <a%FRg.3871$vC3.2067@dukeread02>
Source record: 5818

```
2 Indust GT Drives NEW Never USED
1 XEP80 Needs Power Supply 9v 500ma
2 Supra 1150 Printer Interface 1 new in box
1 Atr8000 Have no idea what to do with it.

1 Atari 1040 ST
1 Atari 520 ST
1 Atari SC1224 Color monitor Older style. NEW NEVER USED
1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power plug
on rear is loose, turns on and off.
1 Atari Mono Monitor USED

Make offer on it all MUST GO, take it all before I E-bay it.
```

7662. Re: Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 01:45:16 UTC
From: Geoff <grw888@yahoo.com>
Message-ID: <NwGRg.3502$R%1.2683@newsfe05.lga>
Source record: 5819

ziggy wrote:
> In article <fVnRg.2601$R%1.2594@newsfe05.lga>, Geoff <grw888@yahoo.com>
> wrote:
>
>> It was the keyboard.
>>
>> I ended up buying a couple of old 800s from a guy for parts and swapped
>> in the keyboard from one of them. That solved it. Everything is fine
>> now. Plus the purchase included 300-400 old Atari game diskettes. I can
>> see my old case of Atari thumb coming back at age 58! Thanks for
>> everyone's suggestions.
>
> Atari thumb?

Sore from pushing the fire button seven million times.

7663. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 01:53:43 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <oyGRg.113955$sS1.93740@read1.cgocable.net>
Source record: 5820

Chuck B wrote:

> 2 Indust GT Drives NEW Never USED
> 1 XEP80 Needs Power Supply 9v 500ma
> 2 Supra 1150 Printer Interface 1 new in box
> 1 Atr8000 Have no idea what to do with it.
>
> 1 Atari 1040 ST
> 1 Atari 520 ST
> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
> plug on rear is loose, turns on and off.
> 1 Atari Mono Monitor USED
>
> Make offer on it all MUST GO, take it all before I E-bay it.

Uh, how can you say that something is "NEW" and has "NEVER" been "USED" when
you say in the same sentence that the thing is flaky and has a bad power
cord. Obviously, the monitor is _not_ "NEW" and _has been_ "USED"!

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7664. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 01:59:59 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <gEGRg.77220$ED.41356@read2.cgocable.net>
Source record: 5821

ziggy wrote:

> Here in the midwest US apple did better then atari, and commodore C64
> wiped the floor with both of them on number of sales before it was all
> over for the 8 bit market and the smoke had cleared.
>
> I was one of the few atari people in the area, always an outcast :)

hehe, don't you mean "always a rebel"? You're only an outcast if you have a
desire to belong to the group. They can't very well cast you out, if you
want nothing to do with them. Right?

Ya gotta remember that you _chose_ Atari! The Commodore and Apple people
didn't reject you; you rejected them. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7665. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 02:03:28 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <xHGRg.113956$sS1.68760@read1.cgocable.net>
Source record: 5822

ziggy wrote:

>
> CPU sales, that would be hard to track.. But i bet you are right since
> there were so many machines that had the z80. (unless you count the
> 8088 as 8bit.. it was, sort of)
>
> I still do think the C64 outsold any other 8 bit machine here in the US.
> bunches and bunches were sold.. i heard something like 10 million?

I would have to think that the 6502 processor was the best selling 8-bit
processor. They were in Commodore computers, Atari Computers, Apple
computers... The 6502 _owned_ 8-bit computing.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7666. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 03:24:01 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1159154641.685193.246320@d34g2000cwd.googlegroups.com>
Source record: 5823

AlbaClause wrote:
> Chuck B wrote:
>
> > 2 Indust GT Drives NEW Never USED
> > 1 XEP80 Needs Power Supply 9v 500ma
> > 2 Supra 1150 Printer Interface 1 new in box
> > 1 Atr8000 Have no idea what to do with it.
> >
> > 1 Atari 1040 ST
> > 1 Atari 520 ST
> > 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
> > 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
> > plug on rear is loose, turns on and off.
> > 1 Atari Mono Monitor USED
> >
> > Make offer on it all MUST GO, take it all before I E-bay it.
>
> Uh, how can you say that something is "NEW" and has "NEVER" been "USED" when
> you say in the same sentence that the thing is flaky and has a bad power
> cord. Obviously, the monitor is _not_ "NEW" and _has been_ "USED"!
>
>
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement

Lets give him a little credit for giving us in here a first stab at it.
I imagine you will find very few things for sale in here that can truly
go as NEW.
Isaac

7667. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 05:15:56 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0609250110080.12842@shell1>
Source record: 5824

On Sat, 23 Sep 2006, kev242@gmail.com wrote:

> Compare these figures with the Commodore 64
> which ended prod in 94 and sold in excess of 17 million!!!

Very true. The Guiness Book of World Records lists the Commodore
64 as the best-selling home computer of all time (though it says
Commodore sold 30 million of the machines. The book probably lumped all
the various Commodore models along with the C64).

Emergency Chicagoland Commodore
Convention this Saturday!
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7668. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 11:02:30 UTC
From: Anders <ansk@hotmail.com>
Message-ID: <1159182150.394540.185550@m73g2000cwd.googlegroups.com>
Source record: 5825

ziggy wrote:
> > ...
> Here in the midwest US apple did better then atari, and commodore C64
> wiped the floor with both of them on number of sales before it was all
> over for the 8 bit market and the smoke had cleared.

I suppose there were many TI 99/4A owners in your area?

Anders

7669. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 12:54:43 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <4517d193$1$26616$91cee783@newsreader01.highway.telekom.at>
Source record: 5826

ziggy wrote:

> I still do think the C64 outsold any other 8 bit machine here in the
> US. bunches and bunches were sold.. i heard something like 10
> million?

This is all o.k., but Nintendo is still selling. So I placed it on the first place. Not to mention the moneyearning-difference in sold games, between a nintendo and the c64.

The 88 is also a good point, as you could say it is one of the predecessor of today PC's. At least, my i686 (P3-S) can drive software from all intel-compatible times :). With a DOS Windows combination, seperately of course. And it is not so old... the CPU came out, about 2000.
Even a basic-listing (~1979-81) with numbering 10, 20, 30 etc.. appeared on the monitor :-), in 320x200. DOS, of course.

I like it.... ;-), but older games are not so good on PC as you can find smoother and better versions, on other calculators. e.g. Monkey Island, SSI RPG-series.
Some later DOS Games are fine! Warcraft II, Settler II for example

Best Regards,

Daniel Mandic

7670. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 16:26:39 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <JkTRg.79039$ED.50627@read2.cgocable.net>
Source record: 5827

lp wrote:

> in article 1159154641.685193.246320@d34g2000cwd.googlegroups.com,
> mr_i_davis@hotmail.com wrote on 9/24/06 11:24 PM:
>
>>
>> AlbaClause wrote:
>>> Chuck B wrote:
>>>
>>>> 2 Indust GT Drives NEW Never USED
>>>> 1 XEP80 Needs Power Supply 9v 500ma
>>>> 2 Supra 1150 Printer Interface 1 new in box
>>>> 1 Atr8000 Have no idea what to do with it.
>>>>
>>>> 1 Atari 1040 ST
>>>> 1 Atari 520 ST
>>>> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
>>>> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
>>>> plug on rear is loose, turns on and off.
>>>> 1 Atari Mono Monitor USED
>>>>
>>>> Make offer on it all MUST GO, take it all before I E-bay it.
>>>
>>> Uh, how can you say that something is "NEW" and has "NEVER" been "USED"
>>> when you say in the same sentence that the thing is flaky and has a bad
>>> power
>>> cord. Obviously, the monitor is _not_ "NEW" and _has been_ "USED"!
>>>
>>>
>>>
>>> --
>>> --
>>> "I don't do girls; it's in my contract!"
>>> --W.D.Duke,
>>> Comment on signing $1 billion corruption and crime settlement
>>
>>
>> Lets give him a little credit for giving us in here a first stab at it.
>> I imagine you will find very few things for sale in here that can truly
>> go as NEW.
>
> Could of been damaged during shipping. That's quite common.
> Then never used.
>

He said that the monitor turns on and off. The only way to know that the monitor turns on and off is to use it. Therefore, his claim that the monitor is "NEW" and that it has "NEVER" been "USED" is false.

And why should you accept the word of someone that is clearly lying about the items he/she is attempting to sell. If he/she is lying about this, how can we know that he/she is not lying about anything else?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7671. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 16:48:32 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <ALTRg.7951$lj.6207@newssvr14.news.prodigy.com>
Source record: 5828

"AlbaClause" <you@cogeco.ca> wrote in message news:>>
>
> He said that the monitor turns on and off. The only way to know that the
> monitor turns on and off is to use it. Therefore, his claim that the
> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>
> And why should you accept the word of someone that is clearly lying about
> the items he/she is attempting to sell. If he/she is lying about this,
> how can we know that he/she is not lying about anything else?
>
The poster wasn't trying to mislead (lying). He was trying to
be descriptive. There is a slight problem with the monitor and
he's trying to point it out. The monitor was probably in storage
and got a loose power cord damage in storage. Just plugging it
in and seeing that it has a raster isn't USED, I would say it
was never used in an ST setup, just tested because of the loose
power cord. Any prospective buyer can expect a clean
monitor with a loose power cord, that's all. I can't remember
if a SC1224 has a fixed power cord or a jack and removable
cord like most VGA monitors and desktop computers.

7672. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 16:56:47 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <jTTRg.7953$lj.5050@newssvr14.news.prodigy.com>
Source record: 5830

In this circumstance, selling old, but unused stuff, I would
want the item checked out. The more checking the better.
For a monitor, I'd want it plugged into an computer and
see that it comes up with the desktop. For the Indus drives,
I'd want them hooked into an 8-bit and at least booted
from floppy, if not run a thorough 720 sector read/write
and format, all button checked. Even if they've never been
out of the box, I'd prefer them checked out.

7673. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 17:00:15 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.25.17.00.14.480298@charter.net>
Source record: 5829

On Mon, 25 Sep 2006 12:26:39 -0400, AlbaClause wrote:

> He said that the monitor turns on and off. The only way to know that the
> monitor turns on and off is to use it. Therefore, his claim that the
> monitor is "NEW" and that it has "NEVER" been "USED" is false.

IMHO, thats a sorry argument. What monitor, new from the factory, was
never turned on, even during testing??? When he says "never been used" its
pretty clear he means by an end-user. Not to put you down, but really, it
shouldn't take a rocket scientist to figure that one out. :)

> And why should you accept the word of someone that is clearly lying about
> the items he/she is attempting to sell. If he/she is lying about this,
> how can we know that he/she is not lying about anything else?

I know Charles. He's a fellow Atari SysOp. I'd take him at his word. This
"jackpot" he received was from a former Atari dealer. You might want to
think about that for a moment before you slam him.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7674. Re: How to print to screen escape characters?

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 21:12:18 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <ef9glh02tkc@news2.newsguy.com>
Source record: 5831

> He had it correct for what he wanted, which was display the little pine
> tree
> from a program statement. The <esc> <ctrl-up> sequence puts the up
> character
> in a program line, but then it only moves the cursor when printed. In
> order
> to display the little tree, you need an escape character in the print
> string
> before the ctrl-up; something like:
> <quote> <esc> <esc> <esc> <ctrl-up> <quote>
>
> -Jess
>
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:p%zQg.72748$ED.13019@read2.cgocable.net...
> > Russg wrote:
> >
> > >
> > > "JohnH." <john@jrcc.net> wrote in message news:>
> > >> Never mind. I just found the answer.
> > >>
> > >> ? "<Esc><Esc><Esc><Ctrl><Up>"
> > >>
> > >> If you put the <Esc><Esc> character before the actual escape
> > >> character
> > >> that you want to display, the escape character will display properly.
> > >>
> > > John, you only need one <ESC> before the control char.
> > > like so ? CHR$(27);CHR$(28).
> > > Typing <ESC> <ESC> gives you the ESC character.
> > >
> > I think that's what he wanted. He wants to actually display the ESC
> > character.
> > --

An additional way to accomplish what you want is to Poke 766,1 which will turn off the interpreting of characters control codes and simply print them (making it unnecessary to use <Esc> at all before each of them). You would Poke 766,0 to return things to normal afterwards.

It would look like this: POKE 766,1:? "<Ctrl+Up>":POKE 766,0 .

The one side effect of this method would be that no other control codes that are printed will be interpreted while location 766=1 (the one used most often is the clear screen character).

Yet another way to accomplish the same thing would be to place the character codes into screen memory directly (though this requires translating them to that format), I mention this last method only for completeness, knowing that this is something you would probably never want to do for your purposes.

Demivec

7675. Re: Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 21:36:49 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-71D095.17364825092006@news.isp.giganews.com>
Source record: 5832

In article <NwGRg.3502$R%1.2683@newsfe05.lga>, Geoff <grw888@yahoo.com>
wrote:

> ziggy wrote:
> > In article <fVnRg.2601$R%1.2594@newsfe05.lga>, Geoff <grw888@yahoo.com>
> > wrote:
> >
> >> It was the keyboard.
> >>
> >> I ended up buying a couple of old 800s from a guy for parts and swapped
> >> in the keyboard from one of them. That solved it. Everything is fine
> >> now. Plus the purchase included 300-400 old Atari game diskettes. I can
> >> see my old case of Atari thumb coming back at age 58! Thanks for
> >> everyone's suggestions.
> >
> > Atari thumb?
>
> Sore from pushing the fire button seven million times.

Ah, a gamer thing.. i rarely played games in the old days but i should
have thought of that.. doh!

7676. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 21:38:18 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-CC86CD.17381825092006@news.isp.giganews.com>
Source record: 5833

In article <1159182150.394540.185550@m73g2000cwd.googlegroups.com>,
"Anders" <ansk@hotmail.com> wrote:

> ziggy wrote:
> > > ...
> > Here in the midwest US apple did better then atari, and commodore C64
> > wiped the floor with both of them on number of sales before it was all
> > over for the 8 bit market and the smoke had cleared.
>
> I suppose there were many TI 99/4A owners in your area?
>
> Anders

There were a few, but the cost kept them on the shelves for the most
part, until the mad dumping at the end.

Ive only seen a couple around here. Not including mine.

7677. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 21:45:30 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-8E8BB4.17453025092006@news.isp.giganews.com>
Source record: 5834

In article <xHGRg.113956$sS1.68760@read1.cgocable.net>,
AlbaClause <you@cogeco.ca> wrote:

> ziggy wrote:
>
> >
> > CPU sales, that would be hard to track.. But i bet you are right since
> > there were so many machines that had the z80. (unless you count the
> > 8088 as 8bit.. it was, sort of)
> >
> > I still do think the C64 outsold any other 8 bit machine here in the US.
> > bunches and bunches were sold.. i heard something like 10 million?
>
>
> I would have to think that the 6502 processor was the best selling 8-bit
> processor. They were in Commodore computers, Atari Computers, Apple
> computers... The 6502 _owned_ 8-bit computing.

Thats true, until you also start including smart terminals and imports
from japan. the Z80 was king over there. So you would get all these
Epsons, Sonys, etc coming over to the US. Remember, most every cpm
machine had a Z80 in it somewhere and there were lots of those.

Dont forget too that Tandy pumped out tons and tons of Z80 machines. (
oh and Sinclair.)

Perhaps its time to find out total numbers of production on various
machines ? Just out of curiosity, as it really doesnt *mean* a hell of a
lot at this stage....

Here in my collection of about 30 8bit machines its pretty much a wash
between 65xx and Z80. Couple of 68xx.

7678. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 22:03:03 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <4gYRg.79047$ED.10698@read2.cgocable.net>
Source record: 5835

Ronald J. Hall wrote:

> On Mon, 25 Sep 2006 12:26:39 -0400, AlbaClause wrote:
>
>> He said that the monitor turns on and off. The only way to know that
>> the
>> monitor turns on and off is to use it. Therefore, his claim that the
>> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>
> IMHO, thats a sorry argument. What monitor, new from the factory, was
> never turned on, even during testing??? When he says "never been used" its
> pretty clear he means by an end-user. Not to put you down, but really, it
> shouldn't take a rocket scientist to figure that one out. :)
>

The assumption was that he _was_ an end user. The assumption was that he
had used it... even if he had only used it for testing, the claim that
the monitor was "never used" is rendered false.

>> And why should you accept the word of someone that is clearly lying about
>> the items he/she is attempting to sell. If he/she is lying about this,
>> how can we know that he/she is not lying about anything else?
>
> I know Charles. He's a fellow Atari SysOp. I'd take him at his word. This
> "jackpot" he received was from a former Atari dealer. You might want to
> think about that for a moment before you slam him.
>

My comments were _not_ meant as a slam of Charles, merely as an observation
on the seemingly inaccurate information offered by Charles. It would not
have taken much to say, "this machine has only been used for testing."

There's a lot to be said for clarity of description... Most obvious, is
that prospective buyers know exactly what they're getting, and are not
scared off by seemingly contradictory descriptions.

I can appreciate that you personally know Charles and can vouch for his
honesty and integrity, but common sense would dictate that most people do
not know Charles. More to the point, most people's only impression of
Charles' integrity is derived solely from his ad -- which I'm sure you'll
agree, was not exactly clear, and left much room for doubt.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,

Comment on signing $1 billion corruption and crime settlement

7679. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 22:18:21 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <quYRg.79048$ED.37152@read2.cgocable.net>
Source record: 5836

lp wrote:

> in article pan.2006.09.25.17.00.14.480298@charter.net, Ronald J. Hall
> wrote on 9/25/06 1:00 PM:
>
>> I know Charles. He's a fellow Atari SysOp. I'd take him at his word. This
>> "jackpot" he received was from a former Atari dealer. You might want to
>> think about that for a moment before you slam him.
>
> The other option would of been to stay quiet and/or not buy from the guy.
> To easy. lol
>

My grade eight teacher used to say, "say what you mean, and mean what you say." It just makes it easier for other people to understand exactly what you mean.

I'm not trying to be an ass here, but I've noticed that those who have come to the defense of Charles, have greater knowledge of him and his items then the rest of us do. For example, Ron Hall stated that this stuff had come from an old Atari dealer. The rest of us didn't know this because it is not mentioned in the ad.

Being clear in your description is also very easy. And it goes a long way in eliminating questions from those who are not able to read minds, or have no personal knowledge of the seller and/or his goods. I fail to see how anyone can honestly say that his ad was clear; it was not.

Say what you mean. Too easy. :p

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7680. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 22:26:40 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <eCYRg.114039$sS1.73749@read1.cgocable.net>
Source record: 5837

Russg wrote:

>
> "AlbaClause" <you@cogeco.ca> wrote in message news:>>
>>
>> He said that the monitor turns on and off. The only way to know that
>> the
>> monitor turns on and off is to use it. Therefore, his claim that the
>> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>>
>> And why should you accept the word of someone that is clearly lying about
>> the items he/she is attempting to sell. If he/she is lying about this,
>> how can we know that he/she is not lying about anything else?
>>
> The poster wasn't trying to mislead (lying). He was trying to
> be descriptive. There is a slight problem with the monitor and
> he's trying to point it out. The monitor was probably in storage
> and got a loose power cord damage in storage. Just plugging it
> in and seeing that it has a raster isn't USED, I would say it
> was never used in an ST setup, just tested because of the loose
> power cord. Any prospective buyer can expect a clean
> monitor with a loose power cord, that's all. I can't remember
> if a SC1224 has a fixed power cord or a jack and removable
> cord like most VGA monitors and desktop computers.

You're making assumptions for which you have no basis on which to do so.
The seller was not very descriptive. The fact that you and I both jumped
to conclusions is a testament to this fact.

You state that the monitor was "probably in storage and got a loose power
cord damage in storage." You do not know this for fact, and the seller
offers no information that this could or would be the case. Likewise, the
seller offered descriptive information that was quite clearly
contradictory. My assumption is no more incorrect than yours is; both
were based on incomplete information.

In a court of law, by the way, your argument would have raised an objection
from the opposing party. My line of thought would have been construed as
proper discourse. As such, perhaps I've just become far more cynical in
my old age, and justifiably so, I might add.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7681. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 22:50:15 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-1D491C.18501525092006@news.isp.giganews.com>
Source record: 5838

In article <a%FRg.3871$vC3.2067@dukeread02>,
"Chuck B" <cabacon@cox.net> wrote:

> 2 Indust GT Drives NEW Never USED
> 1 XEP80 Needs Power Supply 9v 500ma
> 2 Supra 1150 Printer Interface 1 new in box
> 1 Atr8000 Have no idea what to do with it.
>
> 1 Atari 1040 ST
> 1 Atari 520 ST
> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power plug
> on rear is loose, turns on and off.
> 1 Atari Mono Monitor USED
>
> Make offer on it all MUST GO, take it all before I E-bay it.

Where are you located? (shipping monitors long distance is a killer)

7682. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 23:09:30 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <oeZRg.114042$sS1.29593@read1.cgocable.net>
Source record: 5839

lp wrote:

> in article jTTRg.7953$Ij.5050@newssvr14.news.prodigy.com, Russg wrote on
> 9/25/06 12:56 PM:
>
>>
>> In this circumstance, selling old, but unused stuff, I would
>> want the item checked out. The more checking the better.
>> For a monitor, I'd want it plugged into an computer and
>> see that it comes up with the desktop. For the Indus drives,
>> I'd want them hooked into an 8-bit and at least booted
>> from floppy, if not run a thorough 720 sector read/write
>> and format, all button checked. Even if they've never been
>> out of the box, I'd prefer them checked out.
>
> Can't agree more.
>
> I kill-filed that complainer some time ago. Unfortunately replies get
> though. ;-P
>

Ah, that just breaks my heart. :p Now if you only had something worthwhile
to post... lol

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7683. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-25 23:33:48 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-D5C514.19334825092006@news.isp.giganews.com>
Source record: 5840

In article <4517d193$1$26616$91cee783@newsreader01.highway.telekom.at>,
"Daniel Mandic" <daniel_mandic@aon.at> wrote:

> ziggy wrote:
>
> > I still do think the C64 outsold any other 8 bit machine here in the
> > US. bunches and bunches were sold.. i heard something like 10
> > million?
>
>
> This is all o.k., but Nintendo is still selling. So I placed it on the
> first place. Not to mention the moneyearning-difference in sold games,
> between a nintendo and the c64.
>
> The 88 is also a good point, as you could say it is one of the
> predecessor of today PC's. At least, my i686 (P3-S) can drive software
> from all intel-compatible times :). With a DOS Windows combination,
> seperately of course. And it is not so old... the CPU came out, about
> 2000.
> Even a basic-listing (~1979-81) with numbering 10, 20, 30 etc..
> appeared on the monitor :-), in 320x200. DOS, of course.
>
> I like it.... ;-), but older games are not so good on PC as you can
> find smoother and better versions, on other calculators. e.g. Monkey
> Island, SSI RPG-series.
> Some later DOS Games are fine! Warcraft II, Settler II for example
>
>
>
> Best Regards,
>
> Daniel Mandic

And the gameboys had a stripped down Z80.. so even in 2006 there are
still lots of z80s out there.

I never did games, so that part of the retro thing never has done much
for me. I was one of the boring types.

7684. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 00:58:24 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <tQ_Rg.79054$ED.17988@read2.cgocable.net>
Source record: 5841

ziggy wrote:

>
> And the gameboys had a stripped down Z80.. so even in 2006 there are
> still lots of z80s out there.
>
> I never did games, so that part of the retro thing never has done much
> for me. I was one of the boring types.

The Atari 2600 used the 6507 processor, which was a stripped down 6502. The 6502 was the cheapest 8-bit processor available when it was introduced and was used in Atari, Apple, and Commodore computers. The Commodore 128 used both the 6502 and the Z80 processor.

The high end 680x0 based Macintosh computers (Quadra 900 and 950) of the early nineties also used the 6502 processors as IOPs. I believe these machines shipped with two 6502 processors on the motherboard -- or logic board in Apple speak.

The 6502 processor, which was created by MOS Technologies, was also manufactured by Rockwell and Synertek. In later years, the 6502 design was licensed to several other companies.

Some of the companies that used 6502 processors as the core of their computer designs include: Acorn, Apple, Atari, Commodore, Compukit, Franklin, MOS Technologies (Yes, they also produced an 8-bit computer), Ohio Scientific, Oric/Tangerine, and Video Technologies.

Some universities still use the 6502 processor to teach assembly language and computer architecture. These universities include the University of Tasmania, Hull University, and the University of Applied Sciences in Germany, among others.

6502 processors are still used in embedded architectures and are still widely available. In addition, there were several 16-bit processors created that were based on the 6502. These include the 65802 and 65816 among others.

Whether there were more 6502 processors produced and sold than the Z80 processor, I do not know. Do you?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7685. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 01:06:06 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tggn0xg8dbvw6m@fred>
Source record: 5842

On Sun, 24 Sep 2006 23:05:26 -0500, lp <gfa-basic@mint.net> wrote:

> I thought someone got permission from Reeve Software to put Diamond OS on
> download sites, but I might be mistaken. I vaguely recall something like
> that. Anyone?

Found in Google Groups:

From: Alan Reeve - view profile
Date: Fri, Sep 24 1999 12:00 am

As of the past week we've starting receiving email asking where
Diamond GOS can be obtained. It's not advertisied on our web page at
www.reevesoft.com so you can probably guess that we don't have any :)
If we had them we'd want to sell them.
Diamond GOS supply was all sold back in 1990 and ICD informed us
that they would no longed be producing SuperCarts for us to use so we
could place one last order and beyond that never see them again.
That's why so few were made (I think the count is around a thousand
encompassing all versions).
We have since released the 64K PROM and encouraged emulator
developers to emulate it providing technical assistance to one
gentleman who expressed an interest and sounded like he was making
good progress. Source code will not be released and made freely
available for many reasons which I'm not going to go into.
In any event, the ROM was released and everyone is free to have a
copy provided that there's no commercial gain from it. We, however,
are not going to be posting it every two weeks and take on the role of
supplier nor can we keep answering Atari 8-bit oriented emails asking
if we have any to sell.
- Thanks, Alan

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7686. Re: Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 01:15:37 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Za%Rg.8047$lj.5357@newssvr14.news.prodigy.com>
Source record: 5844

"ziggy" <ziggy@fakedaddress.com> wrote in message news:ziggy-
> In article <NwGRg.3502$R%1.2683@newsfe05.lga>, Geoff <>
> wrote:
>
>> ziggy wrote:
>> > In article <Geoff <grw888@yahoo.com>
>> > wrote:
>> >
>> >> It was the keyboard.
>> >>
>> >> I ended up buying a couple of old 800s from a guy for parts and
>> >> swapped
>> >> in the keyboard from one of them. That solved it. Everything is fine
>> >> now. Plus the purchase included 300-400 old Atari game diskettes. I
>> >> can
>> >> see my old case of Atari thumb coming back at age 58! Thanks for
>> >> everyone's suggestions.
>> >
>> > Atari thumb?
>>
>> Sore from pushing the fire button seven million times.
>
> Ah, a gamer thing.. i rarely played games in the old days but i should
> have thought of that.. doh!
I remember a game I only tried once. I believe it was
"Track and Field", you had to jag the joystick back and forth
to control the legs, and maybe a fire button to jump. It only
took a few minutes to detroy your hand with cramps.
I finished 'Crash Dive' again, it was one of the first programs
I typed in from ANALOG. Moriarty went on to write for
INFOCOM, the premier for text adventures.
but I digress.

7687. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 01:19:02 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <P7%Rg.79058$ED.69555@read2.cgocable.net>
Source record: 5843

<posted & mailed>

AlbaClause wrote:

> ziggy wrote:
>
>
>
>>
>> And the gameboys had a stripped down Z80.. so even in 2006 there are
>> still lots of z80s out there.
>>
>> I never did games, so that part of the retro thing never has done much
>> for me. I was one of the boring types.
>
>
> The Atari 2600 used the 6507 processor, which was a stripped down 6502.
> The 6502 was the cheapest 8-bit processor available when it was introduced
> and
> was used in Atari, Apple, and Commodore computers. The Commodore 128 used
> both the 6502 and the Z80 processor.
>
> The high end 680x0 based Macintosh computers (Quadra 900 and 950) of the
> early nineties also used the 6502 processors as IOPs. I believe these
> machines shipped with two 6502 processors on the motherboard -- or logic
> board in Apple speak.
>
> The 6502 processor, which was created by MOS Technologies, was also
> manufactured by Rockwell and Synertek. In later years, the 6502 design
> was licensed to several other companies.
>
> Some of the companies that used 6502 processors as the core of their
> computer designs include: Acorn, Apple, Atari, Commodore, Compukit,
> Franklin, MOS Technologies (Yes, they also produced an 8-bit computer),
> Ohio Scientific, Oric/Tangerine, and Video Technologies.
>
> Some universities still use the 6502 processor to teach assembly language
> and computer architecture. These universities include the University of
> Tasmania, Hull University, and the University of Applied Sciences in
> Germany, among others.
>
> 6502 processors are still used in embedded architectures and are still
> widely available. In addition, there were several 16-bit processors
> created that were based on the 6502. These include the 65802 and 65816
> among others.

>
> Whether there were more 6502 processors produced and sold than the Z80
> processor, I do not know. Do you?
>

Here's some more information about the 6502. The 6502 was the same chip as the previous 6501, which it replaced, albeit with a different pin assignment. The 6501 was created by MOS Technologies to be a cheaper replacement for the Motorola 6800.

By using a simpler design, MOS Technologies was able to create a processor that was pin compatible with the Motorola 6800, and ran somewhat faster. Motorola immediately launched a lawsuit and production of the 6501 processor was halted. MOS Technologies reassigned the pins of the 6501 and released the 6501 as the 6502 processor. This, apparently, was enough to appease the legal department of Motorola.

As previously mentioned in another post, there were several different versions of the 6502 processor released under names like the 6503 and 6507 processors. The 6507, also as previously mentioned, were used in the Atari 2600 video game consoles as well as Atari branded disk drives.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7688. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 02:16:48 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <k40Sg.36190$rP1.35866@news-server.bigpond.net.au>
Source record: 5845

AlbaClause wrote:
> <posted & mailed>
>
> AlbaClause wrote:
>
>
>>ziggy wrote:
>>
>>
>>
>>
>>>And the gameboys had a stripped down Z80.. so even in 2006 there are
>>>still lots of z80s out there.
>>>
>>>I never did games, so that part of the retro thing never has done much
>>>for me. I was one of the boring types.
>>
>>
>>The Atari 2600 used the 6507 processor, which was a stripped down 6502.
>>The 6502 was the cheapest 8-bit processor available when it was introduced
>>and
>>was used in Atari, Apple, and Commodore computers. The Commodore 128 used
>>both the 6502 and the Z80 processor.
>>
>>The high end 680x0 based Macintosh computers (Quadra 900 and 950) of the
>>early nineties also used the 6502 processors as IOPs. I believe these
>>machines shipped with two 6502 processors on the motherboard -- or logic
>>board in Apple speak.
>>
>>The 6502 processor, which was created by MOS Technologies, was also
>>manufactured by Rockwell and Synertek. In later years, the 6502 design
>>was licensed to several other companies.
>>
>>Some of the companies that used 6502 processors as the core of their
>>computer designs include: Acorn, Apple, Atari, Commodore, Compukit,
>>Franklin, MOS Technologies (Yes, they also produced an 8-bit computer),
>>Ohio Scientific, Oric/Tangerine, and Video Technologies.
>>
>>Some universities still use the 6502 processor to teach assembly language
>>and computer architecture. These universities include the University of
>>Tasmania, Hull University, and the University of Applied Sciences in
>>Germany, among others.
>>
>>6502 processors are still used in embedded architectures and are still

>>widely available. In addition, there were several 16-bit processors
>>created that were based on the 6502. These include the 65802 and 65816
>>among others.
>>
>>Whether there were more 6502 processors produced and sold than the Z80
>>processor, I do not know. Do you?
>>
>
>
> Here's some more information about the 6502. The 6502 was the same chip as
> the previous 6501, which it replaced, albeit with a different pin
> assignment. The 6501 was created by MOS Technologies to be a cheaper
> replacement for the Motorola 6800.
>
> By using a simpler design, MOS Technologies was able to create a processor
> that was pin compatible with the Motorola 6800, and ran somewhat faster.
> Motorola immediately launched a lawsuit and production of the 6501
> processor was halted. MOS Technologies reassigned the pins of the 6501
> and released the 6501 as the 6502 processor. This, apparently, was enough
> to appease the legal department of Motorola.
>
> As previously mentioned in another post, there were several different
> versions of the 6502 processor released under names like the 6503 and 6507
> processors. The 6507, also as previously mentioned, were used in the Atari
> 2600 video game consoles as well as Atari branded disk drives.
>
>

This one too,

http://en.wikipedia.org/wiki/Atari_Lynx#Technical_specifications

MOS 65SC02 processor running at up to 4 MHz (~3.6 MHz average)

Mark

7689. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 02:37:10 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1159238229.862380.41000@k70g2000cwa.googlegroups.com>
Source record: 5846

Chuck B wrote:
> 2 Indust GT Drives NEW Never USED
> 1 XEP80 Needs Power Supply 9v 500ma
> 2 Supra 1150 Printer Interface 1 new in box
> 1 Atr8000 Have no idea what to do with it.
>
> 1 Atari 1040 ST
> 1 Atari 520 ST
> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power plug
> on rear is loose, turns on and off.
> 1 Atari Mono Monitor USED
>
> Make offer on it all MUST GO, take it all before I E-bay it.

What would you want for the Indus drives?

7690. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 03:52:01 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <wt1Sg.4142$vC3.971@dukeread02>
Source record: 5847

Easy I pulled the monitor out of the ORIGIONAL BOX SEALED UP!!!! WITH TAKE
AND PLASTIC Still over it. HAD staples in the box, and the UPS seal over it
from the early 90's. Take your doubt somewhere else.
----- Original Message -----
From: "AlbaClause" <you@cogeco.ca>
Newsgroups: comp.sys.atari.8bit
Sent: Sunday, September 24, 2006 9:53 PM
Subject: Re: Atari Stuff for sale.

"AlbaClause" <you@cogeco.ca> wrote in message
news:oyGRg.113955$sS1.93740@read1.cgocable.net...
> Chuck B wrote:
>
>> 2 Indust GT Drives NEW Never USED
>> 1 XEP80 Needs Power Supply 9v 500ma
>> 2 Supra 1150 Printer Interface 1 new in box
>> 1 Atr8000 Have no idea what to do with it.
>>
>> 1 Atari 1040 ST
>> 1 Atari 520 ST
>> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
>> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
>> plug on rear is loose, turns on and off.
>> 1 Atari Mono Monitor USED
>>
>> Make offer on it all MUST GO, take it all before I E-bay it.
>
> Uh, how can you say that something is "NEW" and has "NEVER" been "USED"
> when
> you say in the same sentence that the thing is flaky and has a bad power
> cord. Obviously, the monitor is _not_ "NEW" and _has been_ "USED"!
>
>
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement
>

7691. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 03:55:17 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <Aw1Sg.4143$vC3.3641@dukeread02>
Source record: 5698

```
Listen Pal. I NEVER sell a item that I cannot verify works. Why in the world
would anyone screw someone like that. I opened it up tried out every item so
no one buys it and gets a suprise thats its not working. By you thought,
every tv you buy at the store is used because they had to turn it on to make
sure it works, and every car they make is used because they had to drive it
to the carrier to load it up. Come on man. WTF
"AlbaClause" <you@cogeco.ca> wrote in message
news:JkTRg.79039$ED.50627@read2.cgocable.net...
> lp wrote:
>
>> in article 1159154641.685193.246320@d34g2000cwd.googlegroups.com,
>> mr_i_davis@hotmail.com wrote on 9/24/06 11:24 PM:
>>
>>>
>>> AlbaClause wrote:
>>>> Chuck B wrote:
>>>>
>>>>> 2 Indust GT Drives NEW Never USED
>>>>> 1 XEP80 Needs Power Supply 9v 500ma
>>>>> 2 Supra 1150 Printer Interface 1 new in box
>>>>> 1 Atr8000 Have no idea what to do with it.
>>>>>
>>>>> 1 Atari 1040 ST
>>>>> 1 Atari 520 ST
>>>>> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
>>>>> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
>>>>> plug on rear is loose, turns on and off.
>>>>> 1 Atari Mono Monitor USED
>>>>>
>>>>> Make offer on it all MUST GO, take it all before I E-bay it.
>>>>
>>>> Uh, how can you say that something is "NEW" and has "NEVER" been "USED"
>>>> when you say in the same sentence that the thing is flaky and has a bad
>>>> power
>>>> cord. Obviously, the monitor is _not_ "NEW" and _has been_ "USED"!
>>>>
>>>>
>>>>
>>>> --
>>>> --
>>>> "I don't do girls; it's in my contract!"
>>>> --W.D.Duke,
>>>> Comment on signing $1 billion corruption and crime settlement
>>>
```

>>>
>>> Lets give him a little credit for giving us in here a first stab at it.
>>> I imagine you will find very few things for sale in here that can truly
>>> go as NEW.
>>
>> Could of been damaged during shipping. That's quite common.
>> Then never used.
>>
>
> He said that the monitor turns on and off. The only way to know that the
> monitor turns on and off is to use it. Therefore, his claim that the
> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>
> And why should you accept the word of someone that is clearly lying about
> the items he/she is attempting to sell. If he/she is lying about this,
> how can we know that he/she is not lying about anything else?
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement
>

7692. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 03:57:22 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <xy1Sg.4144$vC3.621@dukeread02>
Source record: 5699

```
Someone is crabby!! and has a horrible life
!
"AlbaClause" <you@cogeco.ca> wrote in message
news:eCYRg.114039$sS1.73749@read1.cgocable.net...
> Russg wrote:
>
>>
>> "AlbaClause" <you@cogeco.ca> wrote in message news:>>
>>>
>>> He said that the monitor turns on and off. The only way to know that
>>> the
>>> monitor turns on and off is to use it. Therefore, his claim that the
>>> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>>>
>>> And why should you accept the word of someone that is clearly lying
>>> about
>>> the items he/she is attempting to sell. If he/she is lying about this,
>>> how can we know that he/she is not lying about anything else?
>>>
>> The poster wasn't trying to mislead (lying). He was trying to
>> be descriptive. There is a slight problem with the monitor and
>> he's trying to point it out. The monitor was probably in storage
>> and got a loose power cord damage in storage. Just plugging it
>> in and seeing that it has a raster isn't USED, I would say it
>> was never used in an ST setup, just tested because of the loose
>> power cord. Any prospective buyer can expect a clean
>> monitor with a loose power cord, that's all. I can't remember
>> if a SC1224 has a fixed power cord or a jack and removable
>> cord like most VGA monitors and desktop computers.
>
> You're making assumptions for which you have no basis on which to do so.
> The seller was not very descriptive. The fact that you and I both jumped
> to conclusions is a testament to this fact.
>
> You state that the monitor was "probably in storage and got a loose power
> cord damage in storage." You do not know this for fact, and the seller
> offers no information that this could or would be the case. Likewise,
> the
> seller offered descriptive information that was quite clearly
> contradictory. My assumption is no more incorrect than yours is; both
> were based on incomplete information.
>
> In a court of law, by the way, your argument would have raised an
> objection
```

> from the opposing party. My line of thought would have been construed as
> proper discourse. As such, perhaps I've just become far more cynical in
> my old age, and justifiably so, I might add.
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement
>

7693. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 04:02:14 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <5D1Sg.4145$vC3.2299@dukeread02>
Source record: 5700

Going through life trying to find the flaws in everything, as in my choice
of words to describe my products was a huge waste of time, and brain power.
If you wanted to be smart, you could have just started asking question about
what I was selling. Instead you started picking apart what I said. To me
this is a horible use to time and brain power.
"AlbaClause" <you@cogeco.ca> wrote in message
news:4gYRg.79047$ED.10698@read2.cgocable.net...
> Ronald J. Hall wrote:
>
>> On Mon, 25 Sep 2006 12:26:39 -0400, AlbaClause wrote:
>>
>>> He said that the monitor turns on and off. The only way to know that
>>> the
>>> monitor turns on and off is to use it. Therefore, his claim that the
>>> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>>
>> IMHO, thats a sorry argument. What monitor, new from the factory, was
>> never turned on, even during testing??? When he says "never been used"
>> its
>> pretty clear he means by an end-user. Not to put you down, but really, it
>> shouldn't take a rocket scientist to figure that one out. :)
>>
>
> The assumption was that he _was_ an end user. The assumption was that he
> _had_ used it... even if he had only used it for testing, the claim that
> the monitor was "never used" is rendered false.
>
>
>>> And why should you accept the word of someone that is clearly lying
>>> about
>>> the items he/she is attempting to sell. If he/she is lying about this,
>>> how can we know that he/she is not lying about anything else?
>>
>> I know Charles. He's a fellow Atari SysOp. I'd take him at his word. This
>> "jackpot" he received was from a former Atari dealer. You might want to
>> think about that for a moment before you slam him.
>>
>
> My comments were _not_ meant as a slam of Charles, merely as an
> observation
> on the seemingly inaccurate information offered by Charles. It would not
> have taken much to say, "this machine has only been used for testing."
>
> There's a lot to be said for clarity of description... Most obvious, is

> that prospective buyers know exactly what they're getting, and are not
> scared off by seemingly contradictory descriptions.
>
> I can appreciate that you personally know Charles and can vouch for his
> honesty and integrity, but common sense would dictate that most people do
> not know Charles. More to the point, most people's only impression of
> Charles' integrity is derived solely from his ad -- which I'm sure you'll
> agree, was not exactly clear, and left much room for doubt.
>
>
> --
> --
> "I don't do girls; it's in my contract!"
> --W.D.Duke,
> Comment on signing $1 billion corruption and crime settlement
>

7694. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 04:04:20 UTC
From: Chuck B <cabacon@cox.net>
Message-ID: <3F1Sg.4146$vC3.1345@dukeread02>
Source record: 5701

To all. Well I have sold the 2 indust drives, to someone already. I have
also sold the older Sc1124 monitor, and the mono monitor. Also the Atr8000.
I still have the used 1040, 520, and the NEW YES NEW color monitor that what
seems to be a messed up power connector. If no one wants it I am going to
just fix it myself, and use it.
"Ed Shepherd" <dinosaur@corner.net> wrote in message
news:1159238229.862380.41000@k70g2000cwa.googlegroups.com...
>
> Chuck B wrote:
>> 2 Indust GT Drives NEW Never USED
>> 1 XEP80 Needs Power Supply 9v 500ma
>> 2 Supra 1150 Printer Interface 1 new in box
>> 1 Atr8000 Have no idea what to do with it.
>>
>> 1 Atari 1040 ST
>> 1 Atari 520 ST
>> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
>> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but power
>> plug
>> on rear is loose, turns on and off.
>> 1 Atari Mono Monitor USED
>>
>> Make offer on it all MUST GO, take it all before I E-bay it.
>
> What would you want for the Indus drives?
>

7695. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 05:09:41 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <1w2Sg.114108$sS1.87247@read1.cgocable.net>
Source record: 5702

Chuck B wrote:

> Listen Pal. I NEVER sell a item that I cannot verify works. Why in the
> world would anyone screw someone like that. I opened it up tried out every
> item so no one buys it and gets a suprise thats its not working. By you
> thought, every tv you buy at the store is used because they had to turn it
> on to make sure it works, and every car they make is used because they had
> to drive it to the carrier to load it up. Come on man. WTF
> "AlbaClause" <you@cogeco.ca> wrote in message
> news:JkTRg.79039$ED.50627@read2.cgocable.net...
>> lp wrote:
>>
>>> in article 1159154641.685193.246320@d34g2000cwd.googlegroups.com,
>>> mr_i_davis@hotmail.com wrote on 9/24/06 11:24 PM:
>>>
>>>>
>>>> AlbaClause wrote:
>>>>> Chuck B wrote:
>>>>>
>>>>>> 2 Indust GT Drives NEW Never USED
>>>>>> 1 XEP80 Needs Power Supply 9v 500ma
>>>>>> 2 Supra 1150 Printer Interface 1 new in box
>>>>>> 1 Atr8000 Have no idea what to do with it.
>>>>>>
>>>>>> 1 Atari 1040 ST
>>>>>> 1 Atari 520 ST
>>>>>> 1 Atari SC1224 Color monitor Older style. NEW NEVER USED
>>>>>> 1 Atari SC1224 Color monitor New Style NEW NEVER USED, works but
>>>>>> power plug on rear is loose, turns on and off.
>>>>>> 1 Atari Mono Monitor USED
>>>>>>
>>>>>> Make offer on it all MUST GO, take it all before I E-bay it.
>>>>>
>>>>> Uh, how can you say that something is "NEW" and has "NEVER" been
>>>>> "USED" when you say in the same sentence that the thing is flaky and
>>>>> has a bad power
>>>>> cord. Obviously, the monitor is _not_ "NEW" and _has been_ "USED"!
>>>>>
>>>>>
>>>>>
>>>>> --
>>>>> --
>>>>> "I don't do girls; it's in my contract!"
>>>>> --W.D.Duke,

>>>>> Comment on signing $1 billion corruption and crime settlement
>>>>
>>>>
>>>> Lets give him a little credit for giving us in here a first stab at it.
>>>> I imagine you will find very few things for sale in here that can truly
>>>> go as NEW.
>>>
>>> Could of been damaged during shipping. That's quite common.
>>> Then never used.
>>>
>>
>> He said that the monitor turns on and off. The only way to know that
>> the
>> monitor turns on and off is to use it. Therefore, his claim that the
>> monitor is "NEW" and that it has "NEVER" been "USED" is false.
>>
>> And why should you accept the word of someone that is clearly lying about
>> the items he/she is attempting to sell. If he/she is lying about this,
>> how can we know that he/she is not lying about anything else?
>>
>> --
>> --
>> "I don't do girls; it's in my contract!"
>> --W.D.Duke,
>> Comment on signing $1 billion corruption and crime settlement
>>

Nah, I guess after reading so many Ebay horror stories, I'm a little
cynical. :p

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7696. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 05:13:05 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <ez2Sg.79890$ED.13382@read2.cgocable.net>
Source record: 5703

Mark Bedingfield wrote:

>
> This one too,
>
> http://en.wikipedia.org/wiki/Atari_Lynx#Technical_specifications
>
> MOS 65SC02 processor running at up to 4 MHz (~3.6 MHz average)
>
> Mark

Looks like we both did our homework on the 6502 processor. ;-) :-D

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7697. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 05:21:15 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <UG2Sg.79959$ED.75640@read2.cgocable.net>
Source record: 5704

Chuck B wrote:

> Listen Pal. I NEVER sell a item that I cannot verify works. Why in the
> world would anyone screw someone like that. I opened it up tried out every
> item so no one buys it and gets a suprise thats its not working. By you
> thought, every tv you buy at the store is used because they had to turn it
> on to make sure it works, and every car they make is used because they had
> to drive it to the carrier to load it up. Come on man. WTF

Like I said to Ron Hall, I don't know you and your post was not very clear. As for your question, I don't know why people would screw other people over like that -- I just know that they do. I apologize for thinking that you may have been one of those people.

And I don't mean to nitpick, but you're getting a little bit carried away with your analogies. Firstly, you're comparing your post in a newsgroup to that of a legitimate business with a storefront. I think you're smart enough to understand the difference between doing business with a stranger on the Internet, and doing business with a reputable automobile manufacturer or retailer in your hometown.

I'm not saying that you're not a reputable business or person, I'm just saying that I'm not aware of your reputation. And, that's really the whole point.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7698. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 05:26:38 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <WL2Sg.80003$ED.60581@read2.cgocable.net>
Source record: 5705

Chuck B wrote:

> Going through life trying to find the flaws in everything, as in my
> choice of words to describe my products was a huge waste of time, and
> brain power. If you wanted to be smart, you could have just started asking
> question about what I was selling. Instead you started picking apart what
> I said. To me this is a horible use to time and brain power.

I agree, this is a waste of time and brain power. And it wasn't your choice of words that I was questioning. It was your lack of words. To be more precise, your incomplete descriptions of what you were selling.

Like I said previously, if I were Ron Hall, and I knew you as a fellow BBS operator, and I knew that you had picked up these items from a former Atari dealer, then I wouldn't have questioned you at all. I'm sure you're reasonable enough to understand this. I don't believe you're a stupid man.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7699. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 12:53:38 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <451922d2$0$26614$91cee783@newsreader01.highway.telekom.at>
Source record: 5706

ziggy wrote:

> And the gameboys had a stripped down Z80.. so even in 2006 there
> are still lots of z80s out there.
>
> I never did games, so that part of the retro thing never has done
> much for me. I was one of the boring types.

Hi ziggy!

I still enjoy a game on MAME. Games I have played as a child.

z80only :). There are some 68k arcade, but I like the Z80 arcade at
most. It's the best game play.
256 steps are sometimes more exact than 65536 ;). Today TFT-viewer say
the same about... less is more :-)))

Kind Regards,

Daniel Mandic

7700. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 17:42:34 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.26.17.42.34.7448@charter.net>
Source record: 5707

On Mon, 25 Sep 2006 19:09:30 -0400, AlbaClause wrote:

> Ah, that just breaks my heart. :p Now if you only had something worthwhile
> to post... lol

LP has been, and continues to be, one of the most significant contributors
to the Atari community. Especially on the ST side (MINT and GFA Basic).
Perhaps you should check out his website sometime?

Oh, BTW, for some reason, I can't remember...what is it that you've done
for the Atari community? Thanks... :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7701. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 17:45:59 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.26.17.45.59.71091@charter.net>
Source record: 5708

On Mon, 25 Sep 2006 18:03:03 -0400, AlbaClause wrote:

> My comments were _not_ meant as a slam of Charles, merely as an observation
> on the seemingly inaccurate information offered by Charles. It would not
> have taken much to say, "this machine has only been used for testing."

<mucho snipping>

Do car dealers, TV dealers, computer sales people do that? Do they have
to? Isn't it understood that somewhere along the line, even a brand
spankin new, from the factory item, has been used at least once? How many
actually say, "This machine has only been used for testing"? I don't
believe I've personally ever seen that on anything I've bought.

C'mon Albaclause, you're defending a really bad position here.

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7702. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:03:35 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <xRdSg.116757$sS1.89538@read1.cgocable.net>
Source record: 5709

Ronald J. Hall wrote:

> On Mon, 25 Sep 2006 18:03:03 -0400, AlbaClause wrote:
>
>> My comments were _not_ meant as a slam of Charles, merely as an
>> observation
>> on the seemingly inaccurate information offered by Charles. It would
>> not have taken much to say, "this machine has only been used for
>> testing."
>
> <mucho snipping>
>
> Do car dealers, TV dealers, computer sales people do that? Do they have
> to? Isn't it understood that somewhere along the line, even a brand
> spankin new, from the factory item, has been used at least once? How many
> actually say, "This machine has only been used for testing"? I don't
> believe I've personally ever seen that on anything I've bought.
>
> C'mon Albaclause, you're defending a really bad position here.
>

I think I already responded to this line of thought.

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7703. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:11:20 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <OYdSg.116791$sS1.84075@read1.cgocable.net>
Source record: 5710

Ronald J. Hall wrote:

> On Mon, 25 Sep 2006 19:09:30 -0400, AlbaClause wrote:
>
>> Ah, that just breaks my heart. :p Now if you only had something
>> worthwhile
>> to post... lol
>
> LP has been, and continues to be, one of the most significant contributors
> to the Atari community. Especially on the ST side (MINT and GFA Basic).
> Perhaps you should check out his website sometime?
>

Does he have a website?

> Oh, BTW, for some reason, I can't remember...what is it that you've done
> for the Atari community? Thanks... :)
>

Not that I feel I have any obligation to the Atari community, but I've done very little for the Atari community of late. You know, things like life get in the way. But, I did run a chat server for a while a year or so ago. I created the disk based catalog for a Public Domain software vendor at one time. I was working on a public domain software archive for the Atari 8-bit community. Oh, and of course, I contribute to this newsgroup from time to time... I answered some of your queries regarding your ST and UDS-10, I answered another person's query about his non-working Atari 800, and so on and so forth.

Granted, I haven't been unloading a bunch of Atari merchandise to my fellow Atarians. But I believe you asked about contributions -- not profiteering. :-)

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7704. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:23:33 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns984A92669DC4Bemuslor@216.196.97.136>
Source record: 5711

Despite all prevention efforts, AlbaClause <you@cogeco.ca> wrote in
news:OYdSg.116791$sS1.84075@read1.cgocable.net:

>
> Granted, I haven't been unloading a bunch of Atari merchandise to my
> fellow Atarians. But I believe you asked about contributions -- not
> profiteering. :-)
>

I was going to stay out of this, and I intend this to be my only post on the subject, but I just wanted to make sure it is well known that Chuck is doing anything BUT profiteering on this stuff. That might not even be what you were implying, in which case you should feel free to disregard the rest of this post.

As one of the people fortunate enough to have made a deal with Chuck since the initial post of this thread (that's what I did while the flame war ignited), I can assure you it has thus far been one of the better dealings I have had in obtaining equipment - and that's saying a lot given the number of great people I have deal with around here. We spoke on the phone, I was sent a plethora of photos, the stuff is in great shape, and the savings have been passed on to the people who can use the hardware.

Not to brew up the flames any further, but as long as I'm here... :) In my opinion, the initial post is actually exactly what I like to see. To me, "new and working" always implies that the stuff in question hasn't been fired up except for testing in order to avoid making someone a bad deal. Of course, Ron's endorsement didn't hurt in convincing me that I should get dibs on the items I was interested in.

--
James

7705. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:25:49 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns984A92C8B9206emuslor@216.196.97.136>
Source record: 5712

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns984A92669DC4Bemuslor@216.196.97.136:

>
> As one of the people fortunate enough to have made a deal with Chuck
> since the initial post of this thread (that's what I did while the
> flame war ignited), I can assure you it has thus far been one of the
> better dealings I have had in obtaining equipment - and that's saying
> a lot given the number of great people I have deal with around here.
> We spoke on the phone, I was sent a plethora of photos, the stuff is
> in great shape, and the savings have been passed on to the people who
> can use the hardware.

I was SO careful too! First person to spot the Engrish in the above
paragraph wins a prize.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7706. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:49:34 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <DweSg.84355$ED.63594@read2.cgocable.net>
Source record: 5713

Slor wrote:

> Despite all prevention efforts, AlbaClause <you@cogeco.ca> wrote in
> news:OYdSg.116791$sS1.84075@read1.cgocable.net:
>
>>
>> Granted, I haven't been unloading a bunch of Atari merchandise to my
>> fellow Atarians. But I believe you asked about contributions -- not
>> profiteering. :-)
>>
>
> I was going to stay out of this, and I intend this to be my only post on
> the subject, but I just wanted to make sure it is well known that Chuck is
> doing anything BUT profiteering on this stuff. That might not even be
> what you were implying, in which case you should feel free to disregard
> the rest of this post.
>

Actually, I was referring to B.S.
--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7707. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:51:13 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns984A97173E330emuslor@216.196.97.136>
Source record: 5715

Despite all prevention efforts, AlbaClause <you@cogeco.ca> wrote in
news:lBeSg.84375$ED.9364@read2.cgocable.net:

> Slor wrote:
>
>
>> Not to brew up the flames any further, but as long as I'm here... :)
>> In my
>> opinion, the initial post is actually exactly what I like to see. To
>> me, "new and working" always implies that the stuff in question
>> hasn't been fired up except for testing in order to avoid making
>> someone a bad deal. Of course, Ron's endorsement didn't hurt in
>> convincing me that I should get dibs on the items I was interested
>> in.
>>
>
> Not that I really want to continue on this subject, but I agree with
> you that "new and working" is much better than "NEW NEVER USED". And
> who could blame you for giving credit to Ron Hall's endorsement?
> After all, Ron is a known quantity in these parts. Do ya see what I'm
> saying?
>

I think I read them with the same meaning, which is probably why I
misquoted it. At any rate, your other reply is enough to end my
contribution on the topic. BS is a subject I'll stay out of entirely.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7708. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 18:54:35 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <lBeSg.84375$ED.9364@read2.cgocable.net>
Source record: 5714

Slor wrote:

> Not to brew up the flames any further, but as long as I'm here... :) In
> my
> opinion, the initial post is actually exactly what I like to see. To me,
> "new and working" always implies that the stuff in question hasn't been
> fired up except for testing in order to avoid making someone a bad deal.
> Of course, Ron's endorsement didn't hurt in convincing me that I should
> get dibs on the items I was interested in.
>

Not that I really want to continue on this subject, but I agree with you
that "new and working" is much better than "NEW NEVER USED". And who could
blame you for giving credit to Ron Hall's endorsement? After all, Ron is
a known quantity in these parts. Do ya see what I'm saying?

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7709. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 19:36:54 UTC
From: AlbaClause <you@cogeco.ca>
Message-ID: <%cfSg.84534$ED.75049@read2.cgocable.net>
Source record: 5716

Chuck B wrote:

> Someone is crabby!! and has a horrible life

Yeah, I do have my crabby days. But they're justified in my opinion.

I don't really want to stray too far off topic, but my life has been really horrible for the last several years. Mostly because my life hasn't been "my life". Apparently there's this piece of garbage that thinks he/she owns my life. Hence my signature.

This has to end immediately. I am not interested in anything that I don't pursue on my own. I have my own mind, my own interests, my own style, and my own objectives. If none of these are consistent with what he/she expects of me -- too f'ing bad. I'm not in the approval business. I seek no ones approval and I really don't care what people think of me or how many people I have to hurt in order to get what I'm after. And make no mistake, what I'm after in no way resembles the female form. I personally despise females and I will make absolutely no apologies for this. And you can feel absolutely free to disseminate this message -- cuz the more women that know of my disdain for them, the better. I will be a much happier camper when I am secure in the knowledge that I will never have to be burdened with the company of a woman. :-p

I apologize for the rant. This is not directed at you Chuck, and please don't feel that it is. For the people that it is directed at, however... I'm ready to destroy you. And it's been a long time coming... and you can be damn sure that you totally deserve it. kiss my mo'f'ing ass!

--
--
"I don't do girls; it's in my contract!"
--W.D.Duke,
Comment on signing $1 billion corruption and crime settlement

7710. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-26 20:52:43 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.09.26.20.52.42.451348@charter.net>
Source record: 5717

On Tue, 26 Sep 2006 14:11:20 -0400, AlbaClause wrote:

> Does he have a website?

You dang betcha:

http://gfabasic.blogspot.com/

> Not that I feel I have any obligation to the Atari community, but I've done
> very little for the Atari community of late. You know, things like life
> get in the way. But, I did run a chat server for a while a year or so
> ago. I created the disk based catalog for a Public Domain software vendor
> at one time. I was working on a public domain software archive for the
> Atari 8-bit community. Oh, and of course, I contribute to this newsgroup
> from time to time... I answered some of your queries regarding your ST and
> UDS-10, I answered another person's query about his non-working Atari 800,
> and so on and so forth.

As for answering queries, I think most of us do that on a routine basis.
(not slighting your efforts here). I thank you for what you have done,
besides that, as well.

> Granted, I haven't been unloading a bunch of Atari merchandise to my fellow
> Atarians. But I believe you asked about contributions -- not
> profiteering. :-)

Not profiteering. You're making (bad) assumptions again. He got this stuff
from a former Atari dealer at a low price, and is passing that on to the
people he's selling to.

Sounds like a pretty noble endeavor to me...

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7711. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-27 01:03:45 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1159319025.543531.181430@d34g2000cwd.googlegroups.com>
Source record: 5718

Here is an link for all of those interested in guessing "how many jelly
beans were in the jar." ;-) -Larry

www.pegasus3d.com/total_share.html

7712. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-27 01:18:18 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1159319898.892618.222130@m73g2000cwd.googlegroups.com>
Source record: 5719

Larry wrote:
> Here is an link for all of those interested in guessing "how many jelly
> beans were in the jar." ;-) -Larry
>
> www.pegasus3d.com/total_share.html

Incidently, these figures look somewhat suspect to me -- for instance,
look at the Atari figures that show that ZERO 400/800 units were sold
from 1986 on. I would guess that the XL/XE machines were lumped in
with the ST's from 86 on. I've read sooo many different *published*
estimates of how many machines were sold of various types.

Incidently, the text article (link) that is embedded in the stats. page
is quite interesting, also.

-Larry

7713. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-27 02:58:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tginvhccdbvw6m@fred>
Source record: 5720

On Fri, 25 Aug 2006 10:53:40 -0500, Michael Current
<hunmanik@earthlink.net> wrote:

> I have sent new copies to the FAQ-Server at MIT several times in recent
> days, but that service has been playing dead. Usually it sends an ack
> email back within moments.
>
> This has happened before, so it may come back to life again.
> Hopefully. It's not clear anyone is admin'ing it at all, it may just be
> on autopilot.

Good news! I was able to raise some help at MIT, and they were able to
kick the FAQ-Server back into responding to email updates.

Next scheduled postings of both my FAQ and Vendors list are guaranteed to
be updated!

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7714. Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-27 22:38:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <451afd6f$0$34561$742ec2ed@news.sonic.net>
Source record: 5721

Wow, this is quite an impressive hack. An Atari 800 (and what looks
like a MyIDE setup) shoved into a slick portable case w/ LCD screen:

http://www.youtube.com/watch?v=ID1KsnermXk

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7715. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-28 00:30:18 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1159403418.000515.319240@b28g2000cwb.googlegroups.com>
Source record: 5722

William Kendrick wrote:
> Wow, this is quite an impressive hack. An Atari 800 (and what looks
> like a MyIDE setup) shoved into a slick portable case w/ LCD screen:
>
> http://www.youtube.com/watch?v=ID1KsnermXk
>
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

I remember that. It's not an Atari 800, it's an Atari XEGS. It's
pretty cool with the fake woodgrain and all.

7716. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-28 01:15:11 UTC
From: stephensheppard@hotmail.com
Message-ID: <1159406111.583057.52990@m73g2000cwd.googlegroups.com>
Source record: 5723

William Kendrick wrote:
> Wow, this is quite an impressive hack. An Atari 800 (and what looks
> like a MyIDE setup) shoved into a slick portable case w/ LCD screen:
>
> http://www.youtube.com/watch?v=ID1KsnermXk
>
>
> --
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/

Ben Heckendorn finished that project last year. He has a very nice
article showing how it was done on his website,
http://www.benheck.com/.

I see Ben's been at it again. This time turning an Xbox 360 into a
laptop.

Ben has been most well known for turning game consoles into handhelds.

- Steve Sheppard

7717. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-28 12:24:34 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <qq2dnUUmishnI4bYnZ2dnUVZ_qSdnZ2d@comcast.com>
Source record: 5724

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:451afd6f$0$34561$742ec2ed@news.sonic.net...
> Wow, this is quite an impressive hack. An Atari 800 (and what looks
> like a MyIDE setup) shoved into a slick portable case w/ LCD screen:
>
> http://www.youtube.com/watch?v=ID1KsnermXk

I've actually seen/held/used that machine. It is now owned by our very own
Docrotcod, were it not for the fact that he leaft us earlier this month. :(
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

7718. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-28 17:11:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1159463493.859638.177120@i42g2000cwa.googlegroups.com>
Source record: 5725

David Bowden wrote:
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:451afd6f$0$34561$742ec2ed@news.sonic.net...
> > Wow, this is quite an impressive hack. An Atari 800 (and what looks
> > like a MyIDE setup) shoved into a slick portable case w/ LCD screen:
> >
> > http://www.youtube.com/watch?v=ID1KsnermXk
>
> I've actually seen/held/used that machine. It is now owned by our very own
> Docrotcod, were it not for the fact that he leaft us earlier this month. :(
> --

Argh! I forgot!

> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

7719. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-28 17:47:17 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1159465636.951040.321450@b28g2000cwb.googlegroups.com>
Source record: 5726

David Bowden wrote:
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:451afd6f$0$34561$742ec2ed@news.sonic.net...
> > Wow, this is quite an impressive hack. An Atari 800 (and what looks
> > like a MyIDE setup) shoved into a slick portable case w/ LCD screen:
> >
> > http://www.youtube.com/watch?v=ID1KsnermXk
>
> I've actually seen/held/used that machine. It is now owned by our very own
> Docrotcod, were it not for the fact that he leaft us earlier this month. :(
> --
> David Bowden
> The Undead Mechanic.

did Atari ever have plans to make a portable 8bit? I know there was a
prototype C64 portable.

7720. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 00:02:34 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1159488132@rtfm.mit.edu>
Source record: 5727
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7721. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 00:42:08 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <AZZSg.244$Lv3.194@newsread1.news.pas.earthlink.net>
Source record: 5728

kev242@gmail.com wrote:
> David Bowden wrote:
>
>>"William Kendrick" <bill@newbreedsoftware.com> wrote in message
>>news:451afd6f$0$34561$742ec2ed@news.sonic.net...
>>
>>>Wow, this is quite an impressive hack. An Atari 800 (and what looks
>>>like a MyIDE setup) shoved into a slick portable case w/ LCD screen:
>>>
>>> http://www.youtube.com/watch?v=ID1KsnermXk
>>
>>I've actually seen/held/used that machine. It is now owned by our very own
>>Docrotcod, were it not for the fact that he leaft us earlier this month. :(
>>--
>>David Bowden
>>The Undead Mechanic.
>
>
>
> did Atari ever have plans to make a portable 8bit? I know there was a
> prototype C64 portable.
>

I went to their warehouse sale when they unloaded most of the junk still
sitting around in the labs and I never saw anything that went that way.
Most of the stuff was 1450XL kind of bigger and better except for one
prototype called "Patty" IIRC that looked like the precursor to the 600XL.

Atari was slaved to the silicon. They would have needed to convert all
those custom chips to CMOS and they lacked the will at the time.

7722. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 01:53:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tgl97ul2dbvw6m@fred>
Source record: 5729

On Thu, 28 Sep 2006 12:47:17 -0500, kev242@gmail.com <kev242@gmail.com>
wrote:

> did Atari ever have plans to make a portable 8bit? I know there was a
> prototype C64 portable.

Atari Corp. showed the 65XEP at the January 1985 CES in Las Vegas, as part
of their initial introductions of both the XE and ST series of computers.

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7723. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 10:53:49 UTC
From: Kangaroo <brett.lee71@yahoo.com>
Message-ID: <1159527229.747555.227740@c28g2000cwb.googlegroups.com>
Source record: 5730

WE LOVE THIS GAME !!!!

7724. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 12:44:19 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1159533859.380376.201170@c28g2000cwb.googlegroups.com>
Source record: 5731

Michael Current wrote:
> On Thu, 28 Sep 2006 12:47:17 -0500, kev242@gmail.com <kev242@gmail.com>
> wrote:
>
> > did Atari ever have plans to make a portable 8bit? I know there was a
> > prototype C64 portable.
>
> Atari Corp. showed the 65XEP at the January 1985 CES in Las Vegas, as part
> of their initial introductions of both the XE and ST series of computers.
>

Okay now I rem. Did any ever make into the wild? A portable 8bit
would of been cool. If they had been able to follow thru with the
Flashback 3 we would of got a enchanced 8bit on one chip and someone
would of made a laptop out of it.

7725. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 12:45:34 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1159533934.613672.32160@b28g2000cwb.googlegroups.com>
Source record: 5732

Kangaroo wrote:
> WE LOVE THIS GAME !!!!

Who is "we"?

7726. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 17:17:17 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <451d551d$0$26612$91cee783@newsreader01.highway.telekom.at>
Source record: 5734

Kangaroo wrote:

>
> WE LOVE THIS GAME !!!!

It's my favourite. Normally I do not numbering my favourites.... but
M.U.L.E is an exception. -First Place (so far)

I thought I know much about but/and I still explore new programming
skills, yet, programmed into this all time Favourite. But it is so
small in KB :)

Long live the 400/800 and their developers!

Best Regards,

Daniel Mandic

7727. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 17:19:13 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <451d552b$0$21668$a15e20c9@news.newsgroupdirect.com>
Source record: 5733

Captain Kangaroo and the kids.

"Bill H" <bill@ts1000.us> wrote in message
news:1159533934.613672.32160@b28g2000cwb.googlegroups.com...
>
> Kangaroo wrote:
>> WE LOVE THIS GAME !!!!
>
> Who is "we"?
>

--
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1 GB/Day for only $8.95

7728. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 17:36:38 UTC
From: Samsung <j70141@hot-REMOVE-mail.com>
Message-ID: <451d5940$0$21686$a15e20c9@news.newsgroupdirect.com>
Source record: 5735

I would have to disagree.

Atari was biggest around and just before 1982. Then a recession hit, and hit kinda hard. I was very young then and didn't know what that was about however, I just remember one important detail about the whole thing..... there was no place to buy Atari products. Believe me, I would have if I could find a place, but one after the other, all the places just shut down.

A good saying once was, "buck the recession". In other words, you spend money. But the argument also goes, not only do you need money to spend, but just as importantly, you need a place to spend it.

Atari made a few really nasty mistakes.....

1. Ray Dumbass, CEO at the time, fired almost the entire engineer staff all at once, calling them a bunch of prima donnas. So some of them decided to start Activision, one of their biggest competitors. A move that hurt Atari but was also very well deserved. Activision became a very good company with very good games at lower prices. They also knew how to treat their engineers.
2. Some idiot in Atari decided to move their factory overseas, all at once, without testing the idea, just before Christmas sales. It was delayed, Atari fell hard.
3. There were an AWFUL lot of very good programmers that were MORE than willing to program some wonderful programs for just a little royalty. I think that some VERY VERY good talent could have been tapped for some VERY VERY good programs and games with a little pro-marketing, even in the 1982 recession. Perhaps if Atari had partnered with ANTIC and put out a good software catalog, with reviews and information, opening a little door for people to not only buy but also to sell their programs.

And, #4. I was very disappointed when Atari quit supporting their machines. At the time, mine was an Atari 800 and a little later an XL. They just dropped it all together and the only support were Atari Computer Clubs and the such like. IBM Compatible machines stayed around because they were always backward compatible (to a point) and thus it lived on. All I know is that I didn't want to purchase another machine that would end up 'unsupported'. Even if only my idea #3 had been implemented, it would have still been a form of support.

"Bill H" <bill@ts1000.us> wrote in message
news:1158019597.065701.155150@q16g2000cwq.googlegroups.com...
>
> Samsung wrote:
>> I'd never seen any of these commercials before. Makes me wonder just how
>> hard Atari's marketing department worked at actually airing these things.

>>
>> I guess I'm just disgusted with Atari's piss poor management from the
>> beginning. It was a fine computer with a piss poor management structure
>> to
>> back it up. No offense to Nolen, who pretty much left Atari before the
>> so
>> called Golden Years.
>>
>> "Bill H" <bill@ts1000.us> wrote in message
>> news:1156376177.908410.25510@p79g2000cwp.googlegroups.com...
>> > Original Atari 800 commercial c 1981
>> >
>> > http://www.youtube.com/watch?v=_xgONj4Ft8g
>> >
>> > Brings back memories
>> >
>> > Bill H www.ts1000.us
>> >
>>
>>
>> --
>> The Source For Premium Newsgroup Access
>> Great Speed, Great Retention
>> 1 GB/Day for only $8.95
>
> I think ones of Atari's biggest problem was sticking with the 800/400
> style computer when building the 800XL / 600XL. They should have held
> out with the 1200xl and then gone straight to a better machine similiar
> to the 130xe. This would have left them in a better position feature
> wise than the other 8bits. Going to the 800xl / 600xl was just
> rehashing the 800/400 in a new case with a few extras.
>
> Bill H www.ts1000.us
>

--
The Source For Premium Newsgroup Access
Great Speed, Great Retention
1 GB/Day for only $8.95

7729. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 18:54:27 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <451d6be2$0$26620$91cee783@newsreader01.highway.telekom.at>
Source record: 5736

Samsung wrote:

> I would have to disagree.
>
> Atari was biggest around and just before 1982. Then a recession hit,
> and hit kinda hard. I was very young then and didn't know what that
> was about however, I just remember one important detail about the
> whole thing..... there was no place to buy Atari products. Believe
> me, I would have if I could find a place, but one after the other,
> all the places just shut down.
>
> A good saying once was, "buck the recession". In other words, you
> spend money. But the argument also goes, not only do you need money
> to spend, but just as importantly, you need a place to spend it.
>
> Atari made a few really nasty mistakes.....
>
> 1. Ray Dumbass, CEO at the time, fired almost the entire engineer
> staff all at once, calling them a bunch of prima donnas. So some of
> them decided to start Activision, one of their biggest competitors.
> A move that hurt Atari but was also very well deserved. Activision
> became a very good company with very good games at lower prices.
> They also knew how to treat their engineers. 2. Some idiot in Atari
> decided to move their factory overseas, all at once, without testing
> the idea, just before Christmas sales. It was delayed, Atari fell
> hard. 3. There were an AWFUL lot of very good programmers that were
> MORE than willing to program some wonderful programs for just a
> little royalty. I think that some VERY VERY good talent could have
> been tapped for some VERY VERY good programs and games with a little
> pro-marketing, even in the 1982 recession. Perhaps if Atari had
> partnered with ANTIC and put out a good software catalog, with
> reviews and information, opening a little door for people to not only
> buy but also to sell their programs.
>
> And, #4. I was very disappointed when Atari quit supporting their
> machines. At the time, mine was an Atari 800 and a little later an
> XL. They just dropped it all together and the only support were
> Atari Computer Clubs and the such like. IBM Compatible machines
> stayed around because they were always backward compatible (to a
> point) and thus it lived on. All I know is that I didn't want to
> purchase another machine that would end up 'unsupported'. Even if
> only my idea #3 had been implemented, it would have still been a form
> of support.
>

Hi Samsung!

And this is all still hanging on to you? Can you not forgive the happenings, actually closed, payed and forgotten.

They (ATARI) would not like to have it the other way.

Your computer would be no computer. Foreseeing all is not possible.

Now let's go to past perfect tense and forget about all tis stuf. I am still amazed about the amerikan movies of the later seventies, how big their towns, how big the cars and how small some livingrooms (slums!?), and how this can work economically. But the music, often used in such films, is outstanding (Calahan, Dirty Harry -for example)

Best Regards,

Daniel Mandic

7730. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-29 22:19:31 UTC
From: stephensheppard@hotmail.com
Message-ID: <1159568371.605903.38830@m7g2000cwm.googlegroups.com>
Source record: 5737

Geezer wrote:
> Yep, I am talking about shorting/shunting the jumper pin numbers and
> not the pins of the 1488/1489.. One thing that concerns me though -
> when you put the ATR-8000 into RS-232 mode, you make it possible for
> pin 3 on the SIO bus to be out of the 0-5 volt range, so if you did go
> and connect an atari back up, you could damage the atari. I'm looking
> at an 800XL schematic here and that line 3 goes into the 800XL, has a
> bypass capacitor to ground, and then through a 100 ohm resistor to the
> Pokey chip. I'm not sure what kind of abuse the pokey can take, but it
> would suck to smoke or partially ruin your pokey. So if you are
> messing with the jumpers, make sure they're back to normal before using
> the atari.
>
> (In reality, I'm sure I've tried messing with the jumpers without
> RTFM'ing years ago and never lost a pokey, but still, try and be
> careful because pokeys don't grow on trees anymore :)
>
> -Kevin

It worked! Pretty easy too. I just popped the MAX233 chip out of one
of my SIO2PC cables and made a couple of quick jumpers to let send and
receive pass straight thru.

Perhaps later I'll rig some switches but for now this will work.

The jumpers inside the ATR8000 aren't exactly convenient but I don't
think I'lll be changing modes very often.

- Steve Sheppard

7731. Antique Comptuer Swapmeet - Wilm, DEL October 7th 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-30 02:12:57 UTC
From: billdeg@aol.com
Message-ID: <1159582377.058241.305750@i42g2000cwa.googlegroups.com>
Source record: 5738

Complete list at http://www.marchclub.org/swapmeet.htm

Antique Comptuer Swapmeet - Wilm, DEL October 7th 2006
Pass it on!

Midatlantic Retro Computing Hobbyists Present:

The Wilmington Classic Computing Show and SwapMeet
DATE: October 7
WHERE:
504 N. Market Street
2nd floor / Copeland Room
Wilmington, Delaware 19801

LOAD IN: 8AM
EVENT STARTS: 10AM
AUCTION: 2:30PM
EVENT ENDS: 4PM

PUBLIC ADMISSION: $5.00 ($7.00 per family)
RESERVED BOOTH: $15 ($10 MARCH members)

2800 square feet of hard-to-find "classic" computers (pre-internet
age), gaming, test equipment, parts and supplies, software, and more
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Sell or trade your pre-1990 computers!

Supports non-profit group dedicated to the preservation of historical
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More Info:
http://www.marchclub.org/swapmeet.htm

7732. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-30 17:39:31 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <nZxTg.982$Lv3.344@newsread1.news.pas.earthlink.net>
Source record: 5739

Samsung wrote:
> I would have to disagree.
>
> Atari was biggest around and just before 1982.

While everything you said is more accurate then debatable, it would not have made a difference.

You only have to look at a list of what computers were available and who was in the business. I can think of literally a dozen brands like Coleco, Eagle, Ti 99/4, Timex, etcetera. There were even odd ball ones like Bluebird.

As was said in the movie Meatballs "It doesn't really matter."

Not all those computer manufacturers had Ray Kassar as the CEO.

Truth be said, it didn't really matter. Everyone went down to the MS/IBM juggernaut.

It's a lesson in market demographics. IBM got into the work place => educated, employeed, intelligent, well paid. Once they got that demographic the children of them logically followed for games. Apple had a good idea getting into the educational market figuring they would buy Apple when they grew up or nag their parents into buying Apple, but it ended up not being the winning strategy.

What was left after that all the other players? The what they had established previously, the uneducated, the unemployeed, dull, broke. Hard to survive in that type of market.

7733. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2006-09-30 19:42:33 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <JMzTg.6385$TV3.2205@newssvr21.news.prodigy.com>
Source record: 5740

"Rick Cortese" <ricortes@earthlink.net> wrote in message news:> Samsung
wrote:
>> I would have to disagree.
>>
>> Atari was biggest around and just before 1982.
>
> While everything you said is more accurate then debatable, it would not
> have made a difference.
>
> You only have to look at a list of what computers were available and who
> was in the business. I can think of literally a dozen brands like Coleco,
> Eagle, Ti 99/4, Timex, etcetera. There were even odd ball ones like
> Bluebird.
>
> As was said in the movie Meatballs "It doesn't really matter."
>
> Not all those computer manufacturers had Ray Kassar as the CEO.
>
> Truth be said, it didn't really matter. Everyone went down to the MS/IBM
> juggernaut.
>
> It's a lesson in market demographics. IBM got into the work place =>
> educated, employeed, intelligent, well paid. Once they got that
> demographic the children of them logically followed for games. Apple had a
> good idea getting into the educational market figuring they would buy
> Apple when they grew up or nag their parents into buying Apple, but it
> ended up not being the winning strategy.
>
> What was left after that all the other players? The what they had
> established previously, the uneducated, the unemployeed, dull, broke. Hard
> to survive in that type of market.
IBM didn't win. It was the clones that won. The modular,
updatable design with dozens of manufacturers for portions
of the clone, hard drives, modems, monitors, keyboards,
floppy drives, BIOSes. The IBM clone was considered
'as good as' an IBM (100% compatible was the point).
Oh, and parallel centronics printers. All the other computers
tried to monopolize on peripherals, the DEC rainbow even
tried to prevent 'standard' floppies, you weren't supposed
to be able to format a floppy. The IBM Jr. was a disaster.
The IBM compatible clone was the cheapest way to do
computing, and MS made there DOS freely copyable.
MS made most of their money from clone manufacturers.
Even today, the PC is cheaper than a MAC. And MS

did a great job of keeping the DOS/OS compatible so
you didn't have to buy new software every time you got
a new computer. Even today, or maybe recently, MS Office
was freely copyable.

7734. FS: NIB! ATARI 8 BIT GAMES! 20%-30% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-01 12:56:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610010553030.5647-100000@onyx.spiritone.com>
Source record: 5741
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR CLASSIC 8 BIT ATARI! 20%-30% OFF! GAMES LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7735. Commodore 1701, 1702 Monitors $50 each

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-01 15:41:56 UTC
From: mike <spamme0@go.com>
Message-ID: <8IRTg.516$Pk2.223@trnddc08>
Source record: 5742
Cross-posted to: pdx.forsale,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Video monitors for your classic game system.
Commodore 1701
Commodore 1702
Both in excellent condition.
Used rarely with a VCR as a super-resolution TV...
So there are no screen burns from continued game use.
No box or cables, but way cheaper than dealer price.
Pick up only in Tigard, Oregon. CANNOT ship.

Have one each. When they're gone you'll be back to
paying dealer prices.
$50 each.
Thanks, mike
return address is valid

7736. What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 02:28:06 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1159756086.770468.119750@h48g2000cwc.googlegroups.com>
Source record: 5743

Not the best 8bit game but the one you still play and enjoy, your favorite.

Mine is Donkey Kong, this is the best port ever and I prefer it's random no matter how good you are you can still die in early stages if the monkey throws a certain pattern of barrels gameplay to even the arcade version.

Kevin

7737. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 02:56:05 UTC
From: Mark Bedingfield <mark@nomorespamplease.computercom.com.au>
Message-ID: <9d%Tg.39781$rP1.11401@news-server.bigpond.net.au>
Source record: 5744

kev242@gmail.com wrote:
> Not the best 8bit game but the one you still play and enjoy, your
> favorite.
>
>
> Mine is Donkey Kong, this is the best port ever and I prefer it's
> random no matter how good you are you can still die in early stages if
> the monkey throws a certain pattern of barrels gameplay to even the
> arcade version.
>
>

2 games spring to mind, Alternate Reality (city and Dungeon) and Star
Raiders. Still play them from time to time;-)

Mark

7738. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 04:21:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610012113580.16934-100000@onyx.spiritone.com>
Source record: 5745

On Mon, 2 Oct 2006, Mark Bedingfield wrote:

> kev242@gmail.com wrote:
> > Not the best 8bit game but the one you still play and enjoy, your
> > favorite.
> >
> >
> > Mine is Donkey Kong, this is the best port ever and I prefer it's
> > random no matter how good you are you can still die in early stages if
> > the monkey throws a certain pattern of barrels gameplay to even the
> > arcade version.
> >
> >
>
> 2 games spring to mind, Alternate Reality (city and Dungeon) and Star
> Raiders. Still play them from time to time;-)
>
> Mark

My first and fovorite games are Star Raiders and Star Raiders II. ==Ben==

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7739. atari++ 1.50 released

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 09:27:32 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4oc4c4FdnuoiU1@news.dfncis.de>
Source record: 5746

Hi folks,

a new release of the Unix/Win32 atari emulator is available for download
at

http://www.math.tu-berlin.de/~thor/atari++/

Credits for this release go to:

- Sebastian Pachuta (again!) for pointing me at some bugs in the player
missile timing logic. It is still not perfect, but much closer than
before.

- Bennet (beipdev@yahoo.com) for providing me with very detailed
information about the antic DMA timing that got incoprorated into the
1.50 release.

What's new this time: Aparently a lot, thus a new tenth digit in the
release counting:

Atari++ 1.50
- This release is mainly a bug-fix release that addresses
a couple of issues especially on 64 bit systems:
- Fixed various erraneous varargs usages, mainly active during
error handling, that caused crashes on AMD64 systems.
- Fixed reference to the linux joystick device. Newer kernels
place this device at /dev/input/jsx instead of /dev/jsx,fixed.
- The H: device handler wildcard matcher now also finds files
whose extender consists of blanks.
- The joystick handler contains now a workaround against
some faulty implementations of the emu10k1 (SoundBlaster)
gameport interface and got basically self-calibrating by
using the second unused joystick axis.
- The DMA timing got reworked heavily. Thanks for that goes to
Bennet (beipdev@yahoo.com) for providing me with more detailed
information.
- The way how horizontal timing is organized changed
heavily, and the timing constants for ANTIC and GTIA changed.
Thus, new items in the menu will adjust the timing, and
old ones got removed.
- The player/missile generator changed a bit and is now aware of
some internal GTIA reaction times. Thanks for providing examples
for this goes to Sebastian Pachuta (thanks again!)
- Some heavy bugs got fixed in the X11 interface that could have
caused conflicts with at least some window managers because it
re-opened windows to fast. These problems are now avoided by

using a more careful logic.
- An out-of-bounds memory write in the mathpack emulation got fixed.
- Error handling in the complete menu and error requesters
itself got improved.
- Errors from the X11 subsystem are now captured and reported in
a more user-friendly way.
- The complete user menu creates now string-gadgets for numeric
values whose numeric range is too large to be fine-tunable by
a slider alone.
- Improved the speed of the X11 true-color output by enlarging
the output/color buffer.

And, hopefully, the file server of the TU will make it for a couple of
days, this time... (-;

So long,
Thomas

7740. Looking to acquire SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 11:11:44 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <y9udnR9WmqJ0br3YnZ2dnUVZ_q2dnZ2d@comcast.com>
Source record: 5747

I'm interested in getting me an SIO2IDE interface, but I am unable to email
the creator/owner of this site: http://atariarea.histeria.pl/sio2ide/

to ask about one. I don't know if the address is valid or not, but my ISP
rejects the email address marek_mikolajewski@NOSPAM.wp.pl (minus the
"NOSPAM", of course).
Does anyone here know of another source for an sio2ide?

Thanks,
David Bowden

7741. Looking for SpartaDos high speed SIO APE/Atarisio/SIO2PC driver

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 11:19:52 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <ecWdnXAK989PaL3YnZ2dnUVZ_sadnZ2d@comcast.com>
Source record: 5748

So far, about the only thing I have found that works is SD 3.2G, but it
doesn't work with MyIDE... :(

Is/are there any driver(s) out there for 3.3a, or a patched version, maybe?

Thanks,
David Bowden

7742. Re: Looking for SpartaDos high speed SIO APE/Atarisio/SIO2PC driver

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 14:14:21 UTC
From: JR <"jr256_69\\@NO$PAMhotmail.com">
Message-ID: <8bSdnVU7y6cmg7zYnZ2dnUVZ_vCdnZ2d@comcast.com>
Source record: 5749

David Bowden wrote:
> So far, about the only thing I have found that works is SD 3.2G, but it
> doesn't work with MyIDE... :(
>
> Is/are there any driver(s) out there for 3.3a, or a patched version, maybe?
>
> Thanks,
> David Bowden
>
>

Check out this thread at ATARIMAX. HiassofT has written a patch to the MyIDE OS that automatically detects high speed devices and uses the appropriate driver. It should work with 3.3a.

http://www.atarimax.com/flashcart/forum/viewtopic.php?t=342

7743. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 14:51:06 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <dqqdnTpG8-KUtbzYRVn_vA@telenor.com>
Source record: 5750

The first game I was really hooked on was probably Asteroids for the 2600,
but I must say, Star Raiders on the Atari 8-bit is solid gold. And Rescue on
Fractalus, Ballblazer, Bounty Bob Strikes Back rocks too!

<kev242@gmail.com> skrev i melding
news:1159756086.770468.119750@h48g2000cwc.googlegroups.com...
> Not the best 8bit game but the one you still play and enjoy, your
> favorite.
>
>
> Mine is Donkey Kong, this is the best port ever and I prefer it's
> random no matter how good you are you can still die in early stages if
> the monkey throws a certain pattern of barrels gameplay to even the
> arcade version.
>
>
>
>
>
> Kevin
>

7744. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 15:48:52 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <ExaUg.7717$GR.5165@newssvr29.news.prodigy.net>
Source record: 5751

<kev242@gmail.com> wrote in message news:
> Not the best 8bit game but the one you still play and enjoy, your
> favorite.
>
>
> Mine is Donkey Kong, this is the best port ever and I prefer it's
> random no matter how good you are you can still die in early stages if
> the monkey throws a certain pattern of barrels gameplay to even the
> arcade version.
>
>
>
>
>
> Kevin
Sargon III, made as load file, with openings disk in drive 2.

7745. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 17:37:22 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45214e51$0$3502$91cee783@newsreader02.highway.telekom.at>
Source record: 5752

ziggy wrote:

> CPU sales, that would be hard to track.. But i bet you are right
> since there were so many machines that had the z80. (unless you
> count the 8088 as 8bit.. it was, sort of)
>

I explored some games with 8080 chip... hmmm, the 6502 can be find up
to 1982. I know, it is programmed and merchandised longer, but the 8080
vanished in that time more and more, with over 2MHz. The 6502 Games in
82', for example, still had KHz, or two 6502, both under MHz.
Vanguard for example....

By the way, what and who is 8080?

> I still do think the C64 outsold any other 8 bit machine here in the
> US. bunches and bunches were sold.. i heard something like 10
> million?

Maybe.... the best sold HC, if you look from the merchandise-side.

And country !?, because I think Japan never had the c64 in big aomounts.
They had floppy-mode 3 at that time and other systems I never saw, but
knowing them now (information, and from emulators) as intelligent
systems, IMHO.

Z80 driven machines (e.g. arcade and some higher tacted Z80 PC's), I
saw up to the late nineties and today. 'Cannon Ball' (Sung/Soft Vision)
for
example 1995. Some of the arcade Z80 were combined with a 68000 or
68EC020...

Best regards,

Daniel Mandic

7746. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 18:12:36 UTC
From: "JohnH." <john@jrcc.net>
Message-ID: <1159812756.484797.103810@c28g2000cwb.googlegroups.com>
Source record: 5753

I'd have to say M.U.L.E. I've played that more than any other computer game. A close second would be the Ultima series.

My favorite non-8-bit game would be DOOM.

7747. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 18:28:58 UTC
From: Mario D'Alessio <dalessio@motorola.NOSPAM.com>
Message-ID: <efrlpa$lp1$1@engnntp2.cig.mot.com>
Source record: 5755

Mine is Spelunker.

Mario

<kev242@gmail.com> wrote in message
news:1159756086.770468.119750@h48g2000cwc.googlegroups.com...
> Not the best 8bit game but the one you still play and enjoy, your
> favorite.
>
>
> Mine is Donkey Kong, this is the best port ever and I prefer it's
> random no matter how good you are you can still die in early stages if
> the monkey throws a certain pattern of barrels gameplay to even the
> arcade version.
>
>
>
>
>
> Kevin
>

7748. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 18:31:09 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45215aed$0$26623$91cee783@newsreader01.highway.telekom.at>
Source record: 5754

OZARK Software. M.U.L.E.

Best Regards,

Daniel Mandic

7749. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 18:47:46 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45215ed2$0$26614$91cee783@newsreader01.highway.telekom.at>
Source record: 5756

JohnH. wrote:

> I'd have to say M.U.L.E. I've played that more than any other
> computer game. A close second would be the Ultima series.
>
> My favorite non-8-bit game would be DOOM.

My first place ATARI VCS Game is Superman and Berzerk (I have coloured paintings on the TV-tube, for additional walls, and in some other games, like 'Tank', too.) I haven't with Superman, but my brothers record of 56, or so, is unbreakable by me. Also Tic Tac Toe, he could beat any grade of difficult (1....9 !?).

My favourite non-8bit (let's say Atari ST 32bit/16bit), is (hehe...:)) 'Fate Gates of Dawn'. REline Software.

Kind Regards,

Daniel Mandic

7750. Re: Looking to acquire SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 20:14:08 UTC
From: stephensheppard@hotmail.com
Message-ID: <1159820048.186024.86920@c28g2000cwb.googlegroups.com>
Source record: 5757

David Bowden wrote:
> I'm interested in getting me an SIO2IDE interface, but I am unable to email
> the creator/owner of this site: http://atariarea.histeria.pl/sio2ide/
>
> to ask about one. I don't know if the address is valid or not, but my ISP
> rejects the email address marek_mikolajewski@NOSPAM.wp.pl (minus the
> "NOSPAM", of course).
> Does anyone here know of another source for an sio2ide?
>
> Thanks,
> David Bowden

Hi David,

I don't have an immediate answer.

I recall from some chat sessions that Beetle at
www.Atariage.com/forums/ has a friend, mega-hz, who has or makes (not
sure which) the PCBs and can assemble complete units of SIO2IDE. I
don't know if kits are available. Mega-hz only has the older 3.x model
of SIO2IDE, the model without the USB connector.

Beetle and mega-hz can also be contacted at www.abbuc.de forums. The
site is German/English but the forum posts are mostly in German.

mega-hz has website but last time I looked there were no references to
SIO2IDE.

http://mega-hz.no-ip.com/

- Steve Sheppard

7751. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 21:05:33 UTC
From: Helge Sjoestroem <helgesjoestroem@ki.tng.de>
Message-ID: <efruifomv1@ulric.tng.de>
Source record: 5758

```
Mine is:
5. Beta Lyrae
4. Satans Hollow
3. Jumpman
2. Jumpman Jr.
..and the best Game, I`ve ever played
1. Mule

Helge

kev242@gmail.com schrieb:
> Not the best 8bit game but the one you still play and enjoy, your
> favorite.
>
>
> Mine is Donkey Kong, this is the best port ever and I prefer it's
> random no matter how good you are you can still die in early stages if
> the monkey throws a certain pattern of barrels gameplay to even the
> arcade version.
>
>
>
>
>
> Kevin
>
```

7752. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-02 22:26:41 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.02.22.26.41.917409@charter.net>
Source record: 5759

On Mon, 02 Oct 2006 11:12:36 -0700, JohnH. wrote:

> I'd have to say M.U.L.E. I've played that more than any other computer
> game. A close second would be the Ultima series.

Yeah, the Ultima series rocks! First RPG I ever played was Exodus on my
800XL. Man, what great memories. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7753. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-03 07:32:13 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <59idneXSA61ojL_YnZ2dnUVZ_uydnZ2d@comcast.com>
Source record: 5760

"Daniel Mandic" <daniel_mandic@aon.at> wrote in message
news:45214e51$0$3502$91cee783@newsreader02.highway.telekom.at...
> ziggy wrote:
>
>> CPU sales, that would be hard to track.. But i bet you are right
>> since there were so many machines that had the z80. (unless you
>> count the 8088 as 8bit.. it was, sort of)
>>
>
> I explored some games with 8080 chip... hmmm, the 6502 can be find up
> to 1982. I know, it is programmed and merchandised longer, but the 8080
> vanished in that time more and more, with over 2MHz. The 6502 Games in
> 82', for example, still had KHz, or two 6502, both under MHz.
> Vanguard for example....

Um, maybe I'm just confused by the way you worded that, but Commodore's 6502
ran at a flat 1Mhz, and the Atari was a blazing 1.79 Mhz, starting at day
one, from the 800 all the way through the XEGS, some 13 years later.

>
> By the way, what and who is 8080?

The 8080 CPU? That was Intel, and it was the "successor" of the 8008, the
great great great GREAT (probably could throw in a few more greats just for
the hell of it...) grandfather of the modern line of Intel CPUs.

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

7754. Re: Geos never released for Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-03 09:39:16 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <45222fc3$1$3505$91cee783@newsreader02.highway.telekom.at>
Source record: 5761

David Bowden wrote:

> Um, maybe I'm just confused by the way you worded that, but
> Commodore's 6502 ran at a flat 1Mhz, and the Atari was a blazing 1.79
> Mhz, starting at day one, from the 800 all the way through the XEGS,
> some 13 years later.

I meant the 6502 does much more than a 8080, and that with lower
frequency!

Yes, nearly a MHz for the C64. But also good performance compared to
the freq.

(Why 6502 and C64? Is it not the 6510?)

> The 8080 CPU? That was Intel, and it was the "successor" of the 8008,
> the great great great GREAT (probably could throw in a few more
> greats just for the hell of it...) grandfather of the modern line of
> Intel CPUs.

Ahhh... The Eight wandered one step to the left.

Interesting... Thanks!

Best regards,

Daniel Mandic

7755. 130XE Replacement Key/board

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-03 21:24:56 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1159910689.80487.0@iris.uk.clara.net>
Source record: 5762

Guys,
Anyone know where I can get hold of a NOS replacement keyboard (or just the keys) for a 130XE, to replace a badly yellowed keyboard on the one I have here?
Cheers,
Paul

7756. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-04 14:15:33 UTC
From: Demivec <likeb4garbage@msn.com>
Message-ID: <eg0fio02jn9@news2.newsguy.com>
Source record: 5763

> The first game I was really hooked on was probably Asteroids for the 2600,
> but I must say, Star Raiders on the Atari 8-bit is solid gold. And Rescue
> on
> Fractalus, Ballblazer, Bounty Bob Strikes Back rocks too!
>
>

In no particular order, and with some slight of hand by combining more than one into a single line, my top ten are:

1. Jumpman & Jumpman Jr.
2. Blue Max
3. Boulderdash 1 & 2
4. Archon
5. Beachhead 2
6. Ultima 1 - 4
7. Drelbs
8. Alternate Reality (the Dungeon)
9. Great American Road Race
10. Star Raiders 2

There are many more of course, but these are near the top.

Demivec

7757. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 04:31:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610042049030.3787-100000@onyx.spiritone.com>
Source record: 5764
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm done updating my catalogs with NEW information! My software and books catalogs are now 80 columns except for hardware which are still 38 columns. I no longer have catalog named NEWINBOX.TXT... New items have been moved into corresponding catalogs. For instance ST_SOFT.TXT Now has both USED & NEW ST Software. New items are listed with a NIB by price. NIB=NEW in BOX!

FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer lines plus Atari Jaguar Games and Consoles! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I can/cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7758. FS: NIB! ATARI 8 BIT GAMES! 20%-30% OFF!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 04:35:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610042131330.3787-100000@onyx.spiritone.com>
Source record: 5765
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR CLASSIC 8 BIT ATARI! 20%-30% OFF! GAMES LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7759. Exhibit at Vintage Computer Festival 9.0 (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 06:03:18 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0610050202130.12720@shell1>
Source record: 5766

---------- Forwarded message ----------
Date: Wed, 04 Oct 2006 04:59:11 -0700
From: Sellam Ismail <sellam(at)vintagetech.com>

In case you've been too busy to notice, VCF 9.0 is only a month away!
The ninth annual Vintage Computer Festival happens on November 4-5 at
the Computer History Museum in Mountain View, California.

[snip]

This year's event is going to be especially keen, with an already
excellent line-up of speakers (and still more being added) and the
inauguration of two new features: our Build-It-Yourself Workshops and the
Vintage Computer Film Festival, featuring documentaries and films covering
vintage computing and technology themes. And there's so much more!

With our 30th year anniversary celebration of Apple Computer featuring
Woz along with a bevy of early Apple employees and founders, a reprise
of the Sol-20 reunion at the first VCF with Lee Felsenstein and the
prototype Sol-20, and our new Vintage Computer Film Festival, we're
expecting a rather large turnout with plenty of media attention to
boot.

[snip]

We've dropped the registration fee for exhibitors, yet as an exhibitor
you're still entitled to full access to the VCF, because exhibitors
are VCF VIPs. So mark your calendar, dust off your favorite old
computer, and get ready for a nerdily fun weekend!

Go here to register:

http://www.vintage.org/2006/main/exhibit.php

[snip]

Best regards,

Sellam Ismail
Producer
Vintage Computer Festival

_____
Homestead mailing list
Homestead@videocam.net.au
http://lists.videocam.net.au/mailman/listinfo/homestead

7760. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 13:42:33 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <6ih8i29nogqc4bbna06438luk9v8rgu83e@4ax.com>
Source record: 5767

Here are the one I regulary play

-Mule
-Archon (I and II)
-Kennedy Approach

Just for the little story, I've discovered computer when I (well..my parents !) bought my very first computer, an Atari800XL. I bought with it a package game. I don't remember the title but it was an olympic game for one (I found an ATR file of this game and title is "track and field" but I'm not sure it was this title used when I got it in France in 1988). Well, I played this game hours and hours !

Now I live in Mexico and my atari stayed in France but thanks to Atari800win Plus, I still enjoy my 8 bit.

T0M

7761. Sept. winners/Oct Prizes...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 18:27:52 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.05.18.27.52.368049@charter.net>
Source record: 5768

Greetings folks!

Here is the winner for this months
(September) prize givaway at The
DarkForce! BBS...

"Wulfie" wins the 3 magazine subscription
to ST Magazine!

Octobers' prize will be another 3 magazine
subscription to ST Magazine.

Congratulations to our winner and good
luck to next months callers. :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7762. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 20:09:14 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <9eednbB0HMqO-rjYnZ2dnUVZ_76dnZ2d@telenor.com>
Source record: 5769

> Just for the little story, I've discovered computer when I (well..my
> parents !) bought my very first computer, an Atari800XL. I bought with
> it a package game. I don't remember the title but it was an olympic game
> for one (I found an ATR file of this game and title is "track and field"
> but I'm not sure it was this title used when I got it in France in
> 1988). Well, I played this game hours and hours !

Could it be LA Olympic Games 83 or something like that? Almost same game I
think.

7763. Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 21:58:18 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9853B6D5F7DABemuslor@216.196.97.136>
Source record: 5770

```
Sorry for the late notice - someone else was supposed to announce this. :)
Anyway, a group of us will be chatting tonight starting around 9:00PM EST
via IRC on server irc.openirc.net and channel #atari. Hope to see some of
you there.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.
```

7764. Re: Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-05 21:59:45 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9853B7149C96Eemuslor@216.196.97.136>
Source record: 5771

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9853B6D5F7DABemuslor@216.196.97.136:

> Sorry for the late notice - someone else was supposed to announce
> this. :) Anyway, a group of us will be chatting tonight starting
> around 9:00PM EST via IRC on server irc.openirc.net and channel
> #atari. Hope to see some of you there.
>

Also, see this post for telnet details (if you're 8-bitting it):

http://www.atariage.com/forums/index.php?showtopic=94678

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7765. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-06 04:24:12 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1160108646@rtfm.mit.edu>
Source record: 5772
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: October 4, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2006.10.04 BAKTRA, TURGEN SYSTEM 3, mmSAP 1.3
2006.10.04 Thomas Richter, atari++ 1.50
2006.10.04 Radek Sterba, ATADIM v2.05 Beta
2006.09.28 Mark Grebe, Atari800MacX 3.4.2
2006.09.25 Odsiecz Sobieskiego, xunzip v2.1
2006.09.25 More Than Games, 6' Svideo cable, 12' Svideo cable
2006.09.21 Mark Grebe, Atari800MacX 3.4
2006.09.18 added: WASEO
2006.09.18 added: Werner Raetz
2006.09.04 removed: LK Avalon
2006.08.28 removed: PD-World-Versand, New Generation Atari-Magazin
2006.08.27 Len Spencer, updated web page address
2006.08.27 Eric Parent, Memo Pad Release 4
2006.08.25 BAKTRA, mmSAP 1.2
2006.08.22 Eric Parent, Memo Pad Release 3
2006.08.22 MadTeam, MADS 1.7.4
2006.08.14 Radek Sterba, Raster Music Tracker v1.24, RMT Player v1.06
2006.08.13 MadTeam, XL-Paint 2.5MaX, 2.6MaX
```

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Magazine - Atari Online News, Etc. 8/06
Dana P. Jacobson -- Editor
USA
http://people.delphiforums.com/dpj/a-one.htm
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated temperature monitoring station using simple thermisters and the provided

software. Also available: source code listing, temperature data aggregation utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module, TV/Computer Switch

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA), Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL), Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32), Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/

Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax
Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and
Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World
by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed
Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX)
titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management
Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort,
Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern
Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT
Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill,
Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match,
Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash
Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics
Package, Solitaire, Source Code For Eastern Front (1941), Letterman,
Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad
Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft
BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc,
Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage,
Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt,
Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show,
Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing,
BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!,
Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy,
Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler,
Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze
Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's
Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of
Creative Computing volumes 1-3, Machine Language For Beginners, Second Book
of Machine Language, Mapping the Atari, Master Memory Map for the Atari,
De Re Atari, Atari Roots, Assembly Language Programming for the Atari
Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile
Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second
Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second
Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside
Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic

Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS 32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart (1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225

http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

BAKTRA (Michael Kalous) 10/06
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.3 (SAP player for GNU/Linux)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 8/06
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or

http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 5/06
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 49 published May 2006)

Artur Burzynski (j131) 1/05
Gdynia
Poland
http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/

Publisher: authorized digitized editions of: Antic (1982-1990), STart (1986-1991), Creative Computing (1974-1985), Creative Computing Video & Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer Cable, Black Box Modem Cable, Floppy board, Super-E Burner, Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus, Quintopus with Switchable Ports, Super Archiver, Super Archiver II, Super Archiver --> SA II Upgrade, XF Single Drive Upgrade, XF Single Drive Upgrade (without Drive Mech), XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech), XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup, Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2, MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4 (written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA

USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001, XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual, Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for 65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep, LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for: Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit, Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version), Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - 8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/

Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1 (17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1 (07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA
tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98), Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1, PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

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Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes International English versions of Power Per Post (PPP) software from Germany; Commercial Software Collection CD-ROM includes: Quick (programming language) V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper, Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain Software Collection CD-ROM includes 191 mostly double-sided disks plus some bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force, Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.4.2 (version of Atari800 emulator for Mac OS X),

Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Lee Hanken 5/06
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 1.0 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave

Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase, Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye, Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip,

Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik, Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Ludovic Jacomme (Zx-81) 6/06
France
http://zx81.zx81.free.fr/
Developer: PSPATARI 1.0.2 (port of Atari800 emulator for PSP - PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 4/06
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0,
MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/
Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari
Drive to PC Interface): software, hardware plans, cables, parts (not for
Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite
editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR
in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9,
Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995

http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to
connect an 8-bit Atari computer (or any device with a serial port) directly
to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and
later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM,
MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1,
Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM
(Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2,
3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick
Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on
Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

MadTeam (TeBe, Pajero) 8/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.8 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.4 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface. Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)
Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 9/06
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI), used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" Audio/Video BreakOut Box with s-video jack, 6' Svideo cable, 12' Svideo cable

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari (Matthew Bacon, Shiuming Lai) 5/06
UK
http://www.myatari.net/
Publisher: MyAtari magazine (free online magazine)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team
Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: O

Odsiecz Sobieskiego 9/06
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina

See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xz21.zip
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ
(TAR.GZ) archives depacker)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit
rom dumps

Outland Quest Software 6/06
USA
http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and
analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and
converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),
Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
E-Mail: Raetz.SM@t-online.de
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including
all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG
titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!,
Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation
Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds,
Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility
Disk

Thomas Richter 10/06
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/
Solaris/Irix) Stable Release 1.50, CVS Snapshot 1.50, atari++ 1.50 for win32

Pawel Rosowski 4/05
Poland
http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-

ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/
http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 10/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.24 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/

Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),
The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD
R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery),
various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely'
Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru'

Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj 'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz, Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski
Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995), Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag, 1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro, Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996), Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997), Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997), Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/06
Poland
http://www.atari8.info/
Developer: TRS-Desktop 0.9c alpha, NeoTracker v1.6

trub 6/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit - E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE: S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE: CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs. (Mainly working these days on HP Alpha (VMS), Sparc (Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team

http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502
USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

```
------------------------------

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

======================================================================
End of atari-8-bit/vendev
======================================================================
```

7766. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-06 04:24:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1160108646@rtfm.mit.edu>
Source record: 5773
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale, California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced Atari user. From the company's humble beginnings to its demise as a hardware manufacturer in the nineties, we hope to provide you lots of original content in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a massive on-going project: a gigantic database of ALL Atari 8-bit software, complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7767. IRC chat on #atari tonight!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-06 12:09:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0008f170@familynet-international.org>
Source record: 5774

FamilyNet International Newsgate

You've requested it, you've begged, and so someone opened a IRC channel, and
some of us last Tuesday during the chat tried out the IRC Atari channel.

And we will be there again tonight!!

The location is IRC= irc.openirc.net/#atari

Will be starting at 8 pm CST and going till... whenever!!

See you there!!

"But how can I get there with an Atari computer?"

I'm glad you asked. :)

telnet to...
telnet.familynet-international.net once there...
"chat" & "G"
then ...
/ircjoin irc.openirc.net
then /j %#atari

Been on numerous times with the Atari 800. ;)

FamilyNet <> Internet Gated Mail
http://www.familynet-international.org

7768. Re: Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-06 21:12:56 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9854AF2553A03emuslor@216.196.97.136>
Source record: 5775

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9853B7149C96Eemuslor@216.196.97.136:

> Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
> news:Xns9853B6D5F7DABemuslor@216.196.97.136:
>
>> Sorry for the late notice - someone else was supposed to announce
>> this. :) Anyway, a group of us will be chatting tonight starting
>> around 9:00PM EST via IRC on server irc.openirc.net and channel
>> #atari. Hope to see some of you there.
>>
>
> Also, see this post for telnet details (if you're 8-bitting it):
>
> http://www.atariage.com/forums/index.php?showtopic=94678
>

Good turnout last night, including a new face or two. Besides any
scheduled IRC chats, at least a couple of us tend to be (sometimes idle) in
the channel, so feel free to drop in any time. :)

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7769. Keyboard pinouts XE and XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-07 19:19:49 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <eg8ukk$s69$1@news01.versatel.de>
Source record: 5776

Hi everybody,
I am planning to give my 130XE an new home in an obsolete
desktop case. Because of ergonomic and stability reasons
I would like to use an XL keyboard. I know the pinouts of
XE and XL keyboards are different. Is there any information
about these differences available on the web or on one of
your hard drives ;-) ?

Thanks in advance.
Oliver

7770. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-07 21:20:24 UTC
From: "Matt J. McCullar" <mccullar@flash.net>
Message-ID: <sSUVg.14117$7I1.211@newssvr27.news.prodigy.net>
Source record: 5777

Top of my list is _Star Raiders_. I almost wore out the electrons in my
Atari 5200 with that one. :)

Others in my Top 10 list include:

Starmaster by Acitvision for the 2600.
Breakout for the 2600
Video Pinball for the 2600.
The Dreadnaught Factor for the 5200 by Activision

7771. Re: USB chip

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-07 21:53:14 UTC
From: rbernardo@value.net
Message-ID: <1160257994.543740.215610@h48g2000cwc.googlegroups.com>
Source record: 5778
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit

A2Pro wrote:

> Below my sig is an excerpt from a message posted to the CBM-hackers
> list. A question for the hardware gurus on this list: would this chip
> make it easy to come up with a USB interface card for the Apple II
> line?
>
> Willi
>
> > Message excerpt:
> > "A friend of mine recently told me about the MAX3421E from Maxim
> > <http://www.maxim-ic.com/quick_view2.cfm/qv_pk/3639>.
> > He ordered some samples, but the estimated delivery time is in March
> > 2007.
> > Also, there are virtually no programming examples yet.
>
> > The chip implements a USB interface, and it is controlled via SPI bus.
> > It seems to support enough primitives to implement any USB protocol.
> > With some restrictions, it can even play a USB master. Possible
> > applications of that could be connecting a USB mouse, keyboard,
> > memory stick, or a USB-equipped PC to a microcontroller, which would
> > in turn emulate some Commodore peripheral."

On Oct 7, 2:01 pm, Carsten wrote:

> On the Atari 8bit (also 6502, 64 KB RAM) we use the Cypress SL811HS USB
> Controller. There might be better USB Controller available now, but the
> plus for the Cypress is that for this chip some 6502 Drivers already exist.
>
> We are currently in the final stage to finish the driver for USB Storage
> (USB Flash drives, Harddisks and CD-ROM Drives). Drivers for HID Devices
> (Keyboard, Joystick, Wheels, Mouse) and some other USB Devices (Floppies)
> extist.
>
> Glenn Jones has already prototyped the SL811HS on an Apple 2 using the Atari
> 8bit Cartridge (seehttp://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBAppleTwo).
>
> I woul like to see if the Apple 2 (and CBM) Community would join the
> Microusb Project (www.microusb.org). The major challenge is not the
> Hardware, but reverse engenieering USB Protocol Problems and writing
> drivers.
>
> RAM Space is not so much an issue. With the SL811HS a
> Keyboard/Mouse/Joystick driver is about 256 Byte (resident, + 2K init code

> that will be thrown away after init) of 6502 Assembler.
>
> The Disk Driver is about 1 K of 6502 Assembler Code. The bulk is a DOS
> System that can read/write FAT16/FAT32 Disks. Again, it would be nice if
> the 6502 based Micros can joinly work on one Hardware system to allow
> re-use of drivers.
>
> Everything at Microusb (Hardwaredesing and Software) is GPLed Open Source,
> so feel free to take what you need. And we are very willing to help and
> share our USB Knowledge.

Thank you very much for sharing this information. At this year's
CommVEx v2, I saw a prototype USB cartridge for the Commodore (shhh!).
I will forward this message to the appropriate developer(s).

Join us at the FCUG table at
the Vintage Computer Festival 9.0
Nov. 4-5,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7772. Happy Doubler Program

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-08 07:57:59 UTC
From: Colin Clifford <cwc001@ntlworld.com>
Message-ID: <bc2Wg.3511$L.2037@newsfe4-gui.ntli.net>
Source record: 5779

I've got a Happy 1050 with Happy Rev 2 ROM and as such the Happy Software "Set to US Emu" option "only enables fast writing" rather than full US Doubler emulation. Any ideas where I could get the "Happy Doubler" program (description as follows)???:

"Happy Doubler - Allows you to program your Happy 1050 drives to fully emulate ICD's U.S. Doubler, including formatting disks in the U.S. sector skew (which is not normally possible!). Also allows you to re-program your drive numbers up to D8:, without touching the switches in back! This way, up to 8 - Happy 1050s can be used at once! (4 - programmed as Doublers 5-8 and another 4 - as normal). Completely software based, no installation required!".

7773. Re: Happy Doubler Program

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-08 18:03:08 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1160330588.617902.127940@h48g2000cwc.googlegroups.com>
Source record: 5780

Colin Clifford wrote:
> I've got a Happy 1050 with Happy Rev 2 ROM and as such the Happy Software
> "Set to US Emu" option "only enables fast writing" rather than full US
> Doubler emulation. Any ideas where I could get the "Happy Doubler" program
> (description as follows)???:
>
> "Happy Doubler - Allows you to program your Happy 1050 drives to fully
> emulate ICD's U.S. Doubler, including formatting disks in the U.S. sector
> skew (which is not normally possible!). Also allows you to re-program your
> drive numbers up to D8:, without touching the switches in back! This way, up
> to 8 - Happy 1050s can be used at once! (4 - programmed as Doublers 5-8 and
> another 4 - as normal). Completely software based, no installation
> required!".

You can find what you need here:

http://www.langesite.com/atari/Holmes/Holmes%201/ATR%20Programs/Applications%20A-Z/

7774. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 13:33:55 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <doufi2lqehkui7q5hsodu0k2ngj5m39bcv@4ax.com>
Source record: 5781

Vidar Olavesen a ï¿½crit:

>>> Just for the little story, I've discovered computer when I (well..my
>>> parents !) bought my very first computer, an Atari800XL. I bought with
>>> it a package game. I don't remember the title but it was an olympic game
>>> for one (I found an ATR file of this game and title is "track and field"
>>> but I'm not sure it was this title used when I got it in France in
>>> 1988). Well, I played this game hours and hours !
>>
>>Could it be LA Olympic Games 83 or something like that? Almost same game I
>>think.
>>
Pretty sure it was the title you said. Remember the "cool" music when
you choose your initials :o) "tum tululum tum tululum" !!!

Sincerly,

T0M

7775. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 15:02:39 UTC
From: Russ Gilbert <russgilb@MUNGEsbcglobal.net>
Message-ID: <jwtWg.21106$lj.8664@newssvr14.news.prodigy.com>
Source record: 5782

"T0M" <privee@vieprivee.fra> wrote in message news:
> Vidar Olavesen a crit:
> >>> Just for the little story, I've discovered computer when I (well..my
> >>> parents !) bought my very first computer, an Atari800XL. I bought with
> >>> it a package game. I don't remember the title but it was an olympic
game
> >>> for one (I found an ATR file of this game and title is "track and
field"
> >>> but I'm not sure it was this title used when I got it in France in
> >>> 1988). Well, I played this game hours and hours !
> >>
> >>Could it be LA Olympic Games 83 or something like that? Almost same game
I
> >>think.
> >>
> Pretty sure it was the title you said. Remember the "cool" music when
> you choose your initials :o) "tum tululum tum tululum" !!!
>
> Sincerly,
> T0M
Wasn't 'Track and Field' that game that you went crazy with the joystick?
You moved your stick back and forth in real time to make the man run and
pushed the fire button to jump. I could only last about one event before
my hand gave out.

7776. Re: Happy Doubler Program

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 18:08:17 UTC
From: Colin Clifford <cwc001@ntlworld.com>
Message-ID: <lewWg.17090$if7.4188@newsfe1-win.ntli.net>
Source record: 5783

Many thanks Ed, but the "Happy Doubler" program does not appear to be in the Holmes utilities archive - unless I am missing something.... If it helps anyone, the program was by Innovative Concepts and retailed at $19.99 and was released in 1989. See: http://www.atariarchives.org/cfn/05/11/0160.php.

"Ed Shepherd" <dinosaur@corner.net> wrote in message news:1160330588.617902.127940@h48g2000cwc.googlegroups.com...
> Colin Clifford wrote:
>> I've got a Happy 1050 with Happy Rev 2 ROM and as such the Happy Software
>> "Set to US Emu" option "only enables fast writing" rather than full US
>> Doubler emulation. Any ideas where I could get the "Happy Doubler"
>> program
>> (description as follows)???:
>>
>> "Happy Doubler - Allows you to program your Happy 1050 drives to fully
>> emulate ICD's U.S. Doubler, including formatting disks in the U.S. sector
>> skew (which is not normally possible!). Also allows you to re-program
>> your
>> drive numbers up to D8:, without touching the switches in back! This way,
>> up
>> to 8 - Happy 1050s can be used at once! (4 - programmed as Doublers 5-8
>> and
>> another 4 - as normal). Completely software based, no installation
>> required!".
>
> You can find what you need here:
>
> http://www.langesite.com/atari/Holmes/Holmes%201/ATR%20Programs/Applications%20A-Z/
>

7777. A little ditty...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 18:46:34 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1160419594.719809.290510@c28g2000cwb.googlegroups.com>
Source record: 5784

Back when I was bout 17 or so (1983) i figured out this little 5 or 6 byte ML program that would take the values from the timers (18,19,20 I believe) and them poke them into the sound registers, then loop back to do it again. To stop it you would have to reset the system. It played a pretty neat ditty if I remember correctly with a beat and everything. I used to enter the program in on any Atari I could find setup at a store and then walk away.

I would love to hear this again, but my 6502 m/l knowledge and Atari memory map is totally gone (buried under usless Windows information). Anyone think they could recreate it?

I use to just poke it into memory from the READY prompt (I think I used page 6, but I may have used zero page).

Bill H www.ts1000.us

7778. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 19:46:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <6l6dnRlEDMovOrfYnZ2dnUVZ_76dnZ2d@telenor.com>
Source record: 5785

> Wasn't 'Track and Field' that game that you went crazy with the joystick?
> You moved your stick back and forth in real time to make the man run and
> pushed the fire button to jump. I could only last about one event before
> my hand gave out.
>

Sure was a joystick wriggler, which is why I didn't like the Wico stick,
long and not fast enough. I set some records back in the old days, but
nowadays, I don't know. Track and Field was also released with a special
controller, three buttons to smash wildly. Cool stuff

Take Atarian care

7779. Re: Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 23:16:01 UTC
From: JellE <jelle@door.net>
Message-ID: <1160435760.984687.192540@m7g2000cwm.googlegroups.com>
Source record: 5786

Well it seems as of 6 pm CST on 10/09/06 irc.openirc.net is either not
working or I can't get back on it. Anyone have any other suggestions?

7780. Re: Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 23:26:33 UTC
From: stephensheppard@hotmail.com
Message-ID: <1160436393.870488.73770@c28g2000cwb.googlegroups.com>
Source record: 5787

JellE wrote:
> Well it seems as of 6 pm CST on 10/09/06 irc.openirc.net is either not
> working or I can't get back on it. Anyone have any other suggestions?

Doesn't work for me either.

7781. Re: Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-09 23:34:43 UTC
From: JellE <jelle@door.net>
Message-ID: <1160436883.024113.109450@i3g2000cwc.googlegroups.com>
Source record: 5788

Well I remember getting a msg saying it would be down for 30 minutes...
that was at 5 pm... and it said to go to irc.catch22.org (6667) did
that...and no one is there. So I am pretty much at a loss. I looked
up OpenIRC on the net and it seems it does this quite often. So with
that said, there are other servers that are affiliated with this one,
but doesn't default over to openirc.org. It goes to a different server
altogether. So, I am not exactly sure what to do :(

7782. Re: Chat tonight

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-10 01:04:29 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9857D663ABB0Cemuslor@216.196.97.136>
Source record: 5789

Despite all prevention efforts, "JellE" <jelle@door.net> wrote in
news:1160436883.024113.109450@i3g2000cwc.googlegroups.com:

> Well I remember getting a msg saying it would be down for 30 minutes...
> that was at 5 pm... and it said to go to irc.catch22.org (6667) did
> that...and no one is there. So I am pretty much at a loss. I looked
> up OpenIRC on the net and it seems it does this quite often. So with
> that said, there are other servers that are affiliated with this one,
> but doesn't default over to openirc.org. It goes to a different server
> altogether. So, I am not exactly sure what to do :(
>
>

Based on this, we've opened a room on newnet - irc.newnet.net, channel
#atari. I'm told by someone affiliated that we can depend a bit more on
it.

See you there!

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7783. Re: Happy Doubler Program

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-10 01:35:51 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1160444151.830952.187560@i42g2000cwa.googlegroups.com>
Source record: 5790

As I remember,to set the drive number to 5-8 was in firmware in the
rom.
Once set,you could not use the drive as 1-4.

Anyway,this is all that I know.Sorry I was not more help.

You might want to contact Steve Carden at:

http://www.atarimax.com/

That is where I bought my Happy enhancement. A GREAT Atarian!

7784. Re: Happy Doubler Program

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-10 01:53:38 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1160445218.767997.148180@i3g2000cwc.googlegroups.com>
Source record: 5791

I had been looking for that program for several years when the author sent a post about some other things he had written. IIRC, he indicated that he had lost it, so unless someone pulls the rabbit out of the hat, it is unfortunately g-o-n-e.

As I recall, the main purpose of the program was to be able to format a disk with the doubler interleave. The Happy should easily be able to reporduce that format, although using the Happy Backup to reproduce a "raw" formatted Doubler disk would be a pita. I also seem to remember that there is a BASIC program that can use the Happy control codes to produce this format. Look for the "Happy Utilities".

-Larry

7785. Re: A little ditty...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-10 10:59:57 UTC
From: Geezer <peek53279@geezerlab.com>
Message-ID: <1160477997.111965.277160@i42g2000cwa.googlegroups.com>
Source record: 5792

There was a neat little program way back, I had posted asking about it
years ago, here's the post:

Article #46 (51 is last):
From: jlodoen@shell.portal.com (Jeff M Lodoen)
Newsgroups: freenet.sci.comp.atari.product.8bit.tricks
Subject: Cheerio.bas
Posted-By: xx004 (aa853 - Craig Lisowski)
Edited-By: xx004 (aa853 - Craig Lisowski)
Date: Sat Dec 3 03:29:27 1994

thegeezer@aol.com (The GEEZER) writes:
>Does anybody out there recall a short 2 or three line program that played
>a short song song in atari basic with just a few peeks and pokes? I think
>it was in an Antic issue quite a few years ago. If anybody remembers this
>neat little program, please post it..
>thanks

Okay, from Antic, V4#8, December 1985:

```
10 S=53760:POKE S,230:POKE S+1,175:POKE S+2,231:POKE S+3,175:POKE
S+4,229:
POKE S+15,3
20 FOR X=0 TO 255.49 STEP 0.135:POKE S+8,X:NEXT X:GOTO 20
```

Bill H wrote:
> Back when I was bout 17 or so (1983) i figured out this little 5 or 6
> byte ML program that would take the values from the timers (18,19,20 I
> believe) and them poke them into the sound registers, then loop back to
> do it again. To stop it you would have to reset the system. It played a
> pretty neat ditty if I remember correctly with a beat and everything. I
> used to enter the program in on any Atari I could find setup at a store
> and then walk away.
>
> I would love to hear this again, but my 6502 m/l knowledge and Atari
> memory map is totally gone (buried under usless Windows information).
> Anyone think they could recreate it?
>
> I use to just poke it into memory from the READY prompt (I think I used
> page 6, but I may have used zero page).
>
> Bill H www.ts1000.us

7786. Re: A little ditty...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-10 17:17:11 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <malni2pmd6edslsnsnavgogr3jsktavmkj@4ax.com>
Source record: 5793

Cool stuff for a 2-liner :)

On 10 Oct 2006 03:59:57 -0700, "Geezer" <peek53279@geezerlab.com>
wrote:

>There was a neat little program way back, I had posted asking about it
>years ago, here's the post:
>
>Article #46 (51 is last):
>From: jlodoen@shell.portal.com (Jeff M Lodoen)
>Newsgroups: freenet.sci.comp.atari.product.8bit.tricks
>Subject: Cheerio.bas
>Posted-By: xx004 (aa853 - Craig Lisowski)
>Edited-By: xx004 (aa853 - Craig Lisowski)
>Date: Sat Dec 3 03:29:27 1994
>
>
>thegeezer@aol.com (The GEEZER) writes:
>>Does anybody out there recall a short 2 or three line program that played
>>a short song song in atari basic with just a few peeks and pokes? I think
>>it was in an Antic issue quite a few years ago. If anybody remembers this
>>neat little program, please post it..
>>thanks
>
>Okay, from Antic, V4#8, December 1985:
>
>10 S=53760:POKE S,230:POKE S+1,175:POKE S+2,231:POKE S+3,175:POKE
>S+4,229:
> POKE S+15,3
>20 FOR X=0 TO 255.49 STEP 0.135:POKE S+8,X:NEXT X:GOTO 20
>
>
>Bill H wrote:
>> Back when I was bout 17 or so (1983) i figured out this little 5 or 6
>> byte ML program that would take the values from the timers (18,19,20 I
>> believe) and them poke them into the sound registers, then loop back to
>> do it again. To stop it you would have to reset the system. It played a
>> pretty neat ditty if I remember correctly with a beat and everything. I
>> used to enter the program in on any Atari I could find setup at a store
>> and then walk away.
>>
>> I would love to hear this again, but my 6502 m/l knowledge and Atari
>> memory map is totally gone (buried under usless Windows information).
>> Anyone think they could recreate it?

>>
>> I use to just poke it into memory from the READY prompt (I think I used
>> page 6, but I may have used zero page).
>>
>> Bill H www.ts1000.us
--
George Nakos AKA GGN/KoΩ½A software productions - Atari or buST!
Real programmers disdain structured programming. oΩ½Structured programming is for compulsive neurotics who were prematurely toilet- trained.oΩ½They wear neckties and carefully line up pencils on otherwise clear desks.
(remove ROCKS for e-mail address)

7787. Re: Keyboard pinouts XE and XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 00:55:57 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1160528157.582976.187300@c28g2000cwb.googlegroups.com>
Source record: 5794

Oliver,

I have not come across anything like that on the web, yet if you come
across some info, please post the link when you find it.

Rory

Oliver Graf wrote:
> Hi everybody,
> I am planning to give my 130XE an new home in an obsolete
> desktop case. Because of ergonomic and stability reasons
> I would like to use an XL keyboard. I know the pinouts of
> XE and XL keyboards are different. Is there any information
> about these differences available on the web or on one of
> your hard drives ;-) ?
>
> Thanks in advance.
> Oliver

7788. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 01:58:55 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <452C4FDF.A3DF2CA9@a8maestro.com>
Source record: 5795

I had always assumed the terminal attached to the rs232 port as well. But, then you couldn't use a modem. As yuo made me realise, the terminal has to attach to the sio connector This isn't hard to figure out. With pinouts of sio and de9, its a matter of making a null modem cable probably. This is how you can hook up an atari with an 850 to 4 atr8000s. If there is enough interest, I can wire up a cable, change the jumper and see what happens.

Rick D.

stephensheppard@hotmail.com wrote:

> The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> can also be used as a standalone CP/M machine.
>
> In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> owners manual (page 53 in my copy) it states,
>
> "Step 3
>
> Get a special terminal cable from SWP. This cable has an "ATARI"
> connector on one end that plugs into the COMPUTER IN Port of the
> ATR8000. The other end of the cable connects to the terminal. Connect
> the cable."
>
> Does anyone know the pinouts for this "special terminal cable" ?
>
> I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> software 80 column mode for accessing CP/M on the ATR8000. However, I
> would like to use a true 80 column device, in my case a PC running a
> terminal emulator program.
>
>
>
> - Steve Sheppard

7789. Re: ATR8000 Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 02:08:24 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <452C5217.69BBAC3E@a8maestro.com>
Source record: 5796

As I see the circuit has been traced. The jumpers make the null modeming,
People have pu in a front panel switch for the terminal setting and the
reset button on back.

I think I got approval to put the schematics on my site. Mine are tif, but
I think I'll change to gif.

Rick D.

stephensheppard@hotmail.com wrote:

> The ATR8000 is an I/O and disk interface for the Atari 8-bits but it
> can also be used as a standalone CP/M machine.
>
> In section II.8, "Connecting an RS-232 Terminal to the ATR8000", of the
> owners manual (page 53 in my copy) it states,
>
> "Step 3
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> Get a special terminal cable from SWP. This cable has an "ATARI"
> connector on one end that plugs into the COMPUTER IN Port of the
> ATR8000. The other end of the cable connects to the terminal. Connect
> the cable."
>
> Does anyone know the pinouts for this "special terminal cable" ?
>
> I know that I can use the A8 with ATRMON in 40 column mode or DT80 in
> software 80 column mode for accessing CP/M on the ATR8000. However, I
> would like to use a true 80 column device, in my case a PC running a
> terminal emulator program.
>
>
>
> - Steve Sheppard

7790. Graphics mode question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 04:07:07 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1160539627.446657.263760@i3g2000cwc.googlegroups.com>
Source record: 5797

I am writing some assembler code and have a question. I am writing my own DLI, and I am leaving some space for a screen in Antic Mode 7, Basic Gr. 2, which is a 20x12 screen. All the docs I can find state that this takes a 420 byte block of ram. How is that, since 20x12 is 240. When I store a char in the memory, I can fill the screen using the 240 bytes. Where are the other 180? I am blocking out 420 bytes to be sure, but am curious as to where 241-420 go.

Also, it looks like it's much easier to manage your own screen real estate, and much faster, than going through the CIO routines. Unfortunately, there doesn't seem to be much documentation on going about this. I am just loading the accumulator with the char I want, and dropping it in the appropriate byte to make it appear on the screen. Am I on track here?

Thanks in advance,
Isaac

7791. Re: Graphics mode question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 04:43:48 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <8E_Wg.5687$Lv3.5230@newsread1.news.pas.earthlink.net>
Source record: 5648

mr_i_davis@hotmail.com wrote:
> I am writing some assembler code and have a question. I am writing my
> own DLI, and I am leaving some space for a screen in Antic Mode 7,
> Basic Gr. 2, which is a 20x12 screen. All the docs I can find state
> that this takes a 420 byte block of ram. How is that, since 20x12 is
> 240. When I store a char in the memory, I can fill the screen using the
> 240 bytes. Where are the other 180? I am blocking out 420 bytes to be
> sure, but am curious as to where 241-420 go.

Not a good answer, more what my faulty memory pulls up.

If you are using ANTIC mode 7 then you are right, you only need 240
bytes. If you are using BASIC GR.2 then BASIC set up a GR. 2 screen with
a GR. 0 text window on the bottom. I seem to recall the kicker is: Even
if you eliminate the text window by using GR. 2+16 BASIC still sets up
space for a text window. It's 3 or 4 lines of 40 characters per line
with a LMS commands so that bulks the RAM usage up a bit.

I think there actually was a use for this. Something like you could have
a GR. 2 screen, save the text window location, then go to GR. 2+16 to
make it disappear. You could then add info to the text window and have
it appear instantly by just switching the text window in and out.

>
> Also, it looks like it's much easier to manage your own screen real
> estate, and much faster, than going through the CIO routines.
> Unfortunately, there doesn't seem to be much documentation on going
> about this. I am just loading the accumulator with the char I want, and
> dropping it in the appropriate byte to make it appear on the screen. Am
> I on track here?

You want to write directly to the screen. Screen memory starts at
PEEK(88)+256*PEEK(89)
There isn't a 1:1 correlation between characters and their screen
counter parts. I assume this is because of ASCII(32) being a space but
you want a zero in screen memory so as to display nothing. ANTIC mode 7
uses high bits of the character to pick what color/color register is
used for it.

7792. Re: Graphics mode question.

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 06:09:41 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1160546981.001461.307330@i3g2000cwc.googlegroups.com>
Source record: 5649

Rick Cortese wrote:
> mr_i_davis@hotmail.com wrote:
> > I am writing some assembler code and have a question. I am writing my
> > own DLI, and I am leaving some space for a screen in Antic Mode 7,
> > Basic Gr. 2, which is a 20x12 screen. All the docs I can find state
> > that this takes a 420 byte block of ram. How is that, since 20x12 is
> > 240. When I store a char in the memory, I can fill the screen using the
> > 240 bytes. Where are the other 180? I am blocking out 420 bytes to be
> > sure, but am curious as to where 241-420 go.
>
> Not a good answer, more what my faulty memory pulls up.
>
> If you are using ANTIC mode 7 then you are right, you only need 240
> bytes. If you are using BASIC GR.2 then BASIC set up a GR. 2 screen with
> a GR. 0 text window on the bottom. I seem to recall the kicker is: Even
> if you eliminate the text window by using GR. 2+16 BASIC still sets up
> space for a text window. It's 3 or 4 lines of 40 characters per line
> with a LMS commands so that bulks the RAM usage up a bit.
>
> I think there actually was a use for this. Something like you could have
> a GR. 2 screen, save the text window location, then go to GR. 2+16 to
> make it disappear. You could then add info to the text window and have
> it appear instantly by just switching the text window in and out.
>
> >
> > Also, it looks like it's much easier to manage your own screen real
> > estate, and much faster, than going through the CIO routines.
> > Unfortunately, there doesn't seem to be much documentation on going
> > about this. I am just loading the accumulator with the char I want, and
> > dropping it in the appropriate byte to make it appear on the screen. Am
> > I on track here?
>
> You want to write directly to the screen. Screen memory starts at
> PEEK(88)+256*PEEK(89)
> There isn't a 1:1 correlation between characters and their screen
> counter parts. I assume this is because of ASCII(32) being a space but
> you want a zero in screen memory so as to display nothing. ANTIC mode 7
> uses high bits of the character to pick what color/color register is
> used for it.

Thanks for the info Rick. I am going to reduce the memory I am storing
for the screen to just the 240 bytes. I have set up my own Display
List, so I am picking where the screen memory is located, as I have to
point to it in the DL. Then it's just a matter of popping my data onto

the screen. When starting the code to my program I was using the gr.0 screen to display the data so I could debug it, and using the CIOV routines to push the data out. Now, I can just store it right on the screen memory locations. Looks like I am heading in the right direction. I just really wish I had put this much effort to learn machine language, back 20+ years ago. It's really nice to finally conquer it though.
Isaac

7793. NTSC Coulor Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 09:32:15 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1160559126.62810.0@demeter.uk.clara.net>
Source record: 5650

Guys,
I just imported an NTSC 130XE, my question is that when I use it, the colours appear different on the screen -best way to describe would be washed out- compared to my PAL 130XE.
I could have understood this if I was running through RF, but I am using a SCART cable out of the monitor jack.
Admittedly the picture is far better on my CRT TV as opposed to my LCD one, but the colours are still out.
By comparison, my NTSC NES looks the same as the PAL on (just minus the borders and slower speed!).
Any ideas, is this normal?, I think it probably is, but wanted to check!
Cheers,
Paul

7794. 8-Bit games worth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 09:41:38 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1160559688.63042.0@demeter.uk.clara.net>
Source record: 5651

Guys,
I am also about to offload some 8-bit titles, but before I do, wondered what
I am likely to get for them on eBay (all disk versions).

Ogre (Origin, still shrink-wrapped, mint uncrushed),
Zork 1 (Infocom, complete but not wrapped, sticker on front),
Zork 3 (Infocom, still shrink-wrapped, mint uncrushed),
Starcross (Infocom, still shrink-wrapped, mint uncrushed),
Spellbreaker (Infocom, still shrink-wrapped, mint uncrushed),
Sorcerer (Infocom, still shrink-wrapped, mint uncrushed),
Seastalker (Infocom, still shrink-wrapped, mint uncrushed),
Ballyhoo (Infocom, still shrink-wrapped, mint uncrushed),
Deadline (Infocom, still shrink-wrapped, mint uncrushed),
Suspect (Infocom, still shrink-wrapped, mint uncrushed),
Night Mission Pinball (Sublogic, still shrink-wrapped, mint uncrushed),
Alternate Reality (US Gold, open but looks new),
IQ (CRL, New unwrapped),
The Payoff (Atari, still shrink-wrapped, mint uncrushed)

The below are all complete, but opened
Astro-Droid,
War-Copter,
Day at the Races,
Starquake,
Sidewinder,
Zone X
Sunstar,
Maltese Chicken,
Battalion Commander,

If they are not worth selling, I will put back in the attic!
Cheers,
Paul

7795. Re: A little ditty...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 14:16:29 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.tg9gl8xsdbvw6m@fred>
Source record: 5652

On Tue, 10 Oct 2006 05:59:57 -0500, Geezer <peek53279@geezerlab.com> wrote:

> There was a neat little program way back, I had posted asking about it
> years ago, here's the post:
>
> Okay, from Antic, V4#8, December 1985:
>
> 10 S=53760:POKE S,230:POKE S+1,175:POKE S+2,231:POKE S+3,175:POKE
> S+4,229:
> POKE S+15,3
> 20 FOR X=0 TO 255.49 STEP 0.135:POKE S+8,X:NEXT X:GOTO 20

Even though I'm sure I tried it in the past, I couldn't resist seeing this
two-liner here without typing it in, so I just did so on my 130XE.

And how sweet it is! Thanks for a smile for the day.

Everyone here should be required to type this one in!

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7796. Re: 8-Bit games worth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 15:58:00 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <cw8Xg.7899$Y24.4908@newsread4.news.pas.earthlink.net>
Source record: 5653

Paul Cawley wrote:
> Guys,
> I am also about to offload some 8-bit titles, but before I do, wondered what
> I am likely to get for them on eBay (all disk versions).

I didn't recognize any as collector items but in general I would say
~$20 per title for unopened. If there is something in there that is
collector worthy, I know an opened but complete Ultima III went for ~$85.

7797. Re: 8-Bit games worth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 17:30:15 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1160587815.134802.166320@m7g2000cwm.googlegroups.com>
Source record: 5654

Paul Cawley wrote:
> Guys,
> I am also about to offload some 8-bit titles, but before I do, wondered what
> I am likely to get for them on eBay (all disk versions).
>
> Ogre (Origin, still shrink-wrapped, mint uncrushed),
> Zork 1 (Infocom, complete but not wrapped, sticker on front),
> Zork 3 (Infocom, still shrink-wrapped, mint uncrushed),
> Starcross (Infocom, still shrink-wrapped, mint uncrushed),
> Spellbreaker (Infocom, still shrink-wrapped, mint uncrushed),
> Sorcerer (Infocom, still shrink-wrapped, mint uncrushed),
> Seastalker (Infocom, still shrink-wrapped, mint uncrushed),
> Ballyhoo (Infocom, still shrink-wrapped, mint uncrushed),
> Deadline (Infocom, still shrink-wrapped, mint uncrushed),
> Suspect (Infocom, still shrink-wrapped, mint uncrushed),
> Night Mission Pinball (Sublogic, still shrink-wrapped, mint uncrushed),
> Alternate Reality (US Gold, open but looks new),
> IQ (CRL, New unwrapped),
> The Payoff (Atari, still shrink-wrapped, mint uncrushed)
>
> The below are all complete, but opened
> Astro-Droid,
> War-Copter,
> Day at the Races,
> Starquake,
> Sidewinder,
> Zone X
> Sunstar,
> Maltese Chicken,
> Battalion Commander,
>
> If they are not worth selling, I will put back in the attic!
> Cheers,
> Paul

Paul it's hard to say what they are worth. If you want to get a
ballpark figure, then do a "completed auction" for each title most will
probably get you some results and you should get a good idea of their
value.

7798. Re: Keyboard pinouts XE and XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 17:48:19 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <452D2E63.A70157B9@a8maestro.com>
Source record: 5655

Hi,

I've had a keyboard reference page on my site for a while.

I have updated it with an XE cross reference near the bottom.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2006 " a t " a8maestro.com instead.
This will change to rld2007 in 2007.

Oliver Graf wrote:

> Hi everybody,
> I am planning to give my 130XE an new home in an obsolete
> desktop case. Because of ergonomic and stability reasons
> I would like to use an XL keyboard. I know the pinouts of
> XE and XL keyboards are different. Is there any information
> about these differences available on the web or on one of
> your hard drives ;-) ?
>
> Thanks in advance.
> Oliver

7799. Re: Riddle of 8-bit ASCII's

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 18:15:03 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <452D34A7.F137EE70@a8maestro.com>
Source record: 5656
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.ti

With the keyboard..take a qwerty layout, run lines vertically(two halves) and horizontally, and you get an 8 x 8 matrix, encoded into 6 bit. Add bits for shift and control, you get a byte for each regular key. Special keys decoded seperately.

So an "A" is 63, "P" is 10, etc. All keyboards do this in some fashion.

Internally, these codes get changed to atari version of ASCII. "A" is 65, "P" is 80. At least its mostly close. All computer manufacturers do some form of this too. Software changs this with a look up table.

For displaying on the screen, you normally fill memory with zeros. But that is the heart graphic character. So you have to rearrange the atascii into internal so zero becomes the space. So "A" is 33, "P" is 48. Rearranging the codes speeds up the display, little math and conversion.

I have some of this on my site
at...http://www.a8maestro.com/atari/info/kdbgrid.htm.
Atascii to internal is coming.

Rick D.
DO NOT REPLY TO a8maestro"a t"a8maestro.com.
Use rld2006 " a t " a8maestro.com instead.
This will change to rld2007 in 2007.

Nick Bensema wrote:

> In article <11l7bgqiuegh344@news.supernews.com>,
> Leif Bloomquist <spam@127.0.0.1301> wrote:
> >> > > With both computers, you could display letters on the screen with a
> >> > > POKE to video memory. However, the number you POKEd was almost never
> >> > > the same number you would put into a CHR$ function to print that
> >> > > character.
> >
> >And there is yet another disconnect, with keyboard scan codes. So to
> >expand on your example, you would press A (keyboard code 10), and an A
> >(ASCII 65) would appear, and appear in screen memory as value 1 (A). o_O
>
> Well, at least scan codes can be blamed somewhat on the layout of the
> keyboard. Maybe that explains the seemingly random arrangement of
> the PETSCII graphics accessed by the Commodore key...
>
> --
> Nick Bensema <nickb@io.com> AIM: NBensema
> ==== ======= ============== http://www.io.com/~nickb/

7800. Re: Atari Emulator Keyboard solution?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-11 20:09:40 UTC
From: gozarcollins@SPAMTRAPhotmail.com
Message-ID: <egjj2401pf1@news3.newsguy.com>
Source record: 5657

stephensheppard@hotmail.com wrote:
> Personally, I prefer to opt for NO template since after all these years
> I'm most familiar with a PC keyboard. One nicety I like is the
> Atari800Win plus option to use CTRL + arrow keys. This allows me to
> use the PC cursor control keys instead of trying to remember that CTRL
> + '=' is the down arrow, CTRL + '-' is the up arrow, etc.

For some reason if I am in the emulator, I go back to the Atari keypresses
(shift-2 for quotes, control for the arrow keys). It's really weird...

--
Ryan 'Gozar' Collins

7801. Re: 8-Bit games worth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 02:19:49 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <1e9ri2pfsrn0omia6qrvsasnjmi329l427@4ax.com>
Source record: 5658

"Paul Cawley" <paul.cawley@clara.co.uk>:

I think you'll find that at least these titles are worth about what you
would have paid for them back in the day, maybe twice or three times that
depending on the market (try eBay) and the title (Alternate Reality for
sure.)

>Zork 1 (Infocom, complete but not wrapped, sticker on front),
>Zork 3 (Infocom, still shrink-wrapped, mint uncrushed),
>Alternate Reality (US Gold, open but looks new),

At least those anyway... don't know much about the others. Like someone
else suggested, do a completed items search on eBay to get a rough value.

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

7802. Reminder: Thursday IRC chat @ 8:00pm CST

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 05:09:38 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns985ABD127069emuslor@216.196.97.136>
Source record: 5659

```
Hope to see you there:

server: irc.newnet.net
channel: #atari

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.
```

7803. Re: NTSC Coulor Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 07:36:51 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <uY6dnRPD-KDqbbDYnZ2dnUVZ_tidnZ2d@comcast.com>
Source record: 5660

"Paul Cawley" <paul.cawley@clara.co.uk> wrote in message
news:1160559126.62810.0@demeter.uk.clara.net...
> Guys,
> I just imported an NTSC 130XE, my question is that when I use it, the
> colours appear different on the screen -best way to describe would be
> washed
> out- compared to my PAL 130XE.
> I could have understood this if I was running through RF, but I am using a
> SCART cable out of the monitor jack.
> Admittedly the picture is far better on my CRT TV as opposed to my LCD
> one,
> but the colours are still out.
> By comparison, my NTSC NES looks the same as the PAL on (just minus the
> borders and slower speed!).
> Any ideas, is this normal?, I think it probably is, but wanted to check!
> Cheers,
> Paul

NTSC XEs had some bugs in the video circuit, for starters. I minor fix
involving the removeal / replacement of, IIRC, 4 resistors and the addition
of 2 caps. One thing you may want to play with before ripping out resistors
(and taking a chance on ruining the notoriously fragile traces on the XE
boards) is playing with the color pot on the board. Tweak it all the way in
both directions while it's connected to your display and powered up, and see
what you get. You might be surprised.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

7804. Re: NTSC Coulor Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 10:58:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20061012115827.3156A@cix.co.uk>
Source record: 5661

In article <1160559126.62810.0@demeter.uk.clara.net>,
paul.cawley@clara.co.uk (Paul Cawley) wrote:

> *From:* "Paul Cawley" <paul.cawley@clara.co.uk>
> *Date:* Wed, 11 Oct 2006 10:32:15 +0100
>
> Guys,
> I just imported an NTSC 130XE, my question is that when I use it, the
> colours appear different on the screen
Does your TV support NTSC? Even via a SCART it needs to understand the
colour timings etc.

Iain

7805. FS: Atari 800/XL/XE SCART cables - special offer

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 11:20:57 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1160652057.668212.143930@m73g2000cwd.googlegroups.com>
Source record: 5662

Hello All,

I have an overstock of Atari 800/XL/XE to SCART 1.5m (5.5 feet)
foil-screened cables to clear, so I am offering them to
comp.sys.atari.8bit readers at a much reduced cost.

Prices start at £2.08 delivered per cable for the UK, and £2.50
including Airmail delivery to Europe. Because SCART isn't really used
outside of the UK/Europe, the offer is only open to readers in the UK
and Europe.

Payments are in UK£ and by PayPal ONLY. Payment buttons are on the
order page, or you can PayPal the money directly to me if you prefer
(details on the order/info page).

This offer is only open to readers of this group, so you will need to
go straight to the order/info page at:

http://www.dgs.clara.net/scart-a8-oct06.htm

The offer closes on 20 October 2006 (or earlier if stocks are
exhausted).

Before anyone says it, yes I know people could make these cables
themselves. But at these prices why bother!

To find out more about us, and to see what else we sell, you can visit
our main site at: http://www.dgs.clara.net

Dean Garraghty

7806. Re: NTSC Coulor Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 12:17:56 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1160655476.205955.285260@h48g2000cwc.googlegroups.com>
Source record: 5663

> "Paul Cawley" <paul.cawley@clara.co.uk> wrote in message
> news:1160559126.62810.0@demeter.uk.clara.net...
> > Guys,
> > I just imported an NTSC 130XE, my question is that when I use it, the
> > colours appear different on the screen -best way to describe would be
> > washed out- compared to my PAL 130XE. (snip)
> > Cheers,
> > Paul
>

David Bowden wrote:
> NTSC XEs had some bugs in the video circuit, for starters. (snip)
> --
> David Bowden
> The Undead Mechanic.
>

I believe this refers to the "Super Video for the 130XE" article from Atari Classics mag. I did this upgrade, and it did improve the saturation/intensity, but overall, made the picture no better (IMO) than other XE's that I have. (I still use this machine to this day.) One down-side is that it made the faint vertical lines/bars on the screen that can be seen on modern monitiors much more pronounced. Based on my experience, this is a "fix" that fixes little. (The Super Video for the XL is a different matter -- excellent results.)

If interested, you can check this out at
http://www.geocities.com/atarimods/

You'll get redirected, but I checked this link this AM.

FWIW, I have had lots of XE's, and I have never seen one that had washed out color. Not saying yours does not on your equipment, but I'd be skeptical that applying this fix would do much. OTOH, it's not hard to do and is reversible.

-Larry

7807. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 12:38:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610120530020.5427-100000@onyx.spiritone.com>
Source record: 5664
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm done updating my catalogs with NEW information! My software and books catalogs are now 80 columns except for hardware which are still 38 columns. I no longer have catalog named NEWINBOX.TXT... New items have been moved into corresponding catalogs. For instance ST_SOFT.TXT Now has both USED & NEW ST Software. New items are listed with a NIB by price. NIB=NEW in BOX!

FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer lines plus Atari Jaguar Games and Consoles! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I can/cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ATARI SALES DETAILS!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7808. FS: NIB! NEW $20 ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 12:40:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610120538500.5427-100000@onyx.spiritone.com>
Source record: 5665
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR CLASSIC 8 BIT ATARI! $20 OR LESS! LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7809. myspace meets tucows and planetsourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 21:23:22 UTC
From: Mad Scientist Jr <usenet_daughter@yahoo.com>
Message-ID: <1160688202.197314.108420@h48g2000cwc.googlegroups.com>
Source record: 5666
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.ti,comp.lang.basic.misc

Is there a myspace type site that is a place for programmers to post
their apps for people to download? It would have to be user friendly
like tucows but allow a programmer to create their own home page where
they can post their apps (including open source if they wish). People
can network and link to each other, rate other's apps, and search for
code by platform/language/keyword/most popular, etc. It would support
EVERY platform imaginable, from 8-bit atari code to .NET and Java apps.
Does anything like this exist?

7810. Re: myspace meets tucows and planetsourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 21:25:06 UTC
From: larry@portcommodore.com
Message-ID: <1160688306.558080.9890@b28g2000cwb.googlegroups.com>
Source record: 5667
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.ti,comp.lang.basic.misc

```
Mad Scientist Jr wrote:
> Is there a myspace type site that is a place for programmers to post
> their apps for people to download? It would have to be user friendly
> like tucows but allow a programmer to create their own home page where
> they can post their apps (including open source if they wish). People
> can network and link to each other, rate other's apps, and search for
> code by platform/language/keyword/most popular, etc. It would support
> EVERY platform imaginable, from 8-bit atari code to .NET and Java apps.
> Does anything like this exist?

Yep, it's called sourceforge, but in that you have to have it open
source.
```

7811. Re: myspace meets tucows and planetsourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-12 21:39:15 UTC
From: Poster <poster!nospam!@aurora.cotse.net>
Message-ID: <3fOdnfL7TP-ZK7PYnZ2dnUVZ_q2dnZ2d@giganews.com>
Source record: 5668
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.ti,comp.lang.basic.misc

larry@portcommodore.com wrote:
> Mad Scientist Jr wrote:
>> Is there a myspace type site that is a place for programmers to post
>> their apps for people to download? It would have to be user friendly
>> like tucows but allow a programmer to create their own home page where
>> they can post their apps (including open source if they wish). People
>> can network and link to each other, rate other's apps, and search for
>> code by platform/language/keyword/most popular, etc. It would support
>> EVERY platform imaginable, from 8-bit atari code to .NET and Java apps.
>> Does anything like this exist?
>
> Yep, it's called sourceforge, but in that you have to have it open
> source.
>

Yup. Sourceforge has been around forevah.

--

www.intaligo.com Building, INFORM, Seasons (upcoming!)

7812. Re: myspace meets tucows and planetsourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-13 11:46:25 UTC
From: Vanessa Ezekowitz <vanDEesLEsaTEezTHekISowitz@gmail.com>
Message-ID: <l0LXg.3659$Gp4.2226@trnddc08>
Source record: 5669
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.ti,comp.lang.basic.misc

Mad Scientist Jr wrote:

> Is there a myspace type site that is a place for programmers to post
> their apps for people to download? [...] It would support
> EVERY platform imaginable, from 8-bit atari code to .NET and Java apps.
> Does anything like this exist?

Sure there is - have you looked into Sourceforge? (www.sf.net)

Last I knew, Sourceforge was platform-independent, and it certainly doesn't
matter what kind of code/programs you post there.

--
"Life is full of happy and sad events. If you take the time
to concentrate on the former, you'll get further in life."
Vanessa Ezekowitz <vanDEesLEsaeTEzekTHowiIStz@gmail.com>
("DELETE THIS" to email me :-))

7813. Re: A little ditty...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-13 17:10:48 UTC
From: eric <joyfulcoder@gmail.com>
Message-ID: <1160759448.442350.157580@i3g2000cwc.googlegroups.com>
Source record: 5670

```
Here it is ported to ACTION! I had to add a delay to make it sound
more like the BASIC version.

define delay="300"

byte audf1=53760,
audc1=53761,
audf2=53762,
audc2=53763,
audf3=53764,
audctl=53768,
skctl=53775,
consol=53279

card x,d

;Press Option to end
while consol&4
do
audf1=230
audc1=175
audf2=231
audc2=175
audf3=229
skctl=3
for d=0 to delay do od

for x=0 to 25549 STEP 13
do
audctl=x/100
for d=0 to delay do od
od
od
SndRst()

Geezer wrote:
> Okay, from Antic, V4#8, December 1985:
>
> 10 S=53760:POKE S,230:POKE S+1,175:POKE S+2,231:POKE S+3,175:POKE
> S+4,229:
> POKE S+15,3
> 20 FOR X=0 TO 255.49 STEP 0.135:POKE S+8,X:NEXT X:GOTO 20
>
```

7814. Wanted: Page 6 XL/XE Library Update Leaflets

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-14 15:24:40 UTC
From: Paul <not@arealemailaddress.com>
Message-ID: <45310135$0$8724$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 5671

Hi
I'm looking for a couple of the paper "XL/XE Library Update" leaflets that
accompanied issues of Page 6 / New Atari User magazine - specifically those
from issues 74 and 78. A copy, scan or whatever would be just fine.

If you can help, please reply via the contact form on the Page 6 website:
http://www.page6.org/contact/contact.htm

Many thanks,
Paul

7815. Re: Atari 800 laptop

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-14 20:23:33 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-3E6647.16233314102006@news.isp.giganews.com>
Source record: 5672

In article <1159533859.380376.201170@c28g2000cwb.googlegroups.com>,
"kev242@gmail.com" <kev242@gmail.com> wrote:

> Michael Current wrote:
> > On Thu, 28 Sep 2006 12:47:17 -0500, kev242@gmail.com <kev242@gmail.com>
> > wrote:
> >
> > > did Atari ever have plans to make a portable 8bit? I know there was a
> > > prototype C64 portable.
> >
> > Atari Corp. showed the 65XEP at the January 1985 CES in Las Vegas, as part
> > of their initial introductions of both the XE and ST series of computers.
> >
>
> Okay now I rem. Did any ever make into the wild? A portable 8bit
> would of been cool. If they had been able to follow thru with the
> Flashback 3 we would of got a enchanced 8bit on one chip and someone
> would of made a laptop out of it.

Stick a 8bit core into a tiny fpga board, and you can have your laptop
pretty easy.

7816. Re: Keyboard pinouts XE and XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-14 20:57:55 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <egrivu$jq6$1@news01.versatel.de>
Source record: 5673

Rick, could you post it here or mail me?

Rick D schrieb:
> I've had a keyboard reference page on my site for a while.
> I have updated it with an XE cross reference near the bottom.

7817. Re: Keyboard pinouts XE and XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-15 01:18:48 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.thfu93nqdbvw6m@fred>
Source record: 5674

On Sat, 14 Oct 2006 15:57:55 -0500, Oliver Graf <oliver@knusperkopf.de>
wrote:

> Rick, could you post it here or mail me?
>
>
> Rick D schrieb:
>> I've had a keyboard reference page on my site for a while.
>> I have updated it with an XE cross reference near the bottom.

I think this is it:

http://www.a8maestro.com/atari/info/kdbgrid.htm

--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7818. Announcing the Computer Gaming World Archive

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-15 06:46:10 UTC
From: Stephane Racle <sracle@nospam.com>
Message-ID: <4531d9ac$0$4197$baae4c71@news.mindlink.net>
Source record: 5675

I'm pleased to announce the online availability of another magazine:
Computer Gaming World (CGW), from 1981-1992. This isn't platform
specific, but contains tons of Atari gaming coverage.

Highlights:

-102 issues saved as .PDF files
-Every issue processed through Optical Character Recognition (OCR),
enabling a 3+ million word global index
-Bookmarks and links for ease of navigation
-7438 pages covering 11 years of gaming

The CGW Archive is a CGW Museum product, published by Ziff Davis (who
own the right to the content). The issues are freely available on Ziff
Davis' FileFront website. Read the entire fake press release at the CGW
Museum site.

CGW Archive: http://cgw.filefront.com
CGW Museum: http://cgw.vintagegaming.org

Stephane

'cgwmuseum at vintagegaming.org'

7819. Anybody have disk magazines called Excel?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-15 21:09:25 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <BqWdnYUOweGCOa_YnZ2dneKdnZydnZ2d@telenor.com>
Source record: 5676

I have #1 and #4, but cannot find anything on the net about them. If anybody have these, please link me, or send me a copy (not of #1 and #4 of course)

If anyone wants #1 and #4, let me know!

Take Atarian care

7820. Re: Anybody have disk magazines called Excel?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-16 04:10:07 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1160971807.019744.123440@m7g2000cwm.googlegroups.com>
Source record: 5677

Vidar Olavesen wrote:
> I have #1 and #4, but cannot find anything on the net about them. If anybody
> have these, please link me, or send me a copy (not of #1 and #4 of course)
>
> If anyone wants #1 and #4, let me know!
>
> Take Atarian care

Hello! you can find the disks for Excel here:

http://www.langesite.com/atari/Holmes/Holmes%203/Excel/

I have lot of Atari magazines,but have never found a copy Excel.

7821. Re: Anybody have disk magazines called Excel?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-16 06:29:45 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1160980185.907594.201490@m7g2000cwm.googlegroups.com>
Source record: 5678

Ed Shepherd wrote:
> Vidar Olavesen wrote:
> > I have #1 and #4, but cannot find anything on the net about them. If anybody
> > have these, please link me, or send me a copy (not of #1 and #4 of course)
> >
> > If anyone wants #1 and #4, let me know!
> >
> > Take Atarian care
>
>
> Hello! you can find the disks for Excel here:
>
> http://www.langesite.com/atari/Holmes/Holmes%203/Excel/
>
> I have lot of Atari magazines,but have never found a copy Excel.

BTW- If you ever decide that you don't want the two magazines that you
have,
I will be glad to send you the postage to send them to me. (an Atari
packrat!)

7822. English Software

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-16 13:01:50 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Xv2dnbF3_LbMHq7YnZ2dnUVZ_76dnZ2d@telenor.com>
Source record: 5679

I am interested in buying Smash Hits Volume 3, complete and Tarot Cards.
Anybody have these old games/programs?

Would like an ATR of Tarot Cards, if not possible to buy!

Thanks

7823. Re: Keyboard pinouts XE and XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-16 16:28:00 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <eh0buc$f02$1@news01.versatel.de>
Source record: 5680

Michael Current schrieb:

> I think this is it:
> http://www.a8maestro.com/atari/info/kdbgrid.htm

Ah, thanks a lot!

7824. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-17 04:25:38 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1161059116@rtfm.mit.edu>
Source record: 5681
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale, California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced Atari user. From the company's humble beginnings to its demise as a hardware manufacturer in the nineties, we hope to provide you lots of original content in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a massive on-going project: a gigantic database of ALL Atari 8-bit software, complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7825. Re: Looking to acquire SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-17 20:54:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <4535430c$0$34510$742ec2ed@news.sonic.net>
Source record: 5682

David Bowden <nospam@spamsux.org> wrote:
> I'm interested in getting me an SIO2IDE interface, but I am unable to email
> the creator/owner of this site: http://atariarea.histeria.pl/sio2ide/

I would seriously pay for one of these pre-made, too! :)

--
-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

7826. ABBUC JHV Oktober 21st 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-17 23:21:53 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-96C7DC.01215318102006@azure.qinip.net>
Source record: 5683

Howdy folks

For all those who do not know:

Next saturday, the yearly meeting of the members (JHV) of the ABBUC will be held from 10.00 untill 17:00 o'clock (that's 5 PM for you guys from the opther side of the Atlantic).

It'll be held at the B�rgerhaus S�d in Herten, Germany.

All ABBUCmembers (and those who want to become a member) are welcome.

Don't let language be a barrier. Main language will be German, but many do speak English, some speak Dutch.

There wil probably be some new hardware, even more old hardware and probably some old hardware that's been either redesigned or build from the old plans with new parts. The ABBUC Software and Hardware contests will be held. And somebody has promised that we will have a lot of fun with a multijoy interface, joysticks and footpedals (all at the same time).

See you in Herten?

Mathy

PS diner will be afterwards, but pre-ordering it is appreciated/needed (I'm not not sure). See www.abbuc.de

7827. Re: Looking to acquire SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 07:09:11 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <_P6dnSYj4oVwT6jYnZ2dnUVZ_r6dnZ2d@comcast.com>
Source record: 5684

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4535430c$0$34510$742ec2ed@news.sonic.net...
> David Bowden <nospam@spamsux.org> wrote:
>> I'm interested in getting me an SIO2IDE interface, but I am unable to
>> email
>> the creator/owner of this site: http://atariarea.histeria.pl/sio2ide/
>
> I would seriously pay for one of these pre-made, too! :)

If I can get my hands on a pre-made one, I plan to cram it and a hard drive into the case of a borked XF551. Someone tried to do a 3.5" upgrade to it and totally destroyed about half the traces on the board. Whoever it was got a little overzealous desoldering the ribbon cable from the control board and REALLY screwed it up when he soldered on the pins for the removeable ribbon connector. I tried repairing traces on that board for over 6 hours, and in the end I gave up.

But, the power supply and case is good, so cram in a hard drive, the SIO2IDE, and probably spray paint the whole damned thing black and let 'er rip!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

7828. Re: ABBUC JHV Oktober 21st 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 15:38:26 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <eh5hp8gki1@news01.versatel.de>
Source record: 5685

Mathy Van Nisselroy schrieb:
> See you in Herten?

Yes, of course! :)

7829. Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 17:47:24 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <ULqdndP-E5Om9KvY4p2dnA@telenor.com>
Source record: 5686

I just bought an untested BB and I do not know much about it. How should it react? It seems it should bring up a menu when pressing the leftmost push button, but nothing happens. I tried connecting my Adaptec adapter with the ST225 drive (works on MIO), but it does not try reading or anything. Is it broken? If so, anybody have clues on what might be wrong, where to get parts or where to send it for fixing.

I am also feeling stupid, thinking a Black Box would actually be a black box with the interface inside, but it's just a print board. Are they all like this?

Thanks and take Atarian care

7830. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 18:20:32 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <YfuZg.32673$tO5.1869@fed1read10>
Source record: 5687

"Vidar Olavesen" <olavese@online.no> wrote in message
news:ULqdndP-E5Om9KvY4p2dnA@telenor.com...
>I just bought an untested BB and I do not know much about it. How should it
> react? It seems it should bring up a menu when pressing the leftmost push
> button, but nothing happens. I tried connecting my Adaptec adapter with
> the
> ST225 drive (works on MIO), but it does not try reading or anything. Is it
> broken? If so, anybody have clues on what might be wrong, where to get
> parts
> or where to send it for fixing.
>
> I am also feeling stupid, thinking a Black Box would actually be a black
> box
> with the interface inside, but it's just a print board. Are they all like
> this?
>
> Thanks and take Atarian care
>
>

Hi,
Try looking at this web site for information:
http://www.mathyvannisselroy.nl/blackbox.htm
one of the best information site's for the blackbox...

And of course the original site for the black box:

http://www.nleaudio.com/css/products/BB_Docs.htm

As a guess at your problems might be the power supply connection.. verify
pinouts and voltages..

Good Luck!!
RoyE

7831. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 19:37:08 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <evGdnbSleLFuH6vYnZ2dnUVZ_76dnZ2d@telenor.com>
Source record: 5688

> Hi,
> Try looking at this web site for information:
> http://www.mathyvannisselroy.nl/blackbox.htm
> one of the best information site's for the blackbox...
>
> And of course the original site for the black box:
>
> http://www.nleaudio.com/css/products/BB_Docs.htm
>
> As a guess at your problems might be the power supply connection.. verify
> pinouts and voltages..
>
> Good Luck!!
> RoyE

Thanks for the links. I think PSU is correct, the green light go on as do the red one, when I boot computer. But pressing the setup menu button, does nothing.

Will read through the pages tonight, after Liverpool match is done. Take Atarian care

7832. Atari 8-Bit Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 19:45:43 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1161200744.60519.0@demeter.uk.clara.net>
Source record: 5689

Guys,
Got my 8-Bit games from the loft and up on the 'bay right now.
Items are in the UK, and in Pounds Sterling (shipping will be slightly
higher to the US/abroad), but you will be hard pressed to find some of these
in this condition again.
Have a look through, lots of sealed titles, will be more of these in the
coming weeks, plus C64 stuff as well.

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1

Cheers,
Paul

7833. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-18 22:59:53 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-743A9B.00595219102006@azure.qinip.net>
Source record: 5690

Howdy folks

> > Try looking at this web site for information:
> > http://www.mathyvannisselroy.nl/blackbox.htm
> > one of the best information site's for the blackbox...

Thanks!

> Thanks for the links. I think PSU is correct, the green light go on as do
> the red one, when I boot computer. But pressing the setup menu button, does
> nothing.

You can find the manual to the BB in the CSS site (link was in Roy's
posting).

There is another way to get into the menu. Look for "how to get to the
BlackBox's menu via software" at the bottom of my (resently cleaned up)
BlackBox page. BTW the switch IIRC is a switch that breaks the
connection when pressed.

Often, if the switch doesn't work or one of the lights (LEDs) doesn't
come up, is a back connection between computer and BB.

Greetings

Mathy

7834. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 00:16:51 UTC
From: Larry <LLppwhite@earthlink.net>
Message-ID: <1161217011.042453.63320@m7g2000cwm.googlegroups.com>
Source record: 5691

Hi Vidar-

If your PSU is good (+12, +5, -5 VDC IIRC), then check the ECI connector and your XE connector to make sure they are scrupuously clean. (Or your XL PBI connector if using the cable connector.) Any "flakiness" of my BB has either been due to a bad PSU or poor connections between my XE and the BB. If it still doesn't work, then "untested" may mean "non-working." ;-) Good luck. -Larry

7835. Re: Atari 800 - keyboard inop after long storage - the answer

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 03:18:24 UTC
From: group@lemsky.com
Message-ID: <1161227903.983343.290590@m7g2000cwm.googlegroups.com>
Source record: 5692

>It is so 1980. Sometimes I
> plan on dedicating a room in our house to the year
> 1980. An interior in yellow, brown and wood. A telephone
> from that year. Maybe a Star Wars movie poster on the
> wall. And, an Atari 800.
>
> Anders

check this place they have over 50 Star Wars posters from 1980s
http://movieposter.com/?acode=3ba63e9266aa196f

7836. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 08:55:12 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <laWdnf2XSo1goKrYnZ2dnUVZ_76dnZ2d@telenor.com>
Source record: 5693

> Hi Vidar-
>
> If your PSU is good (+12, +5, -5 VDC IIRC), then check the ECI
> connector and your XE connector to make sure they are scrupuously
> clean. (Or your XL PBI connector if using the cable connector.) Any
> "flakiness" of my BB has either been due to a bad PSU or poor
> connections between my XE and the BB. If it still doesn't work, then
> "untested" may mean "non-working." ;-) Good luck. -Larry

Thanks again!

I tried both my 130XE and 800XL, but none of these works. But, if like mentioned, the lights do go on, I guess the connection is okay. The green light is constantly on, when power is connected. The red light goes on when I boot computer, then stops when computer is ready. I'll try the software thingy to see if I get a connection at all. but guess it's a non-working BB. Does Bob stilll repair them?

Take Atarian care

7837. NEW FREE ATARI CATALOGS!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 10:19:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610190317330.23949-100000@onyx.spiritone.com>
Source record: 5694
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm done updating my catalogs with NEW information! My software and books catalogs are now 80 columns except for hardware which are still 38 columns. I no longer have catalog named NEWINBOX.TXT... New items have been moved into corresponding catalogs. For instance ST_SOFT.TXT Now has both USED & NEW ST Software. New items are listed with a NIB by price. NIB=NEW in BOX!

FREE Catalogs for Used & New Classic Atari 8 Bit & ST Computer lines plus Atari Jaguar Games and Consoles! View Catalogs on-line, Download them or Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify 8 Bit, ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Let me know if I can/cant attach files to your E-Mail. Atari@aracnet.com or call (503)256-9974!

http://BensCatalogs.Atari.org FREE ATARI CATALOGS!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7838. FS: NIB! NEW $20 ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 10:22:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610190320100.23949-100000@onyx.spiritone.com>
Source record: 5695
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR CLASSIC 8 BIT ATARI! $20 OR LESS! LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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7839. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 17:13:01 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <xmOZg.14289$GR.13879@newssvr29.news.prodigy.net>
Source record: 5696

(Says green light stays on, red light on at boot.)
That seems like the BB is working. There may
be a software access. I'm familiar only with the
MIO. You access MIO menu by holding SELECT
and pressing RESET. Have you tried the console
keys and RESET?

7840. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 19:09:45 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <2MqdnWRagpqbU6rY4p2dnA@telenor.com>
Source record: 5697

"Russg" <russgilb@sbcglobalMUNGE.net> skrev i melding
news:xmOZg.14289$GR.13879@newssvr29.news.prodigy.net...
> (Says green light stays on, red light on at boot.)
> That seems like the BB is working. There may
> be a software access. I'm familiar only with the
> MIO. You access MIO menu by holding SELECT
> and pressing RESET. Have you tried the console
> keys and RESET?
>

Yes, I've tried that, I too use a MIO. First thing I tried. But it says in manual that the leftmost push button brings up the menu. It does not do anything. I'll try the software setup later. Thanks for suggestions!

Take Atarian care

7841. Broderbund Stealth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-19 20:08:35 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1161288514.17677.0@proxy00.news.clara.net>
Source record: 5598

Hi Guys,
I am after the Broderbung title Stealth, on Disk.
Does anyone have a boxed copy they don't mind parting with?
Cheers,
Paul

7842. Re: Broderbund Stealth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-20 02:03:38 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1161309818.631759.279460@m7g2000cwm.googlegroups.com>
Source record: 5599

Paul Cawley wrote:
> Hi Guys,
> I am after the Broderbung title Stealth, on Disk.
> Does anyone have a boxed copy they don't mind parting with?
> Cheers,
> Paul

You said Broderbung.

lol,
Tarkin

7843. Re: Broderbund Stealth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-20 05:58:54 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <yAZZg.20406$E02.8059@newsb.telia.net>
Source record: 5600

"Tarkin" <Tarkin000@gmail.com> skrev i meddelandet
news:1161309818.631759.279460@m7g2000cwm.googlegroups.com...
> > ...
> You said Broderbung.
>
> lol,
> Tarkin

The maker of Raid on Bung-eling Bay. Or is it Bund-eling Bay?

Anders

7844. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-20 22:57:36 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-D51D48.00573621102006@azure.qinip.net>
Source record: 5601

Howdy Vidar

> > If your PSU is good (+12, +5, -5 VDC IIRC)....

You absolutely need +12 and +5, but the third voltage can be -12 as well as -5 Volt. I'm using -12 Volt as most switching PC power supplies have -12 Volt on some wire. Bob Puff told me you can use either.

> Does Bob stilll repair them?

He'll probably try to diagnose your problems on the phone. He's really good at this. He'll take time for you if you call. Emailing him might not result in you getting an answer anytime soon.

BTW, on some older manuals, an old area-code is used. Your best bet is to check the site (www.nleaudio.com/css) for the right phonenumber. And Bob is very kind and patient on the phone, even if you stammer like an idiot. (been there, done that. :-))

Greetings

Mathy

7845. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-21 01:44:10 UTC
From: Roy Dean <r-dean@cox.net>
Message-ID: <KXe_g.33489$tO5.9442@fed1read10>
Source record: 5602

"Mathy Van Nisselroy" <firstname@fullnamewithoutspaces.nl> wrote in message
news:firstname-D51D48.00573621102006@azure.qinip.net...
> Howdy Vidar
>
>> > If your PSU is good (+12, +5, -5 VDC IIRC)....
>
> You absolutely need +12 and +5, but the third voltage can be -12 as well
> as -5 Volt. I'm using -12 Volt as most switching PC power supplies have
> -12 Volt on some wire. Bob Puff told me you can use either.
>
>> Does Bob stilll repair them?
>
> He'll probably try to diagnose your problems on the phone. He's really
> good at this. He'll take time for you if you call. Emailing him might
> not result in you getting an answer anytime soon.
>
> BTW, on some older manuals, an old area-code is used. Your best bet is
> to check the site (www.nleaudio.com/css) for the right phonenumber. And
> Bob is very kind and patient on the phone, even if you stammer like an
> idiot. (been there, done that. :-))
>
> Greetings
>
> Mathy

Hi,

The 8bit Vendor mailing has the correct area code and phone #
(585) 429-5639
Regards,

RoyE

7846. 600XL Brown screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-21 02:35:43 UTC
From: Tristan Mumford <nintendologist@nospam.gmail.nospam.com>
Message-ID: <4539877f$0$78444$c30e37c6@lon-reader.news.telstra.net>
Source record: 5603

Hi there. In my collection I have an Atari600XL. Unfortunately, like a few other things I have it doesn't work.

On turning it on it displays a plain brown screen. That's it. Totally catatonic.
Any ideas what it could be? Unfortunately I know little about the specifics of the hardware in it.

Any help or ideas would be appreciated.

Thankyou.

7847. Re: 600XL Brown screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-21 06:59:38 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <ehcgga$9t0$1@news01.versatel.de>
Source record: 5604

Tristan Mumford schrieb:
> On turning it on it displays a plain brown screen. That's it. Totally
> catatonic.
> Any ideas what it could be? Unfortunately I know little about the
> specifics of the hardware in it.

Hi Tristan,
that can be caused by a bunch of dead ICs.

Check these:
U2-5, U18, U19, U28, U30

7848. Re: 600XL Brown screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-21 19:27:20 UTC
From: FujiMan <Rory.A.McMahon@gmail.com>
Message-ID: <1161458840.469277.190180@b28g2000cwb.googlegroups.com>
Source record: 5605

Hi,

Most chips are socketed in the 600xl, so removing or reseating them
might help.

Rory

Tristan Mumford wrote:
> Hi there. In my collection I have an Atari600XL. Unfortunately, like a few
> other things I have it doesn't work.
>
> On turning it on it displays a plain brown screen. That's it. Totally
> catatonic.
> Any ideas what it could be? Unfortunately I know little about the
> specifics of the hardware in it.
>
> Any help or ideas would be appreciated.
>
> Thankyou.

7849. Re: 600XL Brown screen

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-22 02:06:17 UTC
From: Tristan Mumford <nintendologist@nospam.gmail.nospam.com>
Message-ID: <453ad219$0$78448$c30e37c6@lon-reader.news.telstra.net>
Source record: 5606

On Sat, 21 Oct 2006 08:59:38 +0200, Oliver Graf wrote:

> Hi Tristan,
> that can be caused by a bunch of dead ICs.
>
> Check these:
> U2-5, U18, U19, U28, U30

I was afraid of that.
I'll try reseating like FujiMan said too. Although I think I may have done this a while ago anyway.

Thankyou for your help.

7850. Re: myspace meets tucows and planetsourcecode?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-22 14:39:12 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-91A13E.10391222102006@news.isp.giganews.com>
Source record: 5607
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.ti,comp.lang.basic.misc

In article <1160688202.197314.108420@h48g2000cwc.googlegroups.com>,
"Mad Scientist Jr" <usenet_daughter@yahoo.com> wrote:

> Is there a myspace type site that is a place for programmers to post
> their apps for people to download? It would have to be user friendly
> like tucows but allow a programmer to create their own home page where
> they can post their apps (including open source if they wish). People
> can network and link to each other, rate other's apps, and search for
> code by platform/language/keyword/most popular, etc. It would support
> EVERY platform imaginable, from 8-bit atari code to .NET and Java apps.
> Does anything like this exist?

You are describing sourceforge.

7851. Re: Broderbund Stealth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-23 00:38:57 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1161563937.652429.76710@m73g2000cwd.googlegroups.com>
Source record: 5608

Anders Skelander wrote:
> "Tarkin" <Tarkin000@gmail.com> skrev i meddelandet
> news:1161309818.631759.279460@m7g2000cwm.googlegroups.com...
> > > ...
> > You said Broderbung.
> >
> > lol,
> > Tarkin
>
> The maker of Raid on Bung-eling Bay. Or is it Bund-eling Bay?
>
> Anders

LOL. I love NG's that have a sense of humor.

Cheers,
Tarkin

7852. Re: Broderbund Stealth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-23 11:50:58 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1161604258.348491.250870@i3g2000cwc.googlegroups.com>
Source record: 5609

Tarkin wrote:
> ...
> I love NG's that have a sense of humor.

Hi there Tarkin,

What is an NG? A "next generationer"? A "nostalgy group"?

Anders

7853. Re: Broderbund Stealth

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-24 01:23:31 UTC
From: Tarkin <Tarkin000@gmail.com>
Message-ID: <1161653011.716653.136700@h48g2000cwc.googlegroups.com>
Source record: 5610

Anders Skelander wrote:
> Tarkin wrote:
> > ...
> > I love NG's that have a sense of humor.
>
> Hi there Tarkin,
>
> What is an NG? A "next generationer"? A "nostalgy group"?
>
> Anders

NG = NewsGroup
Or a Thai surname (Suriname?)

Cheers,
Tarkin
"This internets is not to be trusted." -weebl (or was it skoo?)

7854. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-24 04:27:26 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1161664023@rtfm.mit.edu>
Source record: 5611
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7855. Re: NTSC Coulor Question

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-24 21:02:12 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <obv%g.41003$r61.295@text.news.blueyonder.co.uk>
Source record: 5612

Paul Cawley wrote:
> Guys,
> I just imported an NTSC 130XE, my question is that when I use it, the
> colours appear different on the screen -best way to describe would be washed
> out- compared to my PAL 130XE.
> I could have understood this if I was running through RF, but I am using a
> SCART cable out of the monitor jack.
> Admittedly the picture is far better on my CRT TV as opposed to my LCD one,
> but the colours are still out.
> By comparison, my NTSC NES looks the same as the PAL on (just minus the
> borders and slower speed!).
> Any ideas, is this normal?, I think it probably is, but wanted to check!
> Cheers,
> Paul
>
>
Paul,

even though your using a SCART connector, you will *not* be using the
RGB signal pins, but the composite video pins. The composite video from
any US Atari will be NTSC format, whereas your TV expects PAL. Having
said that many modern TVs sold in the UK are actually multi-standard.

The difference between NTSC and PAL is the way the colours are encoded,
and this may explain why they appear washed out.

My own TV accepts PAL or NTSC. When I played back a US DVD on my DVD
player the colours were washed out, which I assumed was because it was a
TV series from the 70's. However when I entered the menu on the TV, I
now had control over "TINT". This is a bit of a giveaway that the TV has
detected a NTSC signal. PAL TVs don't have a tint control.

I was also surprised when I tried a US videotape in my video recorder,
that not only did it play back OK, but understood all three tape speeds
(LP, SP and EP).

regards...

--Gary

7856. Re: Looking to acquire SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-24 23:41:22 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-619EE3.01412225102006@azure.qinip.net>
Source record: 5613

Howdy folks

> But, the power supply and case is good, so cram in a hard drive, the
> SIO2IDE, and probably spray paint the whole damned thing black and let 'er
> rip!

If you need a SIO2IDE interface version 3.x, contact mega-hz (Wolfram Fischer).

BTW, I saw one of Wolfram's 1050's. It has a harddrive, a SIO2IDE 3.x interface inside and .... the viewer of a camera. Yep, that's a CRT, black and white picture, about 3 to 4 cm diagonal. That's slightly over an inch to one and a half inch. The picture displayed on it (which comes from an "external" XL or XE) is crystal clear.

Greetings

Mathy

BTW mega-hz has his one site, but my browser couldn't make contact. Try : mega-hz.no-ip.com

7857. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-26 10:24:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610260316001.8181-100000@onyx.spiritone.com>
Source record: 5614

Hi Vidar, if someone wanted to buy a BB, Lance at Video 61 can order from Bob Puff. I dont believe Bob will sell directly. I also believe Lance can repair Black Boxes. Thanx! ===Ben===

On Thu, 19 Oct 2006, Vidar Olavesen wrote:

> > Hi Vidar-
> >
> > If your PSU is good (+12, +5, -5 VDC IIRC), then check the ECI
> > connector and your XE connector to make sure they are scrupuously
> > clean. (Or your XL PBI connector if using the cable connector.) Any
> > "flakiness" of my BB has either been due to a bad PSU or poor
> > connections between my XE and the BB. If it still doesn't work, then
> > "untested" may mean "non-working." ;-) Good luck. -Larry
>
> Thanks again!
>
> I tried both my 130XE and 800XL, but none of these works. But, if like
> mentioned, the lights do go on, I guess the connection is okay. The green
> light is constantly on, when power is connected. The red light goes on when
> I boot computer, then stops when computer is ready. I'll try the software
> thingy to see if I get a connection at all. but guess it's a non-working BB.
> Does Bob stilll repair them?
>
> Take Atarian care
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7858. FS: NIB! NEW $20 ATARI 8 BIT GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-26 10:32:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0610260329380.8181-100000@onyx.spiritone.com>
Source record: 5615
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR CLASSIC 8 BIT ATARI! $20 OR LESS! LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7859. FA: Commodore C64/128, Atari 8-Bit, 3DO and Infocom titles!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-26 20:04:51 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1161893090.56720.0@iris.uk.clara.net>
Source record: 5616

Guys,
*** New stuff added! ***
Got some vintage Commodore / Atari / Infocom games from the loft and up on eBay right now.
Items are in the UK, and in Pounds Sterling (shipping will be slightly higher to the US/abroad), but you will be hard pressed to find some of these in this condition again.
Have a look through, lots of hard-to-find titles (most new, some sealed), will be hopefully adding more of these in the coming weeks, on various formats.

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1

I am not kidding - you have to have a look at these!!!
Cheers,
Paul

7860. Video from ABBUC JHV meeting available

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-28 20:46:12 UTC
From: temp
Message-ID: <4543c1e6_1@news.arcor-ip.de>
Source record: 5617

available in 5 (!) different languages

german
english
dutch
polish
french

http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=247

7861. FS eBay: Atari XL/XE QUICK Programming Language - less than $2

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-29 20:16:46 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1162153003.26412.0@damia.uk.clara.net>
Source record: 5618

Hello All,

I am selling electronic copies of the QUICK programming language on eBay (which includes ATR and DCMs of the disks and a PDF manual) for just £0.99 (less than US$2). This is a promotional price to 'test the waters' with this kind of distribution, so if you want to take advantage of it, you can buy one on eBay now:

UK/Europe: http://search.ebay.co.uk/_W0QQsassZdeangarraghty

US: http://search.ebay.com/_W0QQsassZdeangarraghty

Full info on QUICK and what is included, and how the product is sent to you is in the listing.

Dean Garraghty

7862. giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-29 20:35:15 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1162154115.738636.202750@i42g2000cwa.googlegroups.com>
Source record: 5619
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
apple2, commodore, CPM, etc.

Jeff Wood
307-222-4224
proteanthread at yahoo

will *ATTEMPT* to have a list shortly if interested; want to give it
away to interested parties who'll help take care of this retro stash.

7863. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 05:12:06 UTC
From: fixme1@gmail.com
Message-ID: <1162185126.594280.313590@e3g2000cwe.googlegroups.com>
Source record: 5620
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

(ProteanThread) wrote:
> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
> 307-222-4224
> proteanthread at yahoo
>
> will *ATTEMPT* to have a list shortly if interested; want to give it
> away to interested parties who'll help take care of this retro stash.

I may be interested in the apple2 and commodore stuff, shoot me an
email with details.

Thanks

7864. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 06:32:58 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1162189978.679804.136320@m7g2000cwm.googlegroups.com>
Source record: 5621
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hello!

I would be interested in the Atari stuff.

Thanks.

7865. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 08:44:36 UTC
From: pbetti <pbetti@lpconsul.net>
Message-ID: <1162197876.861597.210660@f16g2000cwb.googlegroups.com>
Source record: 5622
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

(ProteanThread) ha scritto:

> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
> 307-222-4224
> proteanthread at yahoo
>
> will *ATTEMPT* to have a list shortly if interested; want to give it
> away to interested parties who'll help take care of this retro stash.

What do you have for CP/M ? Can you send a list ? Thanks.

Piergiorgio

<pbetti AT e-tech DOT net>

7866. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 12:45:11 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1162212311.408525.251140@k70g2000cwa.googlegroups.com>
Source record: 5623
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
i'm working on a list now.

pbetti wrote:
> (ProteanThread) ha scritto:
>
> > recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> > apple2, commodore, CPM, etc.
> >
> > Jeff Wood
> > 307-222-4224
> > proteanthread at yahoo
> >
> > will *ATTEMPT* to have a list shortly if interested; want to give it
> > away to interested parties who'll help take care of this retro stash.
>
> What do you have for CP/M ? Can you send a list ? Thanks.
>
> Piergiorgio
>
> <pbetti AT e-tech DOT net>
```

7867. Re: To Abdul .. and Boot Factory...

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 13:30:19 UTC
From: cbc <cabell.clarkeNOSPAMMYA$$@SPAMNOverizon.net>
Message-ID: <L7n1h.6510$Wy6.5072@trnddc01>
Source record: 5624

Right here!
Actually I am in the process of moving so I do not know what's going to be happening for the next couple of months. The BBS is down most of the time now but I hope to have it back up after I get settled in the new house.

It is occassionally up during the week now but mostly not.

--
Cabell
A8 Internet BBS: telnet://bfbbs.no-ip.com
A8 Website: www.amfband.com/bf/

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:0006d7f9@familynet-international.org...
> FamilyNet International Newsgate
>
> Abdul (and the Boot Factory BBS)
>
> Where are you?!?! :(
>
> Doc Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.familynet-international.org
>

7868. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 14:38:05 UTC
From: "idknow@gmail.com" <idknow@gmail.com>
Message-ID: <1162219085.332665.12730@f16g2000cwb.googlegroups.com>
Source record: 5625
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

(ProteanThread) wrote:
> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
>

Hi Jeff.

I'm interested in the Appl2, Coco and CP/M things you have.

Please send details when it's convenient for you to my gmail email
account.

For my own interest, I've recovered several Apple2, //e and GS models,
several Mac Models, a TRS-80 CP/M BOX with two 8 inch floppy drives
AND
good bootable floppy diskettes! (that was fun to see it still works!)

I await with baited bits! :)

be well.

7869. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 14:39:25 UTC
From: "idknow@gmail.com" <idknow@gmail.com>
Message-ID: <1162219165.616596.131450@i42g2000cwa.googlegroups.com>
Source record: 5626
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

(ProteanThread) wrote:
> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
>

Hi Jeff.

I'm interested in the Appl2, Coco and CP/M things you have.

Please send details when it's convenient for you to my gmail email
account.

For my own interest, I've recovered several Apple2, //e and GS models,
several Mac Models, a TRS-80 CP/M BOX with two 8 inch floppy drives
AND
good bootable floppy diskettes! (that was fun to see it still works!)

I await with baited bits! :)

be well.

7870. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 17:44:54 UTC
From: Ladmo <dwhittaker@gmail.com>
Message-ID: <1162230294.240672.244290@e64g2000cwd.googlegroups.com>
Source record: 5627
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I am very interested in the Commodore Items.
(ProteanThread) wrote:
> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
> 307-222-4224
> proteanthread at yahoo
>
> will *ATTEMPT* to have a list shortly if interested; want to give it
> away to interested parties who'll help take care of this retro stash.

7871. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 18:33:45 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <6-idndl2c_qR29vYRVnzvQ@telenor.com>
Source record: 5628
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I do not have a TRS80, that's something I would really like in my
collection!

Let me know okay?

Thanks

"(ProteanThread)" <proteanthread@gmail.com> skrev i melding
news:1162212311.408525.251140@k70g2000cwa.googlegroups.com...
> i'm working on a list now.
>
>
> pbetti wrote:
> > (ProteanThread) ha scritto:
> >
> > > recepient just pays shipping, includes, atari, trs80, coco, tandy,
ibm,
> > > apple2, commodore, CPM, etc.
> > >
> > > Jeff Wood
> > > 307-222-4224
> > > proteanthread at yahoo
> > >
> > > will *ATTEMPT* to have a list shortly if interested; want to give it
> > > away to interested parties who'll help take care of this retro stash.
> >
> > What do you have for CP/M ? Can you send a list ? Thanks.
> >
> > Piergiorgio
> >
> > <pbetti AT e-tech DOT net>
>

7872. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 20:29:24 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Egt1h.21270$E02.8783@newsb.telia.net>
Source record: 5629
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"(ProteanThread)" <proteanthread@gmail.com> skrev i meddelandet
news:1162154115.738636.202750@i42g2000cwa.googlegroups.com...
> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
> 307-222-4224
> proteanthread at yahoo
>
> will *ATTEMPT* to have a list shortly if interested; want to give it
> away to interested parties who'll help take care of this retro stash.

Don't give away your computer collection! You will regret it forever.

Anders

7873. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-30 20:42:01 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1162240920.977991.214760@f16g2000cwb.googlegroups.com>
Source record: 5630
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
i already but i have no choice for i have no room. :-(

Anders Skelander wrote:
> "(ProteanThread)" <proteanthread@gmail.com> skrev i meddelandet
> news:1162154115.738636.202750@i42g2000cwa.googlegroups.com...
> > recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> > apple2, commodore, CPM, etc.
> >
> > Jeff Wood
> > 307-222-4224
> > proteanthread at yahoo
> >
> > will *ATTEMPT* to have a list shortly if interested; want to give it
> > away to interested parties who'll help take care of this retro stash.
>
> Don't give away your computer collection! You will regret it forever.
>
> Anders
```

7874. Re: Video from ABBUC JHV meeting available

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 00:07:27 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-70FD0D.01072731102006@azure.qinip.net>
Source record: 5631

Howdy folks

> available in 5 (!) different languages
>
> german
> english
> dutch
> polish
> french
>
> http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=247

You really should have a look at this video. It was a great meeting.

You can also look at YouTube for some video's from boschreurs

Greetings

Mathy

7875. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 00:09:24 UTC
From: christianlott1 <christianlott1@yahoo.com>
Message-ID: <1162253364.701300.278430@f16g2000cwb.googlegroups.com>
Source record: 5632
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Yes. You will regret it forever. I did so many years ago and still miss the stuff. Sure, you can replenish the supply later - but it still won't be the same stuff really.

If you don't have room, rent a storage shed for $50 a month. I do. I have loads of useless crap. Maybe one day I will be rich enough to buy a house. Then I will collect even more!

7876. Re: Black Box info?

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 00:13:35 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-628415.01133531102006@azure.qinip.net>
Source record: 5633

Howdy folks

> Hi Vidar, if someone wanted to buy a BB, Lance at Video 61 can order from Bob
> Puff. I dont believe Bob will sell directly. I also believe Lance can repair
> Black Boxes. Thanx! ===Ben===

That's new to me. That fact that Bob won't sell directly that is. What
I do know from a reliable source, is that they have enough parts to
assemble the FloppyBoard.

But Lance is a good guy. And a lot more active in the 8 bit scene
nowadays then Bob.

Greetings

Mathy

7877. Re: ABBUC JHV Oktober 21st 2006

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 00:15:38 UTC
From: Mathy Van Nisselroy <firstname@fullnamewithoutspaces.nl>
Message-ID: <firstname-B6654F.01153831102006@azure.qinip.net>
Source record: 5634

Howdy folks

In article <eh5hp8gki1@news01.versatel.de>,
Oliver Graf <oliver@knusperkopf.de> wrote:

> Mathy Van Nisselroy schrieb:
> > See you in Herten?
>
>
> Yes, of course! :)

Check out the video (5 languages to choose from) at
http://www.abbuc.de/modules.php?name=DocTree&dtIsBlk=y&dtId=247

It was very nice (as always) in Herten, Germany

Greetings

Mathy

7878. WTD: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 04:43:43 UTC
From: fadeToblack <dwillsXBR@gmail.com>
Message-ID: <1162269823.542336.157290@m7g2000cwm.googlegroups.com>
Source record: 5635

I have 'The Agony and the Ecstasy' Episode 4 from PBS but would
like to get the complete 4 part series.

computer related on dvdr:
Triumph of The Nerds. 180 min PBS Host Robert Cringely. 96 KQED
Nerds 2.0.1 A Breif History of the Internet. Host Robert
Cringely.180 min 97 KQED

I have lots of vintage MTV/VH1. Johnny Carson, Streets of San
Francisco, Night Flight, and some Horror documentarys. just updated my
trade list.

dwillsXBR(at)gmail(dot)com

7879. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 05:23:57 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1162272217@rtfm.mit.edu>
Source record: 5636
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7880. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 05:46:34 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0610310044160.22742@shell1>
Source record: 5637
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 30 Oct 2006, Christian Lott wrote:

> Maybe one day I will be rich enough to buy a house. Then I will collect
> even more!

Been there, done that. :-)

Join us at the FCUG table at
the Vintage Computer Festival 9.0
this weekend,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7881. Re: giving my entire colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 05:57:44 UTC
From: james <mentor@arisia.org>
Message-ID: <Xns986CF3C333573somerandomthingzm9mz@69.28.186.120>
Source record: 5638
Cross-posted to: cbm,comp.sys.atari.8bit

"christianlott1" <christianlott1@yahoo.com> wrote in
news:1162253364.701300.278430@f16g2000cwb.googlegroups.com:

> Yes. You will regret it forever. I did so many years ago and still miss
> the stuff. Sure, you can replenish the supply later - but it still
> won't be the same stuff really.

Very, very true.

> If you don't have room, rent a storage shed for $50 a month. I do. I

I got a lot of cardboard boxes and stacked them in the closet. Some of the
larger systems I stuck under the bed. Now that I have my own place I'm
slowly extracting and rebuilding my old systems. The same ones!

7882. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 12:25:43 UTC
From: Clockmeister <whowhere@andwhy.com>
Message-ID: <12keg68g3gakv15@corp.supernews.com>
Source record: 5639
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"christianlott1" <christianlott1@yahoo.com> wrote in message
news:1162253364.701300.278430@f16g2000cwb.googlegroups.com...
> Yes. You will regret it forever. I did so many years ago and still miss
> the stuff. Sure, you can replenish the supply later - but it still
> won't be the same stuff really.
>
> If you don't have room, rent a storage shed for $50 a month. I do. I
> have loads of useless crap. Maybe one day I will be rich enough to buy
> a house. Then I will collect even more!
>

You have to be rich to buy a house?

Shit, I owned my first house at age 30 and don't consider myself to be rich
by any stretch of the imagination.
How much is an average 3 bed 1 bathroom house in the US on 820m2 block worth
in a reasonable neighbourhood?

7883. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 15:23:01 UTC
From: David Murray <adric22@yahoo.com>
Message-ID: <1162308181.352263.78160@m73g2000cwd.googlegroups.com>
Source record: 5640
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

> > If you don't have room, rent a storage shed for $50 a month. I do. I
> > have loads of useless crap. Maybe one day I will be rich enough to buy
> > a house. Then I will collect even more!

Well, maybe if you live in that house alone. But if you are married to
a woman, beware she will not allow a huge amount of antique computers
to be stored there. Unless you are fortunate to find one of those very
rare women who are also Commodore geeks. This is highly unlikely
considering when Commodore's were populare in the 1980's, very few
girls cared anything at all about computers.

> ****, I owned my first house at age 30 and don't consider myself to be rich
> by any stretch of the imagination.

I bought my first house when I was 26, and I still live there.
However, both my wife and I work full time in order to afford to live
there.

Continuing on about the collection, though. My collection is about as
big as it will ever get unless we move to a new house with a lot more
storage space. I have almost every 8-bit commodore ever made (except a
PET and the CBM machines) and also have a lot of Apples and Amigas.
But they rarely see the light of day. Unfortunatly, when I see a
Commodore 64 being thrown away somewhere, my heart tells me to save it
and preserve it. However, I have no more space for it. And I know
that when I die, it is likely my children will throw the stuff away at
that time anyway. So I would only be postponing the inevitable, and
wasting valuable space in my house in the meantime.

7884. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 15:50:49 UTC
From: Clockmeister <whowhere@andwhy.com>
Message-ID: <12kesp4nmla0572@corp.supernews.com>
Source record: 5641
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"David Murray" <adric22@yahoo.com> wrote in message
news:1162308181.352263.78160@m73g2000cwd.googlegroups.com...
>
>> > If you don't have room, rent a storage shed for $50 a month. I do. I
>> > have loads of useless crap. Maybe one day I will be rich enough to buy
>> > a house. Then I will collect even more!
>
> Well, maybe if you live in that house alone. But if you are married to
> a woman, beware she will not allow a huge amount of antique computers
> to be stored there. Unless you are fortunate to find one of those very
> rare women who are also Commodore geeks. This is highly unlikely
> considering when Commodore's were populare in the 1980's, very few
> girls cared anything at all about computers.
>
>> ****, I owned my first house at age 30 and don't consider myself to be
>> rich
>> by any stretch of the imagination.
>
> I bought my first house when I was 26, and I still live there.
> However, both my wife and I work full time in order to afford to live
> there.

I bought my house at age 24 and it was paid off 6 years later with help from
my other half who also works full time :-)

> Continuing on about the collection, though. My collection is about as
> big as it will ever get unless we move to a new house with a lot more
> storage space. I have almost every 8-bit commodore ever made (except a
> PET and the CBM machines) and also have a lot of Apples and Amigas.
> But they rarely see the light of day. Unfortunatly, when I see a
> Commodore 64 being thrown away somewhere, my heart tells me to save it
> and preserve it. However, I have no more space for it. And I know
> that when I die, it is likely my children will throw the stuff away at
> that time anyway. So I would only be postponing the inevitable, and
> wasting valuable space in my house in the meantime.
>

I would be tempted to pick it up and at least save any socketed chips. They
don't take much space and could be important in the future when supplies run
out.
Then again, where do you draw the line...

7885. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-10-31 17:33:01 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.10.31.17.32.58.93957@charter.net>
Source record: 5642

On Tue, 31 Oct 2006 23:50:49 +0800, Clockmeister wrote:

>
> "David Murray" <adric22@yahoo.com> wrote in message
> news:1162308181.352263.78160@m73g2000cwd.googlegroups.com...
>>
>>> > If you don't have room, rent a storage shed for $50 a month. I do. I
>>> > have loads of useless crap. Maybe one day I will be rich enough to buy
>>> > a house. Then I will collect even more!
>>
>> Well, maybe if you live in that house alone. But if you are married to
>> a woman, beware she will not allow a huge amount of antique computers
>> to be stored there. Unless you are fortunate to find one of those very
>> rare women who are also Commodore geeks. This is highly unlikely
>> considering when Commodore's were populare in the 1980's, very few
>> girls cared anything at all about computers.
>>
>>> ****, I owned my first house at age 30 and don't consider myself to be
>>> rich
>>> by any stretch of the imagination.
>>
>> I bought my first house when I was 26, and I still live there.
>> However, both my wife and I work full time in order to afford to live
>> there.
>
> I bought my house at age 24 and it was paid off 6 years later with help from
> my other half who also works full time :-)

Wow, welcome to "comp.sys.rich.people".

My wife and I just bought a house/land, $87,000, payment is $780 a month,
we have 3 kids, 3 cars, a dog...and there is no way in the world we could
ever pay it off in 6 years. (and thats with our combined yearly income of
about $75,000). :(

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7886. *UPDATE* more on my retro computers collection *UPDATE*

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-01 17:36:01 UTC
From: "proteanthread (at yahoo)" <rtdos@rtdos.com>
Message-ID: <1OWdnfYlQenORtXYnZ2dnUVZ_qydnZ2d@bresnan.com>
Source record: 5643
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st.misc,comp.sys.cbm,comp.sys.ibm.pc.classic

I am currently working on a list and will be posting it to my website shortly:

http://www.rtdos.com/list.txt (dead link right now but should be up sometime next week)

so if you are interested in my collection, please check there first to see what is available; its on a first come first served basis (recipient must pay for all shipping up front) however i will honor the best offer (i've already recieved hundreds of emails and phone calls); i don't like doing this (i'm already regretting it) but i absolutely have no room (or money for storage) that i want to give my collection someone or multiple someones who appreciates these retro systems.

i have no intentions of leaving the retro community (my alt os for games based on the classic systems is still my priority); currently i'm looking to download (or get someone to donate cd's or dvd's of) emulators, sources, bios's, roms, programs, etc. that pertain to these systems that i have (or had at one time).

its like giving a puppy or a kitten up for adoption, you want to make sure that they get a good home; thats the way i feel with my retro stash (of course i am to blame if nothing works for i kept my collection in storage for 10 years); basically i want to give my collection to the community (i will part out,but each recipient must pay shipping in full up front) as my collection is as much a part of me as it is a part of the retro community.

so if anyone wants to donate cd's or dvd's of collections of programs, emulators, sources, drivers, bios's, roms, etc. of anything retro related (even if they are not to recieve any part of my collection) i'd appreciate it (as i said i have no intentions of leaving the retro community once my physical collection is depleted). :-)

right now i have about 40 more of appx. 50 boxes left to go through, i have about a dozen or so monitors (composite so they should work with nearly any system with an rca jack); several boxes of ibm pc compatible cards (already claimed by a local pc repair service), several printers (atari, tandy, commodore, apple), tons of books and manuals, etc. (don't worry i have another storage area that'll i'll be going through once the stuff in my house is depleted)

Jeff Wood
307 222 4224
proteanthread at yahoo

7887. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-01 20:10:17 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Ja72h.21415$E02.8860@newsb.telia.net>
Source record: 5644
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Clockmeister" <whowhere@andwhy.com> skrev i meddelandet
news:12kesp4nmla0572@corp.supernews.com...
> > ...
> I bought my house at age 24 and it was paid off 6 years later with help
> from my other half who also works full time :-)

I bought my house at age 10, no need to take loans and on top of that, I have lots of saved money.

My wife loves my huge collection of home computers and video games. Recently, she convinced me we could squeeze a third Asteroids arcade game machine in the master bedroom.

Wait, there's more! Our kids wear Commodore and Atari t-shirts when they go to school. The dog too likes retro computing, always wearing his tiny vest with a superb handmade Amiga logo.

We've got two brand new Lexus jeeps professionally painted with Pac Man and Donkey Kong artwork.

I will be back in these newsgroups later, with more information on the proceedings of my simple, still satisfying life.

Anders

7888. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-01 20:19:30 UTC
From: see3 <see3@verizon.net>
Message-ID: <1162412370.260007.62940@i42g2000cwa.googlegroups.com>
Source record: 5645
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I
(ProteanThread) wrote:
> recepient just pays shipping, includes, atari, trs80, coco, tandy, ibm,
> apple2, commodore, CPM, etc.
>
> Jeff Wood
> 307-222-4224
> proteanthread at yahoo
>
> will *ATTEMPT* to have a list shortly if interested; want to give it
> away to interested parties who'll help take care of this retro stash.

I'm very interested in any of the CP/M send me a list.

Steve

see3@verizon.net

7889. October 2006 winner, November 2006 prize...

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-01 21:12:12 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.11.01.21.12.12.261619@charter.net>
Source record: 5646

Greetings everyone!

Here is the lucky and the proud winner of this months prize at The
DarkForce! BBS:

October 2006
1. ST Magazine - Dew-It wins the free 3 mag. subscription

Congratulations to our winner!

Also, here is next months prize:

November 2006
1. ST Magazine - some lucky Atari caller will win a free 3 magazine
subscription.

Good luck to all! :D

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7890. Vintage Computer Festival 9.0 this weekend

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 01:28:06 UTC
From: rbernardo@value.net
Message-ID: <1162430886.336638.325350@m73g2000cwd.googlegroups.com>
Source record: 5647

Hello to all my Atari cousins!

Below is the announcement I posted to other newsgroups, but it would be good to see you there, too! :-)

Come one, come all to the Vintage Computer Festival 9.0, Nov. 4-5, at the Computer History Museum in Mountain View (San Jose area), California. http://www.vintage.org

Nestled in the heart of the Silicon Valley, the Computer History Museum is full of analog and digital computers harking back to as early as the 1940's.
http://www.computerhistory.org

Join the 500 to 700 VCF attendees to listen to the speakers (Steve Wozniak!), marvel at the exhibits, and buy the vintage computer goods of your dreams. The Fresno Commodore User Group will have its usual demonstration/vending table. Come and meet me and FCUG members, Ed Hart, Clark Murphy, Bill Ward, and Mitch Zollinger. Who knows who else you will see wandering through the rooms? (Amigan Dale Luck is a regular VCF attendee.) Come to our table and play with a VIC-20 system, a SX-64 system, NTSC and PAL C64 DTV's and the Hummer DTV, an Amiga CD-32 (this time with several different discs), and a Vectrex (hey, what's that doing here?). As usual, we will have C= hardware and programs for sale - C64's, C128's, 1541's, 1571's, a SX-64, On the Edge books, and more. As usual, we will have cakes, cookies, and punch to hand out to anyone who asks. As usual, there will be other vendors who will have Commodore and Amiga items.

New for this year, Bill Ward will be bringing a video projector and screen on Sunday so that we can have big-time Commodore/Amiga gaming! Also for the first time, I will have an exhibit with a very good-to-excellent condition Commodore PET 2001 with plenty of programs for it to run. Also, check out the strange and mysterious, outboard "sound box" for the PET. Larry Anderson and your PET/Flash Attack exhibit, watch out! :-D For more information on my exhibit or the other exhibits at VCF, go to http://www.vintage.org/2006/main/exhibit.php

Car already packed for VCF,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7891. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 01:31:49 UTC
From: Motorboat <Motorboat_Haircuts@sbcglobal.net>
Message-ID: <20061101203136275 90-MotorboatHaircuts@sbcglobalnet>
Source record: 5548
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On 2006-11-01 15:10:17 -0500, "Anders Skelander" <ansk@hotmail.com> said:

>
> "Clockmeister" <whowhere@andwhy.com> skrev i meddelandet
> news:12kesp4nmla0572@corp.supernews.com...
>>> ...
>> I bought my house at age 24 and it was paid off 6 years later with help
>> from my other half who also works full time :-)
>
> I bought my house at age 10, no need to take loans and on top of that, I
> have lots of saved money.

What took you so long. I bought my house two years before I was born
and the seller PAID me to buy it.

7892. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 04:54:51 UTC
From: mdj <mdj.mdj@gmail.com>
Message-ID: <1162443291.262357.284290@m73g2000cwd.googlegroups.com>
Source record: 5549
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Anders Skelander wrote:

> My wife loves my huge collection of home computers and video
> games. Recently, she convinced me we could squeeze a third Asteroids
> arcade game machine in the master bedroom.

LOL - Thanks for reminding me that I like them just the way they are
...

Matt

7893. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 09:55:36 UTC
From: Clockmeister <whowhere@andwhy.com>
Message-ID: <12kjg4ea1tueqc6@corp.supernews.com>
Source record: 5550
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:Ja72h.21415$E02.8860@newsb.telia.net...
>
> "Clockmeister" <whowhere@andwhy.com> skrev i meddelandet
> news:12kesp4nmla0572@corp.supernews.com...
>> > ...
>> I bought my house at age 24 and it was paid off 6 years later with help
>> from my other half who also works full time :-)
>
> I bought my house at age 10, no need to take loans and on top of that, I
> have lots of saved money.
>
> My wife loves my huge collection of home computers and video
> games. Recently, she convinced me we could squeeze a third Asteroids
> arcade game machine in the master bedroom.
>
> Wait, there's more! Our kids wear Commodore and Atari t-shirts when
> they go to school. The dog too likes retro computing, always wearing his
> tiny vest with a superb handmade Amiga logo.
>
> We've got two brand new Lexus jeeps professionally painted with Pac
> Man and Donkey Kong artwork.
>
> I will be back in these newsgroups later, with more information on the
> proceedings of my simple, still satisfying life.
>

My bullshit detector just went off, it's either playing up or...

7894. ATARI Adoption Agency!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 14:49:47 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020646500.12864-100000@onyx.spiritone.com>
Source record: 5551
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

ATARI Adoption Agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
http://adoption.atari.org or atari@aracnet.com

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7895. FS: BRAND NEW ATARI 8 BIT GAMES! $20!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 14:52:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020649570.12864-100000@onyx.spiritone.com>
Source record: 5552
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR CLASSIC ATARI 8 BIT! $20 OR LESS! LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7896. AD: Atari Customer Appreciation Month!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 15:00:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611020658350.12864-100000@onyx.spiritone.com>
Source record: 5553
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I owe you a lot! You pay my bills. Defend me from attacks. Patronize me & support me with your money. Each Dollar/Euro/Yen/etc is a Vote of support! Show your support for an Atari Dealer!Buy from Ben, your Atari Benefactor! Show your support by buying and keeping the Atari support coming.Show your support and Vote for your favorite Atari Dealer!Vote for Bravo Sierra this November! In the spirit of Customer Appreciation Month I'm offering a Gift to you, my Customers! A BRAND NEW GAME with purchase this November! E-Mail BenSells@Atari.org, goto my website below for details and/or Call Ben anytime (503)256-9974! Vote 4 Ben! Vote 4 Bravo Sierra Computers in 2006!

http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!
http://BensCatalogs.Atari.org Ben's FREE Atari Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7897. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-02 23:18:56 UTC
From: Simon <sscott@westnet.nospam.com.au>
Message-ID: <pan.2006.11.02.23.18.51.836958@westnet.nospam.com.au>
Source record: 5554
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Wed, 01 Nov 2006 20:10:17 +0000, Anders Skelander wrote:

>
> "Clockmeister" <whowhere@andwhy.com> skrev i meddelandet
> news:12kesp4nmla0572@corp.supernews.com...
>> > ...
>> I bought my house at age 24 and it was paid off 6 years later with help
>> from my other half who also works full time :-)
>
> I bought my house at age 10, no need to take loans and on top of that, I
> have lots of saved money.

I constructed a time machine and went back in time 100 years and bought
several houses for a penny. So, by the time I was conceived, I was already
a property magnate.

My butler used to bring me am-biotic fluid on a silver
tray whilst I was in-utero.

I was the only sperm that already owned a ferrari.

After I was born, I paid someone else to be circumcised for me.

My first bottle was 100 year old scotch.

instead of a dummy, I used to suck on cuban cigars.

7898. help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-03 06:19:01 UTC
From: meyti <mehdi.babajani@gmail.com>
Message-ID: <1162534740.965916.83140@h48g2000cwc.googlegroups.com>
Source record: 5555

how to run a command before the OS and return the OS

7899. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-03 07:20:23 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <65C2h.451$3K7.224@newsfe13.phx>
Source record: 5556

"meyti" <mehdi.babajani@gmail.com> wrote in message
news:1162534740.965916.83140@h48g2000cwc.googlegroups.com...
> how to run a command before the OS and return the OS
>
Hi,
If you mean DOS instead of OS. This depends on which DOS you are using:

With Atari Dos an AUTORUN.SYS file can be run before Dos is entered.
With MyDos an AUTORUN.SYS file can be run before Dos is entered.
Also FILENAME.AR0 will work with the later versions of MyDOS.
With SpartaDOS or BEWEDOS a batchfile will be run to start your command
file.
Also DOSXL a batchfile is needed to run a command before the Dos
prompt.

Regards,
RoyE
PS: give a sample of what you want to accomplish for more clarification.

7900. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-03 12:03:43 UTC
From: sebastienmarty@yahoo.fr
Message-ID: <1ho6s4n.pmvz531h7ablaN%sebastienmarty@yahoo.fr>
Source record: 5557
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

David Murray <adric22@yahoo.com> wrote:

> And I know
> that when I die, it is likely my children will throw the stuff away at
> that time anyway.

You can always donate it to a museum or something.

--
[SbM]
<http://sebastienmarty.free.fr> - <http://tradintosh.free.fr>
<http://sbm.ordinotheque.free.fr> - <http://palmiciel.free.fr>
"If the French were really intelligent, they'd speak English" (W. Sheed)

7901. Re: What is your favorite 8bit game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-03 14:10:30 UTC
From: T0M <privee@vieprivee.fra>
Message-ID: <sk48j2le9eaadf35grtg6r88uilbgedirb@4ax.com>
Source record: 5558

Vidar Olavesen a ï¿½crit:

>>[..] Track and Field was also released with a special
>>controller, three buttons to smash wildly. Cool stuff

I've got it when I bought the cartrige, A blue plastic box with 3
buttons (2 whites and I red). A very nice controller to put "oluympic
records" !

T0M

7902. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-03 16:17:10 UTC
From: meyti <mehdi.babajani@gmail.com>
Message-ID: <1162570630.027590.4570@m7g2000cwm.googlegroups.com>
Source record: 5559

hi thank u
i want write run a command before the boot the OS for example "system
commander" how to work?
run a command without the os!
plz help

7903. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-03 17:53:53 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <RmL2h.1188$vP1.777@newssvr13.news.prodigy.com>
Source record: 5560

"meyti" wrote in message news:
> hi thank u
> i want write run a command before the boot the OS for example "system
> commander" how to work?
> run a command without the os!
> plz help
You might want a menu loader boot disk, like
for many games that can't load from DOS because
they overwrite DOS.
The menu loader boot disk will put a very minimal
loader in place, then give a list of filenames to
load, which you select a letter A, B, C,.
You mention wanting to load a 'system commander'.
Perhaps you might want to be more specific what
you want to load and run. The closest thing to a
'system commander' I can think of is a machine language monitor, like
Omnimon, which is an
alternative OS on a chip, rather than a boot disk.

7904. Rob C and Gary Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 00:09:46 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <_YednbLN5fYoR9bYRVnzvA@telenor.com>
Source record: 5561

Anybody have more of those Rob C Musical Menu Makers? I have One, Two, Five and Six, so I guess there's more

Also wonder what music Gilbertson wrote
Alternate Reality both
Tail of Beta Lyrae
Passionately
Monster Smash
Mr. Robot
Cosmic Tunnels

I think all of the above is him, but if you know any more, please let me know!

Take Atarian care

7905. FA: Oil's Well cartridge *NEW* in unopened box

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 02:00:26 UTC
From: STcomp@cwo.com
Message-ID: <1162605626.635025.225170@f16g2000cwb.googlegroups.com>
Source record: 5562

Oil's Well cartridge unopened new in original box! A very fun somewhat
Pac-Man-ish style, arcade action game by Sierra Vision. The box is in
excellent condition! 5 1/2 days to go! (ends on November 9th 10 AM)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&ih=013&sspagename=STRK%3AMESE%3AIT&viewitem=
&item=230046496946&rd=1&rd=1

7906. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 06:50:40 UTC
From: "Michael J. Mahon" <mjmahon@aol.com>
Message-ID: <XIGdnX2nmu_epdHYnZ2dnUVZ_uGdnZ2d@comcast.com>
Source record: 5563
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

SbM wrote:
> David Murray <adric22@yahoo.com> wrote:
>
>
>>And I know
>>that when I die, it is likely my children will throw the stuff away at
>>that time anyway.
>
>
> You can always donate it to a museum or something.

Apparently, it is not easy to find an institution willing to
accept a large lot of what they see as *very* specialized
equipment.

A "typical" technology museum is much more interested in breadth
(Apple, Commodore, Sol, etc., etc.) than in depth in a single line
of machines--even if it is the single most influential machine in
the pre-standardized world of computing. ;-)

-michael

NadaNet networking for Apple II computers!
Home page: http://members.aol.com/MJMahon/

"The wastebasket is our most important design
tool--and it's seriously underused."

7907. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 07:10:58 UTC
From: PZ <skierpaul@yahoo.com>
Message-ID: <1162624258.444104.181700@h54g2000cwb.googlegroups.com>
Source record: 5564
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Michael J. Mahon wrote:
> Apparently, it is not easy to find an institution willing to
> accept a large lot of what they see as *very* specialized
> equipment.
>
> A "typical" technology museum is much more interested in breadth
> (Apple, Commodore, Sol, etc., etc.) than in depth in a single line
> of machines--even if it is the single most influential machine in
> the pre-standardized world of computing. ;-)

Apple II's just need to outlive all of those "other" platforms. We already have an advantage from all of the surplus machines cast off by the education industry. Now all we need is a climate controlled bunker in northern Canada to stash our machines once we kick the bucket. 500 years from now, when nothern Canada will be a tropical paradise, we'll have prettier piles of plastic, metal & fiberglass dust than anyone else. We'll show those rat bastard commies then! :-P

- Paul

7908. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 10:26:03 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <%UZ2h.974$zB4.792@twister.nyroc.rr.com>
Source record: 5565
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

> Apple II's just need to outlive all of those "other" platforms. We
> already have an advantage from all of the surplus machines cast off by
> the education industry. Now all we need is a climate controlled bunker
> in northern Canada to stash our machines once we kick the bucket. 500
> years from now, when nothern Canada will be a tropical paradise, we'll
> have prettier piles of plastic, metal & fiberglass dust than anyone
> else. We'll show those rat bastard commies then! :-P

And they say the people from America Jr. have no sense of humour!

8^)

Tom Lake

7909. Re: Rob C and Gary Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 13:47:51 UTC
From: JohnP <mustang_john@NOSPAMhotmail.co.uk>
Message-ID: <bS03h.1343$yz3.554@newsfe4-gui.ntli.net>
Source record: 5566

I remember those :)

I used to just sit and listen to them and not play the games. Could you possibly post the ones the you have. I would love to listen to them again.

Cheers,

JohnP.

"Vidar Olavesen" <olavese@online.no> wrote in message news:_YednbLN5fYoR9bYRVnzvA@telenor.com...
> Anybody have more of those Rob C Musical Menu Makers? I have One, Two, Five
> and Six, so I guess there's more
>
> Also wonder what music Gilbertson wrote
> Alternate Reality both
> Tail of Beta Lyrae
> Passionately
> Monster Smash
> Mr. Robot
> Cosmic Tunnels
>
> I think all of the above is him, but if you know any more, please let me
> know!
>
> Take Atarian care
>
>

7910. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 18:59:22 UTC
From: meyti <mehdi.babajani@gmail.com>
Message-ID: <1162666762.659423.260040@m7g2000cwm.googlegroups.com>
Source record: 5567

i wrote a program like boot loader and after run I want go back to OS!

7911. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 19:32:16 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <4V53h.4254$9v5.4111@newssvr29.news.prodigy.net>
Source record: 5568

"meyti" <mehdi.babajani@gmail.com> wrote in message news:
>i wrote a program like boot loader and after run I want go back to OS!
I'm sorry meyti, I can't follow what you want, what
you've already done, and what you want to do.
You say you want 'write run', means you haven't
written it yet, then you say 'i wrote' indicating you
already wrote the program. What program?
What program do? What language you writing in?
If you wrote a 'boot loader', then you must be
writing in machine language and have the ability
to alter the boot sectors of a disk.
The OS will execute when you turn on the computer.
If a disk drive with disk is there, it will load the
first sector, extract information from sector 1 and
then continue with the boot sequence.

7912. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-04 20:23:43 UTC
From: Sam Gillett <samgillettnospam@diespammermsn.com>
Message-ID: <jF63h.183$244.65@trnddc01>
Source record: 5569
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Clockmeister" wrote ...
>
> "Anders Skelander" <ansk@hotmail.com> wrote in message
> news:Ja72h.21415$E02.8860@newsb.telia.net...

[BS snipped]

> My bullshit detector just went off, it's either playing up or...

You're not kidding it went off! I can hear it half way 'round the world!
--
Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

7913. FA: Vintage Atari 8-Bit Games

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 07:03:25 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1162710195.682.0@damia.uk.clara.net>
Source record: 5570

Guys,
Vintage Atari 8-Bit games ending in around 12 hours - take a look!

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1

Items are in the UK, and in Pounds Sterling (shipping will be slightly higher to the US/abroad), but you will be hard pressed to find some of these in this condition again, have a look through, lots of hard-to-find titles (most new, some sealed).
I will be listing approx. 90 more titles this evening, the bulk of them being HTF Atari and C64 titles, mainly on disk - there will also be Vintage PC, Amiga and Atari ST - I am not kidding, you have to have a look at these!!!
Cheers,
Paul

7914. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 07:14:21 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <hbg3h.3030$ig4.1664@newsread2.news.pas.earthlink.net>
Source record: 5571

meyti wrote:
> i wrote a program like boot loader and after run I want go back to OS!
>

Been so long I probably have a few details big time WRONG here but I am sure someone will jump in to correct me.

Easiest was is to have a disk with a MEMSAV on it, very important or DOS may step on your code. Compile your code so it is memory resident and go to DOS. Once in DOS do a binary save<Option K> and give the file name autorun.sys, address range to save and the initiate address of your message and the start address of your code.

You can have more then one init address in a file if you combine them using the copy /A<ppend> option. Favorite trick of programmers was to run the message to screen first followed by the loading of the code, that way you didn't have to add a delay so people could see the message.

There's other ways of doing it. For instance you can load your binary with the /N option from DOS so it doesn't run and do the save/init from there. I liked to compile to disk and just stick in the init address at the end of my code. There is no one right way to do it but 3-4 different ways that all get it done.

7915. Re: Rob C and Gary Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 08:24:30 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <2dh3h.21619$E02.9019@newsb.telia.net>
Source record: 5572

"Vidar Olavesen" <olavese@online.no> skrev i meddelandet
news:_YednbLN5fYoR9bYRVnzvA@telenor.com...
> ...
> Also wonder what music Gilbertson wrote
> Alternate Reality both
> Tail of Beta Lyrae
> Passionately
> Monster Smash
> Mr. Robot
> Cosmic Tunnels

The music on the title screen of Cosmic Tunnels was really
something special. Both the melody and the original
swaying not so square waveish voice.

Anders

7916. Re: Rob C and Gary Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 09:27:55 UTC
From: ASI Industries <andrew@asi-industries.freeseve.co.uk>
Message-ID: <01c700c4$75977a40$2000a8c0@asi-01>
Source record: 5573

http://en.wikipedia.org/wiki/Gary_Gilbertson

--
Posted via a free Usenet account from http://www.teranews.com

7917. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 14:00:47 UTC
From: sicklittlemonkey <Nick.Westgate@gmail.com>
Message-ID: <1162735246.886741.172770@k70g2000cwa.googlegroups.com>
Source record: 5574
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

mdj wrote:
> Anders Skelander wrote:
>
> > My wife loves my huge collection of home computers and video
> > games. Recently, she convinced me we could squeeze a third Asteroids
> > arcade game machine in the master bedroom.
>
> LOL - Thanks for reminding me that I like them just the way they are

While all of us beholden to the "One Ring" have to live with this to some extent, it's pretty common in Japan to find a girl with a childhood gaming background.

My wife complained a bit about the price of the Mac mini "we" purchased ... until I had it playing old Famicom (NES) games and MAME. While she beats me at Popeye and a handful of crazy Japanese games, I'm content to hand out lessons in Robotron.

So I like mine just the way she is too. ;-)

Cheers,
Nick.

7918. FS eBay: Atari XL/XE PPP 4 Games Pack - less than $2

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 15:17:27 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1162739846.98215.0@despina.uk.clara.net>
Source record: 5575

Hello All,

I am selling electronic copies of the PPP 4 Games Pack (Minesweeper, Glaggs It!, Rubberball, Bombi) on eBay (which includes ATR and DCMs of the disks and text versions of the manuals) for just £0.99 (less than US$2). You can buy one on eBay now:

UK/Europe: http://search.ebay.co.uk/_W0QQsassZdeangarraghty

US: http://search.ebay.com/_W0QQsassZdeangarraghty

Full info on the games and what is included, and how the product is sent to you is in the listing.

Dean Garraghty

7919. Re: Rob C and Gary Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 16:47:58 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <MMWdneA6kZW6i9PYRVnzvQ@telenor.com>
Source record: 5576

"JohnP" <mustang_john@NOSPAMhotmail.co.uk> skrev i melding
news:bS03h.1343$yz3.554@newsfe4-gui.ntli.net...
> I remember those :)
>
> I used to just sit and listen to them and not play the games. Could you
> possibly post the ones the you have. I would love to listen to them again.
>
> Cheers,
>
> JohnP.

You need an emulator of course, but the link to my new page is :
http://games.nmi.no/atari/a8bit.htm and go to Gary Gilbertson page
My main page is at : http://games.nmi.no/

Found a few other collection he made too, for Antic and two AMP demo disks.

Now I want the music from Alternate Reality :: The City

Take Atarian care

BTW : It might not be finished uploading yet, so if you don't get the page,
try later

7920. Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 17:00:58 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <_vydnT7FpsyuhNPYRVnzvA@telenor.com>
Source record: 5577

Is there a way to use FTP to download from the Umich archive? If so, where
do I log in and as what?

Thanks

7921. OT : Anybody know much HTML?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 17:03:40 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Ov6dnZ0KzptIhNPYRVnzvA@telenor.com>
Source record: 5578

I want to keep one file with the contact info (email or whatever) and the pages to link with that part. Is that possible? That is one small file with the HTML code with email, linked to a lot of pages. So when I edit the email info, all pages are still correct.

Thanks for any help!

7922. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 17:50:32 UTC
From: meyti <mehdi.babajani@gmail.com>
Message-ID: <1162749031.998863.28730@m73g2000cwd.googlegroups.com>
Source record: 5579

```
hi
I Wrote in language machine =>

mov ah,a
mov bh,0
mov cx,5
mov al,41
int 10

I make ".bin" file and wrote the file into boot sector of floppy
<W 100 0 0 1>

and i want after print the "aaaaa" go to OS
I must use which command?
thanks a lot...
```

7923. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 17:58:10 UTC
From: "Simon D. Williams" <bb065@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1061105135550.12325A-100000@halifax.chebucto.ns.ca>
Source record: 5580
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On 3 Nov 2006, PZ wrote:

>
> Michael J. Mahon wrote:
> > Apparently, it is not easy to find an institution willing to
> > accept a large lot of what they see as *very* specialized
> > equipment.
> >
> > A "typical" technology museum is much more interested in breadth
> > (Apple, Commodore, Sol, etc., etc.) than in depth in a single line
> > of machines--even if it is the single most influential machine in
> > the pre-standardized world of computing. ;-)
>
> Apple II's just need to outlive all of those "other" platforms. We
> already have an advantage from all of the surplus machines cast off by
> the education industry. Now all we need is a climate controlled bunker
> in northern Canada to stash our machines once we kick the bucket. 500
> years from now, when nothern Canada will be a tropical paradise, we'll
> have prettier piles of plastic, metal & fiberglass dust than anyone
> else. We'll show those rat bastard commies then! :-P

I have to do some work on the climate control, but I've already started
quite a stash in my garage... er, bunker.
-s

_____
|[LD8]! 8-BIT SOUND & FURY : APPLE][AUDIO & MUSIC RESOURCES
| o. | +--------- http://8bitsoundandfury.ld8.org ---------+
!__!__! OLD APPLE WEB SERVER LIST http://www.ld8.org/servers

7924. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 18:06:35 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <4r6necFq004kU1@news.dfncis.de>
Source record: 5581

meyti wrote:

> mov ah,a
> mov bh,0
> mov cx,5
> mov al,41
> int 10

This is assembly, not machine language.

> I make ".bin" file and wrote the file into boot sector of floppy
> <W 100 0 0 1>

You're in the wrong group then. This is for 8 bit atari's, they use a
6502, and not a 8080 or Z80 or any derived processor.

So long,
Thomas

7925. Re: help boot

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 18:12:24 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <cQp3h.383$6t.69@newssvr11.news.prodigy.com>
Source record: 5582

"meyti" <mehdi.babajani@gmail.com> wrote in message news:
> hi
> I Wrote in language machine =>
>
> mov ah,a
> mov bh,0
> mov cx,5
> mov al,41
> int 10
Your code is for x86 machine, not 6502.
So you're using an x86 assembly language.
> I make ".bin" file and wrote the file into boot sector of floppy
> <W 100 0 0 1>
Above looks like Omnimon command, not sure.
> and i want after print the "aaaaa" go to OS
> I must use which command?
> thanks a lot...
I think you might not be in the right group, this
is x86 stuff. Are you using an Atari 8-bit?
Good Luck

7926. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 18:45:29 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <djq3h.410$6t.79@newssvr11.news.prodigy.com>
Source record: 5583

"Vidar Olavesen" wrote in message > Is there a way to use FTP to download from the Umich archive? If so, where
> do I log in and as what?
>
> Thanks
http://www.langesite.com/Atari/Holmes/
umich is in holmes 2, !archived files, umich

7927. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-05 22:09:38 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <j_6dnVFMF4MX_NPYRVnzvQ@telenor.com>
Source record: 5584

> http://www.langesite.com/Atari/Holmes/
> umich is in holmes 2, !archived files, umich

Thanks, but that's web based too. I would like FTP so it can download all I don't have. Easier to continue!

Thanks anyway

7928. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-06 00:16:32 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <A9v3h.1735$736.824@newsfe16.phx>
Source record: 5585

"Vidar Olavesen" <olavese@online.no> wrote in message
news:j_6dnVFMF4MX_NPYRVnzvQ@telenor.com...
>> http://www.langesite.com/Atari/Holmes/
>> umich is in holmes 2, !archived files, umich
>
> Thanks, but that's web based too. I would like FTP so it can download all
> I
> don't have. Easier to continue!
>
> Thanks anyway
>
>

Would this work.... It is still web based but.. similar to ftp: indexed
directory..

http://www.umich.edu/~archive/atari/8bit/

depends on the method of download..

RoyE

7929. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-06 00:21:35 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9872C4F40FA3Femuslor@216.196.97.136>
Source record: 5586

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no>
wrote in news:_vydnT7FpsyuhNPYRVnzvA@telenor.com:

> Is there a way to use FTP to download from the Umich archive? If so,
> where do I log in and as what?
>

If you're interested in a quick way to download the contents of the web
site, you can use wget (http://www.gnu.org/software/wget/wget.html). e.g.
"wget http://www.whatever.com/whatever/blah -r" would grab everything found
at blah and whatever it links to (such as subdirectories full of archives).

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7930. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-06 16:17:35 UTC
From: Wef Dinaini <none@nowhere.invalid>
Message-ID: <12kuo1cf5i39a3a@corp.supernews.com>
Source record: 5587

"Vidar Olavesen" <olavese@online.no> schreef in bericht
news:j_6dnVFMF4MX_NPYRVnzvQ@telenor.com...
>> http://www.langesite.com/Atari/Holmes/
>> umich is in holmes 2, !archived files, umich
>
> Thanks, but that's web based too. I would like FTP so it can download all
> I
> don't have. Easier to continue!
>
> Thanks anyway
>
>

Alternatively, use Firefox and the Down(load)ThemAll extension. I did ;)

It can be used to get 'all linked files' from a webpage. You still have
to open each page, but it beats clicking on several hundred files.

Kind regards,
Wef

7931. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-07 03:17:39 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.timl36t2dbvw6m@fred>
Source record: 5588

On Sun, 05 Nov 2006 11:00:58 -0600, Vidar Olavesen <olavese@online.no>
wrote:

> Is there a way to use FTP to download from the Umich archive? If so,
> where
> do I log in and as what?

Wow, what a retro question. There was a time when that was maybe one of
the most frequently asked questions here!

I can't find any trace of FTP support at the long frozen UMich archive,
nor can I find a UMich mirror supporting FTP. You may have stumped us!
Hopefully one of the many other suggestions will work for you.
--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7932. FA: Lot of AVALON HILL Sealed 8-bit GAMES

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-07 05:19:08 UTC
From: mobm62 <mobm62_member@newsguy.com>
Message-ID: <eip50c0ndq@drn.newsguy.com>
Source record: 5590

Hi everyone,

Just have a look at these beauties :-)

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ200QQsassZmobm62

TIA
mobm62

7933. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-07 05:26:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1162877169@rtfm.mit.edu>
Source record: 5589
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7934. Re: giving my entire computer colletion away

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-07 05:41:44 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.61.0611070038430.18698@shell1>
Source record: 5591
Cross-posted to: comp.os.cpm,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Sat, 3 Nov 2006, Paul wrote:

> Apple II's just need to outlive all of those "other" platforms. We
> already have an advantage from all of the surplus machines cast off by
> the education industry. Now all we need is a climate controlled bunker
> in northern Canada to stash our machines once we kick the bucket. 500
> years from now, when nothern Canada will be a tropical paradise, we'll
> have prettier piles of plastic, metal & fiberglass dust than anyone
> else. We'll show those rat bastard commies then! :-P

Bob Kadylo in Edmondton, Alberta already has warehouses and ship
containers of Apples and Commodores peacefully co-existing.

Back from the Vintage Computer
Festival 9.0,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

7935. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-08 14:03:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611080543070.19975-100000@onyx.spiritone.com>
Source record: 5592

Hello Vidar, Michael. Below is the link for Umich Atari Archives. For your Web Browser. I regularly do FTP as well as Telnet. I may be able to help with FTP although it would be easier if you sent me E-Mail. Thanx! ===Ben===

www.umich.edu/~archive/atari

Below is the same link where you can find Atari and other Computers.

www.umich.edu/~archive

---------- Forwarded message ----------
On Sun, 05 Nov 2006 11:00:58 -0600, Vidar Olavesen <olavese@online.no> wrote:

> Is there a way to use FTP to download from the Umich archive? If so,
> where
> do I log in and as what?

Wow, what a retro question. There was a time when that was maybe one of the most frequently asked questions here!

I can't find any trace of FTP support at the long frozen UMich archive, nor can I find a UMich mirror supporting FTP. You may have stumped us! Hopefully one of the many other suggestions will work for you.
--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7936. Re: OT : Anybody know much HTML?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-09 07:13:36 UTC
From: mr_i_davis@hotmail.com
Message-ID: <1163056416.371554.125990@k70g2000cwa.googlegroups.com>
Source record: 5593

Vidar Olavesen wrote:
> I want to keep one file with the contact info (email or whatever) and the
> pages to link with that part. Is that possible? That is one small file with
> the HTML code with email, linked to a lot of pages. So when I edit the email
> info, all pages are still correct.
>
> Thanks for any help!

Vidar,
I think you are looking for Server Side Includes. IE:

<!--#include virtual="insertthisfile.html" -->

That should do the trick.
Isaac

7937. Re: OT : Anybody know much HTML?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-09 10:28:00 UTC
From: ilaskey@cix.co.uk
Message-ID: <memo.20061109102845.3244C@cix.co.uk>
Source record: 5594

In article <Ov6dnZ0KzptIhNPYRVnzvA@telenor.com>, olavese@online.no
(Vidar Olavesen) wrote:

> *From:* "Vidar Olavesen" <olavese@online.no>
> *Date:* Sun, 5 Nov 2006 18:03:40 +0100
>
> I want to keep one file with the contact info (email or whatever) and
> the
> pages to link with that part. Is that possible? That is one small
> file with
> the HTML code with email, linked to a lot of pages. So when I edit
> the email
> info, all pages are still correct.
There are any number of ways to do this but it depends on what
facilities your hosting company offer or what tools you are using. Can
you provide more info?

If you are using something like Dreamweaver or Frontpage you can use
templates where one change will fall through to all pages based on the
template.

Iain

7938. FS: BRAND NEW ATARI 8 BIT GAMES! $20!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-09 18:01:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611090959120.14836-100000@onyx.spiritone.com>
Source record: 5595
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI 8 BIT! $20 OR LESS! TITLES LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

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7939. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-10 20:41:22 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-F7037D.15412210112006@news.isp.giganews.com>
Source record: 5596

In article
<Pine.LNX.4.44.0611080543070.19975-100000@onyx.spiritone.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:

> Hello Vidar, Michael. Below is the link for Umich Atari Archives. For your
> Web
> Browser. I regularly do FTP as well as Telnet. I may be able to help with FTP
> although it would be easier if you sent me E-Mail. Thanx! ===Ben===
>
> www.umich.edu/~archive/atari
>
> Below is the same link where you can find Atari and other Computers.
>
> www.umich.edu/~archive
>
> ---------- Forwarded message ----------
> On Sun, 05 Nov 2006 11:00:58 -0600, Vidar Olavesen <olavese@online.no>
> wrote:
>
> > Is there a way to use FTP to download from the Umich archive? If so,
> > where
> > do I log in and as what?
>
> Wow, what a retro question. There was a time when that was maybe one of
> the most frequently asked questions here!
>
> I can't find any trace of FTP support at the long frozen UMich archive,
> nor can I find a UMich mirror supporting FTP. You may have stumped us!
> Hopefully one of the many other suggestions will work for you.

I think wget is his best choice. Or use 'off line browsing' features,
depending on the browser hes using.

7940. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-10 21:55:16 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <rKGdnc16k588aMnYRVnzvA@telenor.com>
Source record: 5597

> > I can't find any trace of FTP support at the long frozen UMich archive,
> > nor can I find a UMich mirror supporting FTP. You may have stumped us!
> > Hopefully one of the many other suggestions will work for you.
>
> I think wget is his best choice. Or use 'off line browsing' features,
> depending on the browser hes using.

Thanks for all the hints. I am using (dare I say) MS Internet Explorer. What is wget? Linux/Unix command?

I seem to remember back in the old days, I used something called mget (Multiple get?) at the school where my friend went.

Take Atarian care

7941. Re: Umich archive?

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-11 01:12:33 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9877CD99A176Femuslor@216.196.97.136>
Source record: 5448

Despite all prevention efforts, "Vidar Olavesen" <olavese@online.no>
wrote in news:rKGdnc16k588aMnYRVnzvA@telenor.com:

>> I think wget is his best choice. Or use 'off line browsing' features,
>> depending on the browser hes using.
>
> Thanks for all the hints. I am using (dare I say) MS Internet
> Explorer. What is wget? Linux/Unix command?
>

wget binaries are available for Windows (as well as many other platforms).
If you follow the link in my first post along with my notes, you should
find everything you need.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

7942. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-11 21:54:14 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <aEr5h.361$5P2.230@trnddc02>
Source record: 5449

You can only get the rest of the series on DVD. Here's the website:

http://www.onceuponatari.com/

It's well worth the purchase to get all four episodes on one DVD.

Glenn

"fadeToblack" <dwillsXBR@gmail.com> wrote in message
news:1162269823.542336.157290@m7g2000cwm.googlegroups.com...
>
>
> I have 'The Agony and the Ecstasy' Episode 4 from PBS but would
> like to get the complete 4 part series.
>
> computer related on dvdr:
> Triumph of The Nerds. 180 min PBS Host Robert Cringely. 96 KQED
> Nerds 2.0.1 A Breif History of the Internet. Host Robert
> Cringely.180 min 97 KQED
>
> I have lots of vintage MTV/VH1. Johnny Carson, Streets of San
> Francisco, Night Flight, and some Horror documentarys. just updated my
> trade list.
>
> dwillsXBR(at)gmail(dot)com
>

7943. Re: Rob C and Gary Gilbertson

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-13 09:03:36 UTC
From: Thomas Richter <thor@math.TU-Berlin.DE>
Message-ID: <4rqqn8Fs4gv6U1@mid.dfncis.de>
Source record: 5450

Anders Skelander wrote:

> The music on the title screen of Cosmic Tunnels was really
> something special. Both the melody and the original
> swaying not so square waveish voice.

Well, but it's all using the same software player. Some minor
differences can be found (there's something like a v1 and a v2).

The same player is also used by the "Passonately" (sp?) music demo,
BTW.

So long,
Thomas

7944. XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-13 23:13:14 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <uaGdnQVtTJ38YcXYRVnzvA@telenor.com>
Source record: 5451

I have a semi defective drive here. Just wondered if you knew what the weakness of these drives are. It didn't read disks, I took it apart and after squeezing the chips and feeling the solder points, it suddenly started again.

Is there any particular part of the print board that is weak? I ask because it's the second drive that goes down for me. My 1050's are flawless, never a problem-

Thanks for any pointers

7945. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-14 06:40:26 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <uxd6h.7023$6t.4949@newssvr11.news.prodigy.com>
Source record: 5452

Vidar Olavesen wrote:
> I have a semi defective drive here. Just wondered if you knew what the
> weakness of these drives are. It didn't read disks, I took it apart and
> after squeezing the chips and feeling the solder points, it suddenly started
> again.
>
> Is there any particular part of the print board that is weak? I ask because
> it's the second drive that goes down for me. My 1050's are flawless, never a
> problem-
>
> Thanks for any pointers

Re-solder the SIO jacks to the PCB, then add bolts in place of any plastic
rivets. This is the most common failure besides the mechanism itself in
the xf551.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
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* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

7946. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-15 05:23:50 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1163568213@rtfm.mit.edu>
Source record: 5453
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 16, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale, California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced Atari user. From the company's humble beginnings to its demise as a hardware manufacturer in the nineties, we hope to provide you lots of original content in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a massive on-going project: a gigantic database of ALL Atari 8-bit software, complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7947. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-15 21:41:13 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns987CA9C855C5emuslor@216.196.97.136>
Source record: 5454

Despite all prevention efforts, "Michael Current"
<hunmanik@earthlink.net> wrote in
news:atari-8-bit/welcome_1163568213@rtfm.mit.edu:

>

Michael - I dropped you an email a little while ago, hopefully to a valid
address. :) Let me know here if you don't receive it.

thanks

--
James
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7948. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-16 03:54:30 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <op.ti3btle2dbvw6m@fred>
Source record: 5455

On Wed, 15 Nov 2006 15:41:13 -0600, Slor <semaj@rols.ten> wrote:

> Michael - I dropped you an email a little while ago, hopefully to a valid
> address. :) Let me know here if you don't receive it.

Received and dealt with, as you already know. :)
--
Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQs, http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/.html
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

7949. update on list of items

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-16 06:15:23 UTC
From: Jeff Wood <post@newsgroups.net>
Message-ID: <fPadnRNw8J7An8HYnZ2dnUVZ_qCdnZ2d@bresnan.com>
Source record: 5456
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.misc,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

well the list is up; opened up some more boxes today; these were some of the heavier boxes, more than likely books or monitors or odd systems; so far what i have found is 3 of the 4 boxes contained books; however, 2 of the boxes so far appear to have gotten wet or seriously damp; the books in those boxes were mostly of the BASIC Programming Language (guides, programs, etc.) of various systems (oddballs such as those from tab, BBC Micro, Acorn, etc.); those are gone. (some are stuck together, others, the binding is gone) i know i did not store those like that and not sure how the area got damp or wet (smells like mildew) as the box doesn't appear to have been wet. another box had about 2 dozen intellivision cartridges (some with radio shack logo on them for the clone made by radio shack) which also appeared to have gotten wet (they were in another area of the shed) as there is some corrision on the contacts. i live in a dry climate so humidity is out of the question.

i was hoping to finish up the rest of the boxes by this weekend but that doesn't look like its going to happen. what i'm gonna have to do and should have done is selectively check each system for corrosion and or power up a few systems here and there to make sure something works. :-(

the 2 problems i am facing: short on time and short on space. it'd have been nice to have opened up all these boxes in a wharehouse type enviorment. lol.

i'll keep ya'll posted thru the link i supplied earlier.

they say that there is a silverlining in every rain cloud; i certainly hope thats true here.-Jeff

7950. Re: update on list of items

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-16 06:49:43 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns987D12A3551C0emuslor@216.196.97.136>
Source record: 5457
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.misc,comp.sys.apple2.usergroups,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti

Despite all prevention efforts, "Jeff Wood" <post@newsgroups.net> wrote in news:fPadnRNw8J7An8HYnZ2dnUVZ_qCdnZ2d@bresnan.com:

> well the list is up; opened up some more boxes today;

Just dropped you a line. Catch up with me if you did not receive it.

thanks!

--
James
http://www.e-host-direct.com
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7951. FS: BRAND NEW ATARI 8 BIT GAMES! $20!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-16 08:43:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611160040530.14013-100000@onyx.spiritone.com>
Source record: 5458
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

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7952. Customer Appreciation Month! Giving Thanx!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-16 08:51:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611160048330.14013-100000@onyx.spiritone.com>
Source record: 5459
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early this November, Vendors began Advertising for the Christmas Season,
But forgot the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
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Bravo Sierra Computers and get a nice gift from Ben Smith! Call Ben at
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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7953. Jack Tramiel comes in your bed !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-17 03:42:48 UTC
From: Ed Zagmoon <spartan_isle@yahoo.com>
Message-ID: <1163734968.405075.134810@m73g2000cwd.googlegroups.com>
Source record: 5460
Cross-posted to: comp.sys.atari.8bit,alt.recipes.babies

You are in your bed, alone, nude.

Suddenly and without warning, Jack Tramiel comes in your bed!!!

What do you do???

7954. Re: Jack Tramiel comes in your bed !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-17 19:19:22 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <_Wn7h.23210$E02.9695@newsb.telia.net>
Source record: 5461

"Ed Zagmoon" <spartan_isle@yahoo.com> skrev i meddelandet
news:1163734968.405075.134810@m73g2000cwd.googlegroups.com...
> You are in your bed, alone, nude.
>
> Suddenly and without warning, Jack Tramiel comes in your bed!!!
>
> What do you do???

This must be the opening scene in the never released Scott Adams
adventure S.A.G.A. #15.

I would try: "examine jack"

Anders

7955. Wanted: Upgrade & clean 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 03:43:34 UTC
From: "reg@utahkings.com" <reg@utahkings.com>
Message-ID: <1163821414.365177.89070@j44g2000cwa.googlegroups.com>
Source record: 5462

Looking to purchase an upgraded 130xe. Must have at least 512k memory
and the Super Video/Audio enhancements.

7956. Re: Wanted: Upgrade & clean 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 03:50:21 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <J9-dnfZk2Z7THsPYRVnzvQ@telenor.com>
Source record: 5463

<reg@utahkings.com> skrev i melding
news:1163821414.365177.89070@j44g2000cwa.googlegroups.com...
> Looking to purchase an upgraded 130xe. Must have at least 512k memory
> and the Super Video/Audio enhancements.
>
Let me know if you find one, maybe they have an extra for me. Preferably PAL

Take Atarian care

7957. Ape OS+

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 04:21:16 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ejm1nsshd1@news.xmission.com>
Source record: 5464

Who's currently using the APE OS+ upgrade? I'm considering this hardware hack on my 800xl, but I'm not yet committed. My 800xl already has a MUX ROM and other mods (memory, video, audio) and I'm hoping there'd be no conflict or issue like I experienced with my beloved 768k XE

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

7958. Re: Wanted: Upgrade & clean 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 04:22:44 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ejm1qkshd2@news.xmission.com>
Source record: 5465

Vidar Olavesen <olavese@online.no> spit out...:
> <reg@utahkings.com> skrev i melding
> news:1163821414.365177.89070@j44g2000cwa.googlegroups.com...
> > Looking to purchase an upgraded 130xe. Must have at least 512k memory
> > and the Super Video/Audio enhancements.
> >
> Let me know if you find one, maybe they have an extra for me. Preferably PAL

Sorry about the format of this post.. It was from me, but via Google.

My 768k XE died a few years back and I've been using my 256k XL, and
would rather have an XE if I'm going to continue using an 8bit.

This message typed on my 800xl, connected via Telnet using a UDS10!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

7959. Re: Jack Tramiel comes in your bed !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 04:23:53 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ejm1spshd3@news.xmission.com>
Source record: 5466
Cross-posted to: comp.sys.atari.8bit,alt.recipes.babies

In comp.sys.atari.8bit Ed Zagmoon <spartan_isle@yahoo.com> wrote:
> You are in your bed, alone, nude.

> Suddenly and without warning, Jack Tramiel comes in your bed!!!

> What do you do???

Umm, ignore your ignorant self? This seems like troll bait!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

7960. Looking for a XL Demo with a Sheep.

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 09:15:57 UTC
From: J�rgen Strobel <odity@odity>
Message-ID: <12ltjjl91jc516a@corp.supernews.com>
Source record: 5467

Hy, i saw a very funny Demo on a German Party called "XZentrix" (the Party;)
and after that i was not able to find the demo on the Net...
Maybe someone can help me?!

The Demo loaded and after taht a Sheep was shown which was turning round and
Round making funny faces and other things. Between the scenes where the
sheep was shown, there was fast cut ins with some text and drawing like
Graffiti.

There was a second part of that Demo, where the Sheep have other movements.

The Sheep was a copy from an old Windows 95 Fun-Screensaver where the Sheeps
fall from above and run over the Windows.

Maybe someone can help with the Name of the Demo or a download URL...

Thanks so much in advance
Tolkin

7961. FA: Re-listed Hard to Find C64/128, Amiga, ST, PC auctions

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-18 20:49:05 UTC
From: Paul Cawley <paul.cawley@clara.co.uk>
Message-ID: <1163882941.23128.0@proxy02.news.clara.net>
Source record: 5468

Guys,

*** Re-listed due to eBay stupidity! ***

Less than 24 hours to go, with plenty of HTF titles in as-new condition, including a bunch of great PC, Amiga and ST titles, as well as plenty of C64 disks, including a couple of C128 specific, many still at their listing price!
Items are in the UK, and in Pounds Sterling (shipping will be higher to the US/abroad), but you will be hard pressed to find some of these in this condition again.
Seriously - have a look through, lots of hard-to-find titles (some sealed), I will also likely be putting up a large number of Atari 8-Bit titles this coming Sunday (12th November).

http://search.ebay.com/_W0QQfgtpZ1QQfrppZ25QQsassZcawley1 (US list)

http://search.ebay.co.uk/_W0QQfgtpZ1QQfrppZ25QQfsooZ1QQfsopZ2QQsassZcawley1 (UK list)

Cheers,
Paul

7962. Re: Jack Tramiel comes in your bed !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-19 02:39:01 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1163903941.409009.171930@j44g2000cwa.googlegroups.com>
Source record: 5469
Cross-posted to: comp.sys.atari.8bit,alt.recipes.babies

Ed Zagmoon wrote:
> You are in your bed, alone, nude.
>
> Suddenly and without warning, Jack Tramiel comes in your bed!!!
>
> What do you do???

Call the doctor and ask him to lower the dose of your meds... seriously
call him now!

7963. Re: Jack Tramiel comes in your bed !!!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-19 04:04:27 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1163909067.182358.207700@b28g2000cwb.googlegroups.com>
Source record: 5470
Cross-posted to: comp.sys.atari.8bit,alt.recipes.babies

kev242@gmail.com wrote:
> Ed Zagmoon wrote:
> > You are in your bed, alone, nude.
> >
> > Suddenly and without warning, Jack Tramiel comes in your bed!!!
> >
> > What do you do???
>
Since this obviously YOUR fantasy,you tell us!

7964. bruce lee, commando and others in a xe super cart handle case

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-21 02:37:33 UTC
From: Video61@tcq.net
Message-ID: <1164076653.375936.312970@m7g2000cwm.googlegroups.com>
Source record: 5471

we have a very small quantity of these titles in a xe super cart shell
with the handle on the back. they are $29.95 a piece. first come, first
served.

bruce lee,
commando,
deflector,
mean 18 golf,
midi maze,
tower toppler

we take paypal, all major credit cards, or please visit our web site
at,
www.atarisales.com
click on the ordering information page for more payment options.
thanks,
lance
www.atarisales.com

7965. vanguard, hard hat mack and others in a xe super cart shell with the ribbed side case

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-21 02:43:50 UTC
From: Video61@tcq.net
Message-ID: <1164077030.543553.57890@f16g2000cwb.googlegroups.com>
Source record: 5472

we have a very small quantity of these titles in a xe super cart shell
with the ribbed side case. they are $29.95 a piece. first come, first
served.

bruce lee,
commando,
hard hat mack,
mean 18 golf,
midi maze,
vanguard.

we take paypal, all major credit cards, or please visit our web site
at,
www.atarisales.com
click on the ordering information page for more payment options.
thanks,
lance
www.atarisales.com

7966. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-22 05:26:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1164173173@rtfm.mit.edu>
Source record: 5473
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7967. FS eBay: Atari XL/XE QUICK Programming Language Package - less than $2!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-22 11:01:13 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1164193273.436931.303910@h54g2000cwb.googlegroups.com>
Source record: 5474

Hello All,

I am selling electronic copies of the QUICK programming language on
eBay
(which includes ATR and DCMs of the disks and a PDF manual) for just
£0.99
(around US$2). This is a promotional price to 'test the waters' with
this
kind of distribution, so if you want to take advantage of it, you can
buy
one on eBay now:

UK/Europe: http://search.ebay.co.uk/_W0QQsassZdeangarraghty

US: http://search.ebay.com/_W0QQsassZdeangarraghty
(as at the time of posting it hasn't shown up on the US site yet, but
it should)

Full info on QUICK and what is included, and how the product is sent to
you
is in the listing.

Dean Garraghty

7968. FS eBay: Atari XL/XE QUICK Programming Language Package - less than $2!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-22 11:43:16 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1164195796.019643.118420@h54g2000cwb.googlegroups.com>
Source record: 5475

Hello All,

Well it appears not to be appearing at all now, so you'll have to find
it on the item number, which is: 230055716768

Dean Garraghty

7969. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-23 07:39:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611222335110.31917-100000@onyx.spiritone.com>
Source record: 5476
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade!
Below is a list of Games & more for ST & some for 8 Bit!Reserve your order
up front & I'll send them when I receive the lot! If this lot goes well,
I'll buy more Atari lots!Titles listed below I'll get 1, 2 or a few of. Save
Games from oblivion by PrePaying Atari Games. All of these are NEW in BOX!
E-Mail BenSells@Atari.org or call (503)256-9974! 1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

8 bit titles

2 decision in the desert micropose $20
1 kennedy approach micropose $20
1 logo by atari, complete in thick silver box $20
1 napolean in russia datasoft $20

st titles

2 arcanan no excuses $20
1 auto duel origin $50
1 axe of rage epyx $20
1 data manager time works $20
3 design idea time works $20
1 down hill challenge broderbund $20
2 fleet sreet publishing michtron $20
3 fools errand miles $20
3 frostbyte microvalue $20
2 goldenpath firebird $20
3 gridiron glory by bethesda $20
3 lords of conflict by electronic arts $20
1 manhunter 2 sierra $30
1 midway battles tdc $20
1 olympus by olympus $20
1 operation clean streets broderbund $20
1 people places things time works $20
1 phantasm exocet $20
1 santa paravia by starsoft $20
1 sorcerer of claymorgue castle keypunch $20
1 space quest sierra $30
1 starflight tpi $20
1 stock market game tdc $20
2 summer games epyx $20
1 symbols and slogans time works $20
1 tank attack by artworx $20

1 targhan silamarlis $20
1 ultima II sierra $60
1 zynaps by hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7970. FS: BRAND NEW ATARI 8 BIT GAMES! $20!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-23 12:47:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611230444280.2836-100000@onyx.spiritone.com>
Source record: 5477
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org BRAND NEW CATALOGS! DOWNLOAD!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI SALES!

ALL NEW IN BOX GAMES FOR ATARI 8 BIT! $20 OR LESS! TITLES LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7971. Customer Appreciation Month! Giving Thanx!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-23 12:53:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611230451520.2836-100000@onyx.spiritone.com>
Source record: 5478
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Early this November, Vendors began Advertising for the Christmas Season,
But forgot the season for Giving Thanx. This November I'm Giving Thanx for
wonderful Atari Customers. Atari Customers are the Best. A real Blessing.
They're Loyal & keep coming back for more. Real Die-Hards. I'm Showing my
Appreciaton to my Customers This November. Buy over $50 of Atari from
Bravo Sierra Computers and get a nice gift from Ben Smith! Call Ben at
(503)256-9974! E-Mail BenSells@Atari.org or goto http://BenSells.Atari.org

http://www.aracnet.com/~atari/specials.htm ATARI THANK YOU SPECIALS!
http://BensCatalogs.Atari.org BEN'S FREE ATARI CATALOGS!

I've got a fast turnaround rate. Usually, Once I receive payment your
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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7972. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-26 15:33:10 UTC
From: ziggy <ziggy@fakedaddress.com>
Message-ID: <ziggy-511B5D.10331026112006@news.isp.giganews.com>
Source record: 5479

In article <aEr5h.361$5P2.230@trnddc02>,
"Tom Tom" <sometomtom@tomtom.com> wrote:

> You can only get the rest of the series on DVD. Here's the website:
>
> http://www.onceuponatari.com/
>
> It's well worth the purchase to get all four episodes on one DVD.
>
> Glenn
>
>
> "fadeToblack" <dwillsXBR@gmail.com> wrote in message
> news:1162269823.542336.157290@m7g2000cwm.googlegroups.com...
> >
> >
> > I have 'The Agony and the Ecstasy' Episode 4 from PBS but would
> > like to get the complete 4 part series.
> >
> > computer related on dvdr:
> > Triumph of The Nerds. 180 min PBS Host Robert Cringely. 96 KQED
> > Nerds 2.0.1 A Breif History of the Internet. Host Robert
> > Cringely.180 min 97 KQED
> >
> > I have lots of vintage MTV/VH1. Johnny Carson, Streets of San
> > Francisco, Night Flight, and some Horror documentarys. just updated my
> > trade list.
> >
> > dwillsXBR(at)gmail(dot)com
> >

would be nice if someone posted it on a p2p

7973. Re: FS: BRAND NEW ATARI 8 BIT GAMES! $20!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-26 19:16:59 UTC
From: robinhood <carouse_woman@yahoo.com>
Message-ID: <1164568619.005410.90750@j44g2000cwa.googlegroups.com>
Source record: 5480
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers wrote:
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>
> ALL NEW IN BOX GAMES FOR ATARI 8 BIT! $20 OR LESS! TITLES LISTED BELOW!
>
> Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda
> Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase;
> Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball;
> BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction
> Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games;
> Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime
> Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack;
> DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T.
> Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw
> Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf;
> The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey
> to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY
> SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile
> Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One;
> Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole
> Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus;
> Richard Petty's Talladega; Silent Service; Soccer; Space Invaders;
> Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated
> Computer Football Strategy; Star Raiders; Star Raiders II; Star
> Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout;
> Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox;
> Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
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> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

well i'm a sfi marketing group rep okay and your using my title for
paid per click okay
so let us help you for using the paid per click just log on to
www.niceoffers.com/9044376
and we redeem the coup pond for 1.00 per coup pond for you and get to
spend time more at doing thing that you love the most okay thank you
for using the title jone plus # 5 cvs

agnes jones

7974. ADV:Release of SPEEDIER:, 19.2K RS232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-29 03:33:26 UTC
From: Rick D <a8maestro@a8maestro.com>
Message-ID: <456CFF86.BD24E39E@a8maestro.com>
Source record: 5481

Hello,

I have finally finished the first batch of the rverter 2 type sio to
rs232 interface. Called SPEEDIER:. Runs up to 19.2K baud.
This is an EASI/O device. Inroductory special includes this cable, free
for a limited time. $30.00 plus any shipping, tax, and paypal fees.
Read the advert for more info.

http://www.a8maestro.com/sites/mtgcat/proda8/advert-e4.htm

Rick D.
More Than Games
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use mtg2006 " a t " a8maestro.com instead.
This will change to mtg2007 in 2007.

7975. Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-29 04:59:49 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ekj445$3as$1@news.xmission.com>
Source record: 5482

Just curious how many of you are using removable media on your Atari 8bit systems..

At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage than I could reasonably use.

Additionally, I'm using Ape ProSystem 1.18D via a really old all-in-one Compaq Prolinea Net 1/25S system running MSDOS 6, Novell Client32 (connected to a NetWare 6 server) for high speed access to all my ATR/XFD files.

One day, I'll take time to finally convert all my old 5.25 and 3.5 disks into .PRO, .ATR or .XFD formats.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

7976. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-29 13:52:33 UTC
From: Russg <russgilb@MUNGEsbcyahoo.net>
Message-ID: <Bggbh.670$Ga1.607@newssvr12.news.prodigy.net>
Source record: 5483

"James King" <jamesk@ATxmissionDOT.com> wrote in message news:
> Just curious how many of you are using removable media on your Atari
> 8bit systems..
>
> At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in
> addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage
> than I could reasonably use.
>
> Additionally, I'm using Ape ProSystem 1.18D via a really old all-in-one
> Compaq Prolinea Net 1/25S system running MSDOS 6, Novell Client32
> (connected to a NetWare 6 server) for high speed access to all my
> ATR/XFD files.
>
> One day, I'll take time to finally convert all my old 5.25 and 3.5 disks
> into .PRO, .ATR or .XFD format
How those Syquest removables interfaced?
Seems like my Sparq drive is a Syquest.
You must have more than 8 drives, and
more than 16 megs per partition. My IDE
was/is the only thing I think does more than
16 meg partitions.
I use APE also, don't hook up my MIO hard
drives.

7977. Re: ADV:Release of SPEEDIER:, 19.2K RS232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-29 15:16:00 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Quhbh.10826$yE6.6460@newssvr14.news.prodigy.com>
Source record: 5484

Rick D wrote:
> Hello,
>
> I have finally finished the first batch of the rverter 2 type sio to
> rs232 interface. Called SPEEDIER:. Runs up to 19.2K baud.
> This is an EASI/O device. Inroductory special includes this cable, free
> for a limited time. $30.00 plus any shipping, tax, and paypal fees.
> Read the advert for more info.
>
> http://www.a8maestro.com/sites/mtgcat/proda8/advert-e4.htm

Just an FYI, this page appears completely blank in Firefox. I was able
to view it in Internet Explorer though.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

7978. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 05:23:49 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1164864215@rtfm.mit.edu>
Source record: 5485
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

7979. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 09:09:36 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1164877776.380716.194890@16g2000cwy.googlegroups.com>
Source record: 5486

James King skrev:

> Just curious how many of you are using removable media on your Atari
> 8bit systems..

I only use two. The 5.25" floppies and the cassette tapes. They count
as removable media, don't they? ;)

> At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb
> removables (in addition to 2 x 130mb SCSI HD's) via blackbox; arguably
> more storage than I could reasonably use.
>
> Additionally, ...
> ...

I wish I had that. By the way, how many kilobytes per second can the
Atari computer handle?

> One day, I'll take time to finally convert all my old 5.25 and 3.5 disks
> into .PRO, .ATR or .XFD formats.

When that day comes in my life, I will go through the cassette tapes
and the floppies from my early years of BASIC and machine code
programming, and store all files on my home PC.

Anders

7980. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 12:04:20 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1164888259.783666.109150@j44g2000cwa.googlegroups.com>
Source record: 5487

James King wrote:
> Just curious how many of you are using removable media on your Atari
> 8bit systems..
>
> At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in
> addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage
> than I could reasonably use.
>

I have a 300mb Fuji or Fujisu (diff?) SCSI drive, and a Syquest 200mb removeable on my TI-99/4A (I just recently acquired another 6 200mb disks for it, $1 a piece + shipping).

I have a spare 200mb removeable, and two spare 300mb hard drives.

Due to limitations of the device driver, you can only address 250 mb. I've not found a drive more reliable than these SCSI drives. I did have two hard drives setup, but it was more than I needed, so I'm just keeping them as spares. The only thing I found that was important was to NOT reformat the 44mb Syquests on a 200mb drive - it renders them useless (at least on the 200mb drive). I have/had a few I did that to, not sure I kept them. Here is a good link:
http://www.kassj.com/articles/SyQuest.html

To the other poster with a Sparq - I had the parallel port version - I traded for the two 200mb Syquest drives and a few disks for them. I got the better part of the deal. The Sparq was a 1GB version, but had the "Iomega" click of death problem (I've never had that with my Iomega ZIP drives) where it ruins your disks... it would spin up and down, not eject, etc.

I was honest with the person I was trading with...

7981. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 14:52:52 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <ekmr84$f4p$1@news.xmission.com>
Source record: 5488

Russg <russgilb@mungesbcyahoo.net> spit out...:
> You must have more than 8 drives, and
> more than 16 megs per partition. My IDE
> was/is the only thing I think does more than
> 16 meg partitions.

I have the blackbox configured with about 30 x 16mb partitions spread
across the various devices configured.

I mostly use APE for backups and for using it a print que, for printing
to a network connected laserjet.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

7982. Re: ADV:Release of SPEEDIER:, 19.2K RS232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 17:14:43 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1164906883.054399.118380@80g2000cwy.googlegroups.com>
Source record: 5489

Steven Tucker wrote:
> Rick D wrote:
> > Hello,
> >
> > I have finally finished the first batch of the rverter 2 type sio to
> > rs232 interface. Called SPEEDIER:. Runs up to 19.2K baud.
> > This is an EASI/O device. Inroductory special includes this cable, free
> > for a limited time. $30.00 plus any shipping, tax, and paypal fees.
> > Read the advert for more info.
> >
> > http://www.a8maestro.com/sites/mtgcat/proda8/advert-e4.htm
>
> Just an FYI, this page appears completely blank in Firefox. I was able
> to view it in Internet Explorer though.
>
> Steve

I am using FireFox ver.1.5.0.8 and I can view the site without
difficulty.

7983. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 17:22:15 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1164907335.784363.86130@j44g2000cwa.googlegroups.com>
Source record: 5490

winston19842005@yahoo.com wrote:
> James King wrote:
> > Just curious how many of you are using removable media on your Atari
> > 8bit systems..
> >
> > At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in
> > addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage
> > than I could reasonably use.
> >
>
> I have a 300mb Fuji or Fujisu (diff?) SCSI drive, and a Syquest 200mb
> removeable on my TI-99/4A (I just recently acquired another 6 200mb
> disks for it, $1 a piece + shipping).
>
> I have a spare 200mb removeable, and two spare 300mb hard drives.
>
> Due to limitations of the device driver, you can only address 250 mb.
> I've not found a drive more reliable than these SCSI drives. I did have
> two hard drives setup, but it was more than I needed, so I'm just
> keeping them as spares. The only thing I found that was important was
> to NOT reformat the 44mb Syquests on a 200mb drive - it renders them
> useless (at least on the 200mb drive). I have/had a few I did that to,
> not sure I kept them. Here is a good link:
> http://www.kassj.com/articles/SyQuest.html
>
> To the other poster with a Sparq - I had the parallel port version - I
> traded for the two 200mb Syquest drives and a few disks for them. I got
> the better part of the deal. The Sparq was a 1GB version, but had the
> "Iomega" click of death problem (I've never had that with my Iomega ZIP
> drives) where it ruins your disks... it would spin up and down, not
> eject, etc.
>
> I was honest with the person I was trading with...

I just obtained a SyQuest 88 for the ST.
>From this post and the URL link it seems that you can't format 44meg
cartridges in an
88meg drive.
Is this true?If so,I guess I don't want to buy any 44meg cartridges.

7984. 25% OFF ALL ATARI 8 BIT XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 19:17:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611301114500.19643-100000@onyx.spiritone.com>
Source record: 5491
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Orders over $50 get 25% off Hardware, Accessories, Games/Software & Books for the Classic Atari 8 Bit line! Orders over $100 GET A BRAND NEW GAME, FREE AS A GIFT & STILL GET 25% OFF ATARI SALES THIS DECEMBER!Call Ben Anytime @(503)256-9974! E-Mail BenSells@Atari.org & GET FREE Atari Catalogs @ http://BensCatalogs.Atari.org Got Atari? Most items I have 1, 2 or a few of. Get them While they last! Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS!
http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

ALL BRAND NEW GAMES FOR ATARI 8 BIT!EACH $20 OR LESS!YOU MAY HAVE GAME AS A HOLIDAY GIFT FOR PURCHASES OVER $100 + 25% OFF!GAME TITLES LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7985. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 19:26:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0611301123550.19643-100000@onyx.spiritone.com>
Source record: 5492
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade!
Below is a list of Games & more for ST & some for 8 Bit!Reserve your order
up front & I'll send them when I receive the lot! If this lot goes well,
I'll buy more Atari lots! Titles listed below I'll get 1, 2 or a few of.
Save Games from oblivion by PrePaying your order. All of these are NEW in
BOX! E-Mail BenSells@Atari.org or call (503)256-9974! 1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

2 decision in the desert micropose $20
1 kennedy approach micropose $20
1 logo by atari, complete in thick silver box $20
1 napolean in russia datasoft $20

st titles

2 arcanan no excuses $20
1 auto duel origin $50
1 axe of rage epyx $20
1 data manager time works $20
3 design idea time works $20
1 down hill challenge broderbund $20
2 fleet sreet publishing michtron $20
3 fools errand miles $20
3 frostbyte microvalue $20
2 goldenpath firebird $20
3 gridiron glory by bethesda $20
3 lords of conflict by electronic arts $20
1 manhunter 2 sierra $30
1 midway battles tdc $20
1 olympus by olympus $20
1 operation clean streets broderbund $20
1 people places things time works $20
1 phantasm exocet $20
1 santa paravia by starsoft $20
1 sorcerer of claymorgue castle keypunch $20
1 space quest sierra $30
1 starflight tpi $20
1 stock market game tdc $20
2 summer games epyx $20

1 symbols and slogans time works $20
1 tank attack by artworx $20
1 targhan silamarlis $20
1 ultima II sierra $60
1 zynaps by hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7986. Re: ADV:Release of SPEEDIER:, 19.2K RS232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 2006-11-30 21:08:47 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <zLHbh.20645$Sw1.6186@newssvr13.news.prodigy.com>
Source record: 5493

Ed Shepherd wrote:
> I am using FireFox ver.1.5.0.8 and I can view the site without
> difficulty.

Oops, your right, it was the AdBlock extension making the page blank
for some reason.

Steve
--
--
FREE SHIPPING SALE: http://www.atarimax.com/freeshippingsale/
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

7987. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-01 22:02:08 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1165010527.935664.102200@j72g2000cwa.googlegroups.com>
Source record: 5494

Ed Shepherd wrote:

> I just obtained a SyQuest 88 for the ST.
> >From this post and the URL link it seems that you can't format 44meg
> cartridges in an
> 88meg drive.
> Is this true?If so,I guess I don't want to buy any 44meg cartridges.

I didn't read it with respect to 88mb drives, but I did have problems
on my 200mb system.
44mb cartridges are slower on a 200mb drive, and if you format them
they no longer work...

7988. Christmas at The DarkForce! BBS... :)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-02 04:51:19 UTC
From: "Ronald J. Hall" <dark_lord@charter.net>
Message-ID: <pan.2006.12.02.04.51.19.673775@charter.net>
Source record: 5495

Well, its December, and that means we're giving stuff away for the Christmas season!

First up, our usual 3 month subscription to ST Magazine.

Next, we're giving away an Atari Mega STe motherboard!

Last, but not least, is an Atari 8bit game, Guderian.

Our winner for November 2006 is Sauron - he won the 3 month subscription to ST Magazine!

I've decided that I need more specific information about what users want, when it comes to our monthly prize giveaway. So there is a new menu option from the mainmenu. It's "M" for Monthly Prizes. Users who wish to register for our monthly prize giveaways should pick this option and choose whatever prize they are interested in. Your choices will be registered to a logfile that I can check at the end of the month. Users can register for as many prizes as they want, but please only register -1- choice per item, per call. You can register multiple prizes in one call... Thank you all! :)

Congratulations to our winner, and good luck to everyone on this months prizes! :)

--
Welcome To DarkForce! www.darkforce.org "The Fuji Lives.!"
An Atari SW/HW based BBS - Telnet:darkforce-bbs.dyndns.org

7989. Atari Lynx on CDROM

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-02 15:40:28 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <eks6pc$1it$1@news.xmission.com>
Source record: 5496

Anybody purchase the Atari Lynx collection on CDROM from
thepelican@sympatico.ca?

I just bought some 8bit and Lynx gear off eBay, and one of them
contained a flyer for 90 playable games on a single CD.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

7990. Mt. FUJI

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-03 19:34:45 UTC
From: Daniel Mandic <daniel_mandic@aon.at>
Message-ID: <457326d5$0$2521$91cee783@newsreader01.highway.telekom.at>
Source record: 5497

Hi NG

http://www.esa.int/esaEO/SEML2DD4VUE_index_1.html

Best Regards,

Daniel Mandic

(800XL, 1050, 1010 etc.)

7991. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 05:28:22 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1165296497@rtfm.mit.edu>
Source record: 5498
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 9, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

ftp://rtfm.mit.edu/pub/usenet/comp.sys.atari.8bit/
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING:
2006.11.09 BAKTRA, mmSAP 1.4
2006.11.03 MadTeam, MADS 1.7.5
2006.10.25 added: Markus Roemer / R.I.K. of Kaisersoft, Top Magazin 2006
2006.10.22 trub: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
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shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices. Authorized online publishers of originally print or disk magazines are also listed. Online books are not listed.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

The month/year that vendor information was most recently fully verified is given at the "upper-right" of each entry.

Every entry must contain a valid postal address or web page address.

Unless explicitly requested by the vendor, no entries will include an email address due to the overwhelming amount of spam that would result.

The following is from http://www.upu.int/irc/en/ (2004.03.27)

When one writes to a stranger and requests a reply, it is considered polite to enclose a self-addressed stamped envelope. This works well when both persons live in the same country. However, if they are from different countries, the enclosed postage stamp will not be valid.

This technical problem was solved in 1906 when the Universal Postal Union, during its Congress in Rome, introduced the International Reply Coupon service. International Reply Coupons (IRC) are exchangeable in all member countries for the minimum postage of a priority item or an unregistered airmail letter sent to a foreign country.

The UPU's International Bureau processes approximately six million coupons each year and takes care of all accounting aspects. Developed countries are the largest users. The International Bureau does not sell ICRs directly to customers; they must buy them from their local post office. Although they are not obliged to sell ICRs, it is mandatory for all Posts of the UPU member countries to exchange the coupons.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the

information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/04
519 W 4th St
Antioch CA 94509-1246
USA
Shop Phone: 925-777-1160
Store Hours: Tuesday thru Friday 12-6pm - Saturday 11-5pm
http://www.4jays.com/
Vendor: new and used hardware and commercial software

8-Bit Classics (Mr. Corey Koltz) 4/06
302 W Dewey St
Cassville WI 53806-9733
USA
Phone: 608-725-2137
http://www.8bitclassics.com/
Vendor: new and used hardware and commercial software

A-ONE Magazine - Atari Online News, Etc. 8/06
Dana P. Jacobson -- Editor
USA
http://people.delphiforums.com/dpj/a-one.htm
Publisher: A-ONE online magazine. weekly

Advantage Web Solutions & Computer Services (Jim Mason) 7/04
PO Box 561
Mason City IA 50402-0561
USA
http://www.jamess.com/
Developer: The Atari Weather Station -- build your own dedicated
temperature monitoring station using simple thermisters and the provided
software. Also available: source code listing, temperature data aggregation
utility

Alhart Enterprises Presents (AEP) 8/06
c/o Paul V. Alhart
524 N Z St
Lompoc CA 93436-5019
USA
tel: (805) 736-4624
"encoded" email: OOOp.alhartOOO@OOOverizonOOO.OOOnetOOO
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT

Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12
Repair shop: Atari disk drives

Altronic E.I.R.L. 6/04
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Repair Shop.

Alltronics 8/05
PO Box 730
Morgan Hill CA 95038-0730
USA
Phone: 408.778.3868 Hours: 10am to 4pm Monday - Friday
Fax: 408.779.2608
http://www.alltronics.com/
Vendor: Atari CX85 Numerical Keypad, Blaster! Auto Fire Module,
TV/Computer Switch

Atari800 Development Team 6/06
See also: Mark Grebe
See also: Christian Groessler
See also: Piotr Fusik
See also: Kostas Nakos
See also: Vasyl Tsvirkunov
See also: Ludovic Jacomme
Petr Stehlik (maintainer), Troy Ayers (Playstation 2), Michael Borisov (POKEY
sound), Piotr Fusik (core developer), Mark Grebe (Mac OSX), Christian
Groessler (Sega Dreamcast), Perry McFarlane (cycle-exact ANTIC and GTIA),
Kostas Nakos (Windows CE), Krzysztof Nikiel (Win32), Jacek Poplawski (SDL),
Vasyl Tsvirkunov (Windows CE), James Wilkinson (DOS, BeOS, Win32),
Ludovic Jacomme (PSP)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 2.0.2 - an Atari 400, 800, 600XL, 800XL, 130XE
and 5200 emulator for Unix, Linux, Win32, Amiga, MS-DOS, Atari TT/Falcon,
BeOS, WinCE, Mac OSX, Playstation 2 and other systems

AtariAge (Albert Yarusso, Alex Bilstein) 4/06
PO Box 27217
Austin TX 78755-2217
USA
http://www.atariage.com/
Vendor: new hardware (includes homebrew project supplies by Pixels Past)
Developer: Beef Drop cartridge (by Ken Siders)

AtariArchives.org (Kevin Savetz) 6/05
USA
http://www.atariarchives.org/
Vendor: exclusive software downloads: Simax Video Signmaker, Simax Picture Disks; SCREENS by Joseph J. Wrobel; Slime, Fort Apocalypse, and Dimension X by Steve Hales; Chicken, Nautilus, Protector II, and Shadow World by Mike Potter; Dragon's TAIL (Toolkit And Integrated Library) by Ed Churnside; Shark and OS/II by Matthew Stepka; Atari Program Exchange (APX) titles: Lemonade, Preschool Games, Reversi, Newspaper Route Management Program, Alien Egg, Sultan's Palace, Extended fig-FORTH, Supersort, Lookahead, Dice Poker, Babel, Domination, Decision Maker, Terry, Eastern Front (1941), Wizard's Revenge, Mapware, Diskette Librarian, Chameleon CRT Terminal Emulator, Data Management System, Instedit, Pro Bowling, Downhill, Blackjack Casino, DSEMBLER, T: A Text Display Device, Dog Daze, Memory Match, Attank!, Insomnia (A Sound Editor), Astrology, Weekly Planner, Family Cash Flow, Mathemetic-Tac-Toe, Ultimate Renumber Utility, Stereo 3-D Graphics Package, Solitaire, Source Code For Eastern Front (1941), Letterman, Number Blast, Advanced Musicsystem, Isopleth Map-Making Package, Keypad Controller, Family Budget, Speed-O-Disk, Starware, Instedit - Microsoft BASIC version, Midas Touch, Seven Card Stud, Rabbotz, Algicalc, Polycalc, Family Vehicle Expense, Frogmaster, Galahad And The Holy Grail, Cribbage, Mantis Boot Tape Development System, Math*UFO, Easygrader, Snark Hunt, Calculus Demon, Mankala, Monkey Up A Tree, Deep Blue C Compiler, Game Show, Real Estate Cash Flow Analysis, Diskmenu, Quarxon, Yahtman, Microsailing, BASIC/XA, Melt-Down, Deep Blue Secrets, Magic Melody Box, I'm Different!, Air Raid!, Catterpiggle, Getaway!, Punctuation Put-On, Drawit, Dandy, Home Inventory, Circuit Lab, Bootleg, Smasher, Moon Marauder, Puzzler, Ringmaster, Excalibur, Cartoonist, Bellum, Mastermatch, Weakon, Dog Daze Deluxe, Dragon's Quest or a Twist in the Tail, Character Fun, Bumpomov's Dogs, De Re Atari, Envision, Gossip, Erg
Publisher: authorized online editions of books: Digital Deli, Best of Creative Computing volumes 1-3, Machine Language For Beginners, Second Book of Machine Language, Mapping the Atari, Master Memory Map for the Atari, De Re Atari, Atari Roots, Assembly Language Programming for the Atari Computers, Atari Graphics and Arcade Game Design, Atari Player-Missile Graphics in BASIC, Compute!'s First Book of Atari Graphics, Compute!'s Second Book of Atari Graphics, Compute!'s First Book of Atari, Compute!'s Second Book of Atari, Computer Graphics Primer, Computer Animation Primer, Inside Atari DOS, SpeedScript: The Word Processor for Atari Computers, Electronic Computer Projects for Commodore and Atari Personal Computers, Computer Controller Cookbook, Atari BASIC - A Self-Teaching Guide, Atari Basic XL Edition, The Epson Connection: Atari XE/XL, Creating Adventure Games On Your Computer, BASIC Computer Games, More BASIC Computer Games, Big Computer Games, BASIC Computer Adventures, Artist and Computer, Colossal Computer Cartoon Book. also: The Ol' Hackers Atari Users Group (OHAUG) Newsletter: 1990-2000

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten

Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

The Atari Times (Gregory George) 2/05
USA
http://www.ataritimes.com/
Publisher: The Atari Times online newsletter,
The Atari Times Compendium (paper book, published annually)

Atarimax (Steven J. Tucker) 4/06
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.3.5 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win3/95/98, APE Warp+ OS
32-in-1 for XL/XE, APE Warp+ OS 32-in-1 for 1200XL, Imagic 1.06 95/NT - Atari
Disk Image Conversion System (ATR/XFD/DCM/SCP), Imagic 1.06 DOS, Atari
Terminal Simulator ATS 2.0 (SR2) - ATASCII Telnet/Serial Terminal & Break
Movie Player 95/NT, Break Movie Screensaver 95/NT, MaxFlash Flash MultiCart
(1Mbit or 8Mbit), SIO2PC/ProSystem Universal Interface, Atarimax/ABBUC USB
Cartridge, MyIDE+Flash IDE Interface Cartridge (1Mbit)

AV Toolbox 1/04
USA
Phone 800-235-3280 or 859-647-1077
Fax 859-282-8225
http://www.avtoolbox.com/
Developer: a number of composite video<->VGA conversion devices,
including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B & C ComputerVisions (B&C, Bruce & Cathy Carso) 1/05
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)

http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher, with James Wilkinson 6/06
http://dis6502.sourceforge.net/ or http://sourceforge.net/projects/dis6502
Developer: Dis6502 2.2 (Interactive 6502 Disassembler for Win32,
designed to specifically support Atari binary files)

BAKTRA (Michael Kalous) 11/06
Czech Republic
http://www.baktra.wz.cz/
Developer: TURGEN SYSTEM 3 (for JRE; generate a Turbo 2000 sound record
from files for ATARI located on PC. Output to WAV file or direct output to
sound card.), QUO VADIS Intro (demo), mmSAP 1.4 (SAP player for GNU/Linux)

Richard Bannister 1/04
See also: Chris Lam
Dublin
Ireland
http://www.bannister.org/
Developer: Rainbow v1.5.0 - port of Rainbow 1.4 (Atari 800 series emulator
for MacOS 9) to Mac OS X, Emulator Enhancer v1.4.1

Lee Barnes 10/04
http://www.mathyvannisselroy.nl/mydos.htm
http://www.mathyvannisselroy.nl/aspi.htm
Developer: MyDOS RAMdisk patches, Black Box ATASPI V0.42 ("Atari (Advanced)
SCSI Programming Interface"), Black Box ATASPI V0.41

Ullrich von Bassewitz 5/04
Germany
http://www.cc65.org/
Developer: cc65 2.10.1 - a complete cross development package for 65(C)02
systems, including a macro assembler, a C compiler, linker, librarian and
several other tools.

BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
See: RTS Software

Michael Beck 5/03
Germany
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz ("msc") 10/04
http://www.birmanns.de/atari/
http://www.mathyvannisselroy.nl/aspi.htm
Developer: msc-IDE Controller (IDE interface for PBI/ECI -- sold out),
IDE software utilities: INSTALL.COM V1.03, SETUP.COM V1.13, FDISK.COM V1.10,
MAP.COM V1.10, HDINST.COM V1.00, LMAP.OBJ V1.03, CDPLAY.COM V1.0,
CDREAD.COM V1.4, IMG2DISK.COM V1.00.
Black Box ATASPI V0.40 ("Atari (Advanced) SCSI Programming Interface"),
ATASPI CDPLAY V0.20 (audio CD player), ATASPI MON V0.12 (SCSI monitor)

Bensley Consulting (Brett Bensley) 1/04
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 8/06
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: (408) 278-1070 (M-F 1:30pm to 5:00pm PST)
FAX: (408) 278-1092
E-FAX: (815) 364-3703
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

B.G. Micro 8/05
555 N 5th St Ste 125
Garland TX 75040-5097
USA
orders: 1-800-276-2206 or 972-205-9447 9am - 5pm CST, Monday - Friday
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: Atari CX85 Numerical Keypad, hard-to-find chips for Atari disk
drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 8/06
USA
http://www.bigfivesoftware.com/
Developer: Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Bravo Sierra Computers (BSC) (Ben Smith) 11/04
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenek Burian 5/06
Marie Majerove 33
Prostejov 6
798 11
Czech Republic
Tel. 582 360 714
http://flop.atari.org/
Publisher: FLOP disk magazine, annual (FLOP 49 published May 2006)

Artur Burzynski (j131) 1/05
Gdynia
Poland

http://j131atari.webpark.pl/ or http://www.angelfire.com/80s/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 8/06
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Gray Chang 2/05
USA
http://www.concentric.net/~ktchang/
Developer: Dog Daze, Claim Jumper, Dog Daze Deluxe, Bumpomov's Dogs

Classic Computer Magazine Archive (Kevin Savetz) 2/05
USA
http://www.atarimagazines.com/
Publisher: authorized digitized editions of: Antic (1982-1990), STart
(1986-1991), Creative Computing (1974-1985), Creative Computing Video &
Arcade Games (1983), Hi-Res (1983-1984), Compute! (1979-1994)

Computer Games Plus 3/04
PO Box 6144
Orange CA 92863-6144
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, plus a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642

USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Cosine Systems (Exin [Sebastian], Intensity [Arman], Odie [Sean], 1/06
Sack [Adam], Magic Roundabout [Jason])
United Kingdom
http://www.cosine.org.uk/
Developer: demos: C.G.M. UKScene Radio Intro, 1K Party. game: Reaxion

Preston Crow 2/06
USA
http://www.crowcastle.net/preston/atari/
Developer: binload v2.5 (with Chad Wagner - Atari binary load format file
analyzer), atr2unix v1.2 (with Chad Wagner - Extract files from an Atari DOS
or MyDOS .ATR file), unix2atr v0.9 (Extract files from a Unix directory
tree and create a MyDOS ATR-format disk image file), dcmtoatr v1.4
(written by Chad Wagner), MyDos Binary Menu, SIO2Linux 2.0.1 (with Pavel
Machek - a rewrite of SIO2PC software for Linux), DISK 4.0 (sector editor
and more)

CyberRoach Publishing (Hans Reutter) 2/05
Seattle WA
USA
http://www.cyberroach.com/
Publisher: authorized digitized edition of A.N.A.L.O.G. 400/800 Magazine
(1981-1982), ANALOG Computing (1982-1989)

Subject: D

D'Antiques (Dan Dotson and Marilyn Saul) 9/06
PO Box 40751
Tucson AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/

Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/03
See: Dean Garraghty

Dial Group (Zenon, Voy, Jager) 5/05
Poland
http://www.serious-dial.atari.pl/
Developer: DOS Control v2.6. demos: MayDay!, Smells like a cream?,
What is love?. utilities: TwoCol v1.0, D-Font View v1.1, D-Sample v1.0MS,
D-RAM v1.1, X-RAM v1.0, DocView Maker v1.0, D-Trans v0.9, Short Test v1.2,
Moj Cartridge v0.1, TOMS Multi Drive ROM-disk Maker, ProgBaza v1.5,
Double RAM-Cart. games: Dreszcz - Fighting Fantasy Game. system:
Scene Register v5.0.
Publisher: Serious Magazine (disk mag), 1998-

Marius Diepenhorst 10/04
http://www.mr-atari.com/hardware-3rd.htm
Developer: "SpartaDOS for MyIDE"

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
Germany
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface)

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Draco (Konrad M. Kokoszkiewicz, KMK) 6/06
Poland
http://drac030.krap.pl/ or http://drac030.atari8.info
Developer: for standard Atari: DEMON, EYE, SysInfo 2.11, SD-Load. for
SpartaDOS X: CP v.1.2, MAN, SpartaDOS TAR v.1.3a, mdump, run, inidos, ca2001,
XF-551 Config. for KMK/JZ IDE: IDE BIOS 1.11, KMK/JZ IDE user's manual,
Utilities diskette, HDSC v.1.4, MaKe a SpartaDos FileSystem, RW-Test. for
65c816 Atari: 65c816 XL OS v. 2.11 (5.VI.2006.), D2D v.0.5, grep,

LPOKE/LPEEK, MultiBASIC v.0.33, MultiBASIC Manual, SD-Load. patches for:
Moon Patrol, Music Protracker v.2.4, Perestroyka Demo, Prof!'s XDIR. for
UNIX: SIO2BSD

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

Emulators (Derek Mihocka) 8/06
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit & Atari ST & Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 -
8-bit Atari emulator for MS-DOS

Raphael Espino 6/05
United Kingdom
http://rjespino.atari.org/ or http://rjespino.webhop.org/
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); PgmView 0.1
(17Oct03) - read PGM (Portable Greymap) files; Atari 8-bit JPEG Viewers:
a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface", JpegView 0.9
(17Oct03) "A friendlier menu oriented version of a8jdpeg", JpegShow 0.1
(07Aug01) "A slideshow version"; CpegView 0.1 (30May05) "The colour JPEG
viewer for Atari 8-bit computers"

Subject: F

Far North Atari Computers (Frank Stallings) 1/04
515 Craig Ave
Fairbanks AK 99701-3201
USA

tel: 907-456-3700
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/04
http://www.geocities.com/jlfenton65/
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

FLOP disk magazine 5/05
See: Zdenek Burian

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut,
Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik / "Fox" / "0xF" 6/06
See also: Atari800 Development Team
See also: Taquart
See also: Odsiecz Sobieskiego
See also: PMWD
See also: Infinity
Poland
http://xasm.atari.org/
http://asap.sourceforge.net/
Developer: Atari utilities: Professional Copy 2.1, FlashPack 2.1,
PowerGraph 1.0, GR8 Logoser 1.1; PC utilities: ASAP (Another Slight Atari
Player) 0.2.1, xasm 3.0.0, SAP Maker 5.0, unsap

Subject: G

Dean Garraghty Software (DGS) 8/04
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-7905-916138 (9a.m to 8p.m GMT/BST daily)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
Commercial Software Collection CD-ROM includes: Quick (programming language)

V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM)
V1.25i (80-column desktop system), SAM Budget (spreadsheet), SAM Designer
(DTP), SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software; Public Domain
Software Collection CD-ROM includes 191 mostly double-sided disks plus some
bonus software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss 1/04
http://www.jetbootjack.com/
Developer: Beast, Plastron, Project Xanthien, Contagion, Z-Force,
Zero War, Menace, Pacland, Moonbase

Mark Grebe 9/06
See also: Atari800 Development Team
USA
http://members.cox.net/atarimac/
Developer: Atari800MacX 3.4.2 (version of Atari800 emulator for Mac OS X),
Sio2OSX 1.1 (variation of APE or SIO2PC for Mac OS X)

Christian Groessler 3/03
See Also: Adam Dunkels
See Also: Atari800 Development Team
Germany
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.75 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Lee Hanken 5/06
United Kingdom
http://www.leehanken.pwp.blueyonder.co.uk/atari/ATASCIIView.zip
Developer: ATASCIIView 1.0 (ATASCII file viewer for MS-Windows)

H.A.P.S. 6/04
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 9/05
40 Wiley Ln
Woodstock NY 12498-1228
USA
tel/FAX: 845-679-5856
http://www.hrx.com/
Developer: VC101A NTSC to RGBS Decoder, VC102A PAL to RGBS Decoder,
VC111A NTSC to Component Decoder, VC112A PAL to Component Decoder,
VC303 NTSC/PAL Decoder/Doubler, CV121A RGBS to NTSC Encoder,
CV122A RGBS to PAL Encoder, CV131A Component to NTSC Encoder,
CV132A Component to PAL Encoder, CV223 RGBS to NTSC Pro w/BNC's,
CV233 Component to NTSC w/BNCs, RGB2X2/HD 2in/2out RGB Switch, various
related cables and adapters

Hasbro, Inc. 8/05
1027 Newport Ave
Pawtucket RI 02861-2539
USA
tel: 401-431-TOYS (8697)
http://www.hasbro.com/
http://www.hasbro.com/pl/page.game_and_toy_instructions/dn/default.cfm
Developer: instructions for Parker Brothers games (PDF scans): AstroChase,
Chess, Frogger, Frogger II: Threeedeep!, Gyruss, James Bond 007, Popeye,
Q*Bert, Star Wars Return of the Jedi: Death Star Battle, Super Cobra

HiassofT 4/06
c/o Matthias Reichl
Wolfgangerstr. 26
A-4820 Bad Ischl
Austria
http://www.horus.com/~hias/atari/

Developer: AtariSIO V0.30-pre1 beta for Linux (package contains: a Linux kernel driver; atariserver - an Atari disk drive emulator similar to SIO2PC or APE; atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), Atari-Link PC (AtariDsk) V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos 4.04 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

High Street Micro (Tony Cank) 8/05
First floor 20 - 22 High Street
Crewe, Cheshire CW2 7BN
United Kingdom
Tel: 01270 250871
Fax: 01270 580964
Shop Times: 8 am To 4 pm, Saturday: 9 am To 1 pm, Sunday: Closed
http://www.highstreetmicro.co.uk/
Vendor: used hardware, commercial software

Gordon F. Hooper / GFH Marketing 1/04
253 Regina Ave.
Victoria, B.C.
Canada. V8Z 1J6
http://www.ataritimes.com/interviews/intv_gordonhooper.html
http://victoria.tc.ca/Technology/Atari/club.html
Publisher: 8-Bits Forever! (book, (c)1994)

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

Subject: I

individual Computers (Jens Schoenfeld) 8/05
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/

http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel universal floppy disk controller (read/write Atari MFM formats): Catweasel MK2 (Amiga 1200/4000), Catweasel ZII S-Class (combo of Buddha Flash IDE controller/Catweasel MK2 for Amiga 1200/4000), Catweasel ISA version (MSDOS PC (reads disks only) or Linux Alpha AXP)

Infinity 1/06
Krzysztof 'Sir Leo' Zeglen (group leader), Piotr 'Fox' Fusik, Jakub 'Qba' Spodar
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2622
Poland
Developer: Drunk Chessboard (16K intro, Orneta-Party 1996)

Subject: J

Jeff Jackson 8/06
USA
http://www.jeff-jackson.com
Developer: JLS BASIC - Jackson Languange System BASIC compiler

Ludovic Jacomme (Zx-81) 6/06
France
http://zx81.zx81.free.fr/
Developer: PSPATARI 1.0.2 (port of Atari800 emulator for PSP - PlayStation Portable)

JAY Software (Jan Krupka and Stanislav Opichal) 9/05
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Shawn Jefferson 4/06
Victoria, BC
Canada
http://www.jeffersonsauctioneering.com/atari/
Developer: MyIDE Config 2.0, MyIDE Image Manager 3.0, MyIDE Image Batcher 1.0

Subject: K

Nick Kennedy 1/05
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.cox-internet.com/wa5bdu/

Developer: SIO2PC 4.19 (Atari 8-bit to PC Interface) and 1050-2-PC (Atari Drive to PC Interface): software, hardware plans, cables, parts (not for Windows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 9/05
Slovakia
http://mikro.atari.org/ or http://hysteria.sk/~mikro/
Developer: Sprite Editor 1.2 for Atari XE/XL (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Subject: L

Chris Lam 10/03
See also: Richard Bannister
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for Apple MacOS 9, Rainbow 95 v1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Lantronix, Inc. 1/05
15353 Barranca Pkwy
Irvine CA 92618-2216
USA
Tel: +1 (949) 453-3990
Fax: +1 (949) 453-3995
http://www.lantronix.com/
Developer: Serial to Ethernet interface devices that may be used to connect an 8-bit Atari computer (or any device with a serial port) directly to a broadband network, including: UDS-10, MSS100
www.lantronix.com/device-networking/external-device-servers/uds-10.html
www.lantronix.com/device-networking/external-device-servers/mss100.html

Derek Ledbetter 8/05
540 Canal St Apt 9
San Rafael CA 94901-4145
USA
Home Phone (415) 256-1931
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator 1.0.7 developement release 3 for MacOS 8.6 and

later, and OS X

Marcin Lewandowski (Jaskier/Taquart) 8/05
See also: Taquart
ul. Wyszynskiego 15/22
87-100 Torun
Poland
http://jaskier.atari8.info/ and
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: CZYTNIK.ASM, EXODUS.ASM, GEDVIEW.ASM, IN1.ASM, POLTRA.ASM, MPT (Music ProTracker) data converter, MPT replayer 2.4, CMC Player 2.1, Grunwald 1410, November Demo, Back 2 Life, Energy Zine #1 intro, AFM (Atari Font Maker) 2.0, TMC Theta Music Composer v. 1.11, Back 2 Life 2, 3DScroll, TMC Theta Music Composer 2.0, Converter (from Atari Quick Assembler to PC X-Asm), Atari800Win PLus 4.0 (for Windows, based on Atari800)

LogicalVue Software (Paul Lefebvre) 1/04
27 Boysenberry Dr
South Portland ME 04106-7803
USA
http://www.logicalvue.com/ or http://www.logicalvue.com/atari/
Developer: bomBer, Asteroid Run

Subject: M

MacFalkner (Andre Bertram) 9/06
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

MadTeam (TeBe, Pajero) 11/06
See also: Pajero / MadTeam
Poland
http://madteam.atari8.info/
Developer: demos: Happy Demo, The Muppet Movie Show, IGOR, FAJER, SINTRO, Running Cow, LAJF, Journey, Vasco, X, Splash, TIT, ANI, SAMAR Graphics Collection, Kaszel #1. games: Droga Do Duplandu, Mental Age, Dyna Blaster, Getris. Utilities: Pro Tracker 1.5, Intertia Player 3.7, Intertia Player 4.5, Mathaf****r Editor 3.1, Mathaf****r Reader 1.1, Turbo 2000F, Visage 2.7, XL-Paint 2.5MaX, 2.6MaX, Rip2Max, 2xMPT 8Channel Stereo Project 1.0, Atari Commander 1.6, Via Copy 4.4, SAMAR Hi-res Interlace with Map of Colours (SHIMC) Editor 1.0. PC utilities: Graph2Font 3.8.4.8 (convert graphics to Atari chars and design multicolor graphics for the Atari), MADS 1.7.5 (Mad-Assembler: 4-pass crossassembler designed for 6502 and 65816 processors)

Magazin-Archiv (Matthias Jaap) 2/05
Germany
http://www.stcarchiv.de/
Publisher: authorized digitized editions of ATARImagazin (1987-1989), Computer-Kontakt (1985-1987), Happy Computer (1984-1989)

Alex Martin 1/04
P.O. Box 65
00-952 Warszawa
Poland
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static memory expansion and replacement (backed-up with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interface.
Under development: ANTIC buffering system, 14 MHz 65c816 CPU with 16 MB static memory

MatoSimi (Martin Simecek) 10/05
Slovakia
http://matosimi.atari.org/
Developer: CMC Musix 1, CMC MSX Extractor, Plasma4, Atari FontMaker v1.1, Laser Blaster, Monex 1.1

MCM, an InOne company 5/06
650 Congress Park Dr
Centerville OH 45459-4000
USA
Phone: 1-800-543-4330
Fax: 1-800-765-6960
http://www.mcminone.com/
Developer: 9 Pin Jack For Atari, AC Adaptor Atari 3.5mm 9V DC 500mA

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

MicroUSB.org - Microprocessor USB Project 1/06
Atari project: Marc Brings, Thomas Grasel, Harry Reminder, Guus Assmann, Carsten Strotmann
Germany
http://microusb.org/
Developer: Project USB Cartridge (USB Cartridge for Atari XL/XE with two USB Slots). software: AtariUSBCart (Hardware Cypress SL811, Hardware USBN9602), AtariXLJoypad (Logitech Rumblepad 2 USB Version 2.0), AtariXLJoystick (Competition Pro USB 1.0), AtariXLKeyboard 0.1 BETA, AtariXLMouse (Logitech USB Mouse), AtariXLWheel (Thrustmaster Nascar Pro Digital 2, Logitech Formula GP 1.0, Logitech Vibration Feedback Wheel), USB Device Driver Development Kit 1.2.0, USB Enduser Driver Disk USBTEST Version 0.6, USB HID Base Driver Version 2.0, USBDOS 0.1

Mirage Interactive 6/05
See also: Rewindgames (Fred Meijer)

Poligonowa 3 lok. 310-311
04-051 Warszawa
Poland
phone: +48 22 870 1550, 870 6555
http://www.mirageinteractive.com/old/retroattack.html
Developer: over 100 published titles, including: Alchemia, Around the Planet, Atomia, Axilox, Bang! Bank!, Bertyx, Battleships, Caveman, Crypts of Egypt, Cywilizacja, Dark Abyss, Duch, Dziedzictwo Gigantow, Eureka, Historia Polski, Jaffar, Janosik, Kapitan Kloss, Kolony, Magia, Midnight, Mozgprocesor, Operation Blood, Pong, Problem Jasia, Pyramid, Raszyn 1809, Robal, Rockman, Roderic, Rycerz, Sexversi, Special Forces - Operation Blood II, Starball, Tanks, Tawernia, Technus, Thinker, Top Secret, Wladca, Wyprawy Kupca, ZBIR

MMSoft (Marek Mikolajewski) 6/06
Gdansk
Poland
http://atariarea.histeria.pl/sio2ide/
Developer: SIO2IDE 1.7, 3.3, 3.3a, 4.4, 4.4a (An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. Ver. 4 includes a USB port.), AVRprg

More Than Games / Rick's Computer Activity Tools / Rix C.A.T. / 9/06
Detlefsen Enterprises (Rick L. Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/sites/mtgcat/
Vendor: NEW Super Sketch Graphics Tablet W/cart (PPI), used hardware, used commercial software
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5', "A8 A/V BOB" Audio/Video BreakOut Box with s-video jack, 6' Svideo cable, 12' Svideo cable

MS-Software (Mirko Sobe) 7/05
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, HTML-Viewer 3.1, BOSS-X v10.33

MyAtari (Matthew Bacon, Shiuming Lai) 5/06
UK
http://www.myatari.net/
Publisher: MyAtari magazine (free online magazine)

Subject: N

Kostas Nakos 1/06
See also: Atari800 Development Team

Greece
http://users.uoa.gr/~knakos/atari800/ or http://pocketatari.atari.org/
Developer: Pocket Atari 2.0.1

New Breed Software 9/06
c/o Bill Kendrick
2210 Rock St Apt 33
Mountain View CA 94043-2644
USA
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, SIFE - Super-IRG Font Editor

Nelson Nieves 8/06
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

Mathy van Nisselroy 10/04
The Netherlands
http://www.mathyvannisselroy.nl/
Developer: CD Audio Player (CDAP) 1.47, CD/DVD Data Reader (DATA) 0.67

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: O

Odsiecz Sobieskiego 9/06
0xF, Dracon, Epi, GRuBshy, Kasjo, McMaster, Wilson, Zina
See also: Piotr Fusik
http://atariki.krap.pl/index.php/Odsiecz_Sobieskiego
http://www.atari8.info/stuff/xz21.zip
Developer: xunzip v2.1 (18 September 2006 -- a ZIP, TAR, GZ and TGZ (TAR.GZ) archives depacker)

Freddy Offenga 11/05
The Netherlands
http://members.chello.nl/taf.offenga/atari.htm
Developer: rominfo v1.0.1 04/12/2000 -- show information about Atari 8-bit rom dumps

Outland Quest Software 6/06
USA

http://www.outlandquestsoftware.com/
Developer: Ally Attack, Black Sea Silver Fishing, Desert Crossfire,
Dungeons of Oti, Empire, Golf Tees, Graphics 8 Painter, Hoss Racing,
Korellian Conflict, Lite Show, Mad Libs, Motions Variable, Scattergories,
Space Regent, Starbase Alpha, Standoff, Star Maze, Terror Fair,
Three-D Force Tic-Tac-Toe, T.I.A.K. - Taking In Accurate Knowledge,
Uncle Milton's Million Dollar Mystery Mansion

Subject: P

page6.org (Paul Rixon) 2/05
United Kingdom
http://www.page6.org/
Publisher: authorized digitized editions of Page 6 (1982-1989),
Page 6 Atari User (1989), New Atari User (1989-1998)

Pajero (Pawel Nowak) / MadTeam 5/06
See also: MadTeam
Poland
http://www.atari8.info/stuff/magotrans16.zip
Developer: MagoTrans 1.6 beta (software for MS-Windows: convert and
analyze the following file formats: CAS, FILE, WAV, XEX

Eric Parent 8/06
http://joyfulcoder.com/
Developer: Memo Pad Release 4 (August 26, 2006; ATASCII file viewer and
converter)

James R. Parish (J-Com Enterprises, Inc.) 1/04
1012 E Lake Dr
Tarpon Springs FL 34688-8100
USA
Phone: 727-943-5737
Fax: 727-943-0749
http://www.j-com.net/index.html
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

Pecus and Pirx 7/03
Poland
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Pixels Past (Joe Grand) 4/06
2907 Shelter Island Dr Ste 105-169
San Diego CA 92106-2797
USA
Telephone: 619-222-4100
Facsimile: 619-222-1797
http://www.pixelspast.com/
Developer: Atari 8-bit computer 8K/16K PCB (make cartridges for the Atari),

Stelladaptor (Atari Controller-to-USB Interface, attach an Atari joystick/
paddle/etc to a modern computer)

PMWD 1/06
Piotr '0xF' Fusik, Lukasz 'X-Ray' Sychowicz
See also: Piotr Fusik
http://www.pouet.net/groups.php?which=2720
Developer: Drab (1K intro), Knit (256b intro), Mahna-Malysz (4K game)

Pokey Foundation 2/05
See: Stichting Pokey

Publicaciones Creativas S.A. (Ivan Antezana) 6/04
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
http://www.sugoi.com.pe/
Publisher: Atari Creativo #0, Informatica Creativa #0, #1, #2
(paper magazines, no longer published but back issues are available)

PVBest (Philippe Vuillerme) 1/05
France
http://pvb.free.fr/ or http://www.pvbest.com/
Developer: Atari software: Dropzone modification (score table saving),
The Famous List Of Hight Score, File Designer (convert from cassette to disk
or from boot program to Atari DOS binary file), Disk Wizard II modification
(updating and improvement of the disassembly code), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-2-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

Subject: R

Werner Raetz 9/06
Postfach 16 40
D-75006 Bretten
Germany
Telefon: 07252/4827 oder 07252/3058
Telefax: 07252/85565
E-Mail: Raetz.SM@t-online.de
Publisher: WASEO-Publisher, WASEO-Designer, WASEO-Triology,
WASEO-Grafinoptikum, WASEO-Labouratorium, WASEO-Practoscope, WASEO
DISK-LINE disk magazine

Burkhard Rau (HCRBurk) 5/06
Germany
http://www.hcrburk.de/

Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 5/06
254 Nelson Dr Apt U
Baton Rouge LA 70808-5059
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Rewindgames (Fred Meijer) 4/06
See also: Mirage Interactive
See also: Sikor Soft
The Netherlands
http://www.rewindgames.com/
Vendor: new and used hardware, new and used commercial software including all Sikor Soft titles (new in box), exclusive distribution of (new in box) ANG titles, and (new in box) Mirage titles. ANG/Mirage titles: Bang! Bank!, Basicdup, Eureka, Hack Picture Program II, Mines, Operation Blood, Operation Blood for the lightgun, Problem Jasia (Johny's problem), Sh*t!!, Simple Minds, Tanks, T-34 the Battle, Thinker, Thinx, Tron, Whooops! 2, Zebuland Utility Disk

Thomas Richter 10/06
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ Emulator (800/XL/XE/5200 emulator for Unix/Linux/Solaris/Irix) Stable Release 1.50, CVS Snapshot 1.50, atari++ 1.50 for win32

Markus Roemer / R.I.K. of Kaisersoft 10/06
An der Roehr 6a
55606 Hochstetten-Dhaun
Germany
Publisher: Top Magazin 2006

Pawel Rosowski 4/05
Poland

http://uce.pl/ikplus/
Developer: IK+ C64 to Atari 8-bit Conversion Project (game)
version 0103 (March 2005)

RTS Software / BBK Enterprises (Bryan P. Schappel and Barry Kolbe) 7/05
USA
http://www.rts-software.com/ or http://www.schappel.com/
Developer: Utilities: ANALOG Database, BCALC, BCOPY (SuperCopy),
BBK Artist, BBK C.P., BBK Monitor, Debug+, Disk Enchanter, Disk Master,
Personal Spell Checker, T:EDIT. Atari 8-bit Games: Capital, Clash of Kings,
ROBOX, Snow Plow, Snow Plow Editor

Subject: S

Satantronic (-XI-, Jookie, Nir Dary, Patarik) 8/05
Slovakia
http://atari.sk/satantronic/ or http://satantronic.atari.org/
Developer: Msx: LL02 party version. Gfx: Beauty, FLY, IHL, Oko, Desire,
Manga, Alien, Indigen, Atari girl. Intro and Demo: TE.MOD, Liquid, Dragons,
zzZumRotator, Transparent ANULOID, 3D tunnel with texturemapping,
TuTuBes party version, Matrix 1kB party version. Games: Jurassic Park II.
XRAM 0.21.0 - eXtended RAM test, 1MB SIMM RAM expansion blueprint,
MultiJoy 16/2 hardware interface

Darren Schebek 7/03
Canada
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Serious Magazine 5/05
See: Dial Group

Sijmen Schouten (Mr.Atari) 10/04
The Netherlands
http://www.mr-atari.com/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 9/06
The Netherlands
http://members.home.nl/stack/Atari/atari-xlxe-download.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 9/06
Kempenlandstraat 8
5211 VN Hertogenbosch
The Netherlands
http://home.planet.nl/~ernest/

http://members.home.nl/stack/Atari/atari-pooldisk.html
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ken Siders 4/05
USA
http://atari.ksiders.tzo.com/
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Programming: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Beef Drop, Burger Boy, Pac-Munch Jr, The Fish-Adventures of Mr. Fish, Circle of Richness

Sikor Soft (Pawel Sikorski) 1/05
See also: Rewindgames (Fred Meijer)
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
http://sikorsoft.internetdsl.pl/
Developer: 5 x 5, 5 x 5 Editor, ABC, Centurion, Cyborg, Fire Stone, Ketchup, Liga Polska, Magic of Words, Max, Moscow 1993, Neuroid, Nexus, Orto Puzzle, Pilkarski Poker, Sexy Six, Sexy Six Data Disk #1, Sexy Six Data Disk #2, Sexy Six Data Disk #3, Teacher Killer, Tekblast

Mark l. Simonson 9/06
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech (Thomas Eberle) 8/05
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel: +49 - 711 775033
Fax: +49 - 711 48969466
http://www.sintech-shop.de/
Vendor: used hardware, commercial software

Soudi 1/06
http://makeatr.atari8.info/
Developer: makeATR v0.06 (software for MS-Windows)

Len Spencer 8/06
USA
http://www.lspenc13.us/Lenspencer/atari8.htm

Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Sascha Springer 3/04
http://www.zerstoerung.de/
Developer: A8E (Atari 800 XL Emulator for Windows, "developed completely from scratch")

SquoQuo (Hopper, Bugger, Genetic Gemini, Scythoior, Yoda) 4/06
Germany?
http://squoquo.tk/
Developer: Let's Hop, Sh*t Alpin 2005, Ms.Bulimia

Radek Sterba (Raster/C.P.U.) 10/06
Czech Republic
http://raster.infos.cz/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.05 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4), Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy). utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4, SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor), Raster Music Tracker (RMT) v1.24 - cross-plaftorm XL/XE music maker for PC, RMT Player v1.06 (plays *.RMT (Raster Music Tracker) song files on Atari XE/XL computers), Creaxin1 "Create X in 1" (for use with S/XEGS RAMcart 128KB by C.P.U.).
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/05
http://www.steverd.com/
Vendor: used hardware and software

Stichting Pokey (The Pokey Foundation) 4/05
The Netherlands
http://www.pokey.nl/ or http://www.stichtingpokey.com/
Publisher: authorized online editions of: Pokey's Magazine (Dutch),

The Best of Pokey's Magazine (English), Mega Magazine ("MegaZine")(English)

Carsten Strotmann 8/03
See also: Project USB Cartridge
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), Infoline for ACTION!

Sunmark (Mark DiLuciano) 4/06
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/
Developer: 400/800/XL PCB, sio2pc PCB, R-Time - Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), various electronic components useful for homebrew projects

Super Products 4/04
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Subject: T

Taquart 1/06
Daniel 'Angus' Sychowicz (1995-1997), Marek 'Bac' Badkowski, Daniel 'Dely' Kozminski, Michal 'Dracon' Garbaciak, Tomasz 'Electron' Piorek, Marcin 'Eru' Zukowski, Piotr 'Fox' Fusik, Grzegorz 'Greg' Kwiatek (1994-1998), Karolj 'Heaven' Nadj, Marcin 'Jaskier' Lewandowski, Piotr 'Samurai' Swierszcz, Slawek 'Slaves' Sledz, Lukasz 'X-Ray' Sychowicz, 'Zenial' (1994-1996)
See also: Piotr Fusik
See also: Marcin Lewandowski

Poland
http://numen.scene.pl/ and
http://www.s-direktnet.de/homepages/k_nadj/taquart.html
Developer: Taquart Intro (1995), Back to Life (demo, Orneta-Party 1995),
Intro1 (Orneta-Party 1996), Intro2 (Orneta-Party 1996), Energy #1 (disk mag,
1995), Recycle (16K intro, Orneta-Party 1996), Really Unreal (16K intro,
Rush-Hours-Party 1997), Voice of Silence 1 (music collection, 1996),
Invitation-intro for Intel Outside 4-Party (1997), Voice of Silence 2 (1997),
Ultra (demo, Intel Outside #4-Party, 1997), Energy #2-disk mag (1997),
Numen (demo, Lato Ludzikow 2002, requires 320K and PAL ANTIC)

Vladimir Tichy 4/04
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/ or http://sdq.paraglide.cz
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.07.0 program zip archive (manual contained)

Tristesse (Vasco, Jurgi, Nietoperek, Pinokio, Epi, Xan) 4/06
Poland
http://www.atari8.info/
Developer: TRS-Desktop 0.9c alpha, NeoTracker v1.6

trub 10/06
Poland
http://trub.atari8.info/ or http://trub.sys.net.pl/
Developer: all require SDX 4.x: TDPL 2.0 / TD 2.0 (enhanced TD.COM, Polish/
English), XEP.SYS 0.1F (XEP80 device driver), TRACE2 (file tracer for SDX
executable files), RUNEXT 0.4, QE 2.0 (Continuation of the famous Quick Edit
- E: and CON: accelerator by KMK), RWTEST2 (Read/Write Tester by KMK). for
SDX+65C816: RAMD816.SYS. for SDX+QMEG OS: OSSIO.SYS. for SIO2IDE:
S2I Commands 0.8, S2I JukeBox 4.0a. for MS Windows: FIXATR. for KMK/JZ IDE:
CDPLAY 0.4a. more: ED 2.9, ABASIC, YOGI/YELLYSTONE PARK Multidrive, XLDisk.
SDX upgrade project: SpartaDOS X 4.39RC, intSDX128, intSDX128 "flash",
AtraX SDX 128

Anthony Jaroslav Truhlar 12/03
England
http://www.truhlar.org/
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs. (Mainly working these days on HP Alpha (VMS), Sparc
(Solaris) & x86 (Linux) but maintains an interest in the Atari 8-bit.)

Vasyl Tsvirkunov 1/03
See also: Atari800 Development Team
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),

SH3/4 (Jornada, etc.)

Subject: U

UKretro (Mike) 12/04
United Kingdom
http://www.ukretro.co.uk/
Vendor: hardware, new commercial software (cassette format)

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

Subject: V

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 4/06
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware
"We service, sell and publish hardware and software"

Video Game Source 8/05
Salzbruecker Str. 36
D-21335 Lueneburg
Germany
Tel.: +49 (4131)406278 Mo-Fr: 12pm - 8pm CET
http://www.videogamer.org/
Vendor: new hardware (Atari G1 Light Gun, Atari XL/XE-Datarecorder XC12),
commercial software (game cartridges)

Video Game Trader 3/05
242 Essex Dr.
Brick NJ 08723-6502

USA
http://www.videogametrader.com/
Vendor: new and used commercial software

vintagecomputer.co.uk 10/05
United Kingdom
http://vintagecomputer.co.uk/
Vendor: used hardware, commercial software

VintageFunWorld.Com (Chris) 3/04
http://www.vintagefunworld.com/
Vendor: used hardware and software

Subject: W

Wacko Software (Andrei Ellman) 1/05
The Netherlands
http://software.wackonet.net/
Developer: Line Crash (game)

WASEO 9/06
c/o Thorsten Helbing
Koenigsberger Str. 9
30916 Isernhagen
Germany
tel: +49 175 9982360
FAX: +49 121 258 409 3729
http://www.waseo.de/
Developer: audio CDs: The 20 best ATARI Hits, The 20 most inventive ATARI Songs, The Best of Music Non Stop, The Best of ATARI Game Music, The ATARI Super Soundmix. Titles published by Werner Ratz: WASEO-Publisher (DTP-Programm), WASEO-Designer (Erganzung zum DTP-Programm), WASEO-Triology (Nutzliche Programmsammlung), WASEO-Grafinoptikum (Grafikprogrammsammlung), WASEO-Labouratorium (Arbeitserleichterungsprogramme), WASEO-Practoscope (Sammlung praktischer Programme), Demo Disk, Basic Hits, DISK-LINE disk magazine

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.4a

World of Atari 1/05
5920 Valley Vale Way
Sacramento CA 95823-5239
USA
Phone: 916-392-7424
Fax: 916-914-2011
http://www.worldofatari.com/
Vendor: new hardware, commercial software

Subject: X

Xport 1/04
http://xport.xbox-scene.com/
Developer: AtariXLBox v5 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

7992. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 22:26:53 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optj3xyxcpczek98@chrislap>
Source record: 5499

On Wed, 29 Nov 2006 04:59:49 +0000 (UTC), James King
<jamesk@ATxmissionDOT.com> wrote:

> Just curious how many of you are using removable media on your Atari
> 8bit systems..
>
> At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in
> addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage
> than I could reasonably use.

Hi James! Long time no see! :-)

You've touched upon an area I'd like to investigate but haven't yet gotten
around to. Any "surprises" or "tricks" involved in getting SyQuest 44M
drives hooked up to the BlackBox? I've got a BB and am hoping it's as
simple as plug-and-go, but... For one thing I wouldn't know what "drive
geometry" to tell the BB. 2 surfaces, maybe, but... then what? :-)

> Additionally, I'm using Ape ProSystem 1.18D via a really old all-in-one
> Compaq Prolinea Net 1/25S system running MSDOS 6, Novell Client32
> (connected to a NetWare 6 server) for high speed access to all my
> ATR/XFD files.

Hoping to set up an old PC here as a DOS box and run something like that.
In my copious free time...

> One day, I'll take time to finally convert all my old 5.25 and 3.5 disks
> into .PRO, .ATR or .XFD formats.

I've done most of the first 200 or so of my own disks; only about 1000
more to go...

Of course, this doesn't count the bad-sectored or otherwise-copy-protected
disks. I've been out of the loop for a while; does there yet exist a
solution for imaging-and-emulating such disks? I'm thinking it could be
done with a track-, rather than sector-, based disk emulation on the
emulator side, and a track reader using something like the Archiver
device, on the Atari / disk-imaging side. Anybody done it?

Cheers,
Chris Chiesa
here on and off since 1987

7993. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 22:28:45 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optj3x12vnczek98@chrislap>
Source record: 5500

On Thu, 30 Nov 2006 14:52:52 +0000 (UTC), James King
<jamesk@ATxmissionDOT.com> wrote:

> I mostly use APE for backups and for using it a print que, for printing
> to a network connected laserjet.

Now THAT's an interesting idea. I'd like to hear more about how to do this sort of thing. (I don't have a network-connected printer (yet), but do have an old laser printer going to waste. Heck, for that matter, I still have my old Atari-compatible dot-matrix printer sitting there going to waste. Don't know whether it would even operate at this point... let alone whether I could still get a ribbon for it. Anybody?)

Chris

7994. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 22:30:12 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optj3x4gp8czek98@chrislap>
Source record: 5501

On 30 Nov 2006 04:04:20 -0800, winston19842005@yahoo.com
<winston19842005@yahoo.com> wrote:

>
> James King wrote:
>> Just curious how many of you are using removable media on your Atari
>> 8bit systems..
>>
>> At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in
>> addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage
>> than I could reasonably use.

That reminds me; I also have an external SCSI Zip drive (original 100Mb
type). Any advice on hooking THAT up? Same questions as I just got done
asking about the Syquests...

Chris

7995. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 22:42:35 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optj3yo3i8czek98@chrislap>
Source record: 5502

On 30 Nov 2006 09:22:15 -0800, Ed Shepherd <dinosaur@corner.net> wrote:

> winston19842005@yahoo.com wrote:
>>Due to limitations of the device driver, you can only address 250 mb.
>> ... The only thing I found that was important was
>> to NOT reformat the 44mb Syquests on a 200mb drive - it renders them
>> useless (at least on the 200mb drive).

Back in the 90s I worked with VMS workstations, and one thing we worked hard at was making it possible to transfer files among various kinds of computers (mainly Macintoshes) and the VMS machines. Sometimes we didn't have enough actual drives to go around, or we just plain needed to reconfigure for a different project -- and it often turned out that an external SCSI drive that had been used on a Mac would come up nonfunctional on the VMS machines, yet continue to work on the Mac. After much hair-pulling we found that the Mac SCSI driver was quietly setting two configuration bits (just TWO SINGLE BITS!) in one of the low-level SCSI "mode pages" in the drive, and the VMS SCSI driver would reject a drive with those two bits set. We eventually got a utility program for the DEC Alpha (as opposed to VAX) version of VMS that would let us edit the mode pages and clear those two bits, making the drive accessible to VMS once again.

So why tell you all this? Because I currently have a 44M SyQuest drive that won't work on a VAX/VMS workstation in my basement, but DOES work (aside from filesystem issues, anyway) on my Windows 2000 PC. Unfortunately I don't have the VAX version of that mode-page-investigation-and-editing tool, and haven't been able to find an equivalent program for Windows. And I thought I ought to spread the word that this sort of thing is possible, in case one of you guys tries to use a SyQuest drive that works with a PeeCee (or a Mac!) on your Atari and runs into a similar problem. I'm not saying you WILL, but I'm concerned that you COULD, and now you know what kind of thing might cause it and how you might try to fix it if you can find (or write!) the necessary software.

One of these days perhaps I'll get around to writing such an application myself, but even the documentation of how to read/write the mode pages on any computer I know how to program (VMS, Windows, Atari, Amiga) is scarcer than hen's teeth. So if anybody here has a handle on any such things, let me know. You scratch my back, I'll (try to) scratch yours.

Chris

7996. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 22:44:23 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optj3yr3oxczek98@chrislap>
Source record: 5503

On 30 Nov 2006 09:22:15 -0800, Ed Shepherd <dinosaur@corner.net> wrote:

> From this post and the URL link it seems that you can't format 44meg
> cartridges in an 88meg drive.
> Is this true?If so,I guess I don't want to buy any 44meg cartridges.

That would be my understanding, left over from the VMS days of the 90s,
yes.

7997. Re: Atari Lynx on CDROM

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 22:47:22 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optj3yw2tvczek98@chrislap>
Source record: 5504

On Sat, 2 Dec 2006 15:40:28 +0000 (UTC), James King
<jamesk@ATxmissionDOT.com> wrote:

> Anybody purchase the Atari Lynx collection on CDROM from
> thepelican@sympatico.ca?

No, but it sounds like I'm going to have to check it out!

_90_ games? How many (if any) are bona fide Atari games (at risk of
copyright/piracy issues) and how many are third-party after-market stuff?
I know the programming information has been floating around for a few
years now... In any case, it sounds very interesting.

Chris

7998. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-05 23:41:31 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <Rsndh.5237$un3.1020@newsfe14.phx>
Source record: 5505

"Chris Chiesa" <cchiesa1@rochester.rr.com> wrote in message
news:optj3x4gp8czek98@chrislap...
> On 30 Nov 2006 04:04:20 -0800, winston19842005@yahoo.com
> <winston19842005@yahoo.com> wrote:
>
>>
>> James King wrote:
>>> Just curious how many of you are using removable media on your Atari
>>> 8bit systems..
>>>
>>> At present, I have 3 x Syquest 44mb and 1 x Syquest 135mb removables (in
>>> addition to 2 x 130mb SCSI HD's) via blackbox; arguably more storage
>>> than I could reasonably use.
>
> That reminds me; I also have an external SCSI Zip drive (original 100Mb
> type). Any advice on hooking THAT up? Same questions as I just got done
> asking about the Syquests...
>
> Chris

Hi,
Check out this page...
http://www.mathyvannisselroy.nl/
some good information..
RoyE

7999. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-07 05:27:10 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1165469213@rtfm.mit.edu>
Source record: 5506
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale, California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced Atari user. From the company's humble beginnings to its demise as a hardware manufacturer in the nineties, we hope to provide you lots of original content in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a massive on-going project: a gigantic database of ALL Atari 8-bit software, complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

8000. IRC chat tonight (Thursday)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-07 06:05:19 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns9892B1593A39emuslor@216.196.97.136>
Source record: 5507
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey everyone - don't forget about the weekly Atari chat tonight. Official gathering time is 8:00pm CST, and you have 3 options for getting in:

- Use your favorite IRC client to connect to irc.newnet.net and join channel #atari.

- Telnet from your 8-bit or other machine to irc.atarichat.net (216.37.55.109) and login as "atari". This will get you into the chat without the need for an actual IRC client.

- Use the Java applet found at http://www.newnet.net.

If you can't make it around 8:00 tonight, or if you would like to stop in other times, feel free to drop in anytime. There are generally a few lurkers hanging around, so you may catch some good coversation at any random visit.

--
James
http://www.e-host-direct.com
Reliable web hosting from $12/year.

8001. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-07 12:02:55 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1165492975.753603.16930@l12g2000cwl.googlegroups.com>
Source record: 5508

Chris Chiesa wrote:
> On Thu, 30 Nov 2006 14:52:52 +0000 (UTC), James King
> <jamesk@ATxmissionDOT.com> wrote:
>
> > I mostly use APE for backups and for using it a print que, for printing
> > to a network connected laserjet.
>
> Now THAT's an interesting idea. I'd like to hear more about how to do
> this sort of thing. (I don't have a network-connected printer (yet), but
> do have an old laser printer going to waste. Heck, for that matter, I
> still have my old Atari-compatible dot-matrix printer sitting there going
> to waste. Don't know whether it would even operate at this point... let
> alone whether I could still get a ribbon for it. Anybody?)
>

I was hoping the place I work would've thrown away a Jet-Direct box so
I could put my old Epson AP-3250 on the network and print to it from
different computers. It would have been fun.

Wonder what happens when it receives requests from different systems at
the same time?

8002. FS: 25% OFF ALL ATARI 8 BIT XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-07 13:00:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612070455030.19875-100000@onyx.spiritone.com>
Source record: 5509
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Order over $50 gets 25% off Hardware, Accessories, Games/Software & Books 4 the Classic Atari 8 Bit line!Order over $100 GETS A BRAND NEW GAME FREE, AS A GIFT & STILL GETS 25% OFF ATARI SALES THIS DECEMBER! Call Ben Anytime @(503)256-9974! E-Mail BenSells@Atari.org &/or GET FREE Atari Catalogs @ http://BensCatalogs.Atari.org Got Atari?Most items I have 1, 2 or too few of. Get them While they last! Come for the Sales, Stay for the Service!

http://BensCatalogs.Atari.org DOWNLOAD FREE ATARI CATALOGS! http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

ALL BRAND NEW GAMES FOR ATARI 8 BIT!EACH $20 OR LESS!YOU MAY HAVE GAME AS A HOLIDAY GIFT FOR PURCHASES OVER $100 + 25% OFF!GAME TITLES LISTED BELOW!

Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Blue Max; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); E.T. Phone Home; F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; Knicker Bockers; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; VC; Video Vegas; Winter Challenge; Wizard of Wor;

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8003. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-07 13:11:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612070508280.19875-100000@onyx.spiritone.com>
Source record: 5510
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade! Games & more listed below for ST & 8 Bit!Reserving orders UpFront for Any-Customer! If this lot goes well, I'll buy more Atari lots! Titles listed below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by PrePaying your order. All are NEW in BOX! If you dont buy Today, I cant save you any Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

decision in the desert; micropose $20
kennedy approach; micropose $20
logo; atari, complete in thick silver box $20
napolean in russia; datasoft $20

st titles

arcanan; no excuses $20
auto duel; origin $50
axe of rage; epyx $20
data manager; time works $20
design idea; time works $20
down hill challenge; broderbund $20
fleet sreet publishing; michtron $20
fools errand; miles $20
frostbyte; microvalue $20
goldenpath; firebird $20
gridiron glory; bethesda $20
lords of conflict; electronic arts $20
manhunter 2; sierra $30
midway battles; tdc $20
olympus; olympus $20
operation clean streets; broderbund $20
people places things; time works $20
phantasm; exocet $20
santa paravia; starsoft $20
sorcerer of claymorgue castle; keypunch $20
space quest; sierra $30
starflight; tpi $20
stock market game; tdc $20
summer games; epyx $20

symbols and slogans; time works $20
tank attack by; artworx $20
targhan; silamarlis $20
ultima II; sierra $60
zynaps; hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8004. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-08 14:10:39 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <elbrov$9e3$1@news.xmission.com>
Source record: 5511

Chris Chiesa <cchiesa1@rochester.rr.com> spit out...:
> Now THAT's an interesting idea. I'd like to hear more about how to do
> this sort of thing. (I don't have a network-connected printer (yet), but
> do have an old laser printer going to waste. Heck, for that matter, I
> still have my old Atari-compatible dot-matrix printer sitting there going
> to waste. Don't know whether it would even operate at this point... let
> alone whether I could still get a ribbon for it. Anybody?)

Well, just put some old PC together (in my case, a 1980's era 486), get
APE (I use 1.18D Registered), and just parallel connect your laserjet to
the PC.. Voila, instant laserjet printing from your 8bit Atari..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

8005. Shamus II is cool

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-09 10:56:53 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <VDweh.25892$E02.10735@newsb.telia.net>
Source record: 5512

Has anybody played Synapse Software's "Shamus II"
recently? It is a super cool game with lots of
action. Revisiting it, is recommended.

Anders

8006. FA: Rare Atari User issue disks

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-09 12:25:54 UTC
From: pj <nospam@notarealemailaddress.com>
Message-ID: <457aab4c$0$8710$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 5513

These are disks produced by Database Publications/Europress to accompany their "Atari User" magazine (the disks have simple computer printed labels but are originals). They were not supplied as standard with each mag but had to be ordered separately, and therefore very few were sold and even fewer still exist - I've not seen them on eBay before!

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=120062485470

8007. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-10 21:52:39 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <elhvj7aqi1@news.xmission.com>
Source record: 5514

Chris Chiesa <cchiesa1@rochester.rr.com> spit out...:

> > From this post and the URL link it seems that you can't format 44meg
> > cartridges in an 88meg drive.
> > Is this true?If so,I guess I don't want to buy any 44meg cartridges.

When using the Blackbox at least, I can't format, but I can 'erase'
them..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

8008. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-10 21:54:07 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <elhvlvaqi2@news.xmission.com>
Source record: 5515

Chris Chiesa <cchiesa1@rochester.rr.com> spit out...:

> That reminds me; I also have an external SCSI Zip drive (original 100Mb
> type). Any advice on hooking THAT up? Same questions as I just got done
> asking about the Syquests...

If you can get the head/cylinder count, I'm guessing you should be able
to access it after you've partioned it. Are you using a BlackBox or MIO?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

8009. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-10 21:58:05 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <elhvtdbif1@news.xmission.com>
Source record: 5516

As to prepping Sysquest drives, set them up on your blackbox as follows (44mb):

Heads 2, Cylinders: 1275, Type: 7, 512k Sector

Then just prep. using FMTDIR.

Any questions?
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

8010. Re: Shamus II is cool

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-11 15:30:51 UTC
From: seymour-shabow@excite.com
Message-ID: <1165851051.743759.119220@j72g2000cwa.googlegroups.com>
Source record: 5517

Anders Skelander wrote:
> Has anybody played Synapse Software's "Shamus II"
> recently? It is a super cool game with lots of
> action. Revisiting it, is recommended.
>
> Anders

Yes, I remember liking it better than Shamus in the 80s mainly because I couldn't finish shamus. Case 2 was easier, but it's incredibly annoying if you fall in the wrong area to have to repeat 1/2 of the game.

8011. Re: Shamus II is cool

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 00:08:48 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <kqmfh.511$yZ4.145@trnddc05>
Source record: 5518

Synapse produced some very good games in their time. Shamus was a very popular title of theirs. Zepplin was very fun along with Nautilus. They had a very good line of games. They also produced an assembler that wasn't too bad but was overshadowed by MAC/65 and Atari's Editor/Assembler.

http://idiology.com/8b/bacardi/Synapse/Synapse.html
http://en.wikipedia.org/wiki/Synapse_Software

Glenn

<seymour-shabow@excite.com> wrote in message
news:1165851051.743759.119220@j72g2000cwa.googlegroups.com...
>
> Anders Skelander wrote:
>> Has anybody played Synapse Software's "Shamus II"
>> recently? It is a super cool game with lots of
>> action. Revisiting it, is recommended.
>>
>> Anders
>
> Yes, I remember liking it better than Shamus in the 80s mainly because
> I couldn't finish shamus. Case 2 was easier, but it's incredibly
> annoying if you fall in the wrong area to have to repeat 1/2 of the
> game.
>

8012. we have a small quantity of tapper in stock on a XE super cart

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 01:29:30 UTC
From: Video61@tcq.net
Message-ID: <1165886970.718773.10060@79g2000cws.googlegroups.com>
Source record: 5519

we have a small quantity of the game tapper in stock on a xe super
cart board in the ribbed sided cart case.
price, $29.95.
we still have these, only in smaller quantities now,

we only have a few now of these titles left in stock in a xe super cart
shell
with the ribbed side case. they are $29.95 a piece. first come, first
served.
bruce lee,
commando,
hard hat mack,
mean 18 golf,
midi maze,
vanguard.

we have a very limited quantity now of these titles in a xe super cart
shell
with the handle on the back. they are $29.95 a piece. first come, first

served.
bruce lee,
commando,
deflector,
mean 18 golf,
midi maze,
tower toppler

we take paypal, all major credit cards, or please visit our web site
at,
www.atarisales.com
click on the ordering information page for more payment options.
thanks,
lance
www.atarisales.com

8013. atari holiday sale

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 03:53:27 UTC
From: Video61@tcq.net
Message-ID: <1165895607.192598.163800@j72g2000cwa.googlegroups.com>
Source record: 5520

atari holiday sale, buy three, get one free.

offer good till january 1st, 2007.
buy any three titles off of any of our new in the box list of games
for your atari(any atari machine listed, mix or match machines), and
receive a new in the box game from the list below, free. there will be
no substitutions, only what is listed on the free list.

atari 400/800/xl/xe new disk games that qualify for the free game
offer,
arcade II,
adventure pak,
conflict in vietnam,
crusade in europe,
decision in the desert,
dig dug,
f-15 strike eagle,
greatest hits one,
gateway to apshia,
jumpman jr.,
pitstop,
pole position,
space games,
strategy simulations,
superman,
summer games,
silent service.

atari 400/800/xl/xe new cartridge game list that qualify for the free
game offer.
necromancer,
pacman(cart only),
super breakout,
tennis,
alphabet zoo,
delta drawing,
space journey.

or receive a new in the box cx-80 atari trackball for the atari
models, 2600,7800, 400/800/xl/xe computers/st/tt/falcon 030 computers.

some quantities may be limited. prices subject to change without
notice. no substitutions for the free game allowed, only what is
listed.
you must buy three titles on the same order to qualify for the free
game offer.

you can qualify for more than one free offer by doubling, or tripling,
etc. your order.
we take paypal, or all major credit cards.
otherwise please visit our website at,
www.atarisales.com click on the ordering information page for more
payment options.

thanks,
lance
www.atarisales.com

8014. FS: Atari to Epson Printer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 19:10:00 UTC
From: lobocordero@yahoo.com
Message-ID: <1165950600.881309.114390@79g2000cws.googlegroups.com>
Source record: 5521

For sale: 8 foot 15 Pin DB-15 to 50 Pin Centronics printer cable. New
old stock.
CompuCable brand. $5 plus postage. PayPal or personal check.

Thanks!

8015. Re: Atari to Epson Printer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 20:29:20 UTC
From: RoyE <r-dean@cox.net>
Message-ID: <GiEfh.23191$B42.7883@newsfe12.phx>
Source record: 5522

<lobocordero@yahoo.com> wrote in message
news:1165950600.881309.114390@79g2000cws.googlegroups.com...
> For sale: 8 foot 15 Pin DB-15 to 50 Pin Centronics printer cable. New
> old stock.
> CompuCable brand. $5 plus postage. PayPal or personal check.
>
> Thanks!
>
Hi,
Are you sure that this has a 50 Pin Centronics end. Just asking because I
would like to know which printer it will attach to. I have a couple of
printers but they're both 36 pin Centronics. Maybe a Scsi printer for the
ST line.
RoyE

8016. Re: Atari to Epson Printer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 21:48:30 UTC
From: lobocordero@yahoo.com
Message-ID: <1165960110.692344.7830@16g2000cwy.googlegroups.com>
Source record: 5523

RoyE wrote:
> <lobocordero@yahoo.com> wrote in message
> news:1165950600.881309.114390@79g2000cws.googlegroups.com...
> > For sale: 8 foot 15 Pin DB-15 to 50 Pin Centronics printer cable. New
> > old stock.
> > CompuCable brand. $5 plus postage. PayPal or personal check.
> >
> > Thanks!
> >
> Hi,
> Are you sure that this has a 50 Pin Centronics end. Just asking because I
> would like to know which printer it will attach to. I have a couple of
> printers but they're both 36 pin Centronics. Maybe a Scsi printer for the
> ST line.
> RoyE

You're right- it's a 36 pin. The package says "Atari to Epson"

Thanks

8017. Re: Shamus II is cool

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-12 23:20:07 UTC
From: Mario D'Alessio <dalessio@motorola.NOSPAM.com>
Message-ID: <elndf7nl1@engnntp2.cig.mot.com>
Source record: 5524

"Tom Tom" <sometomtom@tomtom.com> wrote in message
news:kqmfh.511$yZ4.145@trnddc05...
> Synapse produced some very good games in their time. Shamus was a very
> popular title of theirs. Zepplin was very fun along with Nautilus. They
> had a very good line of games. They also produced an assembler that
> wasn't too bad but was overshadowed by MAC/65 and Atari's
> Editor/Assembler.
>
> http://idiology.com/8b/bacardi/Synapse/Synapse.html
> http://en.wikipedia.org/wiki/Synapse_Software
>
> Glenn

I agree. Pharaoh's Curse was one of my all-time favorite games.
I still play it periodically.

Mario

8018. Re: Atari to Epson Printer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-13 17:37:51 UTC
From: SACACI <sacaci@hotmail.com>
Message-ID: <1166031471.532596.224630@l12g2000cwl.googlegroups.com>
Source record: 5525

lobocordero@yahoo.com ha escrito:

> RoyE wrote:
> > <lobocordero@yahoo.com> wrote in message
> > news:1165950600.881309.114390@79g2000cws.googlegroups.com...
> > > For sale: 8 foot 15 Pin DB-15 to 50 Pin Centronics printer cable. New
> > > old stock.
> > > CompuCable brand. $5 plus postage. PayPal or personal check.
> > >
> > > Thanks!
> > >
> > Hi,
> > Are you sure that this has a 50 Pin Centronics end. Just asking because I
> > would like to know which printer it will attach to. I have a couple of
> > printers but they're both 36 pin Centronics. Maybe a Scsi printer for the
> > ST line.
> > RoyE
>
> You're right- it's a 36 pin. The package says "Atari to Epson"
>
> Thanks

Hi,

http://www.retrogames.cl/sio2lpt.html sees this Web.

They describe interface SIO-2-LPT.

The author corresponds to another person, but they describe it well.

bye,
SACACI
www.sacaci.cl

8019. Re: Shamus II is cool

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-13 18:20:14 UTC
From: seymour-shabow@excite.com
Message-ID: <1166034014.030477.157850@79g2000cws.googlegroups.com>
Source record: 5526

Mario D'Alessio wrote:
>
> I agree. Pharaoh's Curse was one of my all-time favorite games.
> I still play it periodically.
>

I do too but that stupid bat still annoys the crap out of me. It's
much easier on an emulator since you can use the keyboard, especially
in the green room with the hangman prize

8020. Re: IRC chat tonight (Thursday)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-14 05:22:03 UTC
From: Slor <semaj@rols.ten>
Message-ID: <Xns98993C0D23D5emuslor@216.196.97.136>
Source record: 5527
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Despite all prevention efforts, Slor <semaj@rols.ten> wrote in
news:Xns9892B1593A39emuslor@216.196.97.136:

> Hey everyone - don't forget about the weekly Atari chat tonight.
> Official gathering time is 8:00pm CST, and you have 3 options for
> getting in:
>
> - Use your favorite IRC client to connect to irc.newnet.net and join
> channel #atari.
>
> - Telnet from your 8-bit or other machine to irc.atarichat.net
> (216.37.55.109) and login as "atari". This will get you into the chat
> without the need for an actual IRC client.
>
> - Use the Java applet found at http://www.newnet.net.
>
> If you can't make it around 8:00 tonight, or if you would like to stop
> in other times, feel free to drop in anytime. There are generally a
> few lurkers hanging around, so you may catch some good coversation at
> any random visit.
>

GREAT turnout last week - hope to see everyone again tonight!

--
James
http://www.e-host-direct.com
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8021. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-14 05:32:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1166074349@rtfm.mit.edu>
Source record: 5528
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

8022. FS: 25% OFF ALL ATARI 8 BIT XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-15 13:50:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612150548180.16871-100000@onyx.spiritone.com>
Source record: 5529
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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http://www.aracnet.com/~atari/specials.htm ALL ABOUT ATARI HOLIDAY SALES!

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Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec
Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond
Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and
Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The
ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers;
David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey
Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy;
Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai;
GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL;
Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode
Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon
Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy;
Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX;
Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega;
Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer
Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders;
Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer
Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command;
Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge;
Wizard of Wor;

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received

Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8023. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-15 13:56:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612150555050.16871-100000@onyx.spiritone.com>
Source record: 5530
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade! Games & more listed below for ST & 8 Bit!Reserving orders UpFront for Any-Customer! If this lot goes well, I'll buy more Atari lots! Titles listed below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by PrePaying your order. All are NEW in BOX! If you dont buy Today, I cant save you any Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

decision in the desert; micropose $20
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logo; atari, complete in thick silver box $20
napolean in russia; datasoft $20

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goldenpath; firebird $20
gridiron glory; bethesda $20
lords of conflict; electronic arts $20
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olympus; olympus $20
operation clean streets; broderbund $20
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phantasm; exocet $20
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summer games; epyx $20

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targhan; silamarlis $20
ultima II; sierra $60
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8024. Re: IRC chat tonight (Thursday)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-15 21:29:59 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optkmdz6z0czek98@chrislap>
Source record: 5531
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 13 Dec 2006 23:22:03 -0600, Slor <semaj@rols.ten> wrote:

> GREAT turnout last week - hope to see everyone again tonight!

For those of you with whom I had such a great time chatting Wednesday (or
was it Tuesday?) afternoon / evening, know ye that I DID TRY to get in for
the Thursday chat last night, but wasn't able to. My Opera-web-browser's
"chat" facility -- which turns out to be an IRC client -- sat in
"Connecting..." for about two hours and NEVER DID actually connect.
Dang. Any speculation on whether the problem is at MY end or the OTHER?

This won't stop me from continuing to try, but whatever's going on MIGHT
continue stopping me from SUCCEEDING. :-(

C.

8025. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-15 21:32:01 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optkmd3jdcczek98@chrislap>
Source record: 5532

On Sun, 10 Dec 2006 21:52:39 +0000 (UTC), James King
<jamesk@ATxmissionDOT.com> wrote:

> Chris Chiesa <cchiesa1@rochester.rr.com> spit out...:
>
>> > From this post and the URL link it seems that you can't format 44meg
>> > cartridges in an 88meg drive.
>> > Is this true?If so,I guess I don't want to buy any 44meg cartridges.
>
> When using the Blackbox at least, I can't format, but I can 'erase'
> them..

Hm. I don't THINK it was I who said that -- looks like I was just quoting
somebody -- but now that you've mentioned it, what would be the DIFFERENCE
between "formatting" and "erasing" a 44meg SyQuest disk, in the sense you
mean it here? And what BB operation corresponds to "erasing" such a disk?

So much to learn, so little lifespan!

C.

8026. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-15 21:34:35 UTC
From: Chris Chiesa <cchiesa1@rochester.rr.com>
Message-ID: <optkmd7ugfczek98@chrislap>
Source record: 5533

On Sun, 10 Dec 2006 21:58:05 +0000 (UTC), James King
<jamesk@ATxmissionDOT.com> wrote:

> As to prepping Sysquest drives, set them up on your blackbox as follows
> (44mb):
>
> Heads 2, Cylinders: 1275, Type: 7, 512k Sector
>
> Then just prep. using FMTDIR.
>
> Any questions?

Nope; that seems straightforward enough.

Now, wouldn't it be nice if I could then pop the cartridge out, put it in
another drive attached to my PC, and immediately use it as a disk drive
with an emulator? Anybody doing that? :-)

C.

8027. Re: Removable drives (Syquest, etc)

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-15 23:17:04 UTC
From: ben yates <winston19842005@yahoo.com>
Message-ID: <pan.2006.12.15.23.17.04.591377@yahoo.com>
Source record: 5534

On Fri, 15 Dec 2006 21:32:01 +0000, Chris Chiesa wrote:

> On Sun, 10 Dec 2006 21:52:39 +0000 (UTC), James King
> <jamesk@ATxmissionDOT.com> wrote:
>
>> Chris Chiesa <cchiesa1@rochester.rr.com> spit out...:
>>
>>> > From this post and the URL link it seems that you can't format 44meg
>>> > cartridges in an 88meg drive.
>>> > Is this true?If so,I guess I don't want to buy any 44meg cartridges.
>>
>> When using the Blackbox at least, I can't format, but I can 'erase'
>> them..
>
> Hm. I don't THINK it was I who said that -- looks like I was just quoting
> somebody -- but now that you've mentioned it, what would be the DIFFERENCE
> between "formatting" and "erasing" a 44meg SyQuest disk, in the sense you
> mean it here? And what BB operation corresponds to "erasing" such a disk?
>
> So much to learn, so little lifespan!

It was _me_ who said you couldn't format a 44mb in a 200mb drive. I'd done
it, then the disks wouldn't work anymore, _then_ I found the link.

Of course this wasn't on an Atari, but I don't see the difference.
However, the difference between "erasing" and "formatting", the latter
tells the SCSI system to write down new tracks, the latter just sets up
your file system on top of the drive.

If you are familiar with PCs and floppy drives (remember those?), it is
the difference between a "quick format" and a "full format".

8028. Re: Atari to Epson Printer Cable

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-17 00:55:05 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0612161946520.22892@furyy1>
Source record: 5535

On Tue, 12 Dec 2006 at 13:48 -0800, lobocordero scribbled:
->>>For sale: 8 foot 15 Pin DB-15 to 50 Pin Centronics printer cable.
->>>New old stock. CompuCable brand. $5 plus postage.
->
->You're right- it's a 36 pin. The package says "Atari to Epson"

Sounds like a good deal. 12 years ago I had to go to all the
effort & trouble of making one like this. But isn't 8 feet a mite
on the long side? In the olden days we used to worry about signal
degradation.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

8029. Tic Tac Toe Plus

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-17 15:02:30 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1166367750.133094.264520@79g2000cws.googlegroups.com>
Source record: 5536

The group "Makers Of Video Games" will be releasing a game code named
Tic Tac Toe Plus.

Tic Tac Toe Plus is a game which will utilize the same simple rules and

gameplay as the very popular Tic Tac Toe game, however, there will be
added features, rules and variations in the way in which the game is
played. It is expected to be more strategic and

A demo of Tic Tac Toe Plus will be released on 27 Dec 2006 for
commercial playing.

Reply to reserve a demo copy of Tic Tac Toe Plus on its date of release.

8030. AtariLand

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-18 00:19:21 UTC
From: RetroJess <RJH4JHH2@peoplepc.ccom>
Message-ID: <d8lhh.616$pQ3.40@newsread4.news.pas.earthlink.net>
Source record: 5537

Anyone know where they went? Recently displayed a notice that
the domain was available for sale; now it is just an error message.

-Jess

8031. FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 00:26:48 UTC
From: "atari@charter.net" <atari@charter.net>
Message-ID: <1166488008.620128.183490@t46g2000cwa.googlegroups.com>
Source record: 5538

I am selling my rare Atari 1400XL prototype and thought I'd give the newsgroup a shot at it before I list it on eBay as it was purchased through the news group almost five years ago. It includes the rare Atari 1400XL power supply as well. The computer is in like new condition but is missing the case label as most Atari prototypes of that period are. I have not taken the time to modify an Atari 1200XL label as others have done. The computer works fine but the keyboard is in need of new/cleaned contacts. It uses a standard 1200XL keyboard so swapping one in may be the easiest solution. I will be listing the computer on eBay December 28th if no acceptable offers are made. Here are some photos:

http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-1.jpg
http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-2.jpg
http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-3.jpg
http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-4.jpg
http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-5.jpg
http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-6.jpg

Thanks,
Nick

8032. Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 11:41:23 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <DdQhh.26889$E02.11086@newsb.telia.net>
Source record: 5539

The original Missile Command was an arcade game machine
with a trackball type of control over the crosshair type of
target symbol that the player moves across the screen.

So is it on the arcade version possible to quickly move the
crosshair from one spot to another on screen by spinning
the trackball?

If that is the case, the home computer version of Missile
Command sure must be less exciting than the arcade. Moving
the crosshair at constant, slow speed with a joystick disagrees
with the concept.

Anders

8033. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 11:54:31 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1166529271.427525.294550@a3g2000cwd.googlegroups.com>
Source record: 5540

How exactly do you go about selling and purchasing over the newsgoup?

8034. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 12:04:00 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1166529840.682406.104060@48g2000cwx.googlegroups.com>
Source record: 5541

The arcade version seems to give you more control of the screen's pointer using the tracker ball because the user can use the tracker ball to move the pointer freely in much more directions than the home computer version and also the speed can be controlled or maintained.

The arcade version sounds much better, however it may take some time to become acquainted with the tracker ball. It will take a while.

8035. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 13:56:35 UTC
From: seymour-shabow@excite.com
Message-ID: <1166536595.537732.118850@a3g2000cwd.googlegroups.com>
Source record: 5542

Anders Skelander wrote:

> So is it on the arcade version possible to quickly move the
> crosshair from one spot to another on screen by spinning
> the trackball?
>
Yes.

> If that is the case, the home computer version of Missile
> Command sure must be less exciting than the arcade. Moving
> the crosshair at constant, slow speed with a joystick disagrees
> with the concept.
>
Yes, also you only have the one fire button. In the arcade version you could shoot from the closest base and since the trackball let you go quickly from one side to the other this could be a good way to save yourself.

8036. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 14:22:53 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <UzShh.1813$QU1.505@newssvr22.news.prodigy.net>
Source record: 5543

"Anders Skelander" <ansk@hotmail.com> wrote in message news:
> The original Missile Command was an arcade game machine
> with a trackball type of control over the crosshair type of
> target symbol that the player moves across the screen.
>
> So is it on the arcade version possible to quickly move the
> crosshair from one spot to another on screen by spinning
> the trackball?
>
> If that is the case, the home computer version of Missile
> Command sure must be less exciting than the arcade. Moving
> the crosshair at constant, slow speed with a joystick disagrees
> with the concept.
>
> Anders
>
Missle Command is the only program I am aware of
that uses the Atari 8-bit track ball. It is much more fun than using a
joystick. The Atari trackball for the 8-bit also allows use as a substitute
joystick mode.
You need a trackball to play MC most fun.

8037. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 15:06:11 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1166540771.796989.184500@79g2000cws.googlegroups.com>
Source record: 5544

"Russg" <russgilb@sbcglobalMUNGE.net> wrote:
> Missle Command is the only program I am aware of
> that uses the Atari 8-bit track ball. It is much more fun than using a
> joystick. The Atari trackball for the 8-bit also allows use as a substitute
> joystick mode.
> You need a trackball to play MC most fun.

Does the Atari trackball detect ball spin speed?

Anders

8038. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 16:04:43 UTC
From: Tom Tom <sometomtom@tomtom.com>
Message-ID: <v4Uhh.227$ly5.209@trnddc01>
Source record: 5545

You would need to acquire the version of the trackball that has both the joystick emulation and trackball mode switch on it. In trackball mode (which the 8bit Missile Command supports) direction and velocity is detected. If you play it in joystick mode than it's going to move at a constant rate in the direction your moving the cursor.

Glenn

"Anders Skelander" <ansk@hotmail.com> wrote in message news:1166540771.796989.184500@79g2000cws.googlegroups.com...
> "Russg" <russgilb@sbcglobalMUNGE.net> wrote:
>> Missle Command is the only program I am aware of
>> that uses the Atari 8-bit track ball. It is much more fun than using a
>> joystick. The Atari trackball for the 8-bit also allows use as a
>> substitute
>> joystick mode.
>> You need a trackball to play MC most fun.
>
> Does the Atari trackball detect ball spin speed?
>
> Anders
>

8039. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 18:59:56 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1166554796.434097.46460@73g2000cwn.googlegroups.com>
Source record: 5546

Good Idea,

Tom Tom!

8040. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 19:45:24 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <ojXhh.960$yx6.263@newsread2.news.pas.earthlink.net>
Source record: 5547

Anders Skelander wrote:
> The original Missile Command was an arcade game machine
> with a trackball type of control over the crosshair type of
> target symbol that the player moves across the screen.
>
> So is it on the arcade version possible to quickly move the
> crosshair from one spot to another on screen by spinning
> the trackball?
>
> If that is the case, the home computer version of Missile
> Command sure must be less exciting than the arcade. Moving
> the crosshair at constant, slow speed with a joystick disagrees
> with the concept.

Right but the 8 bit will accept a ST mouse instead of a trackball.

IMO: After you get used to the mouse it is the best version and you can
rack up some really high scores.

8041. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 19:59:18 UTC
From: "kev242@gmail.com" <kev242@gmail.com>
Message-ID: <1166558358.229778.222990@f1g2000cwa.googlegroups.com>
Source record: 5398

atari@charter.net wrote:
> I am selling my rare Atari 1400XL prototype and thought I'd give the
> newsgroup a shot at it before I list it on eBay as it was purchased
> through the news group almost five years ago. It includes the rare
> Atari 1400XL power supply as well. The computer is in like new
> condition but is missing the case label as most Atari prototypes of
> that period are. I have not taken the time to modify an Atari 1200XL
> label as others have done. The computer works fine but the keyboard is
> in need of new/cleaned contacts. It uses a standard 1200XL keyboard so
> swapping one in may be the easiest solution. I will be listing the
> computer on eBay December 28th if no acceptable offers are made. Here
> are some photos:
>
> http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-1.jpg
> http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-2.jpg
> http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-3.jpg
> http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-4.jpg
> http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-5.jpg
> http://webpages.charter.net/nickandlori/atari-1400xl/1400xl-6.jpg
>
> Thanks,
> Nick

Wow what a nice collectible and in such good condition. This model
has a built in modem and speech synthesizer right? I was wondering if
you ever tested the speech synth out? I have only my old Atari 400
from the 8bit days and would like something this rare, but I have no
idea what a reasonable price would be. I'm sure way out of my league.
How much did you originally pay for it?

Kev

8042. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-19 22:46:38 UTC
From: "atari@charter.net" <atari@charter.net>
Message-ID: <1166568398.055953.292370@n67g2000cwd.googlegroups.com>
Source record: 5399

> Wow what a nice collectible and in such good condition. This model
> has a built in modem and speech synthesizer right? I was wondering if
> you ever tested the speech synth out? I have only my old Atari 400
> from the 8bit days and would like something this rare, but I have no
> idea what a reasonable price would be. I'm sure way out of my league.
> How much did you originally pay for it?
>
>
>
>
> Kev

This computer has the wire-wrapped modem board that you can see in the
photo. The product literature that was widely distributed mentions a
speech capability but I have not tried it out and am not even sure if
it is included. I originally paid $900 for the computer in 2002.

Nick

8043. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-20 00:16:51 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1166573811.508438.182830@79g2000cws.googlegroups.com>
Source record: 5400

Using a mouse instead of a tracker ball will obviously make the game
significantly easier.

I prefer games with a challenge, thus I'll use the tracker ball if I
have to.

8044. Re: FS: Rare Atari 1400XL Prototype and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-20 05:11:22 UTC
From: Shawn Jefferson <sjeffersonTAKETHISOUTTOREPLY@shaw.ca>
Message-ID: <hchho2pirahltpgl2qm7e1v6h3vkasqciu@4ax.com>
Source record: 5401

"atari@charter.net" <atari@charter.net>:
>I am selling my rare Atari 1400XL prototype

<drooling> I wish I had an "extra" $1000 lying around!

--
Shawn Jefferson
http://www.jeffersonsauctioneering.com/atari/
(fix reply to for email)

8045. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-20 19:42:16 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <smgih.39270$qO4.4325@newssvr13.news.prodigy.net>
Source record: 5402

"Mitoshima" <kmitoshima1@yahoo.com> wrote in message news:
> Using a mouse instead of a tracker ball will obviously make the game
> significantly easier.
>
> I prefer games with a challenge, thus I'll use the tracker ball if I have
to.

Anders asked if the trakball senses speed of the ball.
I guess so.
But the trakball isn't 'harder' than the joystick, it is
much better control of the missle command crosshairs.
But the game goes faster than with the stick, I think.
You can get a pretty good score with the ball.
I think you have to hit 'T' at the beginning of the game
to enable trakball version, seems like.
I very rarely actually play it any more, so memory
may not be right.
Rick says you can use an ST mouse instead of the
trakball, in 'T' mode, I guess, never tried that.

8046. atari 8 email list from the krap.pl server

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-20 22:20:38 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1166653238.603460.5830@f1g2000cwa.googlegroups.com>
Source record: 5403

anyone still subcribe or use the a8 list out of krap.pl ?

8047. NEW atari 8 email list ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-20 22:53:20 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1166655200.218939.71790@79g2000cws.googlegroups.com>
Source record: 5404

would anyone object to another atari 8 email list ?

8048. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 01:38:56 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0612202029440.3924@furyy1>
Source record: 5405

On Tue, 19 Dec 2006 at 09:22 -0500, Russg scribbled:
->Missle Command is the only program I am aware of that uses the
->Atari 8-bit track ball. It is much more fun than using a joystick.

What? Didn't you ever use a trackball to play Pacman with?!

Back when Atari 8-bits were state-of-the-art in "home" computers,
some video games played better with a trackball than a joystick. And
then there were some games that played worse, sometimes a LOT worse,
but using a trackball made it more challenging or more interesting,
or just plain crazy!
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

8049. Re: NEW atari 8 email list ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 04:31:28 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <hoOdnYfUF--3kxfYRVnzvA@telenor.com>
Source record: 5406

"(ProteanThread)" <proteanthread@gmail.com> skrev i melding
news:1166655200.218939.71790@79g2000cws.googlegroups.com...
> would anyone object to another atari 8 email list ?
>

Not me. Gather and be strong, I'll say!

Take Atarian care

8050. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 04:36:10 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <_aoih.26873$Ga1.18724@newssvr12.news.prodigy.net>
Source record: 5407

"Sid Pacman" <8-bitter@atari.old.folks.home> wrote in message news:Pine.
> On Tue, 19 Dec 2006 at 09:22 -0500, Russg scribbled:
> ->Missle Command is the only program I am aware of that uses the
> ->Atari 8-bit track ball. It is much more fun than using a joystick.
>
> What? Didn't you ever use a trackball to play Pacman with?!
>
> Back when Atari 8-bits were state-of-the-art in "home" computers,
> some video games played better with a trackball than a joystick. And
> then there were some games that played worse, sometimes a LOT worse,
> but using a trackball made it more challenging or more interesting,
> or just plain crazy!
I wasn't/ain't aware you could use a trackball with Pacman. I might even
break out an 8-bit and try it.
I've always been frustrated by the joystick with Pacman,
seems like it doesn't respond sometimes and you get bonked.
You hit a 'T' to get the trackball version?

8051. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 04:37:38 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <mcoih.26875$Ga1.1357@newssvr12.news.prodigy.net>
Source record: 5408

"Sid Pacman" <8-bitter@atari.old.folks.home> wrote in > What? Didn't you ever use a trackball to play Pacman with?!
>
Or, is that using the joystick mode on the trakball?
I think that's what you're talking about. You can use the joystick mode with any joystick game.

8052. Re: NEW atari 8 email list ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 05:06:11 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1166677571.535710.313530@48g2000cwx.googlegroups.com>
Source record: 5409

the reason i asked is because it doesn't feel like the old krap.pl list
is maintained anymore if at all; i send an email to the krap list and
don't get copies of that same email in any of my other emails; is the
krap list dead ?

Vidar Olavesen wrote:
> "(ProteanThread)" <proteanthread@gmail.com> skrev i melding
> news:1166655200.218939.71790@79g2000cws.googlegroups.com...
> > would anyone object to another atari 8 email list ?
> >
>
> Not me. Gather and be strong, I'll say!
>
> Take Atarian care

8053. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 05:46:15 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1166679975.235256.69100@79g2000cws.googlegroups.com>
Source record: 5410

The sad thing is that I have never seen an arcade version of Pacman with a tracker ball as the control, only a joystick. However, for a game like PacMan, I would prefer joystick.

In my opinion, trackballs are for games which have an almost indefinite number of directions on the screen whereas games in which the directions are finite and limited, where they are either up, down, left or right, the joystick would be the best option.

8054. Re: NEW atari 8 email list ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 11:32:31 UTC
From: krap@zwieracz.krap.pl
Message-ID: <emdrcf$e65$1@zwieracz.krap.pl>
Source record: 5411

"(ProteanThread)" <proteanthread@gmail.com> wrote:
> the reason i asked is because it doesn't feel like the old krap.pl list
> is maintained anymore if at all; i send an email to the krap list and
> don't get copies of that same email in any of my other emails; is the
> krap list dead ?

no, it's not.

probably you are using some spamfilters that block your mails from
being returned to you, or even block all the atari8-l traffic.

your address: proteanthread at yahoo.com is included in the subscription
list of atari8-l.

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

8055. Re: NEW atari 8 email list ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 12:16:57 UTC
From: krap@zwieracz.krap.pl
Message-ID: <emdtvpgcr1@zwieracz.krap.pl>
Source record: 5412

"(ProteanThread)" <proteanthread@gmail.com> wrote:
> the reason i asked is because it doesn't feel like the old krap.pl list
> is maintained anymore if at all; i send an email to the krap list and

the emails from the list reach your mailing system:

Dec 21 12:42:01 zwieracz sm-mta[14903]: kBLBY5L7014895: to=proteanthread@yahoo.com,
delay=00:07:56, xdelay=00:00:02, mailer=esmtp, pri=4255583, relay=a.mx.mail.yahoo.com.
[209.191.118.103], dsn=2.0.0, stat=Sent (ok dirdel)

this is the log message showing that the latest one had reached you.

please keep in mind, that you should send emails to the list from
the email address you are subscribed with, so if you have your yahoo
account on the list, and sending emails from gmail, your messages
will be discarded as spam messages.

you can either resubscribe with gmail address, or i can add your
gmail address as trusted one, so you'll receive emails on the yahoo
as usually, and be able to send to the list from gmail, if it fits
you better.

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

8056. Re: 'Once Upon Atari' video vhs or dvd

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 14:12:39 UTC
From: super_stonic@yahoo.com
Message-ID: <1166710359.096749.148550@79g2000cws.googlegroups.com>
Source record: 5413

ziggy wrote:
> would be nice if someone posted it on a p2p

It'd be even nicer if you supported HSW instead of trying to steal from
him...

8057. Re: NEW atari 8 email list ?

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-21 17:54:05 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1166723645.369904.101460@a3g2000cwd.googlegroups.com>
Source record: 5414

well so should rtdos and proteanthread at aol and rtdos at hotmail too.
when i post a message in one it does not come up through the list in
the other emails.

this has happened before (even when i used sysop at rtdos).

maciej grzeszczuk wrote:
> "(ProteanThread)" <proteanthread@gmail.com> wrote:
> > the reason i asked is because it doesn't feel like the old krap.pl list
> > is maintained anymore if at all; i send an email to the krap list and
> > don't get copies of that same email in any of my other emails; is the
> > krap list dead ?
>
> no, it's not.
>
> probably you are using some spamfilters that block your mails from
> being returned to you, or even block all the atari8-l traffic.
>
> your address: proteanthread at yahoo.com is included in the subscription
> list of atari8-l.
>
> --
> = krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
> === PGP: 50D98803B12327E7 216A787AB7EFD5FA = http://krap.pl/pgp/ ===

8058. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 00:17:32 UTC
From: stephensheppard@hotmail.com
Message-ID: <1166746652.289280.160840@a3g2000cwd.googlegroups.com>
Source record: 5415

Anders Skelander wrote:
> The original Missile Command was an arcade game machine
> with a trackball type of control over the crosshair type of
> target symbol that the player moves across the screen.
>
> So is it on the arcade version possible to quickly move the
> crosshair from one spot to another on screen by spinning
> the trackball?
>
> If that is the case, the home computer version of Missile
> Command sure must be less exciting than the arcade. Moving
> the crosshair at constant, slow speed with a joystick disagrees
> with the concept.
>
> Anders

Don't have an answer for you but I absolutely hated the 8-bit version of Missile Command. I seem to recall slow tracking with the joystick but worse than that there is only one missile site.

Part of the fun of the arcade version, for me, was trying to manage the three missile inventories. Often using the side launchers to throw up a defensive screen while saving the center launcher for precision hits.

Recently, I was happy to learn that Paul Lee produced a nice hack for A8 Missile Command. He brought back the three launchers. You can play Missile Command+ using 3 keyboard keys to control missile launchings. Plays just like the arcade version. Of course you need a desktop joystick.

If you don't wish to play using keyboard + joystick (or trackball) then you can use the alternate method (smart tracking?, I forget the name). Use just the joystick (or trackball) with just the Fire button. The program will launch the missles from the launcher nearest the targeted point. This might at first seem to be a cheat but when you deplete missiles from one launcher you will quickly learn how difficult the game is if there are only missiles remaining on the WRONG side of the playfield. (They require more time to reach the target point).

Paul Lee has released both an ATR version and a ROM image of Missile Command+. Be aware that the Missile Command+ image is 16K in size where the orginal Missile Command was only 8K.

See details at link below.

http://www.atariage.com/forums/index.php?showtopic=64470&st=0

- Steve Sheppard

8059. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 02:19:02 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0612212103210.6029@furyy1>
Source record: 5416

On Thu, 21 Dec 2006 at 04:37 -0000, Russg scribbled:
->Or, is that using the joystick mode on the trakball? I think
->that's what you're talking about. You can use the joystick mode
->with any joystick game.

No, I'm not talking about 'joystick mode.' I mean using a track-
ball as a trackball to play a game that's meant for joysticks. With
some games that idea worked fairly well. As I recall, Centipede and
Millipede were in that category. The Pacman family of games were
not. For those, trying to use a trackball simply made the game ex-
tremely bizarre. (What you'd call 'frustrating'!) I pretty much
played those games out so there was no challenge left except to go
for the bizarre.
--
>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Big Browser Is Watching You! *

8060. Re: Missile Command - home computer vs arcade

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 02:26:22 UTC
From: Sid Pacman <8-bitter@atari.old.folks.home>
Message-ID: <Pine.GSO.4.61.0612212119170.6029@furyy1>
Source record: 5417

On Thu, 21 Dec 2006 at 04:36 -0000, Russg scribbled:
->I wasn't/ain't aware you could use a trackball with Pacman.

Technically, yes. But it's only good for laughs!

->I've always been frustrated by the joystick with Pacman,

Better not try it, then. Using a trackball on Pacman games is
only for burned-out Pac-experts who have nothing better to do with
their time. <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Never play leapfrog with a unicorn *

8061. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 05:26:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1166765157@rtfm.mit.edu>
Source record: 5418
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

8062. the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 15:19:22 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1166800762.329536.51270@42g2000cwt.googlegroups.com>
Source record: 5419

why would i want to even work on my retro webportal / wiki or even my alt os project now; damn, people in other retro communities are assholes; i mean total assholes; there is definately something unique about the atari community (whether atari vcs, atari 8, or atari st), the atari brotherhood; go to comp.sys.ti or comp.sys.tandy or any of the others and search on rtdos proteanthread or prot3anthr3ad see what i mean (esp. the more recent posts).

they are not helpful at all in these other groups. they snap or flame ya at every suggestion, comment, or question.

Fuck 'em! Long live the Atari!

8063. 25% OFF ALL ATARI 8 BIT XMAS SALE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 15:41:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612220738080.12855-100000@onyx.spiritone.com>
Source record: 5420
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8064. PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 15:50:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612220748430.12855-100000@onyx.spiritone.com>
Source record: 5421
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buying out an Atari warehouse that's been locked up for over a decade! Games & more listed below for ST & 8 Bit!Reserving orders UpFront for Any-Customer! If this lot goes well, I'll buy more Atari lots! Titles listed below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by PrePaying your order. All are NEW in BOX! If you dont buy Today, I cant save you any Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st serve!

Midway Battles and Ultima II are already spoken for.

Prices below are for one copy each.

8 bit titles

decision in the desert; micropose $20
kennedy approach; micropose $20
logo; atari, complete in thick silver box $20
napolean in russia; datasoft $20

st titles

arcanan; no excuses $20
auto duel; origin $50
axe of rage; epyx $20
data manager; time works $20
design idea; time works $20
down hill challenge; broderbund $20
fleet sreet publishing; michtron $20
fools errand; miles $20
frostbyte; microvalue $20
goldenpath; firebird $20
gridiron glory; bethesda $20
lords of conflict; electronic arts $20
manhunter 2; sierra $30
midway battles; tdc $20
olympus; olympus $20
operation clean streets; broderbund $20
people places things; time works $20
phantasm; exocet $20
santa paravia; starsoft $20
sorcerer of claymorgue castle; keypunch $20
space quest; sierra $30
starflight; tpi $20
stock market game; tdc $20
summer games; epyx $20

symbols and slogans; time works $20
tank attack by; artworx $20
targhan; silamarlis $20
ultima II; sierra $60
zynaps; hewson $20

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

8065. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 17:52:18 UTC
From: ben yates <winston19842005@yahoo.com>
Message-ID: <pan.2006.12.22.17.52.16.802535@yahoo.com>
Source record: 5422

On Fri, 22 Dec 2006 07:19:22 -0800, (ProteanThread) wrote:

> why would i want to even work on my retro webportal / wiki or even my
> alt os project now; damn, people in other retro communities are
> assholes; i mean total assholes; there is definately something unique
> about the atari community (whether atari vcs, atari 8, or atari st),
> the atari brotherhood; go to comp.sys.ti or comp.sys.tandy or any of
> the others and search on rtdos proteanthread or prot3anthr3ad see what
> i mean (esp. the more recent posts).
>
> they are not helpful at all in these other groups. they snap or flame
> ya at every suggestion, comment, or question.
>
> Fuck 'em! Long live the Atari!

Didn't like my answer in comp.sys.ti? Google is your friend. You will find the #1 TI list using Google. There is no replacement. We need no others. There have been many attempts, they have all failed for one reason or another.

Besides, given your post here, I wouldn't want to associate with you anyway...

At least until you grow up.

8066. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-22 22:16:02 UTC
From: mgladson@gmail.com
Message-ID: <1166825762.728186.88320@80g2000cwy.googlegroups.com>
Source record: 5423

Exactly. There is no room for more than one list. ONLY ONE! Then,
when it dies, there will be none.

Excellent attitude, you have just reinforced what the original poster
was saying.

your list is better, we get it, who would want to help you? you
obviously know everything.

BTW, the commodore community isn't all assholes. but there are a fair
share of them.
ben yates wrote:
> On Fri, 22 Dec 2006 07:19:22 -0800, (ProteanThread) wrote:
>
> > why would i want to even work on my retro webportal / wiki or even my
> > alt os project now; damn, people in other retro communities are
> > assholes; i mean total assholes; there is definately something unique
> > about the atari community (whether atari vcs, atari 8, or atari st),
> > the atari brotherhood; go to comp.sys.ti or comp.sys.tandy or any of
> > the others and search on rtdos proteanthread or prot3anthr3ad see what
> > i mean (esp. the more recent posts).
> >
> > they are not helpful at all in these other groups. they snap or flame
> > ya at every suggestion, comment, or question.
> >
> > Fuck 'em! Long live the Atari!
>
> Didn't like my answer in comp.sys.ti? Google is your friend. You will find
> the #1 TI list using Google. There is no replacement. We need no others.
> There have been many attempts, they have all failed for one reason or
> another.
>
> Besides, given your post here, I wouldn't want to associate with you
> anyway...
>
> At least until you grow up.

8067. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-23 03:20:42 UTC
From: "(ProteanThread)" <proteanthread@gmail.com>
Message-ID: <1166844042.152475.29750@79g2000cws.googlegroups.com>
Source record: 5424

mgladson@gmail.com wrote:
> Exactly. There is no room for more than one list. ONLY ONE! Then,
> when it dies, there will be none.
>

Why would I want to support the retro community when they snip at every
little comment, suggestion, or question?

>
> Excellent attitude, you have just reinforced what the original poster
> was saying.
>

That attitude seems to be across many platforms now, except the Atari.

>
> your list is better, we get it, who would want to help you? you
> obviously know everything.
>

If he knew everything he wouldn't be telling me to google it.

8068. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-23 16:05:19 UTC
From: Nate Breen <natebreen@juno.com>
Message-ID: <1166889919.629483.319350@h40g2000cwb.googlegroups.com>
Source record: 5425

Retro is dead. The users that are left won't admit to it. By not
giving someone an honest reply and merely telling them to Google'It
they are killing their corner of the internet themeselves. You'll see,
Atari will be the last one standing.

(ProteanThread) wrote:
> mgladson@gmail.com wrote:
> > Exactly. There is no room for more than one list. ONLY ONE! Then,
> > when it dies, there will be none.
> >
>
> Why would I want to support the retro community when they snip at every
> little comment, suggestion, or question?
>
> >
> > Excellent attitude, you have just reinforced what the original poster
> > was saying.
> >
>
> That attitude seems to be across many platforms now, except the Atari.
>
> >
> > your list is better, we get it, who would want to help you? you
> > obviously know everything.
> >
>
> If he knew everything he wouldn't be telling me to google it.

8069. Christmas time is Atari time

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-23 19:19:19 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1166901559.093334.152870@80g2000cwy.googlegroups.com>
Source record: 5426

Christmas time is Atari time. Isn't that true?

Anders

8070. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-24 02:12:45 UTC
From: "winston19842005@yahoo.com" <winston19842005@yahoo.com>
Message-ID: <1166926365.155582.46610@42g2000cwt.googlegroups.com>
Source record: 5427

Gee, I'm replying to a bunch of top-posters! Everybody who has replied to the thread has been a top poster!

Pointing someone to Google means simply "Get off your lazy arse and look for the info before flooding every damn Usenet group with a stupid question!"

Besides "Protean" has already asked this in the past. And I haven't seen ANY development on RTDOS in the 5 years or so PT has been spamming Usenet about it.

8071. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-24 06:10:18 UTC
From: mgladson@gmail.com
Message-ID: <1166940618.457910.103000@79g2000cws.googlegroups.com>
Source record: 5428

oh no, the dreaded top posters. aughhhhhhh. seriously, stfu about
"top posting" ignore us all you want.

Hey, what was the last new product made for the TI?

hmm, did you get an ehternet card?

IDE interface?

Peripheral emulator?

any cool demos? new games that push the limits of the hardware?

no?

hahahaha, we got all!

8072. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-24 12:46:00 UTC
From: ben yates <winston19842005@yahoo.com>
Message-ID: <pan.2006.12.24.12.45.58.581778@yahoo.com>
Source record: 5429

On Sat, 23 Dec 2006 22:10:18 -0800, mgladson wrote:

> oh no, the dreaded top posters. aughhhhhhh. seriously, stfu about
> "top posting" ignore us all you want.
>
> Hey, what was the last new product made for the TI?

CF Flash card adapter, just this year.

>
> hmm, did you get an ehternet card?

No, just use a UDS-10

>
> IDE interface?

Yes, IDE interface last year (not counting the CF Flash which has an IDE
interface). This joins the SCSI interface that has been out for 10 years.

>
> Peripheral emulator?

And what is a "Peripheral emulator"?
We have Gram emulators that allow multiple cartridges to be loaded from
disk, modifications, etc.

>
> any cool demos? new games that push the limits of the hardware?

Yes, a few demos, a few games. But most of us are grown-ups and don't live
in our mommy's basements like yourself and your friends. And since I seem
to be arguing with such...

> no?
>
>
> hahahaha, we got all!

Here you go! *PLONK*

(Note to grown-ups reading this thread - I have the greatest respect of
other computer communities and have been a long-time lurker (and
participater) of Usenet groups such as comp.sys.apple2, .atari.8bit, .cbm,
.sinclair, .tandy, and .ti along with some programming groups as well)

8073. Merry Christmas Atarians

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-24 14:36:17 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Y5Gdne0EHKv5DRPYRVnzvA@telenor.com>
Source record: 5430

I just want to wish all you Atarians a very Merry Christmas and hope you have a great holiday.

Take Atarian care

8074. Re: PREPAID ATARI GAMES!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-24 19:56:29 UTC
From: marika <mcenko@mindspring.com>
Message-ID: <op.tk2y91xmhvxdbn@dialup-4.248.230.254.dial1.washington2.level3.net>
Source record: 5431
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 22 Dec 2006 10:50:42 -0500, Bravo Sierra Computers
<atari@aracnet.com> wrote:

> I'm buying out an Atari warehouse that's been locked up for over a
> decade!

oh my god
I remember this incident well...I always wondered what happened with it...

> Games & more listed below for ST & 8 Bit!

thanks for the uppdate

> Reserving orders UpFront for Any-
> Customer! If this lot goes well, I'll buy more Atari lots! Titles listed
> below I'll get 1, 2 or 3 of. Saving Atari Games from oblivion by
> PrePaying
> your order. All are NEW in BOX! If you dont buy Today, I cant save you
> any
> Money!E-Mail BenSells@Atari.org or call (503)256-9974!1st come, 1st
> serve!
>
> Midway Battles and Ultima II are already spoken for.
>
> Prices below are for one copy each.
>
> 8 bit titles
>
> decision in the desert; micropose $20
> kennedy approach; micropose $20
> logo; atari, complete in thick silver box $20
> napolean in russia; datasoft $20
>
> st titles
>
> arcanan; no excuses $20
> auto duel; origin $50
> axe of rage; epyx $20
> data manager; time works $20
> design idea; time works $20
> down hill challenge; broderbund $20
> fleet sreet publishing; michtron $20
> fools errand; miles $20
> frostbyte; microvalue $20

> goldenpath; firebird $20
> gridiron glory; bethesda $20
> lords of conflict; electronic arts $20
> manhunter 2; sierra $30
> midway battles; tdc $20
> olympus; olympus $20
> operation clean streets; broderbund $20
> people places things; time works $20
> phantasm; exocet $20
> santa paravia; starsoft $20
> sorcerer of claymorgue castle; keypunch $20
> space quest; sierra $30
> starflight; tpi $20
> stock market game; tdc $20
> summer games; epyx $20
> symbols and slogans; time works $20
> tank attack by; artworx $20
> targhan; silamarlis $20
> ultima II; sierra $60
> zynaps; hewson $20
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
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> or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>

8075. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-24 21:44:13 UTC
From: mgladson@gmail.com
Message-ID: <1166996653.144705.47420@73g2000cwn.googlegroups.com>
Source record: 5432

uds-10 is ok if you cant make a real card.

a peripheral emulator is a program for your pc that connects to your
8bit (sio on atari or IEC on commodore) and allows the 8 bit to access
files on the pc as a native peripheral.

like APE for atari or CBM4WIN or 64hdd for commodore.

the point is, someone tried to help out the "community" which as far as
ti is concerned is dead, as noted by all the free ti stuff i see, the
lack of REAL expos or any demos or games that dont suck ass, and you
lash out.

YOU need to grow up and respond respectfully instead of saying GOOGLE
this, Snobs and arrogant asses say that, not members of a symbiotic
community.

as for the basement, i have been happily married for 13 years, out of
my parents house since i was 18, and very successful.

btw, commodore has had scsi since the 80s (atari too, if i am not
mistaken)

if your only semblance of comminuty is the lame yahoo group and some
website that has every lame ass plugin for nuke installed, you are as
good as dead.

I used to think other retro people were like us, but i find that they
are bitter because their communities are not thriving.

so feel free to talk down to a group that is clearly superior, we don't
mind getting our feet dirty once in a while :)

ben yates wrote:
> On Sat, 23 Dec 2006 22:10:18 -0800, mgladson wrote:
>
> > oh no, the dreaded top posters. aughhhhhhh. seriously, stfu about
> > "top posting" ignore us all you want.
> >
> > Hey, what was the last new product made for the TI?
>
> CF Flash card adapter, just this year.
>
> >
> > hmm, did you get an ehternet card?
>
> No, just use a UDS-10

>
> >
> > IDE interface?
>
> Yes, IDE interface last year (not counting the CF Flash which has an IDE
> interface). This joins the SCSI interface that has been out for 10 years.
>
> >
> > Peripheral emulator?
>
> And what is a "Peripheral emulator"?
> We have Gram emulators that allow multiple cartridges to be loaded from
> disk, modifications, etc.
>
> >
> > any cool demos? new games that push the limits of the hardware?
>
> Yes, a few demos, a few games. But most of us are grown-ups and don't live
> in our mommy's basements like yourself and your friends. And since I seem
> to be arguing with such...
>
> > no?
> >
> >
> > hahahaha, we got all!
>
> Here you go! *PLONK*
>
> (Note to grown-ups reading this thread - I have the greatest respect of
> other computer communities and have been a long-time lurker (and
> participater) of Usenet groups such as comp.sys.apple2, .atari.8bit, .cbm,
> .sinclair, .tandy, and .ti along with some programming groups as well)

8076. Atari 5200 Digital joystick adapter

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-25 04:54:19 UTC
From: Rajni <krishnasoft@gmail.com>
Message-ID: <1167022459.719435.318280@i12g2000cwa.googlegroups.com>
Source record: 5433

Currently, auction is going on Atari 5200 digital joystick adapter at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=320064613472&ssPageName=STRK:MESE:IT&ih=011

For details, you can see http://www.krishnasoft.com/sps.htm.

It's a special Y-type cable that hooks up to the DB15 joystick port of
an Atari 5200 and lets you use the Atari 2600 touchpad/keyboard
controller for most of your Atari 5200 keypad functions. The 2nd DB9
connector on the cable lets you control the X/Y/buttons of the Atari
5200 joystick using either PC software called MPDOS or via your own
constructed digital joystick.

Any questions, please ask. Thanks for your time.

MPDOS is also available in another auction at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&rd=1&item=320064614051&ssPageName=STRK:MESE:IT&ih=011

8077. Re: Christmas time is Atari time

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-25 21:52:47 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.25.21.52.47.216485@timestorm.ross.com>
Source record: 5434

On Sat, 23 Dec 2006 11:19:19 -0800, Anders Skelander wrote:

> Christmas time is Atari time. Isn't that true?
>
> Anders

Especially if you turn the Fuji green and put little lights and ornaments
on it :)

Merry Christmas.

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8078. Re: Merry Christmas Atarians

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-25 21:54:04 UTC
From: qnr <terry@timestorm.ross.com>
Message-ID: <pan.2006.12.25.21.54.04.529045@timestorm.ross.com>
Source record: 5435

On Sun, 24 Dec 2006 15:36:17 +0100, Vidar Olavesen wrote:

> I just want to wish all you Atarians a very Merry Christmas and hope you
> have a great holiday.
>
> Take Atarian care

And Merry Christmas to you too, and every one else that happens to be
looking. Happy Holidays to those that don't celebrate Christmas, and just
plain "hiya" to those that have no current holidays!

--
Terry "qnr" Ross | http://www.aliboom.com
1024D/E5796C4D | Key BE84 EC1D FC94 D97B 9063 AD15 0F38 193A E579 6C4D
Source Mage GNU/Linux http://www.sourcemage.org

8079. Re: Merry Christmas Atarians

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-25 23:53:02 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1167090782.208761.300920@a3g2000cwd.googlegroups.com>
Source record: 5436

Merry Christmas to all and to all a Happy New Year 2007. And
yeah.....Season's Greetings to everyone.

8080. Tic Tac Toe Plus, Pre Alpha Version

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-26 03:07:33 UTC
From: Mitoshima <kmitoshima1@yahoo.com>
Message-ID: <1167102453.419814.134740@f1g2000cwa.googlegroups.com>
Source record: 5437

The pre-alpha version of Tic Tac Toe Plus, which is actually a Tic Tac Toe game, will be made available on Wed 27th.

Your contribution is needed and will be appreciated as we would like persons to sample this version of the game and give their honest comments, whether good or bad, report errors and problems, or give any good idea that will be splendid for the game.

This version is only a pre-alpha version, it is not a completed game, therefore do not expect mush visuals, options or gameplay as a matter of fact.

To test the pre-alpha version, subscribe to the group "Makers Of Video Games" at http://groups.google.com.vc/group/maker-of-video-games?hl=en. When your membership is permitted, which should not take any longer than 6 hours, you can then download and play the game.

Give all comments, reports, ideas and ask any question in the topic labelled "Comments on Tic Tac Toe Plus, Pre Alpha Version" at the group "Makers Of Video Games."

Please read the Page labelled "Tic Tac Toe Plus, Pre Alpha Version" in the group "Makers Of Video Games" before downloading and playing.

8081. Atari Flashback II and paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-27 00:21:04 UTC
From: borne@gate.net
Message-ID: <1167178864.186414.57520@i12g2000cwa.googlegroups.com>
Source record: 5438

Just got the AF2 and am using old paddle controllers for Warlords.
These paddle controllers have not been used in at least 15 years. They
seem to work ok, but the range of motion is limited. In other words,
the sheild travels in its complete motion with only a few degrees of
turn from the paddles. It makes it very difficult to control.

Is this a problem with the paddles, or the way the AF2 works with the
old paddles? Any help would be appreciated.

One additional question. Should I hack the AF2 to accept carts, or
should I just keep using my old Atari 2600 modified for RCA outputs?
I'd used the cartridge connector inside the 2600 for the AF2.

Thanks in advance.

8082. Looking for slightly more modern laser/inkjet printer success stories with Atari 850 or P:R: interface.

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-27 09:22:49 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <M6mdnUtqe5_Hpg_YnZ2dnUVZ_smonZ2d@comcast.com>
Source record: 5439

I am interested in connecting a slightly more modern parallel printer up to my atari with my 850 and/or P:R: interfaces.

Anybody here have any success with any more modern inkjets or laser printers? The one I am particularly interested in is the HP LaserJet 5L. They are cheap, and can be found by the thousands, but I can't find any information on whether or not they have an Epson FX/MX/RX emulation mode.

If the particular printer in question can't be used with the Atari, what could I use instead?

I am currently using an Epson MX-80 III dot matrix. Excellent printer, btw. My step-father bought it back in the day and was using it on a 8086 for YEARS, then gave it to me a couple of years ago when he cleared out his garage. So far, it is the only non-atari printer I have hooked up to my A8 and it worked right off the bat with no crazy hurdles to cross. It's just SLOW. :(

I appreciate any input.

Thanks,
David Bowden

8083. Re: Looking for slightly more modern laser/inkjet printer success stories with Atari 850 or P:R: interface.

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-27 11:22:19 UTC
From: Bill H <bill@ts1000.us>
Message-ID: <1167218539.525870.55950@a3g2000cwd.googlegroups.com>
Source record: 5440

David Bowden wrote:
> I am interested in connecting a slightly more modern parallel printer up to
> my atari with my 850 and/or P:R: interfaces.
>
> Anybody here have any success with any more modern inkjets or laser
> printers? The one I am particularly interested in is the HP LaserJet 5L.
> They are cheap, and can be found by the thousands, but I can't find any
> information on whether or not they have an Epson FX/MX/RX emulation mode.
>
> If the particular printer in question can't be used with the Atari, what
> could I use instead?
>
> I am currently using an Epson MX-80 III dot matrix. Excellent printer, btw.
> My step-father bought it back in the day and was using it on a 8086 for
> YEARS, then gave it to me a couple of years ago when he cleared out his
> garage. So far, it is the only non-atari printer I have hooked up to my A8
> and it worked right off the bat with no crazy hurdles to cross. It's just
> SLOW. :(
>
> I appreciate any input.
>
> Thanks,
> David Bowden

Though I dont have an atari to test on, i would assume that any printer
with a parallel interface that runs in ibm dos mode would work with the
atari since all the logic / controls are on the printer, not in the
computer like the new printers.

Bill H

8084. Re: Looking for slightly more modern laser/inkjet printer success stories with Atari 850 or P:R: interface.

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-27 15:30:24 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1167233424.801565.160640@48g2000cwx.googlegroups.com>
Source record: 5441

David Bowden wrote:
> I am interested in connecting a slightly more modern parallel printer up to
> my atari with my 850 and/or P:R: interfaces.
>
> Anybody here have any success with any more modern inkjets or laser
> printers? The one I am particularly interested in is the HP LaserJet 5L.
> They are cheap, and can be found by the thousands, but I can't find any
> information on whether or not they have an Epson FX/MX/RX emulation mode.
>
> If the particular printer in question can't be used with the Atari, what
> could I use instead?
>
> I am currently using an Epson MX-80 III dot matrix. Excellent printer, btw.
> My step-father bought it back in the day and was using it on a 8086 for
> YEARS, then gave it to me a couple of years ago when he cleared out his
> garage. So far, it is the only non-atari printer I have hooked up to my A8
> and it worked right off the bat with no crazy hurdles to cross. It's just
> SLOW. :(
>
> I appreciate any input.
>
> Thanks,
> David Bowden

I have a driver for AtariWriter for the HP Deskjet somewhere(I just
did a quick look and didn't find it)
This should work with most HP printers,as they used HPCL to controll
most of their printers.

As soon as I have time for a better search,I will send it to you.

Right now,I am using an Epson Stylus 800 (inkjet) with my Atari an it
works quite well!
Very reliable and the cartridge is easy to refill.

I am glad to see someone post something here,as it seems like this has
become an advertising venue for Ben Smith. :(

8085. Re: atari 8 email list from the krap.pl server

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-28 06:16:23 UTC
From: stephensheppard@hotmail.com
Message-ID: <1167286583.363950.54560@73g2000cwn.googlegroups.com>
Source record: 5442

(ProteanThread) wrote:
> anyone still subcribe or use the a8 list out of krap.pl ?

I signed up about 5 months ago.

Seems I only see messages about once every couple of weeks.

- Steve Sheppard

8086. Re: atari 8 email list from the krap.pl server

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-28 18:23:19 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <en122n$o3i$1@news.xmission.com>
Source record: 5443

"(ProteanThread)" <proteanthread@gmail.com> spit out...:
> anyone still subcribe or use the a8 list out of krap.pl ?

I do, but of late, it has been dead. I think I've gotten a total of 3
messages in the past 2 months (or so).

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

8087. Re: the non-atari retro community SUCKS

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-28 18:26:05 UTC
From: jamesk@ATxmissionDOT.com
Message-ID: <en127t$o3i$2@news.xmission.com>
Source record: 5444

"(ProteanThread)" <proteanthread@gmail.com> spit out...:
> they are not helpful at all in these other groups. they snap or flame
> ya at every suggestion, comment, or question.

> Fuck 'em! Long live the Atari!

Hey.. Don't hold back.. Just speak your mind! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jamesk_AT_xmission_DOT_com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

8088. BUY 4 ATARI 8 BIT GAMES, GET 1 FREE!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-28 19:56:29 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0612281154230.14962-100000@onyx.spiritone.com>
Source record: 5445
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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Ace of Aces; Aliants-The Desperate Battle for Earth!; Andromeda Conquest; Archon-The Light And The Dark; Asteroids; Astro Chase; Atlantis; Aztec Challenge; Ballblazer; Barnyard Blaster; Basketball; BattleZone; Beyond Castle Wolfenstein; Bill Budge. Pinball Construction Set; Boulders and Bombs; BUG attack; Casino Parlor Games; Castle Wolfenstein; Centipede; The ChildsPlay Jubilee; Controller; Crime Buster; Crossbow; Dark Chambers; David's Midnight Magic; Demon Attack; DesertFalcon; Dig Dug; Dig Dug; Donkey Kong; Eastern Front (1941); F-15 Strike Eagle; Fight Night; Final Legacy; Five Card Draw Poker-Arcade Pak #2; Football; Frogger; Gateway to Apshai; GATO; Gorf; The Great American Cross-Country Road Race; HardBall!; INFIDEL; Journey to the Planets; Joust; Jumpman Junior; K-RAZY SHOOT-OUT; Lode Runner; Lords of Conquest; Mah Jong; Millipede; Missile Command; Moon Patrol; Ninja; The Official Moon Shuttle; One-on-One; Pacific Coast Hwy; Pac-Man; Paris in Danger; PitStop; PokerSAM; Pole Position; Preppie!; QIX; Racing Destruction Set; Rescue on Fractalus; Richard Petty's Talladega; Silent Service; Soccer; Space Invaders; Sports Illustrated Boxing/Computer Title Bout; Sports Illustrated Computer Football Strategy; Star Raiders; Star Raiders II; Star Wars-Return of the Jedi-Death Star Battle; Summer Games; Super Breakout; Superman The Game; TAC-Tactical Armor Command; Tennis; ThunderFox; Touchdown Football; Video Vegas; Winter Challenge; Wizard of Wor;

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8089. The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 12:27:30 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <SQ7lh.27673$E02.11292@newsb.telia.net>
Source record: 5446

First of all I want to say thank you to everybody who replied to my questions in comp.sys.atari.8bit in the thread "Missile Command - home computer vs arcade" on Dec. 19, 2006, at 12:41.

Hearing about the possibility to connect a trackball (or an Atari ST mouse) to the 8-bit Atari computer enabling more authentic play of Missile Command, was inspiring.

Here is a technical question.

To my knowledge, the Atari 400/800/XL/XE computer series supports the following logical input on each 9-pin joystick port: Up, down, left, right, button 1, button 2, paddle 1, paddle 2. All are digital except the anolog paddle inputs. Some of the pins can be given output properties.

So how does the computer handle the input from a trackball or an ST mouse? The input from this type of device is a sequence of digital one bit events that need to be counted, either by the I/O hardware or by the CPU.

Anybody, please explain how the 8-bit Atari handles the trackball device.

Anders

8090. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 13:34:20 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <CcCdnc8DkO-4hAjYnZ2dnUVZ_qGjnZ2d@adelphia.com>
Source record: 5447

I don't recall, but it would be interesting to just make a small program to print the values from the stick, paddle, and trigger registers in a contuous loop, and then connect a trackball and see what changes as you do so.

-Jason

"Anders Skelander" <ansk@hotmail.com> wrote in message news:SQ7lh.27673$E02.11292@newsb.telia.net...
> First of all I want to say thank you to everybody who replied
> to my questions in comp.sys.atari.8bit in the thread "Missile
> Command - home computer vs arcade" on Dec. 19, 2006, at 12:41.
>
> Hearing about the possibility to connect a trackball (or an
> Atari ST mouse) to the 8-bit Atari computer enabling more
> authentic play of Missile Command, was inspiring.
>
> Here is a technical question.
>
> To my knowledge, the Atari 400/800/XL/XE computer series
> supports the following logical input on each 9-pin joystick
> port: Up, down, left, right, button 1, button 2, paddle 1,
> paddle 2. All are digital except the anolog paddle inputs.
> Some of the pins can be given output properties.
>
> So how does the computer handle the input from a trackball
> or an ST mouse? The input from this type of device is a
> sequence of digital one bit events that need to be counted,
> either by the I/O hardware or by the CPU.
>
> Anybody, please explain how the 8-bit Atari handles the
> trackball device.
>
> Anders
>

8091. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 15:19:27 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3malh.27691$E02.11191@newsb.telia.net>
Source record: 5348

"Jason Harmon" <jharmon@us.net> skrev i meddelandet
news:CcCdnc8DkO-4hAjYnZ2dnUVZ_qGjnZ2d@adelphia.com...
>I don't recall, but it would be interesting to just make a small program to
>print the values from the stick, paddle, and trigger registers in a
>contuous loop, and then connect a trackball and see what changes as you do
>so.
>
> -Jason

```
100 GRAPHICS 0
110 PRINT STICK(0)
120 PRINT STRIG(0)
130 PRINT STRIG(1)
140 PRINT PADDLE(0)
150 PRINT PADDLE(1)
160 GOTO 110
```

Unfortunately, I do not have any Atari trackball to try this
with. Maybe I have an ST mouse somewhere.

If the output from the trackball or mouse is a fast sequence
of bit values, then one could write a machine code program
that writes data from the joystick port to the frequency
register for an enabled sound channel and listen to it. The
BASIC program above would be too slow.

Anders

8092. Re: The Atari Trackball

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 17:54:41 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <BDclh.4987$yx6.2490@newsread2.news.pas.earthlink.net>
Source record: 5349

Anders Skelander wrote:
> First of all I want to say thank you to everybody who replied
> to my questions in comp.sys.atari.8bit in the thread "Missile
> Command - home computer vs arcade" on Dec. 19, 2006, at 12:41.
>
> Hearing about the possibility to connect a trackball (or an
> Atari ST mouse) to the 8-bit Atari computer enabling more
> authentic play of Missile Command, was inspiring.
>
> Here is a technical question.
>
> To my knowledge, the Atari 400/800/XL/XE computer series
> supports the following logical input on each 9-pin joystick
> port: Up, down, left, right, button 1, button 2, paddle 1,
> paddle 2. All are digital except the anolog paddle inputs.
> Some of the pins can be given output properties.
>
> So how does the computer handle the input from a trackball
> or an ST mouse? The input from this type of device is a
> sequence of digital one bit events that need to be counted,
> either by the I/O hardware or by the CPU.

Two bit if I have it right. Just the raw bit data is decoded by the
processor in either the 2600 or 8 bit.
>
> Anybody, please explain how the 8-bit Atari handles the
> trackball device.

Rather then a pot they use quadrature encoding. I think one of the early
8 bit docs like De Re or Technical Ref had an explaination but Circuit
Cellar has a good explaination.

http://www.circuitcellar.com/library/designforum/trenches/1/index.asp

FWIW: The ST mouse is just an upside down trackball. Most serial ball
type MS/IBM mice used the same type scheme except they had ~PIC
microcontroller built into the mouse to decode the motion and do the
serial communication.

8093. Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 19:02:23 UTC
From: atarinoob <borgbeetle@hotmail.com>
Message-ID: <1167418943.050821.268510@n51g2000cwc.googlegroups.com>
Source record: 5350

Hi there,

Can anyone help me? I got this really nice old PC at the flea market on
Sunday.
I cleaned it up and it says it is an Atari 1200XL. I don't really know
what that is.
It didn't have a VGA output but a TV cord was included. In one of the
disk drives
was a DOS disk, but it is version 2.0. It didn't work so I got out the
DOS Disk
for my old PC. My disk is version 6.22, but it doesn't work either.
I think it's the last one you can get on 5.25" disk. It is supposed to
work,
but it doesn't on my Atari.

I just get this nice colored Atari BIOS Logo. I am not able to get into
the
BIOS setup. I did a search on Google to see if I could find out how,
and I can't
find anything at all. Does anyone know which key I have to press?

Is there a way to hook up a CD-ROM drive and an NIC?

Thanks in advance,
Atarinoob

8094. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 23:05:10 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <O9hlh.10417$ZT3.4885@newssvr19.news.prodigy.com>
Source record: 5351

"atarinoob" <borgbeetle@hotmail.com> wrote in message news:
> Hi there,
>
> Can anyone help me? I got this really nice old PC at the flea market on
> Sunday.
> I cleaned it up and it says it is an Atari 1200XL. I don't really know
> what that is.
> It didn't have a VGA output but a TV cord was included. In one of the
> disk drives
> was a DOS disk, but it is version 2.0. It didn't work so I got out the
> DOS Disk
> for my old PC. My disk is version 6.22, but it doesn't work either.
> I think it's the last one you can get on 5.25" disk. It is supposed to
> work,
> but it doesn't on my Atari.
>
> I just get this nice colored Atari BIOS Logo. I am not able to get into
> the
> BIOS setup. I did a search on Google to see if I could find out how,
> and I can't
> find anything at all. Does anyone know which key I have to press?
>
> Is there a way to hook up a CD-ROM drive and an NIC?
>
>
> Thanks in advance,
> Atarinoob
No, no NIC or CD-ROM.
You got more than one disk drive, so one of them
needs to be set for Drive 1 in order to boot.
You got the Atari logo screen so you have a monitor
setup/connection.
There's no BIOS to configure, the OS is fixed.
You must have a SIO cable from computer to drive.
You have a 9V AC power supply plugged into the
drive. If it is a 1050, you look at back and make
sure the black and white switches in the square hole
are to the left as you're looking inside, this sets the
drive as D1:
Luck

8095. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-29 23:32:47 UTC
From: Mr R <nospam@notarealemailaddress.com>
Message-ID: <4595a5a2$0$8713$ed2619ec@ptn-nntp-reader02.plus.net>
Source record: 5352

It's not a PC so your PC DOS disks are certainly not going to work!
More Info here: http://en.wikipedia.org/wiki/Atari_8-bit

r

"atarinoob" <borgbeetle@hotmail.com> wrote in message
news:1167418943.050821.268510@n51g2000cwc.googlegroups.com...
> Hi there,
>
> Can anyone help me? I got this really nice old PC at the flea market on
> Sunday.
> I cleaned it up and it says it is an Atari 1200XL. I don't really know
> what that is.
> It didn't have a VGA output but a TV cord was included. In one of the
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> was a DOS disk, but it is version 2.0. It didn't work so I got out the
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> for my old PC. My disk is version 6.22, but it doesn't work either.
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> but it doesn't on my Atari.
>
> I just get this nice colored Atari BIOS Logo. I am not able to get into
> the
> BIOS setup. I did a search on Google to see if I could find out how,
> and I can't
> find anything at all. Does anyone know which key I have to press?
>
> Is there a way to hook up a CD-ROM drive and an NIC?
>
>
> Thanks in advance,
> Atarinoob
>

8096. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 01:20:33 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <D6ydnX3yesYzIgjYnZ2dnUVZ_q6vnZ2d@inreach.com>
Source record: 5353

First of all it is NOT an intel powered machine. That DOS disk is for
AtariDOS 2.0 it is NOT intel/MS-DOS. Any software has to be Atari software.
I wish I had that very fine computer, I'd have it up and running in no time
and yes it does use the TV as a screen.

--
There are those who believe that life here, began out there, far across the
universe, with tribes of humans, who may have been the forefathers of the
Egyptians, or the Toltecs, or the Mayans. Some believe that they may yet be
brothers of man, who even now fight to survive, somewhere beyond the
heavens.

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
The Church of Eternity
http://home.inreach.com/starlord/church/Eternity.html

"atarinoob" <borgbeetle@hotmail.com> wrote in message
news:1167418943.050821.268510@n51g2000cwc.googlegroups.com...
> Hi there,
>
> Can anyone help me? I got this really nice old PC at the flea market on
> Sunday.
> I cleaned it up and it says it is an Atari 1200XL. I don't really know
> what that is.
> It didn't have a VGA output but a TV cord was included. In one of the
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> was a DOS disk, but it is version 2.0. It didn't work so I got out the
> DOS Disk
> for my old PC. My disk is version 6.22, but it doesn't work either.
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> but it doesn't on my Atari.
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> BIOS setup. I did a search on Google to see if I could find out how,
> and I can't
> find anything at all. Does anyone know which key I have to press?
>
> Is there a way to hook up a CD-ROM drive and an NIC?
>

>
> Thanks in advance,
> Atarinoob
>

8097. Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 01:47:23 UTC
From: Tristan Mumford <xtristan.xmumford@xgmail.xcom>
Message-ID: <4595c540$0$68951$c30e37c6@lon-reader.news.telstra.net>
Source record: 5354

Hello!
I've posted here in the past asking about resurrecting a dead 600XL.
Something recently came to my attention.
What happens if the 'option' button is pressed during boot. I read it
bypasses BASIC, but that's all the info I could find. What does it display
etc?
I'm asking because I have some doubt about its side buttons. Well, all of it
to be honest.
I thought maybe it's just a case of overlooking something simple. Probably
not, but it's worth a shot.

Any help would be appreciated. Seeing one of my 8-bitters in a nonworking
state does make me sad.
--
-----> http://members.dodo.com.au/~izabellion1/tristan/index.html <-----
===== It's not pretty, it's not great, but it is mine. =====

8098. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 03:29:42 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <G2llh.41156$wc5.20754@newssvr25.news.prodigy.net>
Source record: 5355

"Tristan Mumford" <xtristan.xmumford@xgmail.xcom> wrote in message news:
> Hello!
> I've posted here in the past asking about resurrecting a dead 600XL.
> Something recently came to my attention.
> What happens if the 'option' button is pressed during boot. I read it
> bypasses BASIC, but that's all the info I could find. What does it display
> etc?
> I'm asking because I have some doubt about its side buttons. Well, all of
it
> to be honest.
> I thought maybe it's just a case of overlooking something simple. Probably
> not, but it's worth a shot.
>
> Any help would be appreciated. Seeing one of my 8-bitters in a nonworking
> state does make me sad.
> --
Holding OPTION when you boot the 600XL will
give you the self-test screen, I think, if you have
no disk drive connected.
If you have nothing on the screen, it isn't the CONSOL
buttons problem (OPTION, SELECT, START, HELP).

8099. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 03:32:39 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <r5llh.41157$wc5.12188@newssvr25.news.prodigy.net>
Source record: 5356

Is your power supply OK?
Can you test it with another A8?

8100. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 03:53:35 UTC
From: Tristan Mumford <xtristan.xmumford@xgmail.xcom>
Message-ID: <4595e2d0$0$68950$c30e37c6@lon-reader.news.telstra.net>
Source record: 5357

Russg wrote:

>
> "Tristan Mumford" <xtristan.xmumford@xgmail.xcom> wrote in message news:

>> I've posted here in the past asking about resurrecting a dead 600XL.
>> Something recently came to my attention.
>> What happens if the 'option' button is pressed during boot. I read it
>> bypasses BASIC, but that's all the info I could find. What does it
>> display etc?
-snip-
>> --
First off, I have no idea if the power supply is OK. Later today I should
have a chance to look at it. I'll start it up with the top off to check
voltages under load.
Unfortunately the only other things I have bearing the Atari logo are a Lynx
II (also dead) and a pile of 2600s, so a test on something else won't work.

> Holding OPTION when you boot the 600XL will
> give you the self-test screen, I think, if you have
> no disk drive connected.

Interesting. Thanks for that. Now I know what I'm not getting.
I have no floppy drives for it either.

> If you have nothing on the screen, it isn't the CONSOL
> buttons problem (OPTION, SELECT, START, HELP).

IIRC it just displays a brown screen. No sync problems etc. Like I said I'll
have a look a little later.

Is there anything simple I can type blind to get another reaction out of it,
ie a sound etc, to help narrow down the problem?

Thankyou for your help so far. Unfortunately I know very little about the
Atari 8 bit line, and need the help of more knowledgable individuals such
as yourself.

--
-----> http://members.dodo.com.au/~izabellion1/tristan/index.html <-----
===== It's not pretty, it's not great, but it is mine. =====

8101. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 05:23:59 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1167456223@rtfm.mit.edu>
Source record: 5358
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 15, 2006

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari, based in Sunnyvale,
California, USA, produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.comp.atari8bit
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
rec.games.video.atari

E-MAIL LIST:
atari8-l, kept by Maciej Grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

ATARIMANIA, http://www.atarimania.com/
Atarimania aims to offer a complete historical tour to the new or experienced
Atari user. From the company's humble beginnings to its demise as a hardware
manufacturer in the nineties, we hope to provide you lots of original content
in all forms: databases, catalogs, magazine scans and much, much more!

In addition to the unique material on the site, Atarimania also hosts a
massive on-going project: a gigantic database of ALL Atari 8-bit software,
complete with all the information you can dream of!

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
```

Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
FTP Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

Atari SAP Music Archive: http://asma.atari.org/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://my.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://www.ilmarinen.us/spacebbs/bbs-dialup.html

ONLINE MAGAZINES:
Atari Online News, Etc. (A-ONE) http://people.delphiforums.com/dpj/a-one.htm
The Atari Times http://www.ataritimes.com/

8102. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 07:59:40 UTC
From: atarinoob <borgbeetle@hotmail.com>
Message-ID: <1167465580.451281.165580@k21g2000cwa.googlegroups.com>
Source record: 5359

Thanks for the answers!

I'll take a look, but there are no holes with switches in the back.
You say a 1050 drive? I was refering to the internal drives.

I'd like to continue on www.atariage.com, my account is just
beeing validated and i have posted a picture.

I'll update my post with the info i got here

thanks
atarinoob

8103. indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 09:22:46 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <Ddqlh.32172$a14.8543@newsfe24.lga>
Source record: 5360

XF551's high speed 38400 bps burst mode usable only with SuperDOS 5.1 but it doesnt work with Indus GT. I thought Indus GT Synchromesh mode usable with SpartaDOS X and DOSXL. SuperDOS 5.1 cant detect Indus GT. how come?

Thanks!
Jack Tseng

8104. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 11:02:25 UTC
From: Rybags <rybags@tpg.com.au>
Message-ID: <1167476545.478139.90330@v33g2000cwv.googlegroups.com>
Source record: 5361

>
> IIRC it just displays a brown screen. No sync problems etc. Like I said I'll
> have a look a little later.
>

Possibly a loose chip.

Open the machine and remove the silver coloured RF shield. The
keyboard plugs into the motherboard via a ribbon cable. Just be
careful not to damage it when pulling out and replacing.

Then just push gently on any socketed chips to ensure they're properly
seated.

8105. Re: indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 11:32:01 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <deqdnVgWT6yH0wvYnZ2dnUVZ_oOonZ2d@comcast.com>
Source record: 5362

"Jack Tseng" <tseng4@hotmail.com> wrote in message
news:Ddqlh.32172$a14.8543@newsfe24.lga...
> XF551's high speed 38400 bps burst mode usable only with SuperDOS 5.1 but
> it doesnt work with Indus GT. I thought Indus GT Synchromesh mode usable
> with SpartaDOS X and DOSXL. SuperDOS 5.1 cant detect Indus GT. how come?

I have 2 Indus GT drives sitting here, but I never used them other than to boot a few games and make sure they worked (1 is junk, the other is pristine). This is the first time I have heard of Synchromesh mode. Did a quick google and... holy crap. 72kbps? Anyways, if you follow this link http://www.faqs.org/faqs/atari-8-bit/faq/section-21.html you will see that the synchromesh mode is supported natively by SpartaDOS X and DOS XL.

Indeed, I did dig out my SDX cart and working Indus to check it. My Indus GT supports high speed mode, but does not support UltraSpeed mode, while my XF551 with the Hyper XF mod does, and so does AtariSIO/APE/SIO2PC. DOS XL is interesting, but it's obviously not as fast as SDX.

And regarding the XF551, it's high speed mode works with other DOSes than just SuperDOS 5.1. Examples include MyDOS if patched with Mathias' high speed driver (also works great on SIO2PC software), SDX, SD3.2G, and those are just the ones I know of.

The Indus GT is a fancy drive, but I think I prefer my XF. Having been inside both of these drives, I vastly prefer the XF's simplicity. On the inside, the Indus reminds me of a bowl of spaghetti.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame-ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

8106. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 11:42:38 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <-8GdnVqE-eUKzQvYnZ2dnUVZ_r-onZ2d@comcast.com>
Source record: 5363

"atarinoob" <borgbeetle@hotmail.com> wrote in message
news:1167465580.451281.165580@k21g2000cwa.googlegroups.com...
> Thanks for the answers!
>
> I'll take a look, but there are no holes with switches in the back.
> You say a 1050 drive? I was refering to the internal drives.
>
> I'd like to continue on www.atariage.com, my account is just
> beeing validated and i have posted a picture.
>
> I'll update my post with the info i got here

GAH! Dude! I'd give my left nut... scratch that, everything from the waist
down just to own that thing! O.o;
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

8107. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 15:25:09 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <oLSdnXERbKaMFQvYnZ2dnUVZ_oernZ2d@inreach.com>
Source record: 5364

The ID switch is on the back of the disk drive itself, not the computer and if you have more than one 1050 or 810 drive, then one of them has to be set for 1, and the other 2. No place for anything like a cd rom. I had a 12xl way back in the mid 80's wasn't a bad machine at all.

--
There are those who believe that life here, began out there, far across the universe, with tribes of humans, who may have been the forefathers of the Egyptians, or the Toltecs, or the Mayans. Some believe that they may yet be brothers of man, who even now fight to survive, somewhere beyond the heavens.

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
The Church of Eternity
http://home.inreach.com/starlord/church/Eternity.html

"atarinoob" <borgbeetle@hotmail.com> wrote in message
news:1167465580.451281.165580@k21g2000cwa.googlegroups.com...
> Thanks for the answers!
>
> I'll take a look, but there are no holes with switches in the back.
> You say a 1050 drive? I was refering to the internal drives.
>
> I'd like to continue on www.atariage.com, my account is just
> beeing validated and i have posted a picture.
>
> I'll update my post with the info i got here
>
> thanks
> atarinoob
>

8108. Re: Looking for slightly more modern laser/inkjet printer success stories with Atari 850 or P:R: interface.

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 16:25:18 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <4vni7eF1cs9evU1@mid.individual.net>
Source record: 5365

On Wed, 27 Dec 2006 03:22:49 -0600, David Bowden wrote:

> I am interested in connecting a slightly more modern parallel printer up to
> my atari with my 850 and/or P:R: interfaces.
>
> Anybody here have any success with any more modern inkjets or laser
> printers? The one I am particularly interested in is the HP LaserJet 5L.
> They are cheap, and can be found by the thousands, but I can't find any
> information on whether or not they have an Epson FX/MX/RX emulation mode.
>
> If the particular printer in question can't be used with the Atari, what
> could I use instead?
>
> I am currently using an Epson MX-80 III dot matrix. Excellent printer, btw.
> My step-father bought it back in the day and was using it on a 8086 for
> YEARS, then gave it to me a couple of years ago when he cleared out his
> garage. So far, it is the only non-atari printer I have hooked up to my A8
> and it worked right off the bat with no crazy hurdles to cross. It's just
> SLOW. :(
>
> I appreciate any input.
>
> Thanks,
> David Bowden

I'm very happy with the Kyocery Mita Laserprinters. They still support Epson and IBM ESC Codes (as well as PCL and Postscript), have all Codes documented in the handbooks (downloadable as PDF from the company webpage). Also the printers are very reliable and have low life cycle costs. Be sure to check the Emulation Features, as they also have some Windows only GDI Printer.

I have the FS1200D (with duplex printing feature).

Carsten

8109. Re: indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 16:34:03 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1167496443.520021.213650@73g2000cwn.googlegroups.com>
Source record: 5366

My Indus can beat up your XF551! naya! naya! :)

Seriously though,I think the Indus is one tough drive.

I have six of them and all work like new,outside of having to clean the heads (because
of the build up of crud from 20 year old disks).

The XF551 is not so robust,I have four and two are down.One of the downers is powering
an IDE harddrive and the other one,I am going to try to mod into a 3.5",just for the h*ll of it.

Atari had a good idea,but tried to make them too cheaply (low quality).There has been a
lot of trouble with the SIO ports,among other things.

IMHO,the XF551 and the 360k format,now,are just not worth the trouble.To keep things
simple,I stick to the 180k format and flippies.

Like a lot of Atarians,I am in the process of recording my floppies (with SIO2PC/APE)
to disk images (that never deteriorate).

Even though our Atari disk drives have been troopers,the time is coming that they will
(sooner or later) fail.

8110. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 16:44:17 UTC
From: Ed Shepherd <dinosaur@corner.net>
Message-ID: <1167497057.070559.167620@s34g2000cwa.googlegroups.com>
Source record: 5367

Russg wrote:
> Is your power supply OK?
> Can you test it with another A8?

Hello Russ! Can you post your website URL,I have lost it.

Thanks and Happy Holidays!

8111. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 16:50:22 UTC
From: atarinoob <borgbeetle@hotmail.com>
Message-ID: <1167497422.568857.245250@a3g2000cwd.googlegroups.com>
Source record: 5368

I talked about the internal drives, but got it running in the
meantime...

Thanks a lot

Starlord wrote:
> The ID switch is on the back of the disk drive itself, not the computer and
> if you have more than one 1050 or 810 drive, then one of them has to be set
> for 1, and the other 2. No place for anything like a cd rom. I had a 12xl
> way back in the mid 80's wasn't a bad machine at all.

8112. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-30 20:46:37 UTC
From: Russg <russgilb@sbcglobalMUNGE.net>
Message-ID: <FdAlh.10512$ZT3.1383@newssvr19.news.prodigy.com>
Source record: 5369

"Ed Shepherd" <dinosaur@corner.net> wrote in message news:
>
> Russg wrote:
> > Is your power supply OK?
> > Can you test it with another A8?
>
> Hello Russ! Can you post your website URL,I have lost it.
>
> Thanks and Happy Holidays!
Hello, Ed.
My website is gone. I have a 'briefcase' yahoo URL
where I can post stuff. You looking for something?
I changed ISPs several years ago.

8113. Re: indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 02:50:50 UTC
From: Jack Tseng <tseng4@hotmail.com>
Message-ID: <kAFlh.4346$hr3.1256@newsfe24.lga>
Source record: 5370

Where should I get SDX ? I have SD 3.3. Can SP 3.3 increase Indus speed? I need a turbo program that can increase the Indus speed in any DOS? Can we do that?

"David Bowden" <nospam@spamsux.org> wrote in message news:deqdnVgWT6yH0wvYnZ2dnUVZ_oOonZ2d@comcast.com...
>
> "Jack Tseng" <tseng4@hotmail.com> wrote in message
> news:Ddqlh.32172$a14.8543@newsfe24.lga...
>> XF551's high speed 38400 bps burst mode usable only with SuperDOS 5.1 but
>> it doesnt work with Indus GT. I thought Indus GT Synchromesh mode usable
>> with SpartaDOS X and DOSXL. SuperDOS 5.1 cant detect Indus GT. how come?
>
> I have 2 Indus GT drives sitting here, but I never used them other than to
> boot a few games and make sure they worked (1 is junk, the other is
> pristine). This is the first time I have heard of Synchromesh mode. Did a
> quick google and... holy crap. 72kbps? Anyways, if you follow this link
> http://www.faqs.org/faqs/atari-8-bit/faq/section-21.html you will see that
> the synchromesh mode is supported natively by SpartaDOS X and DOS XL.
>
> Indeed, I did dig out my SDX cart and working Indus to check it. My Indus
> GT supports high speed mode, but does not support UltraSpeed mode, while
> my XF551 with the Hyper XF mod does, and so does AtariSIO/APE/SIO2PC. DOS
> XL is interesting, but it's obviously not as fast as SDX.
>
> And regarding the XF551, it's high speed mode works with other DOSes than
> just SuperDOS 5.1. Examples include MyDOS if patched with Mathias' high
> speed driver (also works great on SIO2PC software), SDX, SD3.2G, and those
> are just the ones I know of.
>
> The Indus GT is a fancy drive, but I think I prefer my XF. Having been
> inside both of these drives, I vastly prefer the XF's simplicity. On the
> inside, the Indus reminds me of a bowl of spaghetti.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> Lame-ass website: http://david.taylor-madeak.org
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net
>

8114. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 04:19:46 UTC
From: Tristan Mumford <xtristan.xmumford@xgmail.xcom>
Message-ID: <45973a71$0$68952$c30e37c6@lon-reader.news.telstra.net>
Source record: 5371

Rybags wrote:

>>
>> IIRC it just displays a brown screen. No sync problems etc. Like I said
>> I'll have a look a little later.
>>
>
> Possibly a loose chip.
>
> Open the machine and remove the silver coloured RF shield. The
> keyboard plugs into the motherboard via a ribbon cable. Just be
> careful not to damage it when pulling out and replacing.
>
> Then just push gently on any socketed chips to ensure they're properly
> seated.

Looks like I was slightly wrong about the symptom. The screen colour is red and not brown. I tried it in a different television.
There are also what appear to be 8 (possibly more off the left of the screen) vertical thin artefact style lines going from the extreme left to maybe 1/3 of the way across the screen. They even go past the top and bottom black borders.

Unfortunately there are no socketed ICs. All are soldered in.
I didn't get as far as checking the voltages. I did a far more primitive test.
After fiddling with the tuning on the TV I just went along and touched each chip to check the temperature.

U4 was warm. U11 and U12 were extremely hot. On realising this I killed the power.

Also, I'm not sure, but the ribbon cable conductors look discoloured in places like from heat.

--
-----> http://members.dodo.com.au/~izabellion1/tristan/index.html <-----
===== It's not pretty, it's not great, but it is mine. =====

8115. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 05:39:40 UTC
From: Tristan Mumford <xtristan.xmumford@xgmail.xcom>
Message-ID: <45974d23$0$68962$c30e37c6@lon-reader.news.telstra.net>
Source record: 5372

Tristan Mumford wrote:

> Rybags wrote:
>
>>>
>>> IIRC it just displays a brown screen. No sync problems etc. Like I said
>>> I'll have a look a little later.
>>>
>>
>> Possibly a loose chip.
>>
>> Open the machine and remove the silver coloured RF shield. The
>> keyboard plugs into the motherboard via a ribbon cable. Just be
>> careful not to damage it when pulling out and replacing.
>>
>> Then just push gently on any socketed chips to ensure they're properly
>> seated.
>
> Looks like I was slightly wrong about the symptom. The screen colour is
> red and not brown. I tried it in a different television.
> There are also what appear to be 8 (possibly more off the left of the
> screen) vertical thin artefact style lines going from the extreme left to
> maybe 1/3 of the way across the screen. They even go past the top and
> bottom black borders.
>
> Unfortunately there are no socketed ICs. All are soldered in.
> I didn't get as far as checking the voltages. I did a far more primitive
> test.
> After fiddling with the tuning on the TV I just went along and touched
> each chip to check the temperature.
>
> U4 was warm. U11 and U12 were extremely hot. On realising this I killed
> the power.
>
> Also, I'm not sure, but the ribbon cable conductors look discoloured in
> places like from heat.
>
Sorry about the self reply.
I just went through, cleaned up whatever traces I could etc. The board is in
poor shape underneath All the larger tracks are badly bubbled.
I now get a nice clear stable red screen with no artefacts. Nothing else
though. Oh well.
--
-----> http://members.dodo.com.au/~izabellion1/tristan/index.html <-----

===== It's not pretty, it's not great, but it is mine. =====

8116. Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 11:06:27 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <TQMlh.27847$E02.11400@newsb.telia.net>
Source record: 5373

I need advice on how to record game sequences running on an
Atari computer. I would like to record both graphics and
sound, preferrably on a PC with the Atari game running in an
emulator. It would be cool if the recordings could be
written to a DVD disc and played in any DVD player.

All this can probably be done if I connect "TV Out" from
the PC to a stand alone DVD recorder/player. I do not
have a stand alone DVD recorder/writer/player so I thought
maybe it would be possible to find a PC software based
solution to capture video and sound from the Atari emulator
and write to a file.

Thanks in advance for any help with this.

Anders

8117. Re: Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 12:30:02 UTC
From: David Bowden <nospam@spamsux.org>
Message-ID: <bZqdnbRxQMGsMArYnZ2dnUVZ_r2onZ2d@comcast.com>
Source record: 5374

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:TQMlh.27847$E02.11400@newsb.telia.net...
>I need advice on how to record game sequences running on an
> Atari computer. I would like to record both graphics and
> sound, preferrably on a PC with the Atari game running in an
> emulator. It would be cool if the recordings could be
> written to a DVD disc and played in any DVD player.
>
> All this can probably be done if I connect "TV Out" from
> the PC to a stand alone DVD recorder/player. I do not
> have a stand alone DVD recorder/writer/player so I thought
> maybe it would be possible to find a PC software based
> solution to capture video and sound from the Atari emulator
> and write to a file.
>
> Thanks in advance for any help with this.
>
> Anders
>

You could always try fraps. http://www.fraps.com/

I almost never use any Atari emulator, but I occasionally use Atari800 under
Linux, so I don't know if there's a win based Atari emulator that uses
DirectX or OpenGL. If there is an emu that uses either, fraps should be all
you need.

Good luck.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Lame ass website: http://david.taylor-madeak.org

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* comcast *DOT* net

8118. Re: Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 14:04:33 UTC
From: Charlie <charleycron@woh.rr.com>
Message-ID: <4597c3b4$0$27049$4c368faf@roadrunner.com>
Source record: 5375

Anders Skelander wrote:

> I need advice on how to record game sequences running on an
> Atari computer. I would like to record both graphics and
> sound, preferrably on a PC with the Atari game running in an
> emulator. It would be cool if the recordings could be
> written to a DVD disc and played in any DVD player.
>
> All this can probably be done if I connect "TV Out" from
> the PC to a stand alone DVD recorder/player. I do not
> have a stand alone DVD recorder/writer/player so I thought
> maybe it would be possible to find a PC software based
> solution to capture video and sound from the Atari emulator
> and write to a file.
>
> Thanks in advance for any help with this.
>
> Anders

I suppose you could get yourself a video capture card and record from a real Atari! The nice ones have hardware encoders on the boards, but you can get a cheapy and use software encoders for $50 new, or even cheaper used!

8119. Re: Atari Flashback II and paddle controllers

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 14:48:19 UTC
From: Tristan Mumford <xtristan.xmumford@xgmail.xcom>
Message-ID: <4597cdba$0$68965$c30e37c6@lon-reader.news.telstra.net>
Source record: 5376

borne@gate.net wrote:

> Just got the AF2 and am using old paddle controllers for Warlords.
> These paddle controllers have not been used in at least 15 years. They
> seem to work ok, but the range of motion is limited. In other words,
> the sheild travels in its complete motion with only a few degrees of
> turn from the paddles. It makes it very difficult to control.
>
> Is this a problem with the paddles, or the way the AF2 works with the
> old paddles? Any help would be appreciated.

In my nonspecialist opinion it sounds like the potentiometers in the
original paddles are a different value to the AF2 pots.

>
> One additional question. Should I hack the AF2 to accept carts, or
> should I just keep using my old Atari 2600 modified for RCA outputs?
> I'd used the cartridge connector inside the 2600 for the AF2.

Personally I'd keep using the 2600. Especially because the paddles wouldn't
require modification.
Been meaning to do that RCA output mod to one of the 2600s around the
place... But first I have to find/fix a power supply. Through various
accidents most have had their cords broken.
--
-----> http://members.dodo.com.au/~izabellion1/tristan/index.html <-----
===== It's not pretty, it's not great, but it is mine. =====

8120. Re: Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 14:55:34 UTC
From: Peck <peck@peck.de>
Message-ID: <ef611$4597cf67$55b1db3e$30457@news1.surfino.com>
Source record: 5377

> I would like to record both graphics and sound, preferrably on a PC with
> the Atari game running in an emulator.

Atari 800Win has a "Save Video" option.

It would really be great to have something like
http://www.c64-longplays.de.vu/ for the A8!

Happy new year to all Atarians,

Frank

8121. Re: Dead 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 16:19:32 UTC
From: Rick Cortese <ricortes@earthlink.net>
Message-ID: <oqRlh.5582$w91.475@newsread1.news.pas.earthlink.net>
Source record: 5378

Tristan Mumford wrote:
> Tristan Mumford wrote:
<snip>
> I just went through, cleaned up whatever traces I could etc. The board is in
> poor shape underneath All the larger tracks are badly bubbled.
> I now get a nice clear stable red screen with no artefacts. Nothing else
> though. Oh well.

Probably RAM. If you get as far as a stable screen of some kind that
usually means GTIA, 6502, et cetera, are all working through the initial
start up.

But leave it on over night and reboot in the morning. This sometimes helps.

8122. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 17:30:50 UTC
From: Starlord <starlord@sidewalkastronomy.info>
Message-ID: <6a2dnaPgjpMqaQrYnZ2dnUVZ_vmqnZ2d@inreach.com>
Source record: 5379

The 1200XL I had didn't have a built in drive, I had 3 1050's hooked up all ending with a xm301 modem.

--
There are those who believe that life here, began out there, far across the universe, with tribes of humans, who may have been the forefathers of the Egyptians, or the Toltecs, or the Mayans. Some believe that they may yet be brothers of man, who even now fight to survive, somewhere beyond the heavens.

The Lone Sidewalk Astronomer of Rosamond
Telescope Buyers FAQ
http://home.inreach.com/starlord
Sidewalk Astronomy
www.sidewalkastronomy.info
The Church of Eternity
http://home.inreach.com/starlord/church/Eternity.html

"atarinoob" <borgbeetle@hotmail.com> wrote in message news:1167497422.568857.245250@a3g2000cwd.googlegroups.com...
>I talked about the internal drives, but got it running in the
> meantime...
>
> Thanks a lot
>
>
> Starlord wrote:
>> The ID switch is on the back of the disk drive itself, not the computer
>> and
>> if you have more than one 1050 or 810 drive, then one of them has to be
>> set
>> for 1, and the other 2. No place for anything like a cd rom. I had a 12xl
>> way back in the mid 80's wasn't a bad machine at all.
>

8123. source files

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 17:40:23 UTC
From: AC <ac@ac.com>
Message-ID: <bCSlh.538964$5R2.281364@pd7urf3no>
Source record: 5380

Hi,

I remember years ago typing pages and pages of basic code into my 800xl, the code mostly came from ANTIC magazine. I've found ANTIC magazine online with all of the programs. But they did not include any of the source code. Can anybody tell me where I can find the source code from the magazines? Unfortunately I no longer have the magazines. :-(

Thanks.

8124. Re: Recording Atari game sequences

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 18:18:06 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <y9Tlh.27966$E02.11367@newsb.telia.net>
Source record: 5381

"Peck" <peck@peck.de> skrev i meddelandet
news:ef611$4597cf67$55b1db3e$30457@news1.surfino.com...

> Atari 800Win has a "Save Video" option.
OK, thanks for your help!

> It would really be great to have something like
> http://www.c64-longplays.de.vu/ for the A8!

This is off topic from an Atari point of view, but anyway: I
tried to play the Snokie file on my Windows XP PC, but the
basic version of Real Player 10.5 tells me to update with
an additional software module. I accept this action and then
it tells me the module cannot be found...

Anders

8125. Re: indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 23:42:29 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <4vr074F1dbge7U1@mid.individual.net>
Source record: 5382

On Sat, 30 Dec 2006 21:50:50 -0500, Jack Tseng wrote:

> Where should I get SDX ? I have SD 3.3. Can SP 3.3 increase Indus speed? I
> need a turbo program that can increase the Indus speed in any DOS? Can we do
> that?

How about downloading the new 4.39 Version from
http://trub.atari8.info/index.php3?strona=html/sdx_upgrade_en.html

You can also find the original DOS XL Indus Disks with the Synchromesh
Driver and a more information about the Indus at
http://www.retrobits.net/atari/indus.shtml

Happy New Year!

Carsten

8126. Re: Atari 1200XL Setup Problem

Newsgroup: comp.sys.atari.8bit
Date: 2006-12-31 23:44:34 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <4vr0b1F1dbge7U2@mid.individual.net>
Source record: 5383

On Sun, 31 Dec 2006 09:30:50 -0800, Starlord wrote:

> The 1200XL I had didn't have a built in drive, I had 3 1050's hooked up all
> ending with a xm301 modem.
>
>

Boys, take a look at AtariAge and have fun. Beetle did a nice prank with
his "found" 1250 XLD. Take a look at the awesome pictures. A nice piece of
art.

Cas